Australian Government

ICTSS00176 Interactive Content Specialist Skill Set

Release 1

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Modification History

Release	Comments
Release 1	This version first released with the Information and Communications Technology Training Package Version 8.0. Supersedes and is not equivalent to ICTSS00050 Rich Interactive Content Specialist Skill Set.

Description

This skill set addresses the skills and knowledge required to design and apply interactive digital media, including three-dimensional (3D) models and components.

Pathways Information

This skill set provides credit towards CUA31120 Certificate III in Visual Arts, ICT30120 Certificate III in Information Technology, and other qualifications that allow for selection of these units.

Licensing/Regulatory Information

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

Skill Set Requirements

CUADIG304 Create visual design components

ICTGAM304 Develop three-dimensional (3D) models for digital games

ICTGAM305 Apply simple textures and shading to three-dimensional (3D) models for digital games

Target Group

This skill set is for individuals who work in digital media roles, including digital component and model designers, and other related roles, who are responsible for designing digital media models and applying components.

Suggested words for Statement of Attainment

These units of competency from the CUA Creative Arts and Culture and ICT Information and Communications Technology training packages meet competency requirements for skills in interactive digital media in a variety of workplace contexts.

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