

Media and Communication (Creative iMedia)

OCR J807/J817/J827 Unit R086 Level 1/Level 2
Cambridge Nationals Award/Certificate/Diploma in Creative iMedia
Unit Recording Sheet

Unit Title	Creating a Digital Animation			Unit Code	R086	Session		Year	
Centre Name							Centre Number		
Candidate Name							Candidate Number		
Criteria						Teacher Comments		Centre	Mod
LO1: Understand the purposes and features of animation.									
MB1: 1-3 marks		MB2: 4-6 marks		MB3: 7-9 marks					
Demonstrates a basic understanding of the purposes and uses of animations. Lists a limited range of animation techniques and types, demonstrating a basic understanding of the advantages and disadvantages of each.		Demonstrates a sound understanding of the purposes and uses of animations. Describes a range of animation techniques and types, demonstrating a sound understanding of the advantages and disadvantages of each.		Demonstrates a thorough understanding of the purposes and uses of animations. Describes a wide range of animation techniques and types, demonstrating a thorough understanding of the advantages and disadvantages of each.					
[1 2 3]		[4 5 6]		[7 8 9]					

LO2 – Be able to plan a digital animation.					
MB1: 1-4 marks	MB2: 5-7 marks	MB3: 8-9 marks			
<p>Produces an interpretation from the client brief for a digital animation which meets few of the client requirements.</p> <p>Produces a limited identification of target audience requirements.</p> <p>Draws upon limited skills/knowledge/understanding from other units in the specification.</p> <p>Describes file formats and their properties with limited accuracy. Judgment of suitability for the digital animation is sometimes accurate.</p> <p style="text-align: right;">[1 2 3 4]</p>	<p>Produces an interpretation from the client brief for a digital animation which meets most of the client requirements.</p> <p>Produces a clear identification of target audience requirements.</p> <p>Draws upon some relevant skills/knowledge/understanding from other units in the specification.</p> <p>Describes file formats and their properties with some accuracy. Judgment of suitability for the digital animation is mostly accurate.</p> <p style="text-align: right;">[5 6 7]</p>	<p>Produces an interpretation from the client brief for a digital animation which fully meets the client requirements.</p> <p>Produces a clear and detailed identification of target audience requirements.</p> <p>Clearly draws upon relevant skills/knowledge/understanding from other units in the specification.</p> <p>Describes file formats and their properties with accuracy. Judgment of suitability for the digital animation is almost always accurate.</p> <p style="text-align: right;">[8 9]</p>			
MB1: 1-5 marks	MB2: 6-9 marks	MB3: 10-12 marks			
<p>Creates a basic storyboard which identifies a limited range of resources and assets to be used. These choices are occasionally appropriate to the client requirements.</p> <p>Demonstrates a limited understanding of legislation in relation to the use of assets, ideas and concepts in digital animations.</p> <p style="text-align: right;">[1 2 3 4 5]</p>	<p>Creates a sound storyboard which identifies a range of resources and assets to be used. These choices will mostly be appropriate to the client requirements.</p> <p>Demonstrates a sound understanding of legislation in relation to the use of assets, ideas and concepts in digital animations.</p> <p style="text-align: right;">[6 7 8 9]</p>	<p>Creates a detailed storyboard which identifies a wide range of resources and assets to be used. These choices will consistently be appropriate to the client requirements.</p> <p>Demonstrates a thorough understanding of legislation in relation to the use of assets, ideas and concepts in digital animations.</p> <p style="text-align: right;">[10 11 12]</p>			

LO3: Be able to create a digital animation.				
MB1: 1-4 marks	MB2: 5-7 marks	MB3: 8-9 marks		
Sources and stores a limited range of assets for use, occasionally using methods which are appropriate .	Sources and stores a range of assets for use, mostly using methods which are appropriate .	Sources and stores a wide range of assets for use, consistently using methods which are appropriate .		
[1 2 3 4]	[5 6 7]	[8 9]		
MB1: 1-5 marks	MB2: 6-9 marks	MB3: 10-12 marks		
<p>Produces a test plan for the animation which tests some of the functionality.</p> <p>Uses tools and techniques within the animation software some of which address the client brief, to create the digital animation.</p> <p>Uses a few functions within the animation software to enhance and animate movement.</p> <p>Carries out limited testing of the digital animation during production.</p> <p>Occasionally saves and exports the digital animation in an appropriate format.</p> <p>Occasionally saves electronic files using appropriate file and folder names and structures.</p>	<p>Creates a test plan for the animation which tests most of the functionality, identifying expected outcomes.</p> <p>Uses tools and techniques within the animation software most of which address the client brief, to create the digital animation.</p> <p>Uses some functions within the animation software to enhance and animate movement.</p> <p>Carries out sound testing of the digital animation intermittently during production.</p> <p>Mostly saves and exports the digital animation in an appropriate format.</p> <p>Mostly saves electronic files using file and folder names and structures which are consistent and appropriate.</p>	<p>Creates a clear and detailed test plan for the animation which fully tests the functionality, listing tests, expected and actual outcomes and identifying re-tests.</p> <p>Uses tools and techniques within the animation software to fully address the client brief, to create the digital animation.</p> <p>Uses many functions within the animation software to enhance and animate movement.</p> <p>Carries out thorough testing of the digital animation at regular intervals during production.</p> <p>Consistently saves and exports the digital animation in an appropriate format.</p> <p>Consistently saves electronic files using file and folder names and structures which are consistent and appropriate.</p>		
[1 2 3 4 5]	[6 7 8 9]	[10 11 12]		

LO4 - Be able to review a digital animation.				
MB1: 1-4 marks	MB2: 5-7 marks	MB3: 8-9 marks		
<p>Produces a review of the digital animation which demonstrates a limited understanding of what worked and what did not, making few references back to the brief.</p> <p>Review identifies areas for improvement and further development of the digital animation, some of which are appropriate and sometimes explained.</p> <p style="text-align: right;">[1 2 3 4]</p>	<p>Produces a review of the digital animation which demonstrates a reasonable understanding of what worked and what did not, mostly referencing back to the brief.</p> <p>Review identifies areas for improvement and further development of the digital animation, which are mostly appropriate and explained well.</p> <p style="text-align: right;">[5 6 7]</p>	<p>Produces a review of the digital animation which demonstrates a thorough understanding of what worked and what did not, fully referencing back to the brief.</p> <p>Review identifies areas for improvement and further development of the digital animation, which are wholly appropriate and justified.</p> <p style="text-align: right;">[8 9]</p>		
			Total 60/	
If this is a re-sit, please tick	Session and Year of previous submission		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).

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.