

## Instruction Sheet for the Candidate

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

## Self-Assessment Checklist

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

I can.....

<b>Performance Criteria</b>	<b>Yes</b>	<b>No</b>
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: \_\_\_\_\_

## Assessors Judgment Guide

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

Assessment Summary (to be filled by the assessor)							
Activity	Method					Result	
Nature of Activity	Written	Oral	Observation	Portfolio	Role Play	Competent	Not Yet Competent
Practical Skill Demonstration			✓				
Knowledge Assessment		✓					
Other Requirement							

## Observation Checklist

<b>Assessment Task</b>	<ul style="list-style-type: none"> <li>Create Animation of characters</li> <li>Manage the various animation states</li> </ul>		
<b>During the practical assessment, candidate demonstrated the following:</b>	<b>Yes</b>	<b>No</b>	<b>Remarks</b>
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			
<b>Competent</b> <input type="checkbox"/>		<b>Not Yet Competent</b> <input type="checkbox"/>	

## Knowledge Assessment

<b>Qualification</b>	Game Developer (Mobile App, Web & Game Development)
<b>Competency Standard</b>	Animate Characters and objects
<b>Purpose of Assessment</b>	Formative Assessment
<b>Candidate Details</b>	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
<b>Assessment Outcome</b>	<div style="display: flex; justify-content: space-around; align-items: center;"> <span><b>COMPETENT</b> <input type="checkbox"/></span> <span><b>NOT YET COMPETENT</b> <input type="checkbox"/></span> </div> Name of the Assessor: _____ Assessor's code: _____ Signature of the Assessor: _____

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?		

4.	What is blend tree in unity?		

Feedback to the Candidate	
Candidate's Signature _____	Assessor's Signature _____