

**Specification of Competency Standards**  
**for the Information & Communications Technology Industry**  
**Unit of Competency**

Functional Area - Operations Management

Title	Produce basic 2D animation
Code	107960L3
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners, who are involved in creating basic 2D digital animation in workplace either as a member in the team or as an individual. The 2D animation may be part of a large-scaled animation work or a short individual animation.
Level	3
Credit	3
Competency	<p>Performance Requirements</p> <p>1. Knowledge for producing basic 2D animation</p> <ul style="list-style-type: none"> <li>• Possess literacy skills that can read and interpret work requirements from production brief</li> <li>• Understand animation principles, fundamental techniques and technologies</li> <li>• Possess the concepts in various stages of 2D animation production: pre-production, production and post production</li> <li>• Apply software knowledge skills with different tools, such as: Adobe Photoshop, Flash, HTML5</li> </ul> <p>2. Produce basic 2D animation</p> <ul style="list-style-type: none"> <li>• Comprehend and clarify the 2D animation requirement from: <ul style="list-style-type: none"> <li>○ Project / Production brief / Design specification</li> <li>○ Storyboard and visual reference</li> </ul> </li> <li>• Comprehend the animation work including: <ul style="list-style-type: none"> <li>○ Select the most appropriate 2D animation software / tools, such as: Photo-shooting, stop motion, or computer generated, etc.</li> <li>○ Apply the animation principles into motions, such as: squash and stretch, anticipation, etc.</li> </ul> </li> <li>• Produce animated sequence, including: <ul style="list-style-type: none"> <li>○ Import or generate key drawings for required actions</li> <li>○ Produce the sequence by applying different techniques, such as: various visual effects, combining or removing objects, adding frames, etc.</li> <li>○ Integrate audio, where necessary</li> </ul> </li> <li>• Produce the animation to the required output format for the next stage of production</li> <li>• Test the final output to confirm the quality complies with the project / brief requirement</li> <li>• Review output with relevant supervisor. Respond positively to feedbacks and make adjustment or refinements as required</li> </ul> <p>3. Exhibit professionalism</p> <ul style="list-style-type: none"> <li>• Apply the industry best compression technology to ensure digital media content production complied with the organisational standards</li> </ul>
Assessment Criteria	<p>The integrated outcome requirements of this UoC are the abilities to:</p> <ul style="list-style-type: none"> <li>• Fully comprehend the design brief and production requirements as well as taking initiatives to clarify requirement ambiguities</li> <li>• Select the most suitable 2D animation software / tool to effectively produce the animation sequence within the production time schedule</li> </ul>

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	<ul style="list-style-type: none"><li>• Produce, test and review the 2D animation to ensure the quality meets the production requirement and the organisational standard</li><li>• Package satisfactorily the completed production work as per specified by the production requirements</li></ul>
Remark	