



Australian Government

**Assessment Requirements for
CUAANM401 Create advanced 3D digital
models**

Release: 1

Assessment Requirements for CUAANM401 Create advanced 3D digital models

Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 2.0.

Performance Evidence

Evidence of the ability to:

- create 3D digital models at a high level of finish that:
 - perform to specifications
 - meet technical, design and aesthetic requirements
- use animation software and scripting languages to produce digital modelling effects that create realism in the models
- store 3D models in appropriate file formats using industry naming conventions
- work collaboratively with others in the production team to ensure models are appropriate for other aspects of the production
- review own performance and the modelling process for improvement.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- outline typical challenges with creating 3D models and how to handle these
- describe various techniques used in 3D modelling
- explain how geometry and an understanding of anatomy is used to simulate physical realism in modelling
- explain how effects, such as lighting, colour and composition influence the model appearance and characteristics
- identify and compare scripting languages used in 3D modelling
- describe the process of rendering as it applies to 3D modelling and how this differs for various delivery platforms
- explain the concept of integrity as it applies to 3D modelling
- outline the process for checking compliance with copyright requirements

- describe relevant work health and safety standards which relate to working with computers and keyboards.

Assessment Conditions

Assessment must be conducted in a safe environment where evidence gathered demonstrates consistent performance of typical activities experienced in creative arts industry environments. The assessment environment must include access to:

- production documents and briefs
- relevant personnel
- 3D modelling software.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>