

3D Character Design & Animation Level Designer - Competencies

1. Demonstrates the importance of reading, writing, listening & speaking.
2. Demonstrates critical thinking and problem solving skills.
3. Demonstrates workplace health and safety.
4. Demonstrates self management, positive work ethics and personal integrity.
5. Demonstrates collaboration, teamwork, conflict resolution & leadership.
6. Demonstrates knowledge of appropriate tools of technology.
7. Demonstrates knowledge of class goals, guidelines and career pathways
8. Completes projects on time.
9. Knowledge of Basic Vertebrate Structure -Plantigrade, Digitigrade and Ungulate
10. Knowledge of polygonal modeling.
11. Knowledge of lath modeling.
12. Knowledge of multi sub-object texture mapping.
13. Knowledge of simple mapping (bump, diffuse color, specular)
14. Knowledge of Key Frame Animation.
15. Can use the "Curve Editor" to manipulate animations.
16. Can render animation sequences.
17. Knowledge of "Biped" rigging.
18. Knowledge of morphing techniques for facial animation
19. Knowledge of basic lighting set up
20. Can render still images of models.
21. Can merge and import models.
22. Knowledge of support soft ware (PhotoShop and Illustrator)
23. Certificates
24. Competency
25. Completion
26. Attendance
27. Perfect