Assessment Requirements for ICTGAM408 Use 3-D animation interface and toolsets

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:

- interact and navigate with 3-D application interface and toolsets
- manage files to protocols
- execute and use 3-D application native support
- use 3-D application user feedback
- configure custom panels and window configurations.

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:

- outline 3-D animation production protocols
- describe the contents and application of a production brief
- outline the process for the development and recording of ideas
- outline the protocols for filing media assets
- outline fundamental research principles
- discuss the principles of design and colour for use in 3-D animation and digital effects environments
- outline the procedures for producing a storyboard and script
- discuss the technical constraints that hardware and software impose on graphics requirements and creative visual design.

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:

- reference materials
- appropriate computer hardware and software
- games engines
- file storage.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

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