

Unit Title:	Character Modelling
Level:	2
OCR unit number:	204
Credit value:	6
Guided learning hours:	50
Unit reference number:	L/600/7692

Unit purpose and aim

This unit helps learners to understand the basics of character modelling for the creative and media sector. It allows them to understand the client brief and time frames and deadlines and preparation techniques to form part of the planning and creation process:

- Candidates will explore different types of character modelling, characteristics and where modelling is used
- Plan a character to the client brief
- Create and edit the character model
- Review the final product with against the original brief

The aim of this unit is for the learner to develop an awareness of the current use of character modelling software and the implications of this technology in the Creative Media sector. The learner will also learn how to exploit these technologies to reach new audiences and generate revenue.

Learning Outcomes	Assessment Criteria	Knowledge, understanding and skills
1 Be able to investigate characteristics and technologies used for 2D and/or 3D characters	1.1 Research the existing market and uses for 2D and/or 3D characters 1.2 Explore a range of 2D and/or 3D characters identifying the physical characteristics 1.3 Identify the computer hardware, peripherals and software required to produce a 2D or 3D character	Candidates should investigate the existing market for 2D or 3D characters e.g. film, TV, games, advertisements Candidates should produce profiles to identify physical characteristics of identified characters. Candidates should identify the computer specification, software applications and requirements together with other equipment needed to

		produce the digital 2D or 3D characters.
2 Be able to plan an original 2D or 3D character to a specific brief	<p>2.1 Identify client requirements based on their brief to include the target audience</p> <p>2.2 Create a work plan to produce an original 2D or 3D character to include assets, resources and timescales</p> <p>2.3 Generate a range of visualisations for the planned character</p> <p>2.4 Identify any legal issues regarding any assets</p>	<p>The plan will include details of client requirements, activities to be carried out with proposed timescales and deadlines, assets to be sourced and equipment to be used.</p> <p>Candidates should create sketches or drawings of at least 3 views (e.g. facial characteristics, overall design, mood board to gain an idea of colours that match, clothing or props etc)</p>
3 Be able to create, save and test the planned character using the identified software	<p>3.1 Use a range of software tools and techniques to create the visualised character</p> <p>3.2 Add and apply effects to enhance the character</p> <p>3.3 Save character in appropriate formats for the client as agreed</p> <p>3.4 Organise electronic files using appropriate naming conventions to facilitate access by others</p> <p>3.5 Develop and use a basic test plan to test the character</p> <p>3.6 Correct any identified faults and apply improvement based on the test plan.</p>	<p>Candidates will work to their plan and add/import objects properties (visibility, solidity).</p> <p>Candidates should fully utilise a range of tools within their software application to ensure the character is fully developed in line with the brief</p> <p>The 2D or 3D character should be saved/exported in a format so that it can be viewed for moderation purposes.</p> <p>Candidates should test their character which may include the size of features from differing angles, consistency of colour etc – gaining feedback and make any improvements required.</p>

<p>4 Understand how to review the character against the original brief</p>	<p>4.1 Critically review the finished product with the client and record feedback</p> <p>4.2 Describe the quality of the finished product</p> <p>4.3 Explain the fitness for purpose of the finished product</p> <p>4.4 Identify parameters and constraints that influenced decisions made</p> <p>4.5 Produce accurate written records of relevant information about assets obtained such as source ownership, any restrictions on use, where they are located, filenames given</p>	<p>Critical personal review, commenting on the quality of finished product and its fitness for purpose</p> <p>The review should identify positives and negatives relating to the finished product, rather than the creation process as this has been included in earlier evidence.</p> <p>Candidates should review the character against the original brief and obtain feedback from their client. They should identify any parameters and constraints that influenced their decisions. For example asset manipulation, file formats, compression techniques, permission and subject matter/location, copyright, IPR, trademarks etc</p> <p>Maintain accurate written records of relevant information about assets obtained, such as source, ownership, any restrictions on use, where they are located, filenames given</p>
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Assessment

Assessment will consist of the candidate producing evidence to an OCR set or centre devised brief. All the learning outcomes and assessment criteria must be clearly evidenced in the submitted work, which is remotely moderated by OCR within their e-portfolio solution.

Results will be Pass or Fail.

Evidence requirements

This unit aims to equip the candidate with the ability to produce work for a client to create a character model to a standard that meets the requirements of the brief. The candidate is able to work with the client to an agreed design brief to produce a completed product and to use the necessary tools and source the required resources as appropriate.

- 1 Candidates should present a report or presentation to show their understanding of the use, purpose and characteristics of characters.

- 2 A plan to show that they have identified the client requirements, that they understand the appropriate equipment, resources and formats of character modelling to meet the brief. Candidates should be able to produce a work plan for the character modelling to create the character modelling.

Candidates should create sketches or drawings of ideas.

These sketches should be digitised and submitted with a planning document for moderation.

The planning document clearly meeting all the learning outcomes must be submitted for moderation.

- 3 Be able to produce the character modelling in line with their plan to include:

- Using a range of software tools and techniques to create the visualised character
- Adding and applying effects to enhance the character
- Saving the character in appropriate formats for the client as agreed
- Organising electronic files using appropriate naming conventions to facilitate access by others
- Developing and use a basic test plan to test the character
- Correct any identified faults and apply improvement based on the test plan and retesting

Evidence should also include a list of file names, types and properties of created files.

Candidates should submit the edited files and annotated screen captures in a report will also assist in evidencing their activities.

- 4 Candidates should prepare a review file to compare the finished product to the original brief and plan.

This should include the identification of any parameters and constraints that influenced decisions that were made, a critical review of the quality of the finished products and their fitness for purpose. A review of the character and the creation process with the client must be recorded and a record of feedback submitted.

In this critical review candidates should also identify areas for improvement and further development of the character model.

Guidance on assessment and evidence requirements

Candidates must produce all work to an acceptable standard and meet all the identified assessment objectives and learning outcomes.

Report that incorporates, for example, client discussion, written brief, specification, end user requirements, purpose and timescales.

Screen captures of the finished product do not evidence the planning process.

Screen captures will need to evidence the creation process, using an appropriate range of tools and techniques

Candidates should submit files created at all stages of the process to include the final product. This evidence should be provided in a compressed digital format.

Students should produce critical review reflecting upon how successfully product meets the requirements of the brief, identifying any parameters and constraints that influenced their decisions. (e.g. file formats, asset manipulation, software and hardware constraints, copyright permissions) identifying what they would do differently if faced by a similar task and why.

You should refer to the 'Admin Guide: Vocational Qualifications (A850)' for Notes on Preventing Computer-Assisted Malpractice.

Details of relationship between the unit and national occupational standards

OCR Creative iMedia		Content crossover with National Occupational Standards	
Unit	Title		
204	Character modelling	IM1 ANIM 17	Work Effectively in Interactive Media Build Characters (Models) for Stop Motion Animation

Resources

Equipment: A computer system capable of running a range software packages that will enable the candidate to meet the requirements of the client must be used.

Additional information

For further information regarding administration for this qualification, please refer to the OCR document 'Admin Guide: Vocational Qualifications' (A850).