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# Assessment Requirements for ICTGAM520 Create and combine 3-D digital games and components

**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:

- create 3-D models according to design, production and organisational requirements
- combine 3-D models to build a scene that meets design requirements
- produce, circulate and store the final render of the scene.

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:

- provide a basic summary of 3-D software interfaces
- summarise the capabilities and constraints of game engines
- outline current game-play hardware and software products
- discuss the process of computer game development
- discuss the application of the anatomy, and physical movement, to 3-D components
- describe the graph curve editor and its application to animation
- explain the physical attributes required to create effects, such as weight and anticipation
- summarise risk and critical path management
- discuss the importance of shading and texturing as a requirement of 3-D games components
- explain the techniques for applying concept-development skills
- explain the techniques for applying concept-visualisation skills
- explain transfer methodology including rotoscope, hand key and motion capture
- outline the technology requirements and human resources required in the process of creating a game, including team members' skills
- outline the budgeting and scheduling considerations for game design.

## 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

PwC's Skills for Australia