



**Australian Government**

# **CUAANM313 Create 3D digital models**

**Release: 1**

## CUAANM313 Create 3D digital models

### Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 5.0.

### Application

This unit describes the skills and knowledge required to create 3D digital models that are produced primarily for online and mobile device application, and meet technical and design specifications.

The unit applies to those who clarify production requirements and produce 3D models under supervision, but they may have responsibility for planning their own work.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

### Unit Sector

Visual communication – Animation and digital effects

### Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Clarify work requirements	1.1 Clarify requirements and purpose for 3D digital models with reference to production documents 1.2 Confirm workflow sequences and production schedule deadlines in consultation with required personnel 1.3 Clarify modelling technique that suits production requirements with required personnel 1.4 Discuss and select digital modelling software that suits production delivery platform and modelling techniques, with required personnel 1.5 Gather and analyse reference materials for visualising 3D models
2. Develop 3D digital models	2.1 Block out models based on reference materials using software features and modelling principles

ELEMENT	PERFORMANCE CRITERIA
	<p>2.2 Adopt safe ergonomic practices when using screens and keyboards for extended periods of time</p> <p>2.3 Apply different effects to shape models according to design requirements using software features and geometry</p> <p>2.4 Perform basic rigging to an animated skeleton to test models' topology allows for required deformation</p> <p>2.5 Refine and check integrity of models progressively until they meet design requirements</p> <p>2.6 Confirm with required personnel that models have not infringed copyright</p> <p>2.7 Test and identify model faults, and modify as required</p> <p>2.8 Apply models to required personnel for feedback, and adjust as required</p>
3 Finalise 3D digital models	<p>3.1 Review 3D models to ensure creative solutions meet design specifications</p> <p>3.2 Discuss and confirm with required personnel additional requirements or modifications to 3D models and undertake necessary amendments</p> <p>3.3 Render and output models in required format and submit to required personnel by agreed deadlines</p> <p>3.4 Make back-up copies of files, and save and store 3D models using standard naming conventions</p>

## Foundation Skills

*This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.*

SKILL	DESCRIPTION
Numeracy	<ul style="list-style-type: none"> <li>Performs required adjustments to models using knowledge of shapes, symmetry and solids</li> </ul>
Oral communication	<ul style="list-style-type: none"> <li>Explains ideas and requirements clearly and listens carefully to verbal instructions</li> <li>Confirms understanding using questioning and listening skills</li> </ul>
Reading	<ul style="list-style-type: none"> <li>Analyses textual information from production documents and reference materials to confirm design requirements</li> </ul>
Writing	<ul style="list-style-type: none"> <li>Clarifies requirements and prepares work-related documentation using specific language required for audience</li> </ul>
Planning and organising	<ul style="list-style-type: none"> <li>Plans, organises and implements tasks required to meet requirements within deadlines</li> </ul>

SKILL	DESCRIPTION
Self-management	<ul style="list-style-type: none"><li>• Applies legislative requirements relevant to own role</li></ul>
Teamwork	<ul style="list-style-type: none"><li>• Responds to and draws on others' perspectives when negotiating design of 3D digital models</li><li>• Collaborates to achieve joint outcomes in the design process, playing an active role in facilitating effective group interaction</li><li>• Makes aesthetic and technical decisions in collaboration with others</li></ul>
Technology	<ul style="list-style-type: none"><li>• Uses digital software to create models and manage files</li></ul>

## Unit Mapping Information

Supersedes and is equivalent to CUAANM303 Create 3D digital models.

## Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>