



Australian Government

Assessment Requirements for ICTGAM306

Review and apply traditional animation principles

Release: 1

Assessment Requirements for ICTGAM306 Review and apply traditional animation principles

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 ICTGAM303 Review and apply the principles of animation. 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:

- create at least two short animations using traditional animation principles.

In the course of the above, the candidate must:

- use a range of 3D modelling and animation software sufficient to meet work brief
- 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 short animation components, including:
 - traditional animation principles
 - animation keys
 - key poses
 - scene layouts
 - storyboarding animation
 - animation sequencing
- techniques to develop animation ideas and concepts
- functions and features of key game engines, software and hardware
- techniques to safely save and store short animation
- methods of storyboard development

- types of production scheduling components
- key copyright considerations associated with designing and applying animation principles
- 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:

- animation design briefs and production documentation
- digital model and animation production hardware, components and resources
- 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>