

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 basic understanding of when and where 2D and 3D digital characters are used. Lists a few 2D and 3D digital characters and a limited range of basic software that can be used to create them.		Demonstrates a sound understanding of when and where 2D and 3D digital characters are used. Describes a range of 2D and 3D digital characters and details a range of software that can be used to create them.	Demonstrates a thorough understanding of when and where 2D and 3D digital characters are used. Describes a range of 2D and 3D digital characters and details a range 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 basic of physical and facial ch of a limited range of 21 digital characters.	haracteristics	Demonstrates a sound understanding of physical and facial characteristics of a range 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 few of the client requirements.	Produces an interpretation from the client brief for a 2D or 3D digital character which meets most of the client requirements.	Produces an interpretation from the client brief for a 2D or 3D digital character which fully meets the client requirements.	
Produces a limited identification of target audience requirements.	Produces a clear identification of target audience requirements.	Produces a clear and detailed identification of target audience requirements.	
Identifies a few assets needed to create a 2D or 3D digital character, demonstrating a limited understanding of their potential use.	Identifies some assets needed to create a 2D or 3D digital character, demonstrating a sound understanding of their	Identifies many assets needed to create a 2D or 3D digital character, demonstrating a thorough understanding of their potential use.	
Identifies a few of the resources needed to create a 2D or 3D digital character, demonstrating a limited understanding of their purpose.	Identifies some of the resources needed to create a 2D or 3D digital character,	Identifies many of the resources needed to create a 2D or 3D digital character, demonstrating a thorough understanding of their	
Produces a work plan for the 2D or 3D digital character, which has some capability in producing the intended	demonstrating a sound understanding of their purpose.	purpose. Produces a clear and detailed	
final character. Draws upon limited skills/knowledge/understanding from other units in the specification	Produces a work plan for the 2D or 3D digital character, which is mostly capable of producing the intended final character.	work plan for the 2D or 3D digital character, which is fully capable of producing the intended final character.	
other units in the specification	Draws upon some relevant skills/knowledge/understanding from other units in the	Clearly draws upon relevant 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 simple visualisation diagram for the 2D or 3D digital character.	Produces a sound visualisation diagram for the 2D or 3D digital character.	Produces a clear and detailed visualisation diagram for the 2D or 3D digital character.
Creates a test plan for the character which tests some of the functionality. Demonstrates a limited 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 most of the functionality, identifying expected outcomes. Demonstrates a sound understanding of legislation in relation to the use of assets in 2D and 3D digital characters.	Creates a clear and detailed test plan for the character which fully tests the functionality, listing tests, expected and actual outcomes and identifying re-tests. Demonstrates a thorough 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 limited range of assets for use, occasionally uses appropriate methods.	Sources and stores a range of assets for use, mostly uses appropriate methods.	Sources and stores a wide range of assets for use, consistently uses appropriate methods.
Creates a character using shapes or freehand drawing tools.	Uses a range of software tools and techniques to create the visualised character. Adds and applies a range of effects to enhance the character.	Uses a wide range of software tools and techniques to create the visualised character. Adds and applies a wide range 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.	Consistently saves and exp the 2D or 3D digital character appropriate formats.	
Occasionally saves electron using appropriate file and fold names and structures.		Mostly saves electronic files using file and folder names and structures which are consistent and appropriate .	Consistently saves electron using file and folder names a structures which are consist and appropriate .	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 limited understanding of what worked and what did not, making few references back to the brief. Review identifies areas for improvement and further		Produces a review of the finished character which demonstrates a reasonable understanding of what worked and what did not, mostly referencing back to the brief. Review identifies areas for	Produces a review of the fini character which demonstrate thorough understanding of worked and what did not, ful referencing back to the brief. Review identifies areas for improvement and further	es a what Iy
development of the final character, some of which are appropriate and sometimes explained.		improvement and further development of the final character, which are mostly appropriate and explained well .	development of the final cha which are wholly appropria 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