



Australian Government

**Assessment Requirements for ICTGAM410
Develop 3-D components for interactive
games**

Release: 1

Assessment Requirements for ICTGAM410 Develop 3-D components for interactive games

Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 1.0.

Performance Evidence

Evidence of the ability to:

- identify and confirm 3-D component designs
- identify component integration
- establish the component development pipeline
- generate 3-D components for games
- test and analyse component integration
- submit final product.

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:

- discuss and explain current game hardware and software products
- discuss and explain game-engine architecture and methods used in component importing
- outline processes and techniques related to:
 - the creation of 3-D objects within industry-standard modelling software
 - the use of industry formats for the development of 3-D models and objects.

Assessment Conditions

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:

- computer hardware and software
- games engines
- file storage.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>