



Australian Government

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.

Application

This unit describes the skills and knowledge required to investigate, customise and use 3-D animation software interfaces and toolsets.

It applies to individuals who support the design, development and programming of basic digital games as part of a larger development team and gaming environment.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Game development

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Locate and identify 3-D software navigation controls	1.1 Research and evaluate a range of industry standard 3-D modelling and animation software 1.2 Identify task requirements and select 3-D modelling and animation software applicable to task 1.3 Identify a range of 3-D navigation types, including panning, zooming and rotating around viewport, on chosen 3-D modelling and animation software 1.4 Identify processes of improving user performance including navigation, keyboard hotkeys and input procedures

ELEMENT	PERFORMANCE CRITERIA
2. Locate and identify 3-D animation toolsets and select required menu categories	2.1 Identify toolsets of industry standard 3-D animation software 2.2 Identify and analyse 3-D software menus and specific category types 2.3 Define and use 3-D software-specific transformation types and toolset types 2.4 Associate menu categories as required according to task requirements 2.5 Consult with required personnel and perform software interaction using application hotkeys
3. Initiate and use software-support materials and customise application interface	3.1 Identify and research range of reference material available in creating 3-D animation and digital effects 3.2 Present reference material required in 3-D animation process to required personnel and team members 3.3 Identify and access animation software support procedures, documents and help files, through hotkey and application menus 3.4 Consult with required personnel and use applicable support materials
4. Identify and plan 3-D application import and export procedures and use application feedback	4.1 Discuss application file-management procedure types with required personnel, including opening, importing, saving and exporting 4.2 Discuss and use application project configuration procedures with required personnel 4.3 Prepare and create projects as required 4.4 Discuss user application feedback with required personnel 4.5 Troubleshoot error scenarios as required using application feedback 4.6 Use feedback with inbuilt support documentation as required
5. Customise application interface	5.1 Identify variation of user interface windows and panels configurations 5.2 Use custom interface according to toolset procedural needs and task requirements

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Numeracy	• Uses whole numbers, decimals and percentages applicable to measurement, font size, scale, ratio, coordinates, colour, shading and other attributes and variables in developing animations
Oral communication	• Uses effective listening, questioning and summarising techniques to obtain and present information and solutions using industry language for intended audience
Reading	• Identifies and interprets information from texts containing complex terminology, acronyms and jargon • Interprets and comprehends generated text, diagrams, icons, symbols, numbers and letters required in using 3-D animation software
Teamwork	• Cooperates and collaborates with others as part of routine activities and elicits support
Self-management	• Makes routine decisions and implements standard procedures in routine tasks • Uses formal decision making processes in more broad and non-routine situations
Technology	• Completes routine tasks using digital systems and tools

Unit Mapping Information

Supersedes and is equivalent to ICTGAM408 Use 3-D animation interface and toolsets.

Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>

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

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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

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