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| **Assignment** | |
| Qualification | BTEC Extended Diploma in Computer Games Design |
| Unit number and title | Unit 67: 3D Animation |
| Start date | 21/03/2018 |
| Deadline | Task 1: 13/04/2018 Task 2: 11/05/2018 |
| Assessor name | James Tedder |
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| Assignment title | Creating 3D an Animated Sequence |
| **Learning Outcomes for Unit 67 being assessed:**  **P2**Generate outline ideas for a 3D animation working within appropriate conventions and with some assistance. **M2** Generate detailed ideas for a 3D animation showing some imagination and with only occasional assistance. **D2** Generate thoroughly thought through ideas for a 3D animation showing creativity and flair and working independently to professional expectations. **P3** Create a 3D animation following industry practice, working within appropriate conventions and with some assistance. **M3** Create a 3D animation to a good technical standard following industry practice, showing some imagination and with only occasional assistance. **D3**Create a 3D animation to a technical quality that reflects near-professional standards following industry practice, showing creativity and flair and working independently to professional expectations.   |  | | --- | | **The work for this assignment must be submitted in accordance with the instructions given at** **the end of each task within the assignment**  **Students are reminded that late work will not be accepted for assessment. Student Declaration**  I declare that all the work submitted for this assignment is my own work, or in the case of group work, the work is **my work** I completed as part of the group, and that no part of it has been copied from any source (other than for referencing).  I understand that if **any** part of the work submitted for this assignment is found to be plagiarised  **none** of the work submitted will be allowed to count towards the assessment of the assignment.  Signed: Date:\_\_\_\_\_\_\_\_\_\_\_\_ | | |
| **Pick either scenario 1 or 2 below. Then complete task 1 and 2 based upon that scenario.**  **For both assignments you are an apprenticeship games designer working for a games developer in the East Midlands.**  **Scenario 1**  Your manager has asked you to plan and create an animated short trailer, advert or cut scene for your currently in production game. It must be between 20 and 30 seconds long.  **Scenario 2**  3D animation is probably best known in the wider world due to the creation of animated films. Now is your chance to create your own Pixar style short film. Using the Pixar’s short film “Luxo Jr.” as inspiration you will create a short film between 20 and 30 seconds using you own designed, modelled and rigged desk lamp character.  **Task 1 – Due 13th April**  You will generate ideas and specification documentation for a trailer/advert or cut-scene using 3D animation software which lasts between 20 and 30 seconds. It must match one of the scenario briefs above and your own specifications.  You will:   * Create your own brief based on the assignment scenario * Consider and interpret the brief generating and recording ideas * Develop the idea carrying out pre-production planning for that while compiling a comprehensive development log evidencing your creative work.   Development materials include storyboards, thumbnail sketches, mood board, legal and constraints. You can use concept art from Unit 69: Drawing Concept Art for Computer Games if relevant.  Justify your choice of final ideas for implementation.  **Task 2 – Due 4th May**  Create an animation in Autodesk Maya which lasts between 20 and 30 seconds based on your idea developed in Task 1.  You must also log your process using for example, asset management, working environment, tools, animation technique and virtual camera.  Finally review your own 3D animation production work. Compare your original intentions vs finished product. Making comments on fitness for purpose, technical qualities, aesthetic qualities, production skills, ideas generation, workflow and time management, technical competence and explaining how you have used 3D development software to create a solution to the brief. | |

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| This brief has been verified as being fit for purpose | | | |
| Assessor | James Tedder | | |
| Signature |  | Date |  |
| Internal verifier | Wayne Gallear | | |
| Signature |  | Date |  |