Australian Government

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.

Application

This unit specifies the skills and knowledge required to produce rendered and animated fly-bys and walk-throughs of three-dimensional (3-D) models for small-scale residential, commercial and industrial building design projects to a maximum floor area of 2000m^2, except construction Type A buildings.

Building classifications and construction types are set out in the National Construction Code (NCC).

This unit is suitable for drafters and building designers who apply integrated technical, theoretical and creative skills to develop digital models that support design projects.

This unit forms part of the licensing requirements for people engaged in building design in some states and territories. For further information, check with the relevant regulatory authority.

Pre-requisite Unit

Nil.

Unit Sector

Building Design

Elements and Performance Criteria

Elements describe the essential outcomes.	Performance criteria describe what needs to be done to demonstrate achievement of the element.
1 Digitally render 3-D models to photo-realistic quality.	1.1 Import 3-D models of small-scale building design projects into rendering software applications.
	1.2 Source and apply material finishes using software

		functions to objects according to project requirements.
	1.3	Develop creative ideas and designs for finishes.
	1.4	Edit rendering to retain clarity and accuracy of detail when 3-D model is transferred to different applications.
	1.5	Analyse light and shade requirements and use software functions to edit individual light parameters that create realistic lighting effects for night and day.
2 Digitally animate 3-D model.	2.1	Create animation storyboards using formats appropriate to project context.
	2.2	Determine camera paths and pan camera locations to produce optimal displays of models according to project requirements.
	2.3	Determine lighting levels and sequences for animations to meet storyboard requirements.
	2.4	Create fly-by or walk-through animation sequences for all camera paths and pan cameras, including animation of objects within scenes.
	2.5	Determine and apply animation presentation parameters to suit different project contexts.
	2.6	Combine and edit animation sequences to produce completed animations to meet project requirements.

Foundation Skills

As well as the foundation skills explicit in the performance criteria of this unit, candidates require:

- reading skills to interpret and apply complex technical information in software instruction manuals.

Unit Mapping Information

Supersedes and is equivalent to CPPBDN5016A Produce and present rendered animations of 3-D models of small-scale building designs.

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