



**Australian Government**

# **Assessment Requirements for ICTGAM552 Create complex 3-D characters for games**

**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:

- plan and manage design process for creating at least two 3-D character models according required design brief.

In the course of the above, the candidate must:

- incorporate design specifications and create complex 3-D character models
- produce and deliver documentation, showing evidence of concepts creation and design decisions.

## 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:

- budgeting and scheduling considerations for game design
- process used for computer game development
- industry standard game-play hardware and software products, including technical constraints imposed on design and development
- technology and human resources required in the process of creating a game and outline the team members' respective skills.

## 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:

- computer hardware and software
- games engine

- file storage.

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>