



Australian Government

Assessment Requirements for ICTGAM427 Use 3-D software interface and toolsets

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 6.0.

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:

- interact and navigate with at least one 3-D application interface and its toolsets.

In the course of the above, the candidate must:

- manage files to protocols
- execute and use 3-D application native support
- use 3-D application user feedback
- configure custom panels and window configurations.

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:

- 3-D animation production protocols
- industry standard 3-D modelling and animation software
- contents and application of production brief
- development process that may be used in 3-D software interface and toolsets
- protocols in filing media assets
- file management procedures and project configuration procedures that may be used in 3-D software interface and toolsets
- fundamental research principles procedures that may be used in 3-D software interface and toolsets
- principles of design and colour used in 3-D animation and digital effects environments
- procedures for producing a storyboard and script
- technical constraints that hardware and software impose on graphics requirements and creative visual design.

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:

- reference materials applicable to creating 3-D animation and digital effects
- required hardware and software and peripheral devices
- games engine
- file storage
- required 3-D modelling and animation software.

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>