Self-Assessment Guide

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Qualification:** | **3D Animation for Freelancing (3D Character Modelling) – Level 3** | | | |
| **Candidate Name** |  | | | |
| **Application Serial No.** |  | | | |
| **Instructions**:   * + Read each of the questions in the left-hand column of the chart   + Place a tick () in the appropriate box opposite each question to indicate your answer | | | | |
| **Can I ...** | | | **YES** | **NO** |
| **GU005L3V1: CARRYOUT WORKPLACE INTERACTION IN ENGLISH** | | |  |  |
| * 1. interpret workplace code of conducts as per organizational guidelines? | | |  |  |
| * 1. maintain appropriate lines of communication with supervisors and colleagues? | | |  |  |
| * 1. conduct workplace interactions in a courteous manner to gather and convey information? | | |  |  |
| * 1. ask questions about routine workplace procedures and matters and respond as required? | | |  |  |
| * 1. interpret workplace documents as per standard? | | |  |  |
| * 1. take assistance to aid comprehension when required from peers / supervisors? | | |  |  |
| * 1. understand and follow visual information / symbols / signage? | | |  |  |
| * 1. access specific and relevant information from appropriate sources? | | |  |  |
| * 1. use appropriate medium to transfer information and ideas? | | |  |  |
| * 1. attend team meetings on time and follow meeting procedures and etiquette? | | |  |  |
| * 1. express own opinions and listen to those of others without interruption? | | |  |  |
| * 1. provide inputs consistent with the meeting purpose and interpret and implement meeting outcomes? | | |  |  |
| * 1. demonstrate responsibilities as a team member and keep promises and commitments made to others? | | |  |  |
| * 1. perform tasks in accordance with workplace procedures? | | |  |  |
| * 1. respect and maintain confidentiality? | | |  |  |
| * 1. avoid situations and actions considered inappropriate or which present a conflict of interest? | | |  |  |
| **GU013L3V1: CARRYOUT COMMUNICATION WITH CLIENTS** | | |  |  |
| * 1. interpret code of conduct of communication as per working environment/platform? | | |  |  |
| * 1. interpret manners and etiquette of communication as required? | | |  |  |
| * 1. explain questions about routine working environment/platform procedures and matters as required? | | |  |  |
| * 1. prepare relevant documents for effective communication with work environment? | | |  |  |
| * 1. identify validated sources as per client’s requirements? | | |  |  |
| * 1. validate documents by the authentic sources as per client’s requirements? | | |  |  |
| * 1. submit documents as per standard procedure? | | |  |  |
| * 1. maintain appropriate means/method/way of communication as per working environment/platform? | | |  |  |
| * 1. identify and follow channels of communication? | | |  |  |
| * 1. conduct communication in a courteous manner to gather and convey information? | | |  |  |
| * 1. use appropriate non-verbal communication as required? | | |  |  |
| SUICT004L3V1: COMPLY TO ETHICAL STANDARDS IN IT WORKPLACE | | |  |  |
| * 1. identify clients’ requirements? | | |  |  |
| * 1. maintain confidentiality of information in accordance with workplace policies / organizational policies/national legislation? | | |  |  |
| * 1. identify potential conflicts of interest and notify involved parties of potential conflicts? | | |  |  |
| * 1. assert proprietary rights of client/customer? | | |  |  |
| * 1. provide products and services according to the clients’ requirements? | | |  |  |
| * 1. complete work as per standards? | | |  |  |
| * 1. implement quality processes when developing products and services? | | |  |  |
| * 1. deliver work processes as per standards? | | |  |  |
| * 1. present skills, knowledge and qualifications in a professional manner? | | |  |  |
| * 1. deliver services and products developed by self and others as per workplace standard? | | |  |  |
| * 1. provide unbiased and objective information to clients? | | |  |  |
| * 1. present realistic estimates for time, cost and delivery of outputs during negotiation? | | |  |  |
| * 1. interpret workplace code of conduct? | | |  |  |
| * 1. follow workplace code of conduct? | | |  |  |
| **SSU05I08L3V1: ACQUIRE SOFT SKILLS IN CUSTOMER DEALING** | | |  |  |
| * 1. interpret customer dealing operation? | | |  |  |
| * 1. identify duties of a customer service executive? | | |  |  |
| * 1. interpret customer dealing skills? | | |  |  |
| * 1. state meaning of soft skills clearly and list key components? | | |  |  |
| * 1. identify soft skill requirements in the workplace with specific emphasis on situational requirements? | | |  |  |
| * 1. summarise importance of body language and posturing during customer interactions? | | |  |  |
| * 1. recognise dos and don’ts of body language during customer interaction? | | |  |  |
| **ICT3D008L3V1: PERFORM PRE-PRODUCTION ACTIVITIES FOR 3D CHARACTER MODELING** | | |  |  |
| * 1. select development software as per requirement of creative brief? | | |  |  |
| * 1. recognize 3D Characters from creative brief? | | |  |  |
| * 1. determine requirements for character parts from creative brief? | | |  |  |
| * 1. determine character props as per requirement? | | |  |  |
| * 1. determine character pose and style as per requirement? | | |  |  |
| * 1. collect and create character model sheet? | | |  |  |
| * 1. recognize lighting and texturing on character? | | |  |  |
| * 1. identify camera composition on characters? | | |  |  |
| * 1. determine rendering requirements? | | |  |  |
| * 1. gather reference images for characters as per requirement? | | |  |  |
| * 1. select development software as per requirement of creative brief? | | |  |  |
| **ICT3D009L3V1: DEVELOP 3D CHARACTER MODEL** | | |  |  |
| * 1. select and use software for 3D Character Modeling/Sculpting used as per standard procedure? | | |  |  |
| * 1. create base mesh using poly modeling technique? | | |  |  |
| * 1. shape out base body out with basic proportions? | | |  |  |
| * 1. model character's head and hand with a focus on sculpting with efficient topology? | | |  |  |
| * 1. block out character props based on concept art and visual design? | | |  |  |
| * 1. create character costume using costume design software? | | |  |  |
| * 1. crate UV map of the model? | | |  |  |
| * 1. apply texturing on head? | | |  |  |
| * 1. paint texture maps for the costume elements and armor pieces using appropriate software? | | |  |  |
| * 1. present character model to relevant personnel for inputs and admitted feedback? | | |  |  |
| * 1. perform realistic rendering to check the character models? | | |  |  |
| * 1. crate character joints and skeleton? | | |  |  |
| * 1. create inverse kinematics/Forward kinematics (IK/FK)? | | |  |  |
| * 1. create controllers and attributes? | | |  |  |
| * 1. apply skin binding? | | |  |  |
| * 1. adjust skin weight painting? | | |  |  |
| * 1. crate pose morphing? | | |  |  |
| **ICT3D0010L2V1: PERFORM POST-PRODUCTION ACTIVITIES FOR 3D CHARACTER MODELING** | | |  |  |
| * 1. confirm project settings for character modelling as per design specification? | | |  |  |
| * 1. add lighting to the model according to creative brief? | | |  |  |
| * 1. apply color grading to character model as per requirement? | | |  |  |
| * 1. save character model for animation? | | |  |  |
| * 1. review character models to assess creative solutions with design specifications, appropriateness of users/ audience and technical feasibility? | | |  |  |
| * 1. discuss and confirm additional requirements or modifications to overall designs with relevant personnel? | | |  |  |
| * 1. incorporate feedback as per standard procedure? | | |  |  |
| * 1. submit final character model as per required format and medium? | | |  |  |
| I agree to undertake assessment in the knowledge that information gathered will only be used for professional development purposes and can only be accessed by concerned personnel and my manager/supervisor. | | | | |
| Candidate’s Signature: | | Date: | | |
| Assessor’s Signature: | | Date: | | |