



Australian Government

Assessment Requirements for ICTGAM305

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

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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 equivalent to ICTGAM302 Design and apply simple textures to digital art. 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:

- apply at least two simple textures to one 3D model for a digital game
- apply at least two simple shaders to one 3D model for a digital game.

In the course of the above, the candidate must:

- adhere to gaming requirements related to file sizes and formats
- store completed file components according to organisational policies and procedures
- 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:

- types of textures and filters for shading and texturing effects in digital games
- features and functions of key game engines, software, and hardware, including:
 - media and file formats for digital imagery
 - texture production and manipulation
- types of shader attributes
- functions of texture mapping and projection
- types of techniques used to apply shading and texturing to 3D models for digital games, including:
 - digital image manipulation
 - lighting

- rendering
- scanning
- techniques to interpret design, texturing, and shading briefs
- functions of digital image capture
- functions and features of key models, processes and methods used in digital games, including:
 - surface topology and nature
 - 3D projections
 - natural pattern simulation
 - texture mapping
 - projection mapping
- key copyright considerations associated with designing 3D digital models
- organisational formats for documentation
- work brief and organisational policies and procedures required to demonstrate the performance evidence.

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, including peripheral devices
- models and scenes to be shaded and textured, including style shots
- 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>