# Assessment Requirements for ICTGAM303 Review and apply the principles of animation

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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:

- create a short animation using traditional animation processes and a range of 3-D modelling and animation software.

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:

- describe a production brief
- discuss the use of animation keys
- discuss the application of traditional animation processes to digital animation
- outline the process for:
    - the development and recording of ideas
    - the production of 3-D animations
    - the production of a storyboard
    - the production of scene layout
    - filling media and paper-based assets
- outline the principles of animation
- discuss the scheduling of production components.

## 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 appropriate computer hardware, software and peripheral devices.

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