

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	Jan / June / Nov	Year	2	0			
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. <div style="text-align: right;">[1 2 3]</div>	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. <div style="text-align: right;">[4 5 6]</div>	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. <div style="text-align: right;">[7 8 9]</div>									

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		
Produces a test plan for the animation which tests some of the functionality. Uses tools and techniques within the animation software some of which address the client brief, to create the digital animation. Uses a few functions within the animation software to enhance and animate movement. Carries out limited testing of the digital animation during production. Occasionally saves and exports the digital animation in an appropriate format. Occasionally saves electronic files using appropriate file and folder names and structures.	Creates a test plan for the animation which tests most of the functionality, identifying expected outcomes. Uses tools and techniques within the animation software most of which address the client brief, to create the digital animation. Uses some functions within the animation software to enhance and animate movement. Carries out sound testing of the digital animation intermittently during production. Mostly saves and exports the digital animation in an appropriate format. Mostly saves electronic files using file and folder names and structures which are consistent and appropriate .	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. Uses tools and techniques within the animation software to fully address the client brief, to create the digital animation. Uses many functions within the animation software to enhance and animate movement. Carries out thorough testing of the digital animation at regular intervals during production. Consistently saves and exports the digital animation in an appropriate format. Consistently saves electronic files using file and folder names and structures which are consistent and appropriate .		
[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	Jan / June	2 0	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.