

<b>Unit Title</b>	Creating 2D and 3D Digital Characters				<b>Unit Code</b>	R083	<b>Session</b>	Jan / June / Nov	<b>Year</b>	2	0		
<b>Centre Name</b>								<b>Centre Number</b>					
<b>Candidate Name</b>								<b>Candidate Number</b>					
<b>Criteria</b>							<b>Teacher Comments</b>		<b>Centre</b>	<b>Mod</b>			
LO1: Understand the properties and uses of 2D and 3D digital characters.													
<b>MB1: 1-3 marks</b>		<b>MB2: 4-6 marks</b>		<b>MB3: 7-9 marks</b>									
Demonstrates a <b>basic</b> understanding of when and where 2D and 3D digital characters are used.  Lists a <b>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 a <b>range</b> of 2D and 3D digital characters and details a <b>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 a <b>range</b> of software, including some complex types, that can be used to create them.									
[1 2 3]		[4 5 6]		[7 8 9]									
<b>MB1: 1-2 marks</b>		<b>MB2: 3-4 marks</b>		<b>MB3: 5-6 marks</b>									
Demonstrates a <b>basic</b> understanding of physical and facial characteristics of a <b>limited range</b> of 2D and 3D digital characters.		Demonstrates a <b>sound</b> understanding of physical and facial characteristics of a <b>range</b> of 2D and 3D digital characters.		Demonstrates a <b>thorough</b> understanding of physical and facial characteristics of a <b>wide range</b> of 2D and 3D digital characters.									
[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			
<p>Produces an interpretation from the client brief for a 2D or 3D digital character which meets <b>few</b> of the client requirements.</p> <p>Produces a <b>limited</b> identification of target audience requirements.</p> <p>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.</p> <p>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.</p> <p>Produces a work plan for the 2D or 3D digital character, which has <b>some</b> capability in producing the intended final character.</p> <p>Draws upon <b>limited</b> skills/knowledge/understanding from other units in the specification</p> <p style="text-align: right;"><b>[1 2 3 4 5]</b></p>	<p>Produces an interpretation from the client brief for a 2D or 3D digital character which meets <b>most</b> of the client requirements.</p> <p>Produces a <b>clear</b> identification of target audience requirements.</p> <p>Identifies <b>some</b> assets needed to create a 2D or 3D digital character, demonstrating a <b>sound</b> understanding of their potential use.</p> <p>Identifies <b>some</b> of the resources needed to create a 2D or 3D digital character, demonstrating a <b>sound</b> understanding of their purpose.</p> <p>Produces a work plan for the 2D or 3D digital character, which is <b>mostly</b> capable of producing the intended final character.</p> <p>Draws upon <b>some relevant</b> skills/knowledge/understanding from other units in the specification.</p> <p style="text-align: right;"><b>[6 7 8 9]</b></p>	<p>Produces an interpretation from the client brief for a 2D or 3D digital character which <b>fully</b> meets the client requirements.</p> <p>Produces a <b>clear</b> and <b>detailed</b> identification of target audience requirements.</p> <p>Identifies <b>many</b> assets needed to create a 2D or 3D digital character, demonstrating a <b>thorough</b> understanding of their potential use.</p> <p>Identifies <b>many</b> of the resources needed to create a 2D or 3D digital character, demonstrating a <b>thorough</b> understanding of their purpose.</p> <p>Produces a <b>clear</b> and <b>detailed</b> work plan for the 2D or 3D digital character, which is <b>fully</b> capable of producing the intended final character.</p> <p><b>Clearly</b> draws upon <b>relevant</b> skills/knowledge/understanding from other units in the specification.</p> <p style="text-align: right;"><b>[10 11 12]</b></p>			

<b>MB1: 1-4 marks</b>	<b>MB2: 5-7 marks</b>	<b>MB3: 8-9 marks</b>		
<p>Produces a <b>simple</b> visualisation diagram for the 2D or 3D digital character.</p> <p>Creates a test plan for the character which tests <b>some</b> of the functionality.</p> <p>Demonstrates a <b>limited</b> understanding of legislation in relation to the use of assets in 2D and 3D digital characters.</p> <p style="text-align: right;"><b>[1 2 3 4]</b></p>	<p>Produces a <b>sound</b> visualisation diagram for the 2D or 3D digital character.</p> <p>Creates a test plan for the character which tests <b>most</b> of the functionality, identifying expected outcomes.</p> <p>Demonstrates a <b>sound</b> understanding of legislation in relation to the use of assets in 2D and 3D digital characters.</p> <p style="text-align: right;"><b>[5 6 7]</b></p>	<p>Produces a <b>clear</b> and <b>detailed</b> visualisation diagram for the 2D or 3D digital character.</p> <p>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.</p> <p>Demonstrates a <b>thorough</b> understanding of legislation in relation to the use of assets in 2D and 3D digital characters.</p> <p style="text-align: right;"><b>[8 9]</b></p>		
<b>LO3: Be able to create 2D and 3D digital characters.</b>				
<b>MB1: 1-4 marks</b>	<b>MB2: 5-7 marks</b>	<b>MB3: 8-9 marks</b>		
<p>Sources and stores a <b>limited range</b> of assets for use, <b>occasionally</b> uses appropriate methods.</p> <p>Creates a character using shapes or freehand drawing tools.</p> <p style="text-align: right;"><b>[1 2 3 4]</b></p>	<p>Sources and stores a <b>range</b> of assets for use, <b>mostly</b> uses appropriate methods.</p> <p>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.</p> <p style="text-align: right;"><b>[5 6 7]</b></p>	<p>Sources and stores a <b>wide range</b> of assets for use, <b>consistently</b> uses appropriate methods.</p> <p>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.</p> <p style="text-align: right;"><b>[8 9]</b></p>		

MB1: 1-4 marks		MB2: 5-7 marks		MB3: 8-9 marks				
<p><b>Occasionally</b> saves and exports the 2D or 3D digital character in <b>appropriate</b> formats.</p> <p><b>Occasionally</b> saves electronic files using appropriate file and folder names and structures.</p> <p style="text-align: right;">[1 2 3 4]</p>		<p><b>Mostly</b> saves and exports the 2D or 3D digital character in <b>appropriate</b> formats.</p> <p><b>Mostly</b> saves electronic files using file and folder names and structures which are <b>consistent</b> and <b>appropriate</b>.</p> <p style="text-align: right;">[5 6 7]</p>		<p><b>Consistently</b> saves and exports the 2D or 3D digital character in <b>appropriate</b> formats.</p> <p><b>Consistently</b> saves electronic files using file and folder names and structures which are <b>consistent</b> and <b>appropriate</b>.</p> <p style="text-align: right;">[8 9]</p>				
<b>LO4: Be able to review 2D and 3D digital characters</b>								
MB1: 1-2 marks		MB2: 3-4 marks		MB3: 5-6 marks				
<p>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.</p> <p>Review identifies areas for improvement and further development of the final character, <b>some</b> of which are <b>appropriate</b> and sometimes <b>explained</b>.</p> <p style="text-align: right;">[1 2]</p>		<p>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.</p> <p>Review identifies areas for improvement and further development of the final character, which are <b>mostly appropriate</b> and <b>explained well</b>.</p> <p style="text-align: right;">[3 4]</p>		<p>Produces a review of the finished character which demonstrates a <b>thorough</b> understanding of what worked and what did not, <b>fully</b> referencing back to the brief.</p> <p>Review identifies areas for improvement and further development of the final character, which are <b>wholly appropriate</b> and <b>justified</b>.</p> <p style="text-align: right;">[5 6]</p>				
						<b>Total 60/</b>		
If this is a re-sit, please tick		Session and Year of previous submission		Jan / June		<b>2 0</b>		Please tick to indicate this work has been standardised internally

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

### 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.