

CHECK LIST *PRIOR TO PLACEMENT ABROAD* FOR THE TRAINING PROGRAMME FOR Digital Media

04/2003

Name of company			Tel.	
Street				
Postcode		Town		Country
Owner(s)				
Contact person			E-mail / direct tel.	

EMPLOYEES	Number
- within the same vocational area	
- with similar qualifications	
- total in the company	

WORK AREAS (in which the company will be able to place trainees) - Tick off the appropriate	
Manufacturing/production	
Development/construction	
Support	
Other work areas	

WORK DISCIPLINES (which the company deals with) - Tick off the appropriate	
Sales and support	
Production	
Product development	
Other work disciplines	

COMPANY'S MAIN PRODUCTS (which are sold, serviced, produced and or developed)

DATE & SIGNATURE

date name

signature

Approved by the Apprenticeship Committee of the Metal Industry	
_____	_____
date	name

signature	

To be sent to: The Apprenticeship Committee of the Metal Industry • Vesterbrogade 6D, 4. • DK-1780 Copenhagen V

Area	Tick off	Area	Tick off	Area	Tick off	Area	Tick off
1) Design of screen-based graphic elements by means of various graphic tools.		8) Construction of interface graphics using picture processing program/software		15) Problem-solving of interactivity in web-applications. Implementation forms on the Internet via plug-ins. Construction and optimization of self-running multimedia applications.		22) Work with simple modelling of non-organic 3D-animations.	
2) Job performance through integration of sound, video, graphics and text in various fonts.		9) Design of computer interfaces		16) Work with authoring tools for web publishing in connection with production of large complex web sites – including layout of text, graphics, sound, video and animations.		23) Construction of simple models (characters) - including construction of a very simple character-animation.	
3) Use of advanced program instruction and integration of sound, video, graphics and text in interactive interfaces.		10) Regular use of professional scanner equipment in the production of pictures, including picture manipulation and graphics for on/off-line integration		17) Production, test, publishing and administration of large website – including planning which integrates multimedia elements with emphasis on text, graphics, animation, sound and video.		24) Use of 3D-graphics and animation in the production of interfaces, including 3D for real time use - VRML.	
4) Job performance requiring command of advanced modelling, surface construction and animation with high-end equipment.		11) Use of common authoring tools in production of for instance CD-ROM and simple 2D-animations.		18) Independent production of useable examples and files in a priority tool which can be integrated with existing web-applications.		25) Independent production and design of 3D-animations and illustrations on the basis of independent planning and project description.	
5) Use of narrative technique and dramaturgical elements in connection with planning and choice of medium		12) Job performance using a programming language, including programming of scripts in an authoring tool.		19) Construction of simple sketches and production of 3D animation - including work with lighting and camera as well as rendering.		26) Planning and recording of a simple video sequence, including editing etc.	
6) Job performance requiring that the student is capable of designing aesthetic and correct typography in relation to screen-based communication.		13) Import of sound and video to the authoring tool and production of various types of scripts in the authoring tool.		20) Construction of simple 3D-animations on the basis of primitives as well adding of light and materials to the animation.		27) Tasks involving installation, configuration and use of web server - including procedures relating to set-up and installation of PC's in local networks (LAN).	
7) Construction of a given website. Use of HTML code syntax in this context – capability of uploading to web server		14) Independent production of simpler types of scripts, production of interface to specific target groups as well as optimization of multimedia applications.		21) Job performance which requires knowledge of surface and texture - including import of various surfaces created by means of other software.			

Digital integrator: No.: (1) (2) (5) (11) (13) (14) (23)

Grafic integrator: No.: (1) (5) (6) (8) (9) (10)

Multimedia Animator No.: (4) (19) (20) (21) (22) (24) (25)

Multimedia Integrator No.: (3) (6) (7) (8) (9) (10) (12) (15) (16) (17) (18) (26) (27)