Unit 20: Creating animation for the WWW using ICT (LEVEL 2)

Learning outcomes

By completing this unit candidates will develop a knowledge and understanding of how to design, produce and test a short animation which is fit for purpose.

Candidates will be able to:

- review several existing animations

- design an animation

- create an animation

- test the animation.

It is anticipated that a candidate will require 30 guided learning hours to complete this unit.

Assessment objectives	Knowledge, understanding and skills
1 Review several existing animations	At least two different animations must be reviewed eg: • animated gifs from the Internet • flash/shockwave animations • animated web banners For each animation reviewed, candidates should: • identify the good and not so good features • identify the aim of the animation • comment on how the aims are met • if the aims are not met why not? Suggest possible improvements

2 Design an animation	Produce design documentation eg:
	• describe the aim of the animation
	• describe the audience of the animation
	• tweening **or** frame-by-frame
	• storyboard showing eg:
	  o content of the animation
	  o text
	  o images
	  o sound
	  o video
	  o timing
	  o transitions
	  o effects

3 Create an animation	Animation must be **at least between 15 and 30 seconds** in length Animation editing techniques eg: • basic graphic techniques eg drawing/editing shapes, use of colour, lines, text, importing objects • cutting, copying and pasting • tweening or frame-by-frame • frame rates (continued)

Assessment objectives	Knowledge, understanding and skills
3 Cont. Create an animation	• motion guides • looping • export animation in suitable file format Optimise for the use on the www ie size, colours
4 Test the animation	Test plan to include eg: • suitable content • whether correct message conveyed • suitable frame rate • runs for the correct length of time • whether the animation loops correctly • suitable file format Make improvements based on testing outcomes.

Assessment

This unit is centre assessed and externally moderated.

In order to achieve this unit, candidates must produce a portfolio of evidence showing that they have met all of the assessment objectives.

Portfolios of work must be produced independently. They will need to be made available, together with witness statements and any other supporting documentation, to the OCR Visiting Moderator when required.

Centres must confirm to OCR that the evidence produced by candidates is authentic. An OCR Centre Authentication Form is provided in the Centre Handbook and includes a declaration for assessors to sign. It is a requirement of the QCA Common Criteria for all Qualifications that proof of authentication is received.

Guidance on assessment and evidence requirements

Candidates will not be penalised for their choice of software but must ensure they are making full use of the tools/features available to them in the particular software they decide to use. Candidates could use eg Macromedia Flash, Serif DrawPlus, other.

Candidates should be advised that the animation created should be of **at least 15 seconds** in length; some consideration should be given to the file size of the animation.

For Assessment Objective 1 centres may provide candidates with animations for reviewing. At least two different types of animations must be reviewed.

For Assessment Objective 2 candidates must produce documentation for their animation. At this stage a choice must be made between software that allows the use of tweening or frame-by-frame animation. The storyboard will need to be detailed enough to provide information of the key points in the animation; there is no need to provide evidence of planning every frame. Candidates are not required to create every element themselves they may source these from elsewhere and import them into their chosen software package.

For Assessment Objective 3 an animation of at least 15 seconds in length is required by pass candidates; higher grades will be expected to produce an animation of at least 30 seconds in length that uses looping. The animation must be suitably complex for candidates to evidence the use of a range of animation techniques. A complex animation will consist of multiple objects animated simultaneously and this animation should run smoothly. Animation properties should be modified to ensure it is fit purpose. As the animation is to be used on the www candidates must

export it to a suitable file format. For distinction candidates consideration must be given to optimising the animation for the www.

For Assessment Objective 4 candidates must produce a test plan for their animation. They should carry out these tests and evidence this through a completed test plan or via a checklist. Screen shots are not required as evidence for carrying out these tests. Based on the outcomes of these tests suggestions for improvements must be made. Higher level candidates will need to act on some of these findings.

Signposting to Key Skills

✓   The unit contains opportunities for developing the Key Skill, and possibly for generating portfolio evidence, if teaching and learning is focused on that aim.

Key Skill reference		Key Skill reference		Key Skill reference	
C2.1a	✓	ICT2.1	✓	N2.1	
C2.1b	✓	ICT2.2	✓	N2.2	
C2.2	✓	ICT2.3	✓	N2.3	
C2.3	✓				

Mapping to National Occupational Standards

National Occupational Standards	Reference ID	Title
IT Users (e-skills UK)	SBS2	Specialist or bespoke software Level 2
IT Users (e-skills UK)	SBS3	Specialist or bespoke software Level 3

Resources

This section provides suggestions of suitable resources. The list is neither prescriptive nor exhaustive, and candidates should be encouraged to gather information from a variety of sources. Some suggested resources are intended for Tutor use. The resources in this section were correct at the time of production.

Books

Ulrich, K   *Macromedia Flash MX 2004 for Windows and Macintosh*
                                          Peachpit Press

Journals/magazines

Animation magazine

Films, videos and broadcasts

Pixar Animations – Toy Story, Toy Story 2, Finding Nemo, Monsters Inc, The Incredibles

CD-Roms and computer software

Macromedia Flash

Websites

www.animationmagazine.net
Computer animation software and technology information.

www.pixar.com
Computer animation studios – latest developments about feature animated films and shorts.

www.animationfactory.com
Free 3D animated gifs, clipart and graphics.

Grading

Assessment Objective	Pass	Merit	Distinction
AO1 Review several existing animations	Candidate lists the good and not so good features of at least two different animations.	Candidates identify the aim of the animation. Candidates give a detailed explanation of the good and not so good features of at least two different animations and suggest possible improvements.	Candidates identify the aim of the animation. Candidate gives a thorough explanation of the good and not so good features of at least two animations, and suggests a range of valid improvements to help the animation meet its aims.
AO2 Design an animation	Candidates describe the aim of the animation. A simple storyboard covering the main elements is provided. The design may lack structure.	Candidates describe the aim and audience of the animation. A storyboard covering the main elements is provided. The design has a clear structure.	Candidates are thorough in their description of aim and audience for the animation. A storyboard covering all elements is provided. The design is well structured.
AO3 Create an animation	The animation must be at least 15 seconds in length. The animation makes some use of: basic graphic techniques and tweening or frame-by-frame animation. Some elements may not work as intended. The animation will be exported in a suitable file format.	The animation must be at least 30 seconds in length. The animation must be appropriate. The animation makes good use of: basic graphic techniques, tweening or frame-by-frame animation, frame rates and looping. Most elements work as intended. The animation will be exported in a suitable file format.	The animation must be at least 30 seconds in length. The animation must be appropriate and meets the identified aims. The animation makes good use of: basic graphic techniques, tweening or frame-by-frame animation, frame rates and looping. All elements work as intended. The animation will be optimised and exported in a suitable file format.

Assessment Objective	Pass	Merit	Distinction
AO4 Test the animation	Candidates will test their animation using a test table containing at least four tests, most of which are appropriate. The will identify areas for improvement.	Candidates will test their animation using a test table containing at least five tests covering the main areas of their animation. They will identify areas for improvement and action one of them.	Candidates will test their animation using a test table containing at least six tests. The tests will cover all main areas of their animation and will all be appropriate. They will identify areas for improvement and action most of them.