



Australian Government

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

Release: 1

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

Modification History

Release	Comments
Release 1	This version first released with the Information and Communications Technology Training Package Version 8.0. Supersedes and is equivalent to ICTGAM301 Apply simple modelling techniques. Updated title to better reflect unit scope.

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:

- develop at least two different three-dimensional (3D) objects for a digital game.

In the course of the above, the candidate must:

- meet production documentation requirements within production deadlines
- apply required organisational policies and procedures.

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:

- functions and features of 3D digital modelling tools and techniques
- methods of prototyping, designing, producing and delivering digital 3D models
- functions and features of 3D digital model development software, hardware and components
- techniques to safely save and store 3D digital models
- concepts of geometry that apply to the creation of realistic 3D digital models for digital games
- key processes and requirements to create 3D digital gaming models
- relevance of scale, form, weight and volume to prototyping 3D digital models for digital games
- key copyright considerations associated with designing and creating 3D digital models
- organisational formats for documentation

- organisational policies and procedures, and legislative requirements relating to work tasks.

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:

- digital model production hardware, components and resources
- industry software packages and game engines
- opportunities for interaction with others
- work brief and organisational policies and procedures required to demonstrate the performance evidence.

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>