3.4   Program details

3.4 Program details						

Project 1	**ICTPROJ1: Project 1 - Animation**					
Estimated duration	15 weeks	**Outcome type**	☐ Interim ☑ Final	**Assessment tools mapped on separate document**		☑ Yes ☐ No
Assessment activity		**Unit/s for which partial or complete evidence will be gathered**		**Evidence-gathering tools used**		**Tool code**
Students generate a range of pencil, mixed media and digital drawings exploring figure drawing and character development. Students learn basic tools for 2D animation through a series of class workshops. Students research and investigate principles of animation. Students plan and develop a resolved short animation (intro titles) in response to a brief. Students resolve animated movie file and a folio of development drawings and animations.		CUAANM301 Create 2D digital animations CUADIG304 Create visual design components		Observation checklist	☑	*ICTOBS2*
				Questions checklist	☑	*ICTQUES2*
				Review of product/service against specifications	☐	
				Review folio of work against specifications	☑	*ICTFOL2*
				Third party report	☐	
				Safety induction checklist	☐	

Project 2	**ICTPROJ2: Project 2 - Planning**					
Estimated duration	5 weeks	**Outcome type**	☐ Interim ☑ Final	**Assessment tools mapped on separate document**		☑ Yes ☐ No
Assessment activity		**Unit/s for which partial or complete evidence will be gathered**		**Evidence-gathering tools used**		**Tool code**
Students are presented with a workplace problem to solve: defining characteristics of an animation production company including name, logo and title, mascots and proposed introductory animation Students cooperate in groups and allocate roles within the groups to structure their decision making process. Students organise and carry out meetings to solve the workplace problem. Students		BSBCRT301 Develop and extend critical and creative thinking skills BSBXTW301 Work in a team		Observation checklist	☑	*ICTOBS1*
				Questions checklist	☑	*ICTQUES1*
				Review of product/service against specifications	☐	
				Review folio of work against specifications	☑	*ICTFOL1*

3.4 Program details

| | | | | Third party report | ☐ | |
| individually document their group processes and evaluate the success of their group work. Students present documenting group process and outcomes. | | | | Safety induction checklist | ☐ | |

Project 3	**ICTPROJ3: Project 3 - Video & Sound Production**					
Estimated duration	18 weeks	**Outcome type**	☐ Interim ☑ Final	**Assessment tools mapped on separate document**		☑ Yes ☐ No

Assessment activity	**Unit/s for which partial or complete evidence will be gathered**	**Evidence-gathering tools used**		**Tool code**
Students complete a project based around physical stop-motion animation. They will prepare video assets that will include building models and photographing them, which include music editing and effects recording. Students will develop a resolved stop motion animation incorporating video segments including title from the 2D animation project. Students will develop an Arduino based artefact for animation, focussed around using Arduino code to create light and/or movement effects for physical animated objects. They will program lighting using electronic components to generate a planned lighting effect.	CUAPOS211 Perform basic vision and sound editing ICTPRG302 Apply introductory programming techniques CUADIG311 Prepare video assets	Observation checklist	☑	*ICTOBS3*
		Questions checklist	☑	*ICTQUES3*
		Review of product/service against specifications	☐	
		Review folio of work against specifications	☑	*ICTFOL3*
		Third party report	☐	
		Safety induction checklist	☐	

Project 4	**ICTPROJ4: Project 4 - 3D Modelling & Texturing**					
Estimated duration	20 weeks	**Outcome type**	☐ Interim ☑ Final	**Assessment tools mapped on separate document**		☑ Yes ☐ No

Assessment activity	**Unit/s for which partial or complete evidence will be gathered**	**Evidence-gathering tools used**		**Tool code**
Students will generate a series of simple props for use in 3D game design. They will use Autodesk Maya, Blender or similar to learn basics of 3D modelling processes. They will design, draw and model a planned series of props. Students will use	ICTGAM305 Apply simple textures and shading to three-dimensional (3D) models for digital games ICTGAM304 Develop three-dimensional (3D) models for digital games ICTSAS305 Provide ICT advice to clients	Observation checklist	☑	*ICTOBS4*
		Questions checklist	☑	*ICTQUES4*
		Review of product/service against specifications	☐	

			Review folio of work against specifications	☑	*ICTFOL4*
Adobe Substance (or similar) to apply textures to their original props. Students will work through a serious of hypothetical client scenarios, providing technical advice on specifications to fulfil various briefs (e.g. file types, resolution, encoding, production methods suitable for a variety of project, etc). They will provide technical suggestions on setting up an animation studio: hardware and software recommendations. They will produce written documentation presenting a range of responses to technical questions relating to animation briefs.			Third party report	☐	
			Safety induction checklist	☐	

Project 5	ICTPROJ5: Project 5 - Production Project					
Estimated duration	12 weeks	**Outcome type**	☐ Interim ☑ Final	**Assessment tools mapped on separate document**	☑ Yes ☐ No	

Assessment activity	Unit/s for which partial or complete evidence will be gathered	Evidence-gathering tools used		Tool code
Students will manage a production project for a business that is suitable for social media publication, including the development of a showreel for public consumption. They will have to ensure restrictions relevant to sharing protected/confidential information on social media (e.g. image consent, copyright, child protection laws, etc) are met. They will also answer a series of written questionnaires.	BSBXCS303 Securely manage personally identifiable information and workplace information ICTICT313 Identify IP, ethics and privacy policies in ICT environments	Observation checklist	☑	*ICTOBS5*
		Questions checklist	☑	*ICTQUES5*
		Review of product/service against specifications	☐	
		Review folio of work against specifications	☑	*ICTFOL5*
		Third party report	☐	
		Safety induction checklist	☐	