



**Australian Government**

# **Assessment Requirements for ICTGAM413**

## **Design and create 3-D digital models**

**Release: 1**

# Assessment Requirements for ICTGAM413 Design and create 3-D digital models

## 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:

- design, create and store 3-D digital models that meet work, design and production requirements
- communicate with personnel to clarify initial requirements, including deadlines, and to receive feedback about models.

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 the principles of 3-D digital modelling and design
- outline the stages in the production process, from the initial design through to the finished product
- describe the common issues and challenges that arise in the context of designing and creating 3-D digital models
- outline the roles and responsibilities of project team members in the development of digital models
- outline the features of a range of delivery platforms
- discuss geometry as it applies to the design and creation of realistic 3-D digital models
- discuss the use of scale, form, weight and volume in the development of 3-D digital models.

## 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.

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>