



Australian Government

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

Release: 1

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

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>