

## Media and Communication (Creative iMedia)

OCR J807/J817/J827 Unit R083 Level 1/Level 2

Cambridge Nationals Award/Certificate/Diploma in Creative iMedia

## **Unit Recording Sheet**

Unit Title Creating 2D and 3D Digital Characters				Unit Code	R083	Session		Year		
Centre Name							Centre Numbe	er	I	
Candidate Name	andidate Name					Candidate Number				
Criteria						Teacher Comments			Centre	Mod
LO1: U	Inderstand the	properties and uses of 2D and 3	D digital charac	ters.						
MB1: 1-3 marks		MB2: 4-6 marks	MB3: 7-9 marks							
Demonstrates a <b>basic</b> understanding of when and where 2D and 3D digital characters are used. Lists <b>a few</b> 2D and 3D digital characters and a <b>limited</b> range of basic software that can be used to create them.		Demonstrates a <b>sound</b> understanding of when and where 2D and 3D digital characters are used. Describes <b>a range</b> of 2D and 3D digital characters and details <b>a range</b> of software that can be used to create them.	Demonstrates a <b>thorough</b> understanding of when and where 2D and 3D digital characters are used. Describes a <b>range</b> of 2D and 3D digital characters and details <b>a</b> <b>range</b> of software, including some complex types, that can be used to create them.							
[1		[4 5 6]			[7 8 9]					
MB1: 1-2 marks		MB2: 3-4 marks	MB3	: 5-6 marks						
Demonstrates a <b>basic</b> of physical and facial ch of <b>a limited range</b> of 21 digital characters.	haracteristics	Demonstrates a <b>sound</b> understanding of physical and facial characteristics of <b>a range</b> of 2D and 3D digital characters.	Demonstrates understanding characteristics 2D and 3D digi	of physical and of a wide rang	ge of					
	[1 2]	[3 4]			[5 6]					

LO2: Be able to plan original 2D and 3D digital characters.			
MB1: 1-5 marks	MB2: 6-9 marks	MB3: 10-12 marks	
Produces an interpretation from the client brief for a 2D or 3D digital character which meets <b>few</b> of the client requirements.	Produces an interpretation from the client brief for a 2D or 3D digital character which meets <b>most</b> of the client requirements.	Produces an interpretation from the client brief for a 2D or 3D digital character which <b>fully</b> meets the client requirements.	
Produces a <b>limited</b> identification of target audience requirements.	Produces a <b>clear</b> identification of target audience requirements.	Produces a <b>clear</b> and <b>detailed</b> identification of target audience requirements.	
Identifies <b>a few</b> assets needed to create a 2D or 3D digital character, demonstrating a <b>limited</b> understanding of their potential use.	Identifies <b>some</b> assets needed to create a 2D or 3D digital character, demonstrating a <b>sound</b> understanding of their	Identifies <b>many</b> assets needed to create a 2D or 3D digital character, demonstrating a <b>thorough</b> understanding of their potential use.	
Identifies <b>a few</b> of the resources needed to create a 2D or 3D digital character, demonstrating a <b>limited</b> understanding of their purpose.	Identifies <b>some</b> of the resources needed to create a 2D or 3D digital character,	Identifies <b>many</b> of the resources needed to create a 2D or 3D digital character, demonstrating a <b>thorough</b> understanding of their	
Produces a work plan for the 2D or 3D digital character, which has <b>some</b> capability in producing the intended	demonstrating a <b>sound</b> understanding of their purpose.	purpose. Produces a <b>clear</b> and <b>detailed</b>	
final character. Draws upon <b>limited</b> skills/knowledge/understanding from other units in the specification	Produces a work plan for the 2D or 3D digital character, which is <b>mostly</b> capable of producing the intended final character.	work plan for the 2D or 3D digital character, which is <b>fully</b> capable of producing the intended final character.	
other units in the specification	Draws upon <b>some relevant</b> skills/knowledge/understanding from other units in the	<b>Clearly</b> draws upon <b>relevant</b> skills/knowledge/understanding from other units in the specification.	
[1 2 3 4 5]	specification. [6 7 8 9]	[10 11 12]	

MB1: 1-4 marks	MB2: 5-7 marks	MB3: 8-9 marks
Produces a <b>simple</b> visualisation diagram for the 2D or 3D digital character.	Produces a <b>sound</b> visualisation diagram for the 2D or 3D digital character.	Produces a <b>clear</b> and <b>detailed</b> visualisation diagram for the 2D or 3D digital character.
Creates a test plan for the character which tests <b>some</b> of the functionality. Demonstrates a <b>limited</b> understanding of legislation in relation to the use of assets in 2D and 3D digital characters.	Creates a test plan for the character which tests <b>most</b> of the functionality, identifying expected outcomes. Demonstrates a <b>sound</b> understanding of legislation in relation to the use of assets in 2D and 3D digital characters.	Creates a <b>clear</b> and <b>detailed</b> test plan for the character which <b>fully</b> tests the functionality, listing tests, expected and actual outcomes and identifying re-tests. Demonstrates a <b>thorough</b> understanding of legislation in relation to the use of assets in 2D and 3D digital characters.
[1 2 3 4]	[5 6 7]	[8 9]
LO3: Be al	ble to create 2D and 3D digital ch	aracters.
MB1: 1-4 marks	MB2: 5-7 marks	MB3: 8-9 marks
Sources and stores a <b>limited range</b> of assets for use, <b>occasionally</b> uses appropriate methods.	Sources and stores a <b>range</b> of assets for use, <b>mostly</b> uses appropriate methods.	Sources and stores a <b>wide range</b> of assets for use, <b>consistently</b> uses appropriate methods.
Creates a character using shapes or freehand drawing tools.	Uses a <b>range</b> of software tools and techniques to create the visualised character. Adds and applies a <b>range</b> of effects to enhance the character.	Uses a <b>wide range</b> of software tools and techniques to create the visualised character. Adds and applies a <b>wide range</b> of effects to enhance the character.
[1 2 3 4]	[5 6 7]	[8 9]

MB1: 1-4 marks		MB2: 5-7 marks	MB3: 8-9 marks	
Occasionally saves and exp 2D or 3D digital character in appropriate formats.	orts the	Mostly saves and exports the 2D or 3D digital character in appropriate formats.	<b>Consistently</b> saves and exp the 2D or 3D digital character <b>appropriate</b> formats.	
<b>Occasionally</b> saves electron using appropriate file and fold names and structures.		<b>Mostly</b> saves electronic files using file and folder names and structures which are <b>consistent</b> and <b>appropriate</b> .	<b>Consistently</b> saves electron using file and folder names a structures which are <b>consist</b> and <b>appropriate</b> .	and
	[1 2 3 4]	[5 6 7]		[8 9]
L	.O4: Be al	ble to review 2D and 3D digital cl	haracters	
MB1: 1-2 marks		MB2: 3-4 marks	MB3: 5-6 marks	
Produces a review of the finished character which demonstrates a <b>limited</b> understanding of what worked and what did not, making <b>few</b> references back to the brief. Review identifies areas for improvement and further		Produces a review of the finished character which demonstrates a <b>reasonable</b> understanding of what worked and what did not, <b>mostly</b> referencing back to the brief. Review identifies areas for	Produces a review of the fini character which demonstrate <b>thorough</b> understanding of worked and what did not, <b>ful</b> referencing back to the brief. Review identifies areas for improvement and further	es a what <b>Iy</b>
development of the final character, some of which are appropriate and sometimes explained.		improvement and further development of the final character, which are <b>mostly</b> <b>appropriate</b> and <b>explained</b> <b>well</b> .	development of the final cha which are <b>wholly appropria</b> justified.	
	[1 2]	[3 4]		[5 6]
			1	
If this is a re-sit, please tick Session and Year of previous submission		Ple	ase tick to	

Please note: This form may be updated on an annual basis. The current version of this form will be available on the OCR website (<u>www.ocr.org.uk</u>).

## Guidance on Completion of this Form

- 1 **One** sheet should be used for each candidate.
- 2 Please ensure that the appropriate boxes at the top of the form are completed.
- 3 Please enter *specific* page numbers where evidence can be found in the portfolio, and where possible, indicate to which part of the text in the mark band the evidence relates.
- 4 Circle the mark awarded for each strand of the marking criteria in the appropriate box and also enter the circled mark in the final column.
- 5 Add the marks for the strands together to give a total out of 60. Enter this total in the relevant box.

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Oxford Cambridge and RSA Examinations