



Australian Government

Assessment Requirements for ICTGAM518 Animate physical attributes of models and elements

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:

- research and collate reference materials
- create a storyboard sequence and use the storyboard to prepare pre-model animation for approval
- use animation and rendering software to create animations, according to animation principles and storyboard requirements
- present a final 3-D digital model, together with supporting documentation, for approval
- store files according to procedures.

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:

- summarise the principles of 3-D animation, lighting and modelling
- describe how knowledge of anatomy and physical movement is relevant to animation
- describe the importance of client communication when working on projects
- explain the importance of budgeting and scheduling considerations during projects
- outline the techniques for creating a storyboard
- outline techniques for script production
- describe the application of current game-play hardware and software products
- provide a detailed explanation of the purpose of dope sheets
- describe the principles of the graph curve editor for smooth animation
- outline the physical attributes to create effects, including weight and anticipation
- explain the purpose of rendering
- explain shading and texturing techniques

- provide a detailed summary of transfer methodology, including rotoscoping hand key and motion capture.

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>