Assessment Requirements for ICTGAM544 Animate physical attributes of models and elements

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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 at least two animated models using animation and rendering software, according to animation principles and storyboard requirements.

In the course of the above, the candidate must:

- prepare pre-model animation for approval using created storyboard sequence
- evaluate texture, quality and performance of models using lighting
- render 3-D digital models on at least one small device and one large device and confirm pixels are optimised
- present final 3-D digital models, together with supporting documentation including project brief, documents and concept art for approval
- comply with organisational procedures.

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:

- principles and techniques of 3-D animation, lighting and modelling
- features and functions of industry standard 3-D modelling and animation software tools and render engines
- types of production and target platforms for which 3-D digital animations are created for
- industry standard animation methodology and processes
- how anatomy and physical movement is applicable to animation
- the importance and advantages of client communication when working on projects
- required budgeting and scheduling considerations during animation projects
- storyboard creation techniques
- script production techniques

- manipulation techniques relating to animating models and elements
- application of industry standard game-play hardware and software products
- purpose of dope sheets
- principles of the graph curve editor for smooth animation
- physical attributes that create effects, including weight and anticipation
- purpose of rendering
- shading and texturing techniques applicable to animating physical attributes of models and elements
- transfer methodology, including rotoscoping hand key and motion capture
- 3-D digital model testing procedures
- organisational procedures applicable to animating models and elements.

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:

- project brief
- hardware and software relating to animating physical attributes of models and elements
- games engine
- digital devices
- file storage
- the internet
- organisational procedures applicable to animating models and elements.

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