

Unit 15: Art and animation for computer games

Candidate:

Assessor:

Date:

AO	Pass	Merit	Distinction
AO1 Analyse the principal components of game art	Candidates provide a brief description of game art components, covering environments, characters, objects and interface graphics. They use examples from existing games, these may be limited .	Candidates provide a detailed analysis of game art components, covering environments, characters, objects and interface graphics. They use a range of suitable examples from existing games.	Candidates provide a comprehensive analysis of game art components, covering environments, characters, objects and interface graphics. They use a wide range of suitable examples from existing games.
	P M D		
AO2 Produce concept art for a game project	Candidates create simple concept art for most of the game aspects, although they may not have achieved these to any degree of artistic merit. The concept art produced may not be appropriate.	Candidates achieve a good standard of concept art that will effectively communicate most of the elements of game art and how it is created. The concept art produced is appropriate .	Candidates demonstrate an extensive understanding of all elements of game art and how it is created They have an original approach to the creation of concept art that is executed to a near professional standard. All the concept art produced is appropriate and effective.
	P M D		
AO3 Summarise the principles of animation as applied to computer games	Candidates demonstrate a basic knowledge of animation, both in general and as specifically applied to computer games. They use examples to illustrate this, these may be limited .	Candidates demonstrate a detailed knowledge of animation, both in general and as specifically applied to computer games. They analyse existing animation examples.	Candidates demonstrate a comprehensive knowledge of animation, both in general and as specifically applied to computer games. They analyse a wide range of existing animation examples. They show an in-depth understanding of relevant techniques and concepts.
	P M D		
AO4 Recognise the technical constraints associated with the creation of game art	Candidates demonstrate a general awareness of the technical constraints of computer games art and animation. They understand in principle how to create optimised art and animation assets.	Candidates demonstrate a detailed awareness of the technical constraints of computer games art and animation. They understand how to create optimised and efficient art and animation assets. They understand some of the technical requirements of various platforms.	Candidates demonstrate a comprehensive awareness of the technical constraints of computer games art and animation. They demonstrate the ability to create optimised and efficient art and animation assets. They fully understand and explain the main technical requirements of various platforms.
	P M D		

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AO5 Create a simple 3D game level	Candidates conceive and create a very simple game level using rudimentary objects and textures. The game level may not work as intended.	Candidates create a 3D game level using properly modelled surfaces and textured objects. The game level is based on a coherent and well planned structure and map design. There is some evidence of original and creative design.	Candidates excel in their creation of a 3D game level, demonstrated through a highly detailed level design map and executed using fully modelled and textured terrain. They include other appropriate elements plus additional objects and details which may well be derived from a candidate's own investigations and research into level creation through analysis of existing titles and resources.
	P M D		
AO6 Create and animate a simple game character	Candidates achieve a basic standard of character design. They conceive and create a simple game character. Candidates produce artwork and animation and demonstrate some knowledge of techniques and concepts of computer game animation.	Candidates achieve a good standard of character design, both in conception and execution. They model a simple game character with at least one animation cycle. Candidates produce artwork, modelling and animation competently and demonstrate good knowledge of techniques and concepts of computer game animation. There is some evidence of original and creative design.	Candidates achieve a fully realised 3D game character of a high standard, with animations incorporated. They model a simple game character with at least two different animation cycles. Candidates produce artwork, modelling and animation to a high standard in both 2D and 3D. They show a high level of aesthetic and creative flair in character creation and animation The work is completed to a near professional standard, with original ideas and designs fully executed with pleasing aesthetic qualities and evidence of technical prowess.
	P M D		

AO1	AO2	AO3	AO4	AO5	AO6

Overall: