Qualification Specification for:

OCN NI Level 3 Award in Animation
➢ **Qualification No: 603/5194/9**

OCN NI Level 3 Certificate in Animation
➢ **Qualification No: 603/5195/0**

OCN NI Level 3 Extended Certificate in Animation
➢ **Qualification No: 603/5196/2**

OCN NI Level 3 Diploma in Animation
➢ **Qualification No: 603/5197/4**

Qualification Regulation Information

OCN NI Level 3 Award in Animation
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OCN NI Level 3 Certificate in Animation
Qualification Number: 603/5195/0

OCN NI Level 3 Extended Certificate in Animation
Qualification Number: 603/5196/2

OCN NI Level 3 Diploma in Animation
Qualification Number: 603/5197/4

Operational start date: 15 October 2019
Operational end date: 30 September 2029
Certification end date: 30 September 2032

Qualification operational start and end dates indicate the lifecycle of a regulated qualification. The operational end date is the last date by which learners can be registered on a qualification and the certification end date is the last date by which learners can claim their certificate.

All OCN NI regulated qualifications are published to the Register of Regulated Qualifications (**http://register.ofqual.gov.uk/**). This site shows the qualifications and awarding organisations regulated by CCEA Regulation and Ofqual.

OCN NI Contact Details

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Foreword

This document explains OCN NI's requirements for the delivery and assessment of the following regulated qualifications:

→ **OCN NI Level 3 Award in Animation**
→ **OCN NI Level 3 Certificate in Animation**
→ **OCN NI Level 3 Extended Certificate in Animation**
→ **OCN NI Level 3 Diploma in Animation**

This specification sets out:

- Qualification features
- Centre requirements for delivering and assessing the qualification
- The structure and content of the qualification
- Unit details
- Assessment requirements for the qualification
- OCN NI's quality assurance arrangements for the qualification
- Administration

OCN NI will notify centres in writing of any major changes to this specification. We will also publish changes on our website at **www.ocnni.org.uk**

This specification is provided online, so the version available on our website is the most up to date publication. It is important to note that copies of the specification that have been downloaded and printed may be different from this authoritative online version.

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About Regulation

OCN NI

Open College Network Northern Ireland (OCN NI) is a regulated Awarding Organisation based in Northern Ireland. OCN NI is regulated by CCEA Regulation to develop and award professional and technical (vocational) qualifications from Entry Level up to and including Level 5 across all sector areas. In addition, OCN NI is regulated by Ofqual to award similar qualification types in England.

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The Regulated Qualifications Framework: an overview

The Regulated Qualifications Framework (RQF) was introduced on 1st October 2015: the RQF provides a single framework for all regulated qualifications.

Qualification Level
The level indicates the difficulty and complexity of the knowledge and skills associated with any qualification. There are eight levels (Levels 1-8) supported by three 'entry' levels (Entry 1-3).

Qualification Size
Size refers to the estimated total amount of time it could typically take to study and be assessed for a qualification. Size is expressed in terms of Total Qualification Time (TQT), and the part of that time typically spent being taught or supervised, rather than studying alone, is known as Guided Learning Hours (GLH).

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Qualification Features

Sector Subject Area
9.2   Crafts, creative arts and design

UCAS Tariff
The OCN NI Level 3 Award in Animation is recognised by UCAS, with 8 points allocated.

The OCN NI Level 3 Certificate and Extended Certificate in Animation are recognised by UCAS, both with 16 points allocated to each.

The OCN NI Level 3 Diploma in Animation is recognised by UCAS, with 32 points allocated.

Qualifications' Aim
These qualifications will provide the learner with the skills and knowledge to develop animation in 2D, 3D and/or stop motion forms using industry standard animation development processes.

Qualifications' Objectives
The qualifications will provide an opportunity for learners to gain industry skills and techniques in the following areas of animation:

- 2D, 3D and stop motion animation
- creating scripts, storyboards and animatics for animation
- sound and music for animation
- production management and distribution for animation

Grading
Grading for these qualifications is pass/fail.

Qualification Target Group
These qualifications are targeted at school pupils, young adults as well as adult learners.

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Progression Opportunities

The OCN NI Level 3 Award/Certificate/Extended Certificate/Diploma in Animation allows for progression within the suite and to further learning in animation or related areas and/or into employment.

Entry Requirements

There are no formal entry requirements although learners should be at least 16 years of age and have a sufficient level or literacy and numeracy to undertake the qualifications.

Qualification Support

A Qualification Support pack is available for OCN NI centres within the login area of the OCN NI website (https://www.ocnni.org.uk/my-account/), which includes additional support for teachers, eg planning and assessment templates, guides to best practice, etc.

Delivery Languages

These qualifications are available in English only at this time. If you wish to offer these qualifications in Welsh or Irish (Gaeilge) then please contact OCN NI who will review demand and provide as appropriate.

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Centre Requirements for Delivering the Qualification

Centre Recognition and Qualification Approval

New and existing OCN NI recognised centres must apply for and be granted approval to deliver the qualification prior to the commencement of delivery.

Centre Staffing

Centres are required to have the following roles in place as a minimum, although a member of staff may hold more than one role*:

- Centre contact
- Programme Co-ordinator
- Tutor
- Assessor
- Internal Verifier

*Note: A person cannot be an internal verifier for their own assessments.

Tutors

Tutors delivering the qualifications should be occupationally competent, qualified to at least one level higher than the qualifications and have a minimum of one year's experience in the area of animation.

Assessors

The qualifications are assessed within the centre and are subject to OCN NI's quality assurance processes. Units are achieved through internally set, internally assessed, and internally verified evidence.

Assessors must:
- be occupationally competent, qualified to at least one level higher than the qualifications and have a minimum of one year's relevant experience in the area of animation
- have a minimum of one year's experience in the area they are assessing
- have direct or related relevant experience in assessment
- assess all assessment tasks and activities

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Internal Verification

OCN NI qualifications must be scrutinised through the centre's internal quality assurance processes as part of the recognised centre agreement with OCN NI. The centre must appoint an experienced and trained centre internal verifier whose responsibility is to act as the internal quality monitor for the verification of the delivery and assessment of the qualifications.

The centre must agree a working model for internal verification with OCN NI prior to delivery of the qualifications.

Internal Verifiers must:

- have at least one year's occupational experience in the areas they are internally verifying
- attend OCN NI's internal verifier training

Internal verifiers are required to:
- support tutors and assessors
- sample assessments according to the centre's sampling strategy
- ensure tasks are appropriate to the level being assessed
- maintain up-to-date records supporting the verification of assessment and learner achievement

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Structure and Content

OCN NI Level 3 Award in Animation

In order to achieve the OCN NI Level 3 Award in Animation learners must complete 8 credits from any of the optional units on page 11.

Total Qualification Time (TQT) for this qualification: 80 hours
Guided Learning Hours (GLH) for this qualification: 56 hours

OCN NI Level 3 Certificate in Animation

In order to achieve the OCN NI Level 3 Certificate in Animation learners must complete 18 credits from the optional units on page 11.

Total Qualification Time (TQT) for this qualification: 180 hours
Guided Learning Hours (GLH) for this qualification: 126 hours

OCN NI Level 3 Extended Certificate in Animation

In order to achieve the OCN NI Level 3 Extended Certificate in Animation learners must complete 30 credits from the optional units on page 11.

Total Qualification Time (TQT) for this qualification: 300 hours
Guided Learning Hours (GLH) for this qualification: 210 hours

OCN NI Level 3 Diploma in Animation

In order to achieve the OCN NI Level 3 Diploma in Animation learners must complete 52 credits from the optional units on page 11.

Total Qualification Time (TQT) for this qualification: 520 hours
Guided Learning Hours (GLH) for this qualification: 364 hours

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Summary Table of Units

Unit Reference Number	OCN NI Unit Code	Unit Title	Credit Value	GLH	Level
Optional Units					
K/617/8188	CBE642	Create Scripts for Animation	4	28	Three
D/617/8186	CBE643	Create Storyboards and Animatics for Animation	8	56	Three
H/617/8190	CBE644	Create Characters, Props and Environments for Animation	10	70	Three
K/617/8191	CBE645	Create 2D Animation	14	98	Three
T/617/8193	CBE646	Create 3D Animation	14	98	Three
F/617/8195	CBE647	Create Stop Motion Animation	10	70	Three
J/617/8196	CBE648	Create Stop Motion Models for Animation	4	28	Three
R/617/8198	CBE649	Sound and Music for Animation	8	56	Three
Y/617/8204	CBE650	Theory and Principles of Animation	4	28	Three
D/617/8205	CBE651	Production Management and Distribution for Animation	8	56	Three
H/617/8206	CBE652	Preparing for a Career or Further Study in the Animation Industry	4	28	Three
K/617/8207	CBE653	Edit Animation	4	28	Three
M/617/8208	CBE654	Render Animation	4	28	Three

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Unit Details

Title	Create Scripts for Animation
Level	Three
Credit Value	4
Guided Learning Hours (GLH)	28
OCN NI Unit Code	CBE642
Unit Reference No	K/617/8188

Unit purpose and aim(s): This unit will enable the learner to understand how to create a script for a short animation.

Learning Outcomes	Assessment Criteria
1. Be able to create a story synopsis.	1.1 Analyse given creative, production and project parameters that will impact on development of a script. 1.2 Create a story synopsis for an animation of at least two minutes duration.
2. Be able to create a narrative structure for a script.	2.1 Evaluate how narrative structure and format may change depending on differing genres and synopses. 2.2 Create a narrative structure that is suitable for a given genre. 2.3 Evaluate how narrative structure conveys the story.
3. Be able to create a script.	3.1 Create a script informed by story synopsis and narrative structure to include: a) communication of narrative vision b) characters c) animation world or environment 3.2 Review scripts identifying possible areas for improvement to ensure fitness for purpose, taking into account feedback from stakeholders.
4. Be able to evaluate own performance.	4.1 Evaluate own performance identifying possible areas for improvement.

Assessment Guidance

The following assessment method/s may be used to ensure all learning outcomes and assessment criteria are fully covered.

Assessment Method	Definition	Possible Content
Portfolio of evidence	A collection of documents containing work undertaken to be assessed as evidence to meet required skills outcomes OR A collection of documents containing work that shows the learner's progression through the course	Learner notes/written work Learner log/diary Peer notes Record of observation Record of discussion
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Coursework	Research or projects that count towards a learner's final outcome and demonstrate the skills and/or knowledge gained throughout the course	Record of observation Learner notes/written work Tutor notes/record Learner log/diary
E-assessment	The use of information technology to assess learners' work	Electronic portfolio E-tests

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Title	Create Storyboards and Animatics for Animation
Level	Three
Credit Value	8
Guided Learning Hours (GLH)	56
OCN NI Unit Code	CBE643
Unit Reference No	D/617/8186

Unit purpose and aim(s): This unit will enable the learner to understand how to create storyboards and animatics for a short animation.

Learning Outcomes	Assessment Criteria
1. Know the differences between storyboarding and animatics for 2D and 3D animation.	1.1 Critically compare storyboarding and animatics for 2D and 3D animation.

2. Be able to determine possible sequence of storyboarding scenes to develop an initial storyboard.	2.1 Determine the possible sequence of storyboarding scenes for a given script.
	2.2 Develop an initial storyboard using at least one of the following methods:
	  a) hand drawing skills
	  b) graphic software
	  c) photographic skills

3. Be able to create a storyboard.	3.1. Liaise with stakeholders to determine overall storyboard treatment.
	3.2. Evaluate the character, props and environment assets required for animation in relation to their impact on the storyboard.
	3.3. Evaluate how the following may impact on the creation of the storyboard:
	  a) shot composition
	  b) timings
	  c) transitions
	  d) camera moves
	  e) sound track
	  f) music
	  g) sound effects
	  h) special effects
	  i) pacing
	  j) rhythm
	3.4. Create a storyboard ensuring visual, narrative and performance continuity taking into account evaluation conducted in AC3.3.
	3.5. Evaluate feedback on storyboard from stakeholders and revise as required.

4. Be able to create an animatic.	4.1. Create an animatic based on storyboard developed in AC3.4 which takes into consideration:
	  a) timings
	  b) transitions
	  c) camera moves
	  d) sound track
	  e) music
	  f) sound effects
	  g) special effects
	  h) pacing and rhythm
	4.2. Evaluate feedback on animatic from stakeholders and revise as required.

5. Be able to evaluate own performance.	5.1. Evaluate own performance identifying possible areas for improvement.

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Assessment Guidance

The following assessment method/s may be used to ensure all learning outcomes and assessment criteria are fully covered.

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Title	Create Characters, Props and Environments for Animation
Level	Three
Credit Value	10
Guided Learning Hours (GLH)	70
OCN NI Unit Code	CBE644
Unit Reference No	H/617/8190

Unit purpose and aim(s): This unit will enable the learner to create characters, props and environments for animation taking into account briefs, scripts, visual references, technical and production parameters, overall design and art direction.

Learning Outcomes	Assessment Criteria
1. Be able to evaluate factors that impact on overall design.	1.1. Evaluate briefs, scripts, visual references and technical and production parameters to develop overall animation design and art direction. 1.2. Critically differentiate how art direction impacts on 2D and 3D animation including model design.
2. Be able to create characters, props and environments.	2.1. Create characters, props and environments that conform to the design brief including application of appropriate colours, textures and scale.
3. Be able to evaluate if characters, props and environments are fit for purpose.	3.1. Evaluate if characters, props and environments function as required by the art direction from all positions and angles. 3.2. Evaluate feedback from stakeholders identifying possible areas for improvement and revise as required.
4. Be able to evaluate own performance.	4.1. Evaluate own performance identifying possible areas for improvement.

Assessment Guidance

The following assessment method/s may be used to ensure all learning outcomes and assessment criteria are fully covered.

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Portfolio of evidence	A collection of documents containing work undertaken to be assessed as evidence to meet required skills outcomes OR A collection of documents containing work that shows the learner's progression through the course	Learner notes/written work Learner log/diary Peer notes Record of observation Record of discussion
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E-assessment	The use of information technology to assess learners' work	Electronic portfolio E-tests

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Title	Create 2D Animation
Level	Three
Credit Value	14
Guided Learning Hours (GLH)	98
OCN NI Unit Code	CBE645
Unit Reference No	K/617/8191

Unit purpose and aim(s): This unit will enable the learner to be able to create a 2D animation.

Learning Outcomes	Assessment Criteria
1. Be able to organise and back up assets.	1.1. Summarise the main file types utilised in 2D animation and their uses. 1.2. Perform scene preparation with assets to prepare for 2D animation. 1.3. Explain and demonstrate how to organise and back up assets for ease of retrieval.
2. Be able to evaluate the requirements of the animation in order to create a series of key frames.	2.1. Determine key frame requirements by analysing character designs, storyboard, animatic and technical and production parameters. 2.2. Create a series of key frames to structure the animation that are appropriate to acting and action.
3. Be able to rig and test a 2D animated character.	3.1. Create, rig and test at least one animated 2D character to ensure fitness for purpose and revise as required.
4. Be able to create, render and store 2D animations.	4.1. Create an animation of at least two minutes in duration in line with given storyboard and animatic. 4.2. Render animation at appropriate resolution for compositing. 4.3. Review 2D animation identifying possible areas for improvement, taking into account feedback from stakeholders. 4.4. Prepare, organise and back up files in line with production requirements.
5. Be able to evaluate own performance.	5.1. Evaluate own performance identifying possible areas for improvement.

Assessment Guidance		

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Practical demonstration/assignment	A practical demonstration of a skill/situation selected by the tutor or by learners, to enable learners to practise and apply skills and knowledge	Record of observation Learner notes/written work Learner log
Coursework	Research or projects that count towards a learner's final outcome and demonstrate the skills and/or knowledge gained throughout the course	Record of observation Learner notes/written work Tutor notes/record Learner log/diary
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Title	Create 3D Animation
Level	Three
Credit Value	14
Guided Learning Hours (GLH)	98
OCN NI Unit Code	CBE646
Unit Reference No	T/617/8193

Unit purpose and aim(s): This unit will enable the learner to be able to create 3D animation.

Learning Outcomes	Assessment Criteria
1. Be able to determine requirements in order to create a series of key frames and block animation.	1.1. Determine the key frame requirements by analysing briefs, specifications, dope/bar sheets and storyboards, visual references, layout and technical and production parameters. 1.2. Create a series of key frames to structure the 3D animation that are appropriate to the production in consultation with the director. 1.3. Block animation using stepped or spline techniques, structuring the 3D animation appropriately for the production in consultation with the director.
2. Be able to build and test 3D animation.	2.1. Select and justify appropriate software to build and test 3D animation. 2.2. Build animation to include: a) layers b) movement and performance 2.3. Use rigging techniques and references to appropriately animate movement. 2.4. Test animated sequences to confirm the required effects and continuity.
3. Be able to create and store 3D animation.	3.1. Create animation of at least two minutes in duration in line with the production process using appropriate camera angles. 3.2. Review 3D animation identifying possible areas for improvement, taking into account feedback from stakeholders. 3.3. Prepare and store files in line with production requirements.

Assessment Guidance

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Practical demonstration/assignment	A practical demonstration of a skill/situation selected by the tutor or by learners, to enable learners to practise and apply skills and knowledge	Record of observation Learner notes/written work Learner log
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Title	Create Stop Motion Animation
Level	Three
Credit Value	10
Guided Learning Hours (GLH)	70
OCN NI Unit Code	CBE647
Unit Reference No	F/617/8195

Unit purpose and aim(s): This unit will enable the learner to be able to create a stop motion animation.

Learning Outcomes	Assessment Criteria
1. Be able to determine stop motion requirements in order to create a series of key frames.	1.1. Determine the stop motion requirements by analysing briefs, specifications, dope/bar sheets and storyboards, visual references, layout and technical and production parameters. 1.2. Create pop through or rehearsal movie and a series of key frames to structure the stop motion animation, including lighting that are appropriate to the production in consultation with the director.
2. Be able to build and test stop motion animation.	2.1. Build and test stop motion animated sequences to confirm required effects and continuity.
3. Be able to create and store stop motion animation.	3.1. Prepare for and re-animate individual shots in line with the production demands. 3.2. Develop animated characters through movement, lighting and timing. 3.3. Move characters on set in the style required to meet the creative, narrative and technical demands of the production. 3.4. Create a stop motion animation of at least two minutes. 3.5. Review stop motion animation identifying possible areas for improvement, taking into account feedback from stakeholders. 3.6. Prepare and store files in line with production requirements.

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Coursework	Research or projects that count towards a learner's final outcome and demonstrate the skills and/or knowledge gained throughout the course	Record of observation Learner notes/written work Tutor notes/record Learner log/diary
E-assessment	The use of information technology to assess learners' work	Electronic portfolio E-tests

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Title	Create Stop Motion Models for Animation
Level	Three
Credit Value	4
Guided Learning Hours (GLH)	28
OCN NI Unit Code	CBE648
Unit Reference No	J/617/8196

Unit purpose and aim(s): This unit will enable the learner to be able to create stop motion models for animation.

Learning Outcomes	Assessment Criteria
1. Be able to plan a stop motion model-making process ensuring design, production and technical requirements are addressed.	1.1. Analyse the purpose, function, form and quantity of stop motion models required in order to meet design and production requirements. 1.2. Evaluate the materials, techniques and processes that may be used to create stop motion models. 1.3. Develop a plan for the stop motion model-making process in order to meet design and production requirements.
2. Be able to develop stop motion models in line with the plan.	2.1. Summarise potential problems that may occur during stop motion model construction or production and how they may be addressed. 2.2. Construct at least three stop motion models in line with the plan, amending models as required to ensure fitness for purpose including armature, main body and model detail.
3. Be able to test and evaluate stop motion models.	3.1. Test models to ensure they function correctly and meet the design specification and production requirements identifying areas for possible improvement.

Assessment Guidance

The following assessment method/s may be used to ensure all learning outcomes and assessment criteria are fully covered.

Assessment Method	Definition	Possible Content
Portfolio of evidence	A collection of documents containing work undertaken to be assessed as evidence to meet required skills outcomes OR A collection of documents containing work that shows the learner's progression through the course	Learner notes/written work Learner log/diary Peer notes Record of observation Record of discussion
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Coursework	Research or projects that count towards a learner's final outcome and demonstrate the skills and/or	Record of observation Learner notes/written work Tutor notes/record Learner log/diary

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	knowledge gained throughout the course	
E-assessment	The use of information technology to assess learners' work	Electronic portfolio E-tests

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Title	Sound and Music for Animation
Level	Three
Credit Value	8
Guided Learning Hours (GLH)	56
OCN NI Unit Code	CBE649
Unit Reference No	R/617/8198

Unit purpose and aim(s): This unit will enable the learner to understand the use of sound and music in animation and the techniques used in capturing sound and music for animation.

Learning Outcomes	Assessment Criteria
1. Understand sound design and the relationship between sound, music and picture in animation.	1.1. Explain what is meant by sound design. 1.2. Critically compare the relationship between sound, music and picture for at least three different animation genres.

2. Be able to access, source and record sound and music for an animation.	2.1. Summarise the issues involved in accessing copyrighted sound and music for use in animations.
	2.2. Critically compare techniques for recording sound and music for animation including:
	  a) compression
	  b) sound formats
	  c) location
	  d) equipment
	  e) software
	2.3. Access, source and record appropriate sound and music for animation.

3. Be able to track lay and mix the final sound track.	3.1. Track lay sound effects, music and dialogue against finished animations. 3.2. Mix and balance sound effects, music and dialogue against finished animations. 3.3. Evaluate feedback from stakeholders and revise as required. 3.4. Lay back finished sound onto the animation.
4. Be able to evaluate own performance.	4.1. Evaluate own performance identifying possible areas for improvement.

Assessment Guidance		

The following assessment method/s may be used to ensure all learning outcomes and assessment criteria are fully covered.

Assessment Method	Definition	Possible Content
Portfolio of evidence	A collection of documents containing work undertaken to be assessed as evidence to meet required skills outcomes OR A collection of documents containing work that shows the learner's progression through the course	Learner notes/written work Learner log/diary Peer notes Record of observation Record of discussion
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Coursework	Research or projects that count towards a learner's final outcome and demonstrate the skills and/or knowledge gained throughout the course	Record of observation Learner notes/written work Tutor notes/record Learner log/diary
E-assessment	The use of information technology to assess learners' work	Electronic portfolio E-tests

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Title	Theory and Principles of Animation
Level	Three
Credit Value	4
Guided Learning Hours (GLH)	28
OCN NI Unit Code	CBE650
Unit Reference No	Y/617/8204

Unit purpose and aim(s): This unit will enable the learner to understand the underpinning theory and the principles of animation and how these can be applied to the creation of an animation.

Learning Outcomes	Assessment Criteria
1. Understand origins and development of animation.	1.1. Research at least three early forms of animation. 1.2. Critically compare tools and techniques used for 2D, 3D and stop motion animation. 1.3. Define what is meant by the term animation. 1.4. Demonstrate how a thaumatrope utilises persistence of vision and explain how this may be applied to animation. 1.5. Demonstrate how a short flipbook can be used to provide an illusion of movement and explain how this may be applied to animation.
2. Be able to apply the principles of animation to the creation of a basic animation.	2.1. Explain each of the 12 principles of animation and their overall purpose. 2.2. Create a basic animation utilising at least three of the principles of animation. 2.3. Review animation identifying possible areas for improvement taking into account feedback from stakeholders.
3. Be able to evaluate own performance.	3.1. Evaluate own performance identifying possible areas for improvement.

Assessment Guidance

The following assessment method/s may be used to ensure all learning outcomes and assessment criteria are fully covered.

Assessment Method	Definition	Possible Content
Portfolio of evidence	A collection of documents containing work undertaken to be assessed as evidence to meet required skills outcomes OR A collection of documents containing work that shows the learner's progression through the course	Learner notes/written work Learner log/diary Peer notes Record of observation Record of discussion
Practical demonstration/assignment	A practical demonstration of a skill/situation selected by the tutor or by learners, to enable learners to practise and apply skills and knowledge	Record of observation Learner notes/written work Learner log
Coursework	Research or projects that count towards a learner's final outcome and demonstrate the skills and/or	Record of observation Learner notes/written work Tutor notes/record Learner log/diary

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	knowledge gained throughout the course	
E-assessment	The use of information technology to assess learners' work	Electronic portfolio E-tests

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Title	Production Management and Distribution for Animation
Level	Three
Credit Value	8
Guided Learning Hours (GLH)	56
OCN NI Unit Code	CBE651
Unit Reference No	D/617/8205

Unit purpose and aim(s): This unit will enable the learner to understand the production and distribution of animation including creating an animation treatment and proposal.

Learning Outcomes	Assessment Criteria
1. Understand the roles and departments involved in an animation production.	1.1. Research the departments involved in an animation production. 1.2. Summarise at least five different animation job roles, including responsibilities and qualities for each. 1.3. Create an organisational chart of an animation business, detailing the functions of each department and how they interact during the animation production process.
2. Be able to create a treatment, proposal and Animation Pitch Bible for an animation.	2.1. Critically compare the production requirements of the following: a) animated series b) animated feature film c) animated short film 2.2. Create a treatment and proposal for at least one of the following: a) animated series b) animated feature film c) animated short film 2.3. Create and present an Animation Pitch Bible for at least one of the following: a) animated series b) animated feature film c) animated short film 2.4. Evaluate feedback from stakeholders on Animation Pitch Bible and revise as required.
3. Be able to plan for an animation production.	3.1. Develop a production pipeline for a given animation proposal. 3.2. Clarify and estimate the resources, assets, software and hardware required to create an animation from the given proposal.
4. Be able to understand distribution and marketing of an animated product.	4.1. Research and explain how the following platforms for animation distribution address given target audiences: a) subscription-based streaming b) video-sharing websites c) TV channels 4.2. Explain how the following impact on the distribution and marketing of an animated product: a) demographics b) licensing agreements c) advertising

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	4.3. Critically compare at least three different platforms for animation distribution taking into account: a) demographics b) licensing agreements c) advertising

Assessment Guidance

The following assessment method/s may be used to ensure all learning outcomes and assessment criteria are fully covered.

Assessment Method	Definition	Possible Content
Portfolio of evidence	A collection of documents containing work undertaken to be assessed as evidence to meet required skills outcomes OR A collection of documents containing work that shows the learner's progression through the course	Learner notes/written work Learner log/diary Peer notes Record of observation Record of discussion
Practical demonstration/assignment	A practical demonstration of a skill/situation selected by the tutor or by learners, to enable learners to practise and apply skills and knowledge	Record of observation Learner notes/written work Learner log
Coursework	Research or projects that count towards a learner's final outcome and demonstrate the skills and/or knowledge gained throughout the course	Record of observation Learner notes/written work Tutor notes/record Learner log/diary
E-assessment	The use of information technology to assess learners' work	Electronic portfolio E-tests

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Title	Preparing for a Career or Further Study in the Animation Industry
Level	Three
Credit Value	4
Guided Learning Hours (GLH)	28
OCN NI Unit Code	CBE652
Unit Reference No	H/617/8206

Unit purpose and aim(s): This unit will enable the learner to understand how to plan for a career or further study in the animation industry. The learner will also be required to create a curriculum vitae and portfolio targeted at gaining opportunities for employment or further study within the animation industry.

Learning Outcomes	Assessment Criteria
1. Be able to evaluate animation industry opportunities in relation to own personal qualities.	1.1. Evaluate own qualities in relation to animation industry opportunities including: a) interests b) attributes c) skills d) relevant achievements e) experience 1.2. Critically evaluate own skills and knowledge in relation to animation industry opportunities identifying how these may be improved.
2. Be able to identify suitable employment and education opportunities in the animation industry.	2.1. Research potential opportunities within the animation industry in relation to: a) employment b) further study
3. Be able to plan own career or further study in the animation industry.	3.1. Summarise potential progression routes within the animation industry and related sectors. 3.2. Create a curriculum vitae (CV) including relevant personal experience relating to the animation industry. 3.3. Develop a portfolio of animation work for use in either a career or further study interview. 3.4. Evaluate appropriateness of CV and portfolio and revise where necessary.

Assessment Guidance

The following assessment method/s may be used to ensure all learning outcomes and assessment criteria are fully covered.

Assessment Method	Definition	Possible Content
Portfolio of evidence	A collection of documents containing work undertaken to be assessed as evidence to meet required skills outcomes OR A collection of documents containing work that shows the learner's progression through the course	Learner notes/written work Learner log/diary Peer notes Record of observation Record of discussion

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Practical demonstration/assignment	A practical demonstration of a skill/situation selected by the tutor or by learners, to enable learners to practise and apply skills and knowledge	Record of observation Learner notes/written work Learner log
Coursework	Research or projects that count towards a learner's final outcome and demonstrate the skills and/or knowledge gained throughout the course	Record of observation Learner notes/written work Tutor notes/record Learner log/diary
E-assessment	The use of information technology to assess learners' work	Electronic portfolio E-tests

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Title	Edit Animation
Level	Three
Credit Value	4
Guided Learning Hours (GLH)	28
OCN NI Unit Code	CBE653
Unit Reference No	K/617/8207

Unit purpose and aim(s): This unit will enable the learner to be able to edit animations.

Learning Outcomes	Assessment Criteria
1. Be able to determine animation requirements to enable the breakdown of sound track.	1.1. Determine the animation requirements by analysing briefs, specifications, scripts, visual references and technical and production parameters. 1.2. Demonstrate how to break down the sound track so that it is appropriate for given animated lip-sync and to highlight different beats or instruments.
2. Be able to create bar sheets or exposure sheets, test and adjust sound and picture material to meet animation requirements.	2.1. Create bar sheet or exposure sheets that set out appropriate timelines for production. 2.2. Test recordings to monitor and control the quality of the edited animation against production requirements. 2.3. Adjust sound and picture material throughout the production to meet requirements ensuring sound and images are in sync.
3. Be able to manage animation resources.	3.1. Manage sound and image assets in line with production requirements including logs, voice and sound track breakdowns. 3.2. Prepare and store files in line with production requirements.

Assessment Guidance

The following assessment method/s may be used to ensure all learning outcomes and assessment criteria are fully covered.

Assessment Method	Definition	Possible Content
Portfolio of evidence	A collection of documents containing work undertaken to be assessed as evidence to meet required skills outcomes OR A collection of documents containing work that shows the learner's progression through the course	Learner notes/written work Learner log/diary Peer notes Record of observation Record of discussion
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Coursework	Research or projects that count towards a learner's final outcome and demonstrate the skills and/or knowledge gained throughout the course	Record of observation Learner notes/written work Tutor notes/record Learner log/diary
E-assessment	The use of information technology to assess learners' work	Electronic portfolio E-tests

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Title	Render Animation
Level	Three
Credit Value	4
Guided Learning Hours (GLH)	28
OCN NI Unit Code	CBE654
Unit Reference No	M/617/8208

Unit purpose and aim(s): This unit will enable the learner to be able to render an animation.

Learning Outcomes	Assessment Criteria
1. Be able to evaluate production requirements to inform the rendering of an animation.	1.1. Evaluate briefs, components, scene files, technical and production parameters including software choice to inform the rendering of an animation.
2. Be able to determine appropriate render settings.	2.1. Test short sequence renders to determine the length of time required for rendering and check for errors. 2.2. Determine render settings that gain the required appearance and create sufficient flexibility for compositing. 2.3. Apply render settings that enable the required degree of realism.
3. Be able to render animations.	3.1. Apply settings and prioritise renders to meet production requirements, taking into account feedback from stakeholders and revise as required. 3.2. Calculate render times and storage space required.

Assessment Guidance

The following assessment method/s may be used to ensure all learning outcomes and assessment criteria are fully covered.

Assessment Method	Definition	Possible Content
Portfolio of evidence	A collection of documents containing work undertaken to be assessed as evidence to meet required skills outcomes OR A collection of documents containing work that shows the learner's progression through the course	Learner notes/written work Learner log/diary Peer notes Record of observation Record of discussion
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Quality Assurance of Centre Performance

External Verification

All OCN NI recognised centres are subject to External Verification. External verification visits and monitoring activities will be conducted annually to confirm continued compliance with the conditions of recognition, review the centre's risk rating for the qualifications and to assure OCN NI of the maintenance of the integrity of the qualifications.

The External Verifier will review the delivery and assessment of the qualifications. This will include the review of a sample of assessment evidence and evidence of the internal verification of assessment and assessment decisions. This will form the basis of the EV report and will inform OCN NI's annual assessment of centre compliance and risk. The External Verifier is appointed by OCN NI.

Standardisation

As a process, standardisation is designed to ensure consistency and promote good practice in understanding and application of standards. Standardisation events:

- make qualified statements about the level of consistency in assessment across centres delivering a qualification
- make statements on the standard of evidence that is required to meet the assessment criteria for units in a qualification
- make recommendations on assessment practice
- produce advice and guidance for the assessment of units
- identify good practice in assessment and internal verification

Centres offering units of an OCN NI qualification must attend and contribute assessment materials and learner evidence for standardisation events if requested.

OCN NI will notify centres of the nature of sample evidence required for standardisation events (this will include assessment materials, learner evidence and relevant assessor and internal verifier documentation). OCN NI will make standardisation summary reports available and correspond directly with centres regarding event outcomes.

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Administration

Registration

A centre must register learners within 20 working days of commencement of a qualification.

Certification

Certificates will be issued to centres within 20 working days of receipt of correctly completed results marksheets. It is the responsibility of the centre to ensure that certificates received from OCN NI are held securely and distributed to learners promptly and securely.

Charges

OCN NI publishes all up to date qualification fees in its Fees and Invoicing Policy document. Further information can be found on the centre login area of the OCN NI website.

Equality, Fairness and Inclusion

OCN NI has considered the requirements of equalities legislation in developing the specification for these qualifications. For further information and guidance relating to access to fair assessment and the OCN NI Reasonable Adjustments and Special Considerations policies, centres should refer to the OCN NI website.

Retention of Evidence

OCN NI has published guidance for centres on the retention of evidence. Details are provided in the OCN NI Centre Handbook and can be accessed via the OCN NI website.

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Qualification Number: **603/5196/2**

OCN NI Level 3 Diploma in Animation
Qualification Number: **603/5197/4**

Operational start date: 15 October 2019
Operational end date: 30 September 2029
Certification end date: 30 September 2032

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