



Australian Government

ICTGAM557 Complete compositing to create elements for 3-D and digital effects environments

Release: 1

ICTGAM557 Complete compositing to create elements for 3-D and digital effects environments

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 determine design requirements, plan, create and store composite photographic and 3-D digital effects elements.

The unit applies to those with high-level information technology skills working as compositors, matte painters, concept artists, modellers, animators, game designers, directors and other personnel working in the film, television and game development industries.

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. Confirm compositing requirements	1.1 Determine and document compositing brief from organisational specifications and requirements 1.2 Plan and schedule compositing work according to design requirements 1.3 Identify software tools, equipment and media required for compositing work 1.4 Determine and document technical aspects of proposed compositing 1.5 Submit documentation to required personnel and obtain conformation of specifications
2. Prepare elements for	2.1 Select resolution and aspect ratio for final composited

ELEMENT	PERFORMANCE CRITERIA
compositing	output according to design requirements 2.2 Identify and obtain source plates and layers, images and other elements required for compositing 2.3 Modify elements and create additional elements, as required 2.4 Generate mattes according to design requirements
3. Composite images	3.1 Track and stabilise required images 3.2 Match cameras, lighting and shadows, and add motion blur to composite 3.3 Integrate plates, layers, elements and incorporate grain 3.4 Present test composites to required personnel and seek and respond to feedback
4. Finalise composite image tasks	4.1 Optimise composited images and complete rendering 4.2 Store rendered files in specified output format 4.3 Review completed render and align quality and compliance with system 4.4 Present final composited images to required personnel and seek and respond to feedback

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	Determines the proportional relationship between the width, height and ratio of the final output
Oral communication	Uses listening and questioning techniques and effective mode of communication to articulate complex concepts and requirements using industry language for intended audience
Reading	Interprets and analyses brief, instructions, technical and conceptual documentation and images to a 3-D and digital games environment
Writing	Prepares documentation expressing work performed using appropriate structure, layout and technical programming language
Teamwork	Negotiates in a variety of contexts, with suppliers, colleagues or clients
Planning and organising	Plans, organises and completes work according to defined brief and schedules
Problem solving	Uses creativity and initiative in compositing

SKILL	DESCRIPTION
	• Uses a systematic process to evaluate work, implement improvements and solve problems
Self-management	• Sources, analyses and evaluates applications, tools and media with the potential to meet compositing requirements
Technology	• Uses key features of specific digital systems and tools to complete compositing tasks

Unit Mapping Information

Supersedes and is equivalent to ICTGAM531 Complete compositing to create elements for the 3-D and digital effects environment.

Links

Companion Volume Implementation Guide is found on VETNet -

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