

IM25 Create Wire-Frame Models For 3D Animation
Example job titles: Animator, Modeller

| Overview | Knowledge and Understanding | Awareness | Performance Statements |
|--|--|---|--|
| <p>This unit is about your ability to create three-dimensional objects and environments for use in interactive media products.</p> <p>It is about constructing digital wire-frame models and ensuring that they meet requirements. It also involves checking that they resemble the items that they should represent and are fit for their purpose.</p> <p>Industry-standard software tools you may use include:</p> <ul style="list-style-type: none"> • Alias Maya • Discreet 3D Studio • Discreet 3D Studio Max • Soft Image XSI <p>This unit is intended to complement the existing Skillset units relating to animation.</p> | <p>This is what you must know</p> <ol style="list-style-type: none"> a. The principles of 3D modelling and animation; b. How to interpret and follow specifications or other briefs; c. How, and to whom, to ask questions to clarify requirements or raise issues in response to the specification or brief; d. How to use specified 3D modelling software; e. How to portray realistic movements that are appropriate to the type of object being modelled and the style of animation required; f. The implications for 3D animation and the work you produce of interactivity and non-linearity (e.g. the need to plan for perspectives you may not have anticipated). | <p>This is what you must be aware of</p> <ol style="list-style-type: none"> i. Project parameters and constraints including target platforms and their capabilities, in particular relating to frame-rates, resolution, colour-depth, polygon counts and graphics processing power; ii. The creative style and overall concept of the product in which your models will be used; iii. The way in which your models will be used in the product (for example, whether camera positions and angles will be pre-determined or under the user's control); | <p>This is what you must be able to</p> <ol style="list-style-type: none"> 1. Use appropriate 3D modelling and animation software; 2. Test the integrity of wire-frame models to ensure they appear correctly from all required camera positions and angles; 3. Create prototype animations as necessary to check the integrity of any motions that will be applied to your wire-frame models in the finished product; 4. Supply wire-frame models in an appropriate format that can be used by others or by real-time rendering engines (in games for example); 5. Provide clear documentation as necessary for others to use your models; 6. Organise wire-frames using appropriate filing and naming conventions so that they can be located easily by others; 7. Liaise with colleagues, such as artists and programmers, to ensure your models are appropriate and meet requirements; 8. Liaise with the relevant authority to obtain approval for your work. |