



Australian Government

ICTGAM551 Apply digital texturing for the 3-D environment in digital games

Release: 1

ICTGAM551 Apply digital texturing for the 3-D environment in digital games

Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 6.0.

Application

This unit describes the skills and knowledge required to research, select techniques and apply industry standard graphic software tools to digital texturing for the 3-D environment in digital games.

The unit applies to those with high-level technical, interpretive and communication skills, working as concept artists, game designers, games programmers, animators, and other personnel working in the game development industry.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Game development

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Research industry practices	1.1 Research and identify methods of texture creation and texture mapping according to organisational requirements 1.2 Select graphics software to create textures according to organisational requirements 1.3 Document design considerations for texturing a 3-D environment according to organisational requirements
2. Create 3-D environments	2.1 Use 3-D modelling and animation software according to task requirements 2.2 Create simple 3-D objects

ELEMENT	PERFORMANCE CRITERIA
	2.3 Place objects in a 3-D environment 2.4 Apply inbuilt lighting effects to 3-D environment
3. Create multiple textures	3.1 Create textures according to task requirements 3.2 Establish the look and the feel of the 3-D environment 3.3 Seek and respond to feedback from required personnel
4. Apply multiple texture effects	4.1 Load textures into 3-D animation and modelling software according to task requirements 4.2 Colour 3-D objects and environment 4.3 Create multiple texture effects for single 3-D object 4.4 Render image of 3-D environment according to task requirements

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Numeracy	Uses whole numbers, decimals and percentages applicable to measurement, resolution aspect ratio, pixel ratio, scale, coordinates, colour, shading, and other attributes/variables in the application of digital effects
Oral communication	Articulates requirements and responsibilities clearly and distinctively, using industry standard technical language intended for audience and environment
Reading	- Researches common industry practices to interpret technical design terminology - Interprets and comprehends a large range of diagrams, icons, symbols, text, numbers and letters, necessary to use complex design software
Writing	Uses applicable spelling and grammar, plain English, specific terminology and required document layout when documenting methodologies and design considerations
Planning and organising	Plans, organises and completes tasks according to defined requirements and schedules
Problem solving	- Makes decisions directly related to completion of required tasks - Uses creativity and initiative to visualise concepts - Sources, analyses and evaluates methodologies and software with the potential to meet 3-D texturing requirements

SKILL	DESCRIPTION
Technology	• Uses key features of specific digital systems and software to complete

Unit Mapping Information

Supersedes and is equivalent to ICTGAM525 Apply digital texturing for the 3-D environment in digital games.

Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>