

40849 Develop and present a simple animation sequence

Kaupae Level	2
Whiwhinga Credit	5
Whāinga Purpose	<p>This skill standard introduces learners to a range of core animation principles applied to basic shapes. Projects may include motion graphics, environment changes, or basic character animation.</p> <p>Learners who have completed the standard will have a foundation in animation principles applicable to range of careers in motion graphics, game development, and animation.</p>

Hua o te ako me Paearu aromatawai | Learning outcomes and assessment criteria

Hua o te ako Learning outcomes	Paearu aromatawai Assessment criteria
1. Develop and present a simple animation sequence.	a. Plan the main key poses of the chosen subject to animate.
	b. Animate the sequence with effective motion between the key poses using at least four relevant animation principles.
	c. Finish the animation sequence for presentation in an appropriate format.
	d. Present the animation with explanations of the techniques and principles used.

Pārongo aromatawai me te taumata paearu | Assessment information and grade criteria

Assessment specifications:

Definition

Simple animation sequence refers to a chosen subject moving or changing through space from at least one key pose to another over time to convey motion.

Ngā momo whiwhinga | Grades available

Achieved

Ihirangi waitohu | Indicative content

- Principles of animation include: Squash and Stretch, Anticipation, Staging, Straight Ahead Action and Pose to Pose, Follow Through and Overlapping Action, Slow In and Slow Out, Arc, Secondary Action, Timing, Exaggeration, Solid Drawing, Appeal.
- Analogue animation techniques include:
 - Traditional Animation (2D Animation) involving hand-drawn animation.
 - Stop Motion Animation, including Claymation, Puppet Animation, and Object Animation (using inanimate objects), peoplementation using photos of poses.
 - Cutout Animation including characters and scenes are made of flat materials (e.g. paper or fabric).
 - Silhouette Animation where characters or scenes are created in black silhouettes against a light background.
 - Paint-on-Glass Animation where each frame is created by painting on a sheet of glass, then photographing it.
- Digital animation techniques include:
 - 2D Digital Animation created using digital tools, often simulating traditional hand-drawn animation and cut out puppet animation.
 - 3D Animation involving computer-generated imagery (CGI) animation in a three-dimensional space.
 - Motion Graphics involving animated graphic design elements (e.g. typography, logos, and symbols).
 - Rotoscoping to create animation over live action footage.
 - Experiential Animation as a hybrid of techniques, blending animation with live-action or immersive environments (e.g. virtual reality).
- Export formats such as GIF, MOV, MP4.

Rauemi | Resources

The following are suggested software tools and resources for animation learning:

- [Blender](#) (free 3D and 2D animation software).
- Toon Boom Harmony (western industry standard 2D animation software).
- Adobe Animate or After Effects (commercial).
- [OpenToonz](#).
- Photoshop or Clip Studio Paint Timelines.
- [Pencil2D](#) (open-source 2D animation software).
- Pixilart.com (pixel art style).
- Flipaclip.
- Autodesk Maya.
- Unity (2D or 3D game animation).
- Williams, R. *Animator's Survival Kit* (2001).
- <https://www.nyfa.edu/student-resources/12-principles-of-animation/>.

Pārongo Whakaū Kouna | Quality assurance information

Ngā rōpū whakatau-paerewa Standard Setting Body	Toi Mai Workforce Development Council
Whakaritenga Rārangi Paetae Aromatawai DASS classification	Arts and Crafts > Electronic Media > Content Creation
Ko te tohutoro ki ngā Whakaritenga i te Whakamanatanga me te Whakaōritenga CMR	0099

Hātepe Process	Putanga Version	Rā whakaputa Review Date	Rā whakamutunga mō te aromatawai Last date for assessment
Rēhitatanga Registration	1	24 July 2025	N/A
Kōrero whakakapinga Replacement information	N/A		
Rā arotake Planned review date	30 December 2030		

Please contact Toi Mai Workforce Development Council at qualifications@toimai.nz to suggest changes to the content of this skill standard.