



Australian Government

**Assessment Requirements for ICTGAM416
Prepare and complete image rendering
processes**

Release: 1

Assessment Requirements for ICTGAM416 Prepare and complete image rendering processes

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:

- identify equipment, media and rendering software requirements according to design brief and system requirements
- use and optimise the rendering application components for best performance
- adhere to requirements related to file sizes and formats
- store the rendered components according to requirements.

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 features of software used for:
 - 3-D animation
 - 3-D modelling
 - lighting
 - rendering
 - shading
 - texturing
- explain requirements for file formats and sizes
- outline pre-rendering optimisation techniques
- explain why rendering is required for 3-D modelling, animation or game development
- explain the requirements for using computer networks for rendering.

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
- graphic rendering software
- input and output devices
- models and scenes to be rendered
- style shots
- briefs, specifications and schedules.

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>