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| Full Motion Video (FMV) |
| Date of Issue: | 16th October 2015 |
| Task 1 Submission Deadline: | 15th January 2016 |
| Task 2 Submission Deadline: | 10th June 2016 |
| Assignment Duration (approximately) | 45 Hours + |

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| Qualification  | Level 3 Extended Diploma in Media (Games Development) |
| Unit  | Unit 67 3D Animation, Unit 68 3D Environments, and Unit 5 Working to a Brief |
| Assessor’s Name: | Matthew O’Neill |
| Student Name: |  |

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| Project Overview / Scenario |
| You are working as a design manager for an animation company which has recently won a contract for the creation of a Full Motion Video (FMV) for a game. You are heading up the project and will need to plan out the animation developed from paper to the final actual produced. |

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| Task 1: PLANNING |
| As this will take several months to produce you are going to need to conduct a solid pre-production as part of your planning, so you know exactly what you need to produce, can effectively manage your time and to keep yourself on task. This means you will need a schedule that has clear milestones and deadlines, identified who the target audience is, outlined what effect this will have on the FMV, pointed out any and all legal considerations and conduct crisis management and risk assessment(what will you do should you fall behind schedule). You will need to design and explain the overall mood and look for the animation, models and environments, as well as gathering reference materials for everything. You will need to document and explain the development of your ideas, explaining why you dropped any ideas you originally had and expand upon why you went with the ideas you settled with. In regards to the animation you need to create a storyboard depicting the sequence of events which will occur and explain what is occurring during each scene. With the environment you will need to create a, pre-visualisation for the final look and concept work. This is not a group assignment and as such the students are to produce their articles individually. |
| Covers Learning Outcome: | Unit 67 3D Animation – 2. Be able to devise a 3D animation Unit 68 3D Environments – 2. Be able to devise a 3D environmentUnit 5 Working to a Brief - 2. Be able to develop a planned response to a brief  |
| Submission Deadline: | 15th January 2016 |

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| Task 2: PROJECT |
| Once the planning is completed you will need to produce that animation as a pre rendered animation, which is a simplified version of the final animation with limited use of special effects, lighting and rendering to see if the scene will work and how it will play out. With regards to the environment, you must have at least a complete looking scene with all models present, be them finished or placeholders and textures applied to all. You will need to have UVW mapped at least one object in the scene, if not multiple assets. There is no limit to the final animation time, but ensure the animation lasts for at least a minute (1800 frames) and that you have rendered the scene out to a video format. Once you have completed the FMV you will need to evaluate the process; compare the plan to the final product, explain what went well, what could have been done better, what you would change if you had to redo the assignment, etc.  Please bare in mind the limitations of the hardware and avoid using high poly models or large lighting set ups as much as possible as this will put a high strain on the computer and may make rendering and/or viewing the scene impossible. If you find you are having problems rendering the whole animation, then you can always render sections and hand in multiple videos.  |
| Covers Learning Outcome: | Unit 67 3D Animation – 3. Be able to create a 3D environment following industry practiceUnit 68 3D Environments – 3. Be able to create a 3D animation following industry practiceUnit 5 Working to a Brief - 3 Be able to apply a response to a brief  |
| Submission Deadline: | 10th June 2016 |

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| Task 3: EVALUATION |
| One you have completed your Full Motion Video you need to evaluate its effectiveness as a recorded presentation, written report, or vlog.You need to reflect on what Constraints, Legal, and Regulatory issues you have experienced in the project and how you worked in accordance with them legal issues. It is crucial that you explain what Financial and Time management issues you encountered as well as taking time to consider your leadership and communication skills as have worked to meet the requirements of Task 1 and 2 to achieve agreed outcomes to agreed timescales. Explain what you have learned in the project and provide recommendations for future tasks after you have received Feedback from your peers, the supervisor/ client, your audience before judging whether or not the work is suitable for industry. |
| Covers Learning Outcome: | Unit 5 Working to a Brief - 4 Be able to review work on completion of a brief |
| Submission Deadline: | 10th June 2016 |

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| Evidence to be submitted: |
| One single Word Document or similar format containing the completed pre-production and design documentation, concept art, storyboards and the evaluation3ds Max File of the scene including all assets and the animationAll Texture FilesFinal Render - Media clip or clips of animationRecorded presentation/ Written Report/ Vlog for the Final EvaluationPlease ensure it is the actual document and not a link that you provide. Please remember that I do not wish the work to be physical and therefore should be in a digital format.  |

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| Sources of Information  |
| Shared drive and Boodle TextbooksBaylis P, Freedman A, Procter N et al – BTEC Level 3 National Creative Media Production, Student Book(Pearson, 2010) ISBN 978-1846906725Baylis P, Freedman A, Procter N et al – BTEC Level 3 National Creative Media Production, Teaching ResourcePack (Pearson, 2010) ISBN 978-1846907371Ahearn L – 3D Game Textures: Create Professional Game Art Using Photoshop (Focal Press, 2006)ISBN 978-0240807683Birm J – Digital Lighting and Rendering (New Riders, 2006) ISBN 978-0321316318Brooker D – Essential CG Lighting Techniques with 3Ds Max (Focal Press, 2008) ISBN 978-0240521176Capizzi T – Inspired 3D Modelling and Texture Mapping (Premier Press, 2002) ISBN 978-1931841504Gahan A – 3ds Max Modelling for Games: Insider’s Guide to Game Character, Vehicle, and EnvironmentModelling (Focal Press, 2008) ISBN 978-0240810614Summers D – Texturing: Concepts and Techniques (Charles River Media, 2004) ISBN 978-1584503002 |
| Journals3D WorldDevelop MagazineEdge MagazineMCV Magazine | Websiteswww.3dtotal.comwww.cgtextures.comwww.digitaltutors.comwww.blinkimage.com |

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| To successfully achieve the project you must: |
| The assignment must be submitted by 23.59 p.m. on the date specified or on the agreed upon extension deadline. Extensions will only be permitted if you have a legitimate reason and have spoken to both your tutor and the Lead Internal Verifier who have both agreed to the extension. |
| Being ill will not be considered a legitimate excuse for not submitting the work on the due date, unless previously discussed with the unit lecturer and/or your tutor well before the due date. |
| Work presented in an assessment must be the student’s own. Plagiarism is where a student copies work from another source, published or unpublished (including the work of a fellow student or of a tutor) and fails to acknowledge the influence of another’s work or to attribute quotes to the author. Plagiarism is an academic offence. |
| Complete and sign the declaration form at the back of this assignment brief – your work will not be marked if you do not do this**.** The signature can be done digitally; this will be taken as you officially signing the declarations. Although we will need your handwritten signature if your work is Internally Verified or Externally Verified.  |

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| Date of Submission: |  |
| Extension submission date:  |  |
| Reason for extension: |  |
| Lead Internal Verifier Resubmission authorisation:  |  |
| Resubmission date: |  |

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| General Feedback Comments |
| If you have any questions in regard to the feedback/grade provided here see me or email me and I will clarify any issues. |
| Grade Achieved: |  |
| Resubmission Grade Achieved: |  |

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| Criteria | Criteria Feedback |
| 3D Animation (Unit 67) Learning Outcome 2 |
| P2 | Generate outline ideas for a 3D animation working within appropriate conventions and with some assistance |  |
| M2 | Generate detailed ideas for a 3D animation showing some imagination and with only occasional assistance |  |
| D2 | Generate thoroughly thought-through ideas for a 3D animation showing creativity and flair and working independently to professional expectations  |  |
| 3D Animation (Unit 67) Learning Outcome 3 |
| P3 | Create a 3D animation following industry practice working within appropriate conventions and with some assistance |  |
| M3 | Create a 3D animation to a good technical standard following industry practice, showing some imagination and with only occasional assistance |  |
| D3 | Create a 3D animation to a technical quality that reflects near-professional standards following industry practice, showing creativity and flair and working independently to professional expectations |  |

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| Criteria | Criteria Feedback |
| 3D Environments (Unit 68) Learning Outcome 2 |
| P2 |  Generate outline ideas for a 3D environment working within appropriate conventions and with some assistance |  |
| M2 |  Generate detailed ideas for a 3D environment showing some imagination and with only occasional assistance. |  |
| D2 | Generate thoroughly thought-through ideas for a 3D animation showing creativity and flair and working independently to professional expectations. |  |
| 3D Environments (Unit 68) Learning Outcome 3 |
| P3 | Create a 3D environment following industry practice, working within appropriate conventions and with some assistance |  |
| M3 | Create a 3D environment to a good technical standard following industry practice, showing some imagination and with only occasionalassistance |  |
| D3 | Create a 3D environment to a technical quality that reflects near-professional standard following industry practice, showing creativity and flair and working independently to professional expectations |  |

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| Criteria | Criteria Feedback |
| Working to a Brief (Unit 5) Learning Outcome 2 |
| P2 | Plan a response to a brief working within appropriate conventions and with some assistance |  |
| M2 | Plan a response to a brief competently showing some imagination and with only occasional assistance  |  |
| D2 | Plan a response to a brief to near-professional standards showing creativity and flair and working independently to professional expectations  |  |

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| Criteria | Criteria Feedback |
| Working to a Brief (Unit 5) Learning Outcome 3 |
| P3 | Apply a response to a brief working within appropriate conventions and with some assistance [CT, SM]  |  |
| M3 | Apply a response to a brief competently showing some imagination and with only occasional assistance  |  |
| D3 | Apply a response to a brief to near-professional standards showing creativity and flair and working independently to professional expectations  |  |

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| Criteria | Criteria Feedback |
| Working to a Brief (Unit 5) Learning Outcome 4 |
| P4 | Comment on own work on completion of a brief with some appropriate use of subject terminology.  |  |
| M4 | Explain own work on completion of a brief with reference to detailed illustrative examples and with generally correct use of subject terminology.  |  |
| D4 | Critically evaluate own work on completion of a brief with reference to professional practice, and consistently using subject terminology correctly. |  |

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| Assessor Signature: |  | Date: |  |
| Learner signature: |  | Date: |  |

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| Learner Assessment Submission and Declaration |
| Learner name: |  | Assessor name: |  |
| Issue date: |  | Submission date: |  | Submitted on: |  |
| Programme: |  |
| Unit: |  |

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| Individual work identification for group assignments |
| Student Name  | Learning Outcome  | Evidence submitted | Page numbers ordescription |
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| Additional comments to the Assessor: |
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| Learner declaration |
| I certify that the evidence submitted for this assignment is my own. I have clearly referenced any sources used in the work. I understand that false declaration is a form of malpractice. |
| Learner signature: |  | Date: |  |

