

Animation Arts & Design Foundation Competencies (AAA)

Art Skills

1. Draw freehand.

Design Skills

2. Utilize basic design principles in the creation of artwork.

Project Management Skills

3. Manage concurrent projects.

Critical Thinking Skills

4. Gather ideas for the project by allowing one's imagination to freely associate with any subject related to the client organization or its products.
5. Develop ideas from inception.
6. Visualize the finished product from unrelated parts.
7. Develop applicable decision making, problem solving, and reasoning skills.
8. Assess one's own attributes accurately, set realistic goals, and exhibit self-control by responding to feedback.

Business Skills

9. Perform basic computations; use basic numerical concepts such as whole numbers and percentages in practical situations.
10. Solve practical problems by choosing appropriately from a variety of mathematical techniques.

Computer Skills

11. Operate a microcomputer using DOS, Windows, or the Macintosh user interface.
12. Translate documents between platforms and operating systems.

Communication Skills

13. Gather information for projects from many sources, interpret it in the context of the current project, and communicate it to clients.
14. Analyze customer information and communicate ideas through different methods.
15. Work and communicate to satisfy the client's expectations.
16. Use leadership skills to convince others that change and evolution are not only necessary but desirable.
17. Gain an exact understanding of the customer's needs by listening to the ideas the customer has.
18. Remove mental barriers which prevent the full expression of ideas.
19. Communicate thoughts, ideas, information, and messages in writing.
20. Organize ideas and communicate oral messages appropriate to listeners and situations.

Work-Ready Competencies

Art Skills

21. Create a storyboard for a video, multimedia, or animation sequence.
22. Use a computer paint program to produce original illustrations

Design Skills

Project Management Skills

23. Evaluate tasks and match to appropriate hardware configurations.
24. Understand the nature of the computer medium in relationship to other media, to explore how choice of medium influences design decisions, and to judge what medium is appropriate for specific tasks.

Critical Thinking Skills

25. Develop critical ideas for the surface treatment, lighting and motion of three-dimensional models.
26. Evaluate tasks and create a production schedule to execute them within a given timeframe.
27. Evaluate initial ideas and determine changes to be made for final presentation.

Business Skills

28. Develop acceptable job preparation skills.
29. Understand fundamental concepts for generating three-dimensional forms including transformations, rotations, viewing criteria, clipping, boolean operations, extrusions, hierarchical structures, viewpoints, perspective and other mapping.

Computer Skills

1. Capture, manipulate, alter, reconstruct and render an image using digital editing equipment.
2. Render a layout or object using a computer aided drafting and design program.
3. Develop animated sequences and understand the function of dynamic imagery to solve common visual communications problems.
4. Create and produce a three-dimensional computer generated animation.
5. Create and produce a computer operated multimedia presentation.
6. Understand three-dimensional coordinate systems and build three-dimensional models in them.
7. Transform three-dimensional objects, spaces into new shapes and forms, including rotation, scale, translation, and shear.
8. Use computerized paint and titling equipment, as well as three-dimensional modeling and animation programs to create video-based visual effects.
9. Select and use microphones and other audio equipment to produce, edit and mix sound sequences.
10. Edit videotape using a cuts only, A/B roll and nonlinear editing system.

Communications Skills

11. Visualize a concept and communicate it in one of several media.
12. Write a script for an advertising or educational audio/visual sequence.