



Australian Government

Assessment Requirements for CUAANM512 Create 3D digital environments

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 5.0.

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:

- create detailed 3D digital environments that meet design requirements and production deadlines for at least two different productions.

In the course of the above, the candidate must:

- apply a range of modelling techniques to achieve creative and realistic effects
- select and proficiently use required animation software to achieve product outcomes
- store 3D environments in required file formats using industry naming conventions
- participate productively in project evaluation for improvement
- adopt safe ergonomic practices when using screens and keyboards for extended periods of time
- work collaboratively with others in a production team to achieve project outcomes.

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:

- strategies to address typical challenges when creating digital environments
- digital modelling techniques used in development of 3D environments
- the realistic construction of 3D environments using spatial relationship elements including scale, form, weight and volume
- strategies to evaluate projects to improve future projects
- concept of integrity in modelling 3D environments
- different 3D animation software
- following concepts and their application to developing 3D environments:
 - texture coordinates
 - matte paintings
 - lighting and shaders

- required file formations and industry naming conventions
- work health and safety requirements relating to working with computers and keyboards for extended periods of time.

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:

- production documentation
- interaction with others required to demonstrate the performance evidence
- animation software.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.

Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>