

DACUM Research Chart for Animator

DACUM Panel

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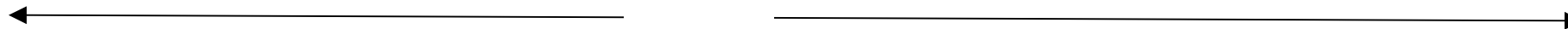


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Duties



A	Client Meeting	A-1 Do project research	A-2 Define scope/goal of Project	A-3 Brainstorming	A-4 Create a pre-comp	A-5 Develop project Timeline	a-6 Assign action items	A-7 Document meeting outcomes/Agreements		A-8 Review final project with client	
		B	Project Planning	B-1 Determine equipment requirements	B-2 Determine staff requirements	B-3 Determine project budget	B-4 Prioritize project info work flow	B-5 Write project estimate	B-6 Create project storyboard	B-7 Determine shot selection	B-8 Design w/our color palette
B-11 Revise project	B-12 Set approval schedule										
C	Model Building	C-1 Research elements	C-2 Create sketches	C-3 Design logo	C-4 Create parts plus alpha channel	C-5 Build wire-frames	C-6 Model rigging	C-7 Load fonts	C-8 Digitize video	C-9 Scan images	C-10 Create surfaces and texture map for model
		C-11 Create control points	C-12 Develop model comp for approval								
D	Set Creation	D-1 Determine lighting	D-2 Setting up cameras	D-3 Create background	D-4 Develop set creation comps for approval						
E	Animating	E-1 Meet with producer	E-2 Acquire approved script	E-3 Set the timeline (length of animation)	E-4 Import files	E-5 Set key frames	E-6 Execute motion capture	E-7 Revise key frames	E-8 Create test sequences for approval	E-9 Synch to audio	E-10 Create final renders
		E-11 Back up the files									
F	Compositing	F-1 Integrate chroma key	F-2 Import elements into application	F-3 Perform digital retouching	F-4 Apply special effects	F-5 Create comp for approval					

Duties		Tasks									
G	Editing	G-1 Import elements into application	G-2 Direct project editor	G-3 Set time markers based on audio	G-4 Bring in final audio	G-5 Review work in progress	G-6 Create transitions (video/audio)	G-7 Make revisions, additions, deletions	G-8 Integrate titling	G-9 Add motion effects	G-10 Correct color
		G-11 Obtain approval of final edit									
H	Output	H-1 Render Frames	H-2 Revise work if necessary	H-3 Execute hardware/software compression	H-4 Acquire output media	H-5 Record project to media	H-6 Deliver/upload project	H-7 Confirm Transfer			
I	Archiving	I-1 Organize materials	I-2 Name and catalog parts	I-3 Save or record to storage device/media	I-4 Confirm transfer	I-5 Log saved (archived) projects	I-6 File project	I-7 Clean up online system/ hard drive			
J	Project Review	J-1 Meet with project team	J-2 Review and critique final product	J-3 Review and critique project process	J-4 Determine future SOPs	J-5 Review budget (actual vs. projected)					
K	Professional Development	K-1 Participation in mentorship /internship / externship opportunities and job shadowing		K-2 Network with other professionals	K-3 Share portfolios	K-4 Attend professional conferences	K-5 Cultivate core art competencies / appreciation		K-6 Join professional organizations / user groups	K-7 Take additional technical classes (online or real time)	
		K-8 Review online data / information training opportunities		K-9 Read industry publications	K-10 Stay current with upgrades						

General Knowledge and Skills

- Spelling / Grammar
- Listening Skills
- Oral Communication
- Written communication
- Ability to take direction
- Organizational skills
- Expert in the Operating System
- Basic design principles
- Basic drawing skills
- Basic photography
- Basic lighting
- Typography
- Basic industry knowledge (film, broadcast, Web)
- Software:
 - *ATM, Suitcase
 - *Photoshop
 - *Illustrator
- *After effects
- *Light wave / SD Studio Max
- *Maya
- *Flash
- *Sound editing Software
- 3D / Design/ Music / Dance (Fine arts, Cinematography)
- Keyboarding
- Internet skill
- Email competency
- FTP
- Understanding of various file formats
- Scanning technology
- Resolution (pixel)
- Compression
- Tool shortcuts
- Troubleshooting

Tools, Equipment, Supplies and Materials

- Computer
 - *PC
 - *Mac
 - *SGI
 - *Quantel
- Broadcast specific
 - *Chyron
- Scanner
- Digital disk recorder
- Video cards
- CD Burner
- DVD disk
- DAT-digital audio tape
- Tape decks – beta, DVC pro, 3/4”
- Exabyte (archival system)
- Camera – analog & digital, still

Acronyms

- 3D Three Dimensional
- AIGA American Institute of Graphic Artists
- ATM Adobe Type Manager
- BDA Broadcast Designers Association
- CMYK Cyan, Magenta, Yellow, Black (Print Color System)
- DVD Digital Video Disk
- FPS Frames per second
- FTP File Transfer Protocol

Worker Behaviors

- Self Starter
- Detail oriented
- Work ethic
- Sense of humor
- Thick skin
- Problem solver
- Proactive
- Team player
- Tactful
- Self-assured
- Willing to work under pressure
- Open-minded
- Able to multi-task
- Mature
- Responsible
- Professional demeanor
- Creative
- Adventurous/risk taker

Future Trends and Concerns

- HDTV- as industry standard
- Media convergence – Web/TV
- Availability of broadband
- DVD creation
- Greater demand for animated content
- Designer with multiple skills-2D, 3D, print, Web
- Industrial design/engineering in 3D environment to production
- Shrinking of broadcast markets
- Information overload
- Affording new technology
- Less quality in workforce due to availability of tools
- Lack of foundational training

Acronyms

- HDTV High Definition Television
- NLE Non Linear Editing
- NTSC North American Television Standards Committee
- OTS Over the Shoulder (European Television Standard)
- PMS Pantone Matching System
- RGB Red, Green, Blue (Broadcast Color System)
- SOP Standing Operating Procedure