



Australian Government

Assessment Requirements for ICTGAM516

Animate a 3-D character for digital games

Release: 1

Assessment Requirements for ICTGAM516 Animate a 3-D character for digital games

Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 1.0.

Performance Evidence

Evidence of the ability to:

- select the correct tools to work with the target game engine and platform
- apply animation principles
- develop an animated character model
- export the animated character model to the game engine
- test character animations in the game engine.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- explain 3-D animation principles, including the relevance of anatomy and physical movement
- summarise the capabilities and constraints of game engines
- summarise attributes of current game-play hardware and software products
- explain the function of a graph curve editor
- discuss risk and critical path management
- explain shading, texturing, weight and anticipation
- discuss transfer methodology, including rotoscope, hand key and motion capture
- provide a detailed summary of techniques for applying concept development skills
- summarise techniques for applying concept visualisation skills
- summarise techniques for using storyboard and script production
- discuss the technology requirements and human resources required in the process of creating games, and the team's skills
- • outline the importance of communication with a client when working on projects
- outline budgeting and scheduling considerations for game design

- explain the importance of time management in the development of a project.

Assessment Conditions

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:

- computer hardware and software
- games engines
- file storage.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

Companion Volume implementation guides are found in VETNet -

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