Assessment Requirements for ICTGAM301 Apply simple modelling techniques

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:

- clarify 3-D modelling requirements
- create 3-D digital models that:
    - demonstrate the application of simple 3-D modelling techniques
    - demonstrate the efficient use of geometry and attention to detail
    - meet production documentation requirements
- work collaboratively with the other members of the design and development team
- meet deadlines.

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:

- identify 3-D digital model design techniques
- outline 3-D digital modelling techniques
- outline the stages in the production process, from the initial concept through to the finished product
- discuss the features of a range of delivery platforms
- discuss geometry as it applies to the creation of realistic 3-D digital models
- outline the issues and challenges of creating 3-D digital models
- outline work health and safety (WHS) standards, as they relate to working for periods of time on computers
- outline the roles and responsibilities of project team members in the relevant industry sector
- discuss the use of scale, form, weight and volume in the design, and development, of 3-D digital models

- discuss basic copyright issues associated with designing and creating 3-D models.

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:

- the production documentation
- reference materials
- computer hardware
- industry software packages
- games engines
- file storage
- enterprise policy about WHS requirements.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

Companion Volume implementation guides are found in VETNet - https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2