



Australian Government

Assessment Requirements for ICTGAM429 Develop 3-D components for interactive games

Release: 1

Assessment Requirements for ICTGAM429 Develop 3-D components for interactive games

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:

- identify, design and generate at least three 3-D components.

In the course of the above, the candidate must:

- identify component integration
- establish component development pipeline
- follow game design document requirements
- use required formats and file extensions
- name and store components according to agreed methods and organisational procedures
- comply with quality assurance standards
- test and analyse component integration.

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:

- industry standard game hardware and software products
- game-engine architecture and methods used in component importing
- 3-D components testing methods and processes
- processes and techniques applicable to:
 - the creation of 3-D objects within industry-standard modelling software
 - the use of industry formats in developing 3-D models and objects
- organisational procedures and quality assurance standards that may be used in the development of 3-D components for interactive games.

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:

- required hardware and software
- industry-standard modelling software
- client requirements documentation
- game design document
- games engine
- file storage.

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>