

Australian Government

Assessment Requirements for CPPBDN5111 Produce rendered animations of 3-D models of small-scale building designs

Release: 1

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Modification History

Release 1 This version first released with CPP Property Services Training Package Release 11.0.

Supersedes and is equivalent to CPPBDN5016A Produce and present rendered animations of 3-D models of small-scale building designs. Updated to meet the Standards for Training Packages 2012.

Performance Evidence

To demonstrate competency, a candidate must meet the performance criteria of this unit by producing rendered animations of digital three-dimensional (3-D) models for one residential building design project and one commercial or industrial building design project to a maximum floor area of 2000m² to meet client expectations and workplace requirements.

Knowledge Evidence

To be competent in this unit, a candidate must demonstrate knowledge of:

- architectural styles and terminology
- digital file management procedures
- functions and operation of 3-D modelling rendering and animation software programs
- animation presentation parameters:
 - compression
 - frames per second
 - length
 - rendering
- material finishes:
 - carpet
 - concrete
 - fabric
 - masonry
 - paint
 - steel
 - stones
 - tile
 - timber.

Assessment Conditions

Assessors must meet the requirements for assessors contained in the Standards for Registered Training Organisations. Competency is to be assessed in the workplace or a simulated environment that accurately reflects performance in a real workplace setting where these skills and knowledge would be performed. This includes access to:

- · technical references and software instruction manuals
- computer with internet access, 3-D modelling, rendering and animation software.

Links

Companion volumes to this training package are available at the VETNet website https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=6f3f9672-30e8-4835-b348-205dfcf13d9b