

Unit 20: Creating animation for the WWW using ICT

Candidate Name: Candidate NMA

Assessment Objective	Pass	Merit	Distinction
Guidance for AO1	For Assessment Objective 1 centres may provide candidates with animations for reviewing. At least two different types of animation must be reviewed.		
AO1 Review several existing animations	Candidates list 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. Candidates give a thorough explanation of the good and not so good features of at least two animations, and suggest a range of valid improvements to help the animation meet its aims.
AO1 NOTES <i>DISTN</i>	The candidate has reviewed two animations. The second of the three reviews is in fact a video file linking still pictures, with no movement (animation) other than the transitions between pictures. However, the candidate meets the requirement of reviewing two animations. One is a simple .gif file whilst the other is a more complex animation. A range of comments are given about each animation, including both good features and those that are not so good. A range of valid improvements are given for each animation. DISINCTION can be awarded here.		
Guidance for AO2	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.		
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.
AO2 NOTES <i>MERIT</i>	The candidate gives the aim and audience clearly. The storyboard shows the main frames and describes the animation that will happen between each frame. The main thing that is missing is timings for each frame, which is an important item of planning, without which the design cannot be considered 'well structured'. MERIT should be awarded for this objective.		

Assessment Objective	Pass	Merit	Distinction
Guidance for AO3	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.		
AO3 Create an animation	<p>The animation must be at least 15 seconds in length.</p> <p>The animation makes some use of: basic graphic techniques and tweening or frame-by-frame animation.</p> <p>Some elements may not work as intended.</p> <p>The animation will be exported in a suitable file format.</p>	<p>The animation must be at least 30 seconds in length.</p> <p>The animation must be appropriate.</p> <p>The animation makes good use of: basic graphic techniques, tweening or frame-by-frame animation, frame rates and looping.</p> <p>Most elements work as intended.</p> <p>The animation will be exported in a suitable file format.</p>	<p>The animation must be at least 30 seconds in length.</p> <p>The animation must be appropriate and meets the identified aims.</p> <p>The animation makes good use of: basic graphic techniques, tweening or frame-by-frame animation, frame rates and looping.</p> <p>All elements work as intended.</p> <p>The animation will be optimised and exported in a suitable file format.</p>
AO3 NOTES <i>DISTN</i>	The candidate has produced an effective animation of more than 30 seconds in length. It makes good use of basic graphic techniques and tweening. The candidate has removed the default looping and has experimented with frame rates. All elements work well and match the original storyboard. There is clear evidence of optimising the components and final animation, which is saved in a suitable file format for use on the WWW. DISTINCTION can be awarded.		
Guidance for AO4	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.		
AO4 Test the animation	<p>Candidates will test their animation using a test table containing at least four tests, most of which are appropriate.</p> <p>The will identify areas for improvement.</p>	<p>Candidates will test their animation using a test table containing at least five tests covering the main areas of their animation.</p> <p>They will identify areas for improvement and action one of them.</p>	<p>Candidates will test their animation using a test table containing at least six tests.</p> <p>The tests will cover all main areas of their animation and will all be appropriate.</p> <p>They will identify areas for improvement and action most of them.</p>
AO4 NOTES <i>DISTN</i>	The candidate has tested her animation using a test table containing a number of tests that cover all of the <i>main</i> areas of the animation, although some consideration of suitability for audience and purpose would normally be expected. All are appropriate. Three areas for improvement have been specified and screenshot evidence of carrying two of these out has been provided. Screenshots from the program used to create the animation would have given clearer evidence of what the candidate had done. Alternatively, additional provision of a 'before' and 'after' electronic file would have confirmed the claimed changes. However, there is sufficient evidence here to meet all of the DISTINCTION criteria.		

Overall Grade

AO1	AO2	AO3	AO4
Distinction	Merit	Distinction	Distinction

With three Assessment Objectives graded Distinction and one as a good Merit, the overall grade for this unit is **Distinction**.

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