



Australian Government

ICTGAM428 Create 3-D characters for interactive games

Release: 1

ICTGAM428 Create 3-D characters for interactive games

Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 6.0.

Application

This unit describes the skills and knowledge required to design and build 3-D characters for commercial interactive games.

It applies to individuals who support the design, development and implementation of the 3D characters of digital games, as part of a larger development team and gaming environment.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Game development

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Identify and discuss character requirements and designs	1.1 Identify client and character requirements and environment and context of interactive game 1.2 Discuss and determine style of characters with required personnel according to client requirements 1.3 Determine and agree on character type, role, name and profile 1.4 Discuss and determine character animations required in game systems implementation 1.5 Compare animations with analysis criteria, game and client requirements
2. Design characters	2.1 Design and develop a concept character illustration according to organisational procedures and client requirements

	<p>2.2 Conduct focus testing of concept illustration with required personnel and representatives of target market audience</p> <p>2.3 Develop character schematics with feedback incorporated and submit to required personnel for approval</p>
3. Develop character models	<p>3.1 Construct a 3-D character model according to character schematics and task requirements</p> <p>3.2 Construct 3-D costumes, tools and accessories as required by character model</p> <p>3.3 Shade, texture and light the completed character model</p> <p>3.4 Implement joints, vertex weighting and character rig to 3-D character model</p> <p>3.5 Develop animation blocking and in-betweens in consultation with animation personnel and seek their approval</p> <p>3.6 Compare 3-D models and animations with original concept illustration and confirm quality and conformity to brief</p> <p>3.7 Submit to required personnel and obtain approval</p>

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

Skill	Description
Numeracy	<ul style="list-style-type: none"> Uses whole numbers, decimals and percentages applicable to measurement, font size, scale, ratio, coordinates, colour, shading and other attributes and variables, in developing animations
Oral communication	<ul style="list-style-type: none"> Uses listening and questioning techniques to obtain information and present ideas and solutions using industry language for intended audience
Reading	<ul style="list-style-type: none"> Identifies and interprets design briefs and related technical documentation, containing complex animation-specific terminology and acronyms Interprets and comprehends computer-generated text, diagrams, icons, symbols, numbers and letters required in using 3-D animation software
Writing	<ul style="list-style-type: none"> Uses simple and cohesive English when developing focus testing documentation
Teamwork	<ul style="list-style-type: none"> Cooperates with others as part of familiar routine activities and

Skill	Description
	confirms agreement
Initiative and enterprise	<ul style="list-style-type: none"> • Uses creativity and initiative in character design
Planning and organising	<ul style="list-style-type: none"> • Plans, organises and completes work according to defined requirements and schedules
Self-management	<ul style="list-style-type: none"> • Makes decisions and implements procedures in both routine and non-routine tasks, using formal decision-making processes
Technology	<ul style="list-style-type: none"> • Completes required tasks using digital systems and tools

Unit Mapping Information

Supersedes and is equivalent to ICTGAM409 Create 3-D characters for interactive games.

Links

Companion Volume Implementation Guide is found on VETNet -

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