Assessment Requirements for ICTGAM409 Create 3-D characters for interactive games

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:

- develop and realise the characters for games, using 2-D and 3-D software applications
- develop character designs that comply with the games design brief, and the client requirements
- develop the character designs
- test responses to the character designs for aesthetic suitability with the intended audience, and act on the feedback.

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 the features of 3-D software packages used to create 3-D character models for games
- interpret the game design briefs
- discuss the methods of 3-D character modelling, within the technical parameters and constraints of game development
- discuss the technical limitations for the creation of 3-D character models 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:

- computer hardware and software
- games engines

- file storage
- character reference materials, such as models, illustrations, art and design books, and character photographs
- a range of state-of-the-art games, across all platforms and genres
- a range of the latest consoles and hand-held game devices
- the internet for research purposes.

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