



Australian Government

ICTGAM304 Develop three-dimensional (3D) models for digital games

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with the Information and Communications Technology Training Package Version 8.0. Supersedes and is equivalent to ICTGAM301 Apply simple modelling techniques. Updated title to better reflect unit scope.

Application

This unit describes the skills and knowledge required to prototype and refine three-dimensional (3D) object designs for a variety of digital games, using simple modelling techniques and software.

The unit applies to individuals who may work in roles such as digital media developers and content designers, who support the design and development stages of basic digital games.

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

Unit Sector

Game development

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. Prepare to apply 3D modelling techniques	1.1 Confirm work brief and tasks according to organisational policies and procedures 1.2 Identify work-flow sequences and production timelines according to work brief 1.3 Select software and resources required to model 3D objects 1.4 Identify and document digital asset management processes and requirements of 3D modelling for digital games

ELEMENT	PERFORMANCE CRITERIA
2. Prototype 3D digital models	2.1 Model 3D object prototype according to work brief 2.2 Manipulate software features according to work brief 2.3 Confirm that model topology allows for required deformation 2.4 Check and refine model for integrity 2.5 Confirm that model meets design requirements 2.6 Seek feedback on model from required personnel 2.7 Make adjustments to model, where required
3. Finalise 3D digital models	3.1 Export digital 3D model in required gaming format 3.2 Submit model to required personnel 3.3 Save and store model according to organisational policies and procedures 3.4 Complete workplace documentation according to organisational requirements

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	Uses foundational arithmetic when interpreting integers and decimals and when manipulating measurement, scale, and ratio
Oral communication	Listens and responds to instructions and questions and clarifies requirements
Reading	- Interprets documentation, diagrams, designs, objects and images to identify required information - Identifies and comprehends signs, symbols, pictures, jargon, abbreviations, computer-generated text, numbers and letters to operate modelling application software
Planning and organising	Develops plans for completion with sequenced, prioritised steps and timeframes
Technology	Uses key features of specific digital systems and tools to complete routine tasks

Unit Mapping Information

Supersedes and is equivalent to ICTGAM301 Apply simple modelling techniques.

Links

Companion Volume Implementation Guide is found on VETNet - -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>