Assessment Requirements for ICTGAM512 Create and implement designs for a 3-D games environment

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:

- use discussion to identify the most appropriate technology for 3-D games development
- create and develop design documents for 3-D effects, including timelines for completion and file archiving system
- develop and use a storyline and storyboard to produce a 3-D games project.

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 concepts of animation techniques
- explain the concepts of digital effects generation
- discuss and evaluate 2-D and 3-D graphics editing software and their common concepts
- provide a detailed summary of appropriate graphics formats for 3-D 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.

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-b778-71c9e 9d6aff2

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