

DACUM Skill Rating Scale

1 - Can perform some parts of this skill satisfactorily but requires assistance and/or supervision to perform the entire skill.

2 - Can perform this skill satisfactorily but requires periodic assistance and/or supervision.

3 - Can perform this skill competently without assistance or supervision.

4 - Can perform this skill competently without, assistance with more than acceptable quality, and with initiative/adaptability to unique situations.

DEMONSTRATE PROFESSIONALISM A

Demonstrate confidence A1	Demonstrate integrity A2	Identify personal limitations A3	Communicate time constraints A4	Work within time constraints A5	Think critically A6	Demonstrate patience A7	Demonstrate perseverance A8
1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4
Demonstrate observation skills A9	Demonstrate independence A10	Demonstrate coping skills A11	Demonstrate punctuality A12	Demonstrate multi-tasking A13	Adapt to change A14	Demonstrate accountability A15	Demonstrate a commitment to excellence A16
1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4
Demonstrate attention to detail A17	Utilize criticism / feedback A18	Demonstrate creativity A19	Demonstrate quality assurance A20	Demonstrate a commitment to lifelong learning A21	Apply current and cutting edge practices A22	Demonstrate initiative A23	Identify areas of professional practice A24
1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4

COMMUNICATE B

Make presentations B1	Demonstrate active listening B2	Communicate workflow B3	Write status reports B4	Write directions B5	Articulate ideas B6	Demonstrate interpersonal skills B7	Demonstrate the ability to work as a team member B8
1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4
Demonstrate performance acting (act out scenes, characters, etc.) B9	Interpret and apply directions B10	Sell idea(s) B11	Use technical language/terminology B12	Use language appropriate to the audience B13	Document processes B14	Read and interpret story boards B15	Read industry journals, articles, research, etc. B16
1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4

MANAGE TIME C

Interpret timelines C1	Estimate time for task C2	Revise / edit timelines C3	Identify and develop priorities C4	Develop milestones C5	Evaluate progress C6	Evaluate / assess processes and procedures C7	Develop efficiencies C8
1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4
Assess / evaluate ideas / options C9							
1 2 3 4							

PLAN A STORY
D

Develop outlines D1	Identify audience D2	Identify time frame D3	Perform research D4	Develop budget D5	Interpret brief D6	Create characters D7	Create a plot D8
1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4
Develop settings D9	Be imaginative D10	Express story in appropriate format D11	Elicit feedback D12	Revise / edit story D13	Apply a budget D14		
1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4		

DEVELOP A STORY BOARD
E

Demonstrate story-telling skills E1	Design a style E2	Prepare layout scenes E3	Compose a breakdown E4	Identify key / primary frames E5	Translate idea / direction E6	Write descriptions E7	Maintain continuity E8
1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4
Work within story timeframes E9	Evaluate limitations E10	Develop timing E11	Convey story E12	Be concise E13			
1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4			

APPLY PRODUCTION PRACTICES
F

Apply colour theory F1	Demonstrate composition skills F2	Apply lighting design F3	Describe effect of media on output F4	Differentiate between media F5	Apply cinematography fundamentals F6	Create life drawing / rendering F7	Create a mechanical drawing / rendering F8
1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4
Create conceptualization rendering F9	Create / design a set F10	Create pre-visualization rendering F11	Apply fundamental typography theory F12	Apply fundamentals of design theory F13	Apply file naming / folder structure conventions F14	Adapt to studio practices F15	Participate in project post-mortums
1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4

APPLY 2D / 3D FUNDAMENTALS
G

Analyze motions G1	Replicate motions G2	Analyze lighting G3	Replicate lighting G4	Analyze textures G5	Replicate textures G6	Analyze body language G7	Replicate body language G8
1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4
Analyze facial expressions and emotions G9	Replicate facial expressions and emotions G10	Analyze models G11	Replicate models G12				
1 2 3 4	1 2 3 4	1 2 3 4	1 2 3 4				



