



Australian Government

**Assessment Requirements for ICTGAM302
Design and apply simple textures to digital
art**

Release: 1

Assessment Requirements for ICTGAM302 Design and apply simple textures to digital art

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:

- comprehend design requirements
- complete texturing and shading tasks according to brief requirements
- create and apply textures to digital art
- use and optimise software components for best performance
- adhere to system requirements related to file sizes and formats
- store completed file components to software and organisational requirements
- develop textured, shaded and rendered models
- integrate texturing activities into the overall production pipeline.

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:

- discuss camera textures and filters that can be used to achieve shading and texturing effects
- outline the features of software used for:
 - 3-D modelling
 - appropriate file sizes and formats
 - digital image manipulation
 - lighting
 - rendering
 - scanning
 - the scheduling of production activities
 - shading

- texturing
- describe how to interpret design, texturing, and shading briefs
- discuss digital image capture, using cameras and scanners
- describe shader attributes and their optimisation
- describe shader and texture mapping, and projection
- discuss texturing and shading requirements for games.

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 appropriate computer hardware, software and peripheral devices
- models and scenes to be shaded and textured
- style shots
- rendering briefs or specifications
- the schedules.

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>