

Instruction Sheet for the Candidate

Qualification	Game Developer (Mobile App, Web & Game Development)
Competency Standard	Animate Characters and objects
Purpose of Assessment	Formative Assessment
Candidate Details	Name_____
	Registration/Roll Number_____
Guidance for Candidate	<p>To meet this standard, you are required to complete the following within 03 Hrs. time frame (for practical demonstration & assessment):</p> <ul style="list-style-type: none"> • Create Animation of characters • Manage the various animation states
Time: 03 Hrs.	During a practical assessment, under observation by an assessor, you are required to
Minimum Evidence Required	<p>Create Animation of characters</p> <ol style="list-style-type: none"> 1. Handle Mechanism System 2. Animate 2d sprite character 3. Animate 3d models character 4. Design Animator for the game object 5. Work with different Animations 6. Create Legacy, Humanoid / Generic Animations <p>Manage the various animation states</p> <ol style="list-style-type: none"> 1. Create Animator Controller 2. Configure Animator Controller 3. Use Animator Controller to set animations of characters

Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	Game Developer (Mobile App, Web & Game Development)
Competency Standard	Animate Characters and objects
Purpose of Assessment	Formative Assessment
Assessment Task	<ul style="list-style-type: none"> • Create Animation of characters • Manage the various animation states

I can.....

Performance Criteria	Yes	No
1. Handle Mechanism System	<input type="checkbox"/>	<input type="checkbox"/>
2. Animate 2d sprite character	<input type="checkbox"/>	<input type="checkbox"/>
3. Animate 3d models character	<input type="checkbox"/>	<input type="checkbox"/>
4. Design Animator for the game object	<input type="checkbox"/>	<input type="checkbox"/>
5. Work with different Animations	<input type="checkbox"/>	<input type="checkbox"/>
6. Create Legacy, Humanoid / Generic Animations	<input type="checkbox"/>	<input type="checkbox"/>
7. Create Animator Controller	<input type="checkbox"/>	<input type="checkbox"/>
8. Configure Animator Controller	<input type="checkbox"/>	<input type="checkbox"/>
9. Use Animator Controller to set animations of characters	<input type="checkbox"/>	<input type="checkbox"/>

Candidate's Signature _____ Assessor's Signature _____

Date: _____

Observation Checklist

Assessment Task	<ul style="list-style-type: none"> Create Animation of characters Manage the various animation states 			
During the practical assessment, candidate demonstrated the following:		Yes	No	Remarks
1.	Handle Mechanism System			
2.	Animate 2d sprite character			
3.	Animate 3d models character			
4.	Design Animator for the game object			
5.	Work with different Animations			
6.	Create Legacy, Humanoid / Generic Animations			
7.	Create Animator Controller			
8.	Configure Animator Controller			
9.	Use Animator Controller to set animations of characters			
Competent <input type="checkbox"/>		Not Yet Competent <input type="checkbox"/>		

Knowledge Assessment

Qualification	Game Developer (Mobile App, Web & Game Development)
Competency Standard	Animate Characters and objects
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
Assessment Outcome	<p>COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/></p> <p>Name of the Assessor: _____</p> <p>Assessor's code: _____</p> <p>Signature of the Assessor: _____</p>

Candidate's response is not required to be identical, but similar concepts and/or keywords must be used. Oral questioning may be used to clarify candidate understanding of topic and its application.

	Questions (Candidate confidently answered questions correctly and demonstrated understanding of the topics and their application)	Satisfactory	Not Satisfactory
1.	Differentiate between 2D and 3D animation. 		
2.	State any three types of animation. 		
3.	What is animation controller?		

