



Australian Government

Assessment Requirements for ICTGAM543

Produce digital animation sequences

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:

- create 3-D animation sequence with at least 720 frames using 3-D modelling and animation software.

In the course of the above, the candidate must:

- develop storyboards and concept drawings for 3-D animation and models according to production plans
- apply a variety of strategies to create an animation sequence using a 3-D environment
- develop finalised frame of animation in required resolution
- render animation sequence on at least one small device and one large device and confirm pixels are optimised.

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:

- digital editing processes and techniques relating to animation sequence production
- rendering processes and techniques applicable to animation sequence production
- capabilities of digital editing and rendering software
- features and functions of different industry standard 3-D modelling and animation software
- technology requirements and human resources required to create games, including team member's skills
- technical constraints that hardware imposes on:
 - graphics requirements
 - code development
 - creative visual design

- storyboard development processes
- organisational procedures applicable to producing digital animation sequences.

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:

- hardware and software applicable to producing digital animation sequences
- animation sequence requirements brief
- games engine
- digital devices
- file storage
- the internet
- organisational procedures applicable to producing digital animation sequences.

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>