

**SKILLS FRAMEWORK FOR MEDIA
TECHNICAL SKILLS & COMPETENCIES (TSC) REFERENCE DOCUMENT**

TSC Category	Visual Graphics					
TSC Title	2D Animation					
TSC Description	Create 2D animated sequences for incorporation into animated films, videos, games or other media content					
TSC Proficiency Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
		MED-MPN-2055-1.1	MED-MPN-3055-1.1	MED-MPN-4055-1.1	MED-MPN-5055-1.1	
		Create 2D animated sequences for backgrounds and introductory character animations to meet production requirement	Develop 2D animation sequences for characters and specialised animations to meet the production requirements	Lead the creative and technical development of 2D animated media to achieve the artistic and technical goals of production	Establish the artistic direction and creative approaches to guide the creative development of 2D animated media	
Knowledge		<ul style="list-style-type: none"> Motions of inanimate, man-made objects Realistic, stylised and exaggerated motion styles in animation Research techniques and methods in 2D animation Sketching techniques and styles 2D animation techniques including cel animation and vector-based animations Digital sketching, illustrations and painting tools Digital 2D animation tools Creative guidelines and style guides 	<ul style="list-style-type: none"> Realistic, stylised and exaggerated motion styles in animation Depicting mass, density and elasticity of bodies through animated motions Perspectives and depiction of perspective changes through camera movement in 2D animation Sketching techniques and styles Cel and vector-based 2D animation techniques Digital sketching, illustration and painting tools Digital 2D animation tools Compositing techniques for cel and digital 2D animation Technical and production parameters for the project 	<ul style="list-style-type: none"> Creative vision and artistic direction of the production Production scripts Sensitivity of human expressions and emotions Depiction of realistic and stylised attributes of characters and objects Animation techniques and their artistic impact Sketching and digital drawing styles and their impact on the artistic appeal of the animation Features, functionalities, capabilities and limitations of digital painting and 2D animation tools 	<ul style="list-style-type: none"> Creative vision and artistic direction of the production Creative approaches and styles that can be adopted in 2D animation Sensitivity of acting and human expressions and emotions Capabilities and limitations of technologies and tools used in 2D animation Creative visualisation of animated sequences 	
Abilities		<ul style="list-style-type: none"> Interpret animation requirements for specific scenes from briefs provided 	<ul style="list-style-type: none"> Analyse scripts and storyboards to understand the 	<ul style="list-style-type: none"> Communicate the vision of each scene to production teams 	<ul style="list-style-type: none"> Guide the creative production teams in understanding the 	

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		<ul style="list-style-type: none"> • Research real-life motions and exaggerated motion techniques to generate ideas for animated sequences • Ideate the actions required for executing specific motion sequences to plan the execution of assigned animations • Draw background art that does not require animation • Draw keyframes for background animations and simple character animations • Draw in-between frames to complete the animated sequences • Perform clean-up of all frames to remove stray marks or artefacts left, for hand-drawn animations • Assist in the compositing of all elements including background and characters • Liaise with other teams for the photographing of cel-based animation frames • Store files as per appropriate conventions to enable the next stage of production to run efficiently 	<p>animation requirements for production</p> <ul style="list-style-type: none"> • Provide creative inputs to the development of the animatic • Plan the staging of shots through interpreting storyboards or animatic • Test the flow of animated sequence through rough sketches • Break down the animation into key poses involved in the specific motion • Ideate keyframes with the creative leadership to agree on the sequences required • Create keyframes for complex character animation to depict the key poses involved in the animated sequences • Refine animations through iterative reviews to meet the needs of the production • Edit composited animation sequences to further refine in alignment with the creative vision 	<ul style="list-style-type: none"> • Lead the creation of animatics to guide the creation of the animated sequences • Oversee the staging of various scenes for animation sequences • Oversee the creation of the animated sequences by providing creative inputs • Review frames for alignment with the staging designs • Review animated sequences for the achievement of the creative vision and required continuity • Present animations for review to the creative leadership 	<p>creative vision of the production</p> <ul style="list-style-type: none"> • Establish the artistic direction for the animation in alignment with the overall creative vision • Develop creative briefs for the animation team to guide production • Define the creative approaches to be taken in the creation of animated content • Review completed animated content for the achievement of the creative vision and goals • Guide the refinement of the animation to meet specific creative requirements 	
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