



Australian Government

Assessment Requirements for ICTGAM428 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 6.0.

Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- design and develop at least three game characters using 2-D and 3-D software applications.

In the course of the above, the candidate must:

- comply with games design brief and client requirements
- follow organisational procedures
- test and seek feedback to character designs with intended audiences and act accordingly.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- features of 3-D software packages used to create 3-D character models in games
- industry standard game design briefs
- different character styles and animations
- 3-D character modelling methods, within the technical parameters and constraints of game development
- technical limitations of creating 3-D character models in games
- organisational procedures that maybe used to create 3-D character for interactive games.

Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

- required hardware and software
- games engine
- file storage
- character reference materials including models, illustrations, art and design books and character photographs
- a range of industry standard games, across all platforms and genres
- a range of industry standard consoles and hand-held game devices.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational education and training legislation, frameworks and/or standards.

Links

Companion Volume Implementation Guide is found on VETNet -

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