

Unit of competency details

ICAGAM302A - Design and apply simple textures to digital art

Summary

Releases:	Release	Status	Release date
	1	Current	2011/07/18

Usage recommendation: **Superseded**

Mapping information

Mapping	Notes	Date
Is superseded by and equivalent to ICTGAM302 - Design and apply simple textures to digital art	Updated to meet Standards for Training Packages	2015/03/25

Accredited courses that have this unit in the completion mapping

Code	Title
22289VIC	Certificate II in Integrated Technologies
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10343NAT	Advanced Diploma of Professional Game Development

Training packages that include this unit

Code	Title	Release
ICA11	Information and Communications Technology Training Package	1.0 - 2.0

Qualifications that include this unit

Code	Title	Release
ICA40911	Certificate IV in Digital and Interactive Games	1 - 2
ICA30111	Certificate III in Information, Digital Media and Technology	1 - 2

Skill sets that include this unit

Code	Title	Release
ICASS00021	Rich Interactive Content Specialist Skill Set	1

Classifications

Scheme	Code	Name
ASCED Module/Unit of Competency Field of Education Identifier	020115	Computer Graphics

Classification history

Scheme	Code	Name	Start date	End date
ASCED Module/Unit of Competency Field of Education Identifier	020115	Computer Graphics	2011/11/04	