Cambridge National Creative I-media
R086 Creating Digital Animations: Learning Journey

What are we learning about?
In LO1 we will investigate and understand the purpose and uses of animation; animation types; and the features of animation techniques.

Why are we learning about it?
Before we can set about designing an effective digital animation we need to understand the historical development and current uses of the medium, the different types of animation and the techniques used in their creation.

What new KNOWLEDGE will I gain?
You will gain knowledge of the main fields in which digital animations are used. You will also gain new knowledge of the different types of animation and the techniques used to create one.

LO1: Understand the Purpose and Features of animation

How does this build on the KNOWLEDGE I already have?
LO1 will build on the knowledge of digital animations you gained in the Animation unit at KS3. It also refers to understanding the resources and design elements that you used in the KS3 Kiosk and Graphics units, and in the R082 Graphics and R087 Multimedia units. You also will need to be aware of avoiding offence to audiences which was discussed in KS3 Safety & Security.

What new SKILLS will I develop?
You will develop new skills in categorizing the different types of digital animation; identifying the range of application of animation within the media industry; and investigating key techniques such as onion skinning and tweening .

How does this build on the SKILLS I already have?
LO1 will build on the technical skills of creating digital animations that you gained in the Animation unit at KS3, and in the R082 Graphics and R087 Multimedia units.

Cambridge National Creative I-media
R086 Creating Digital Animations: Learning Journey

What are we learning about?
In LO2 we interpret client requirements for a digital animation to a given brief; understand the target audience requirements; create a storyboard; identify the resources and assets used in digital animation; and understand how legislation applies to the assets, ideas and concepts that will be used in the animation whether sourced or created.

Why are we learning about it?
Planning is a key part of creating a digital animation. It is of key importance to understand the requirements of the client brief and who the target audience is. LO2 offers practical experience in storyboarding and identifying appropriate assets, resources and file formats. It also details the legal concerns that must be taken into consideration when using assets including established characters and character names.

What new KNOWLEDGE will I gain?
You will gain knowledge of how to satisfy different client briefs and understand how different target audiences might have different requirements from a digital animation. You will learn of the importance of careful storyboarding for any moving image project, as well as the key issues that must be checked to ensure the digital animation is legally compliant.

LO2: Be Able to Plan a Digital Animation

How does this build on the SKILLS I already have?
LO2 will build on the technical skills you used in the Animation unit at KS3. It will also build on your skills in interpretation of client requirements and audiences you used in KS3 Kiosk and Graphics, and in the R082 Graphics and R087 Multimedia units. It also builds on your skills in compiling project assets that you used in KS3 Movie Making.

What new SKILLS will I develop?
You will develop new skills in interpreting a client brief for a digital animation and its audience's requirements; producing a storyboard; and the logging of any copyrighted, trademarked or intellectual property you use.

How does this build on the KNOWLEDGE I already have?
LO2 will build on the knowledge of digital animation you gained in the Animation unit at KS3. It also refers to the knowledge of design briefs and target audiences you used in the KS3 Kiosk and Graphics units, and in the R082 Graphics and R087 Multimedia units. You will also use the knowledge of accessing project assets that you used in KS3 Movie Making.

Cambridge National Creative I-media
R086 Creating Digital Animations: Learning Journey

What are we learning about?
In LO3 we learn how to source and store digital assets; use a range of software tools and techniques to create a digital animation; use software functions to enhance and animate movement; create and maintain a production test plan; save and export in suitable formats; and use version control when developing the animation.

Why are we learning about it?
Creating the digital animation is a key part of the unit as it brings together careful and sometimes lengthy planning to meet the client's and audience's requirements. The new techniques we have learned such as onion skinning and tweening come in to their own here to reduce the time taken and increase the quality of the animation. We will see how a well designed test plan keeps the whole process on track.
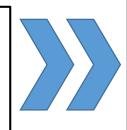
What new KNOWLEDGE will I gain?
You will gain knowledge of the advanced software tools and techniques used to create a digital animation. You will also understand how helpful it is to maintain a test plan. You will also gain knowledge in the appropriate saving, exporting and version control of such a digital animation.

LO3: Be Able to Create a Digital Animation

How does this build on the SKILLS I already have?
LO3 will build on the technical skills you used in the KS3 Animation unit. It also builds on your skills in using advanced design software tools from the KS3 Graphics and R082 Graphics units, and exporting in suitable formats that you used in KS3 Movie Making and in the R082 Graphics and R087 Multimedia units.

What new SKILLS will I develop?
You will develop new skills in the advanced techniques and functions of digital animation software; creating and maintaining a production plan; and choosing suitable export formats for digital animation.

How does this build on the KNOWLEDGE I already have?
LO3 will build on your knowledge of digital animation from the KS3 Animation unit. It also builds on your knowledge of design software from the KS3 Graphics and R082 Graphics units, and choosing compatible formats from KS3 Movie Making and in the R082 Graphics and R087 Multimedia units.
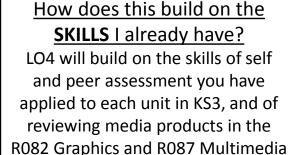
Cambridge National Creative I-media
R086 Creating Digital Animations: Learning Journey

What are we learning about?
In LO4 we learn how to review our digital animation and identify areas for improvement and further development.

Why are we learning about it?
Once the digital animation has been carefully researched, planned and created, it is important to be able to critically look at the strengths and weaknesses of the result and how far it meets the client's requirements. This informs both changes that could be suggested for further versions of the animation, and also to the whole design process used in subsequent projects.

What new KNOWLEDGE will I gain?
You will gain knowledge of how to review a digital animation and what areas of improvement and further development should be included in a formal project review.

LO4: Be Able to Review a Digital Animation

How does this build on the SKILLS I already have?
LO4 will build on the skills of self and peer assessment you have applied to each unit in KS3, and of reviewing media products in the R082 Graphics and R087 Multimedia units.

What new SKILLS will I develop?
You will develop new skills in reviewing a digital animation in terms of content, duration, size and download speed. You will also need new skills in identifying areas for improvement and development of the animation in terms of meeting the specific brief.

How does this build on the KNOWLEDGE I already have?
LO4 will build on the knowledge of self and peer assessment you have applied to each unit in KS3, and of reviewing media products in the R082 Graphics and R087 Multimedia units.

Cambridge National Creative I-media
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What are we learning about?
In this unit of work we learn how to understand the purpose and features of digital animation; plan a digital animation; create a digital animation; and review a digital animation.

Why are we learning about it?
Digital animation is widely used in the modern world, from attention-grabbing dynamic promotions to blockbuster movies. The transition from traditional stop frame techniques to enhanced digital editing epitomises the advantages (and pitfalls) of using software over artisan production methods in many creative fields. The skills learned in the planning, creating and reviewing of the product are transferable to many other areas of design.

What new KNOWLEDGE will I gain?
You will gain knowledge of the history and different types of animation; the vital importance of storyboarding in creative moving image projects; how a well maintained test plan can ultimately save time and keep a project on track; and how advanced software functions can improve your results.
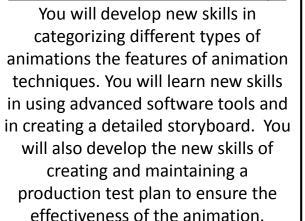
R086 Unit Overview

How does this build on the SKILLS I already have?
This unit will build on the technical skills you used in the KS3 Animation unit. It will also build on your skills in interpretation of client requirements and audiences you used in KS3 Kiosk and Graphics, and in the R082 Graphics and R087 Multimedia units. It also builds on your skills in compiling project assets and exporting in suitable formats that you used in KS3 Movie Making and in the R082 Graphics and R087 Multimedia units.

What new SKILLS will I develop?
You will develop new skills in categorizing different types of animations the features of animation techniques. You will learn new skills in using advanced software tools and in creating a detailed storyboard. You will also develop the new skills of creating and maintaining a production test plan to ensure the effectiveness of the animation.

How does this build on the KNOWLEDGE I already have?
This unit will build on the knowledge of digital animation, appropriateness for audience, and fitness for purpose that you have previously encountered in the Animation, Kiosk, Safety & Security and Movie Making Units from KS3, and in the R082 Graphics and R087 Multimedia units.