



Australian Government

**Assessment Requirements for ICTGAM515
Design and create advanced particles, fluids
and bodies for 3-D digital effects**

Release: 1

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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:

- analyse design requirements and develop design documents
- develop advanced simulation effects according to requirements
- use appropriate effects, such as particles, fluids and rigid or soft bodies
- use programming languages to assist the creation of advanced simulation effects
- adapt design according to feedback
- produce a refined and finalised deliverable
- maintain a portfolio of reference materials.

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:

- explain the programming techniques required for creation of 3-D digital effects
- discuss computer game development, including specific terminology
- summarise the current game-play hardware and software products
- summarise the technology requirements and human resources required in the process of creating digital effects and each team member's respective skills
- explain risk and critical path management
- provide a detailed summary of the technical constraints that hardware imposes on:
 - software development
 - graphics requirements
 - code development
 - creative visual design
- explain the techniques for applying concept development skills

- explain the techniques for applying concept visualisation skills.

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
- the internet for research purposes.

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>