



Australian Government

Assessment Requirements for ICTGAM517 Produce a digital animation sequence

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 1.0.

Performance Evidence

Evidence of the ability to:

- show the reference material used for concepts and storyboards
- develop storyboards and concept drawings for 3-D animation and models according to plans
- apply a variety of strategies to create an animation sequence using a 3-D environment
- develop a finalised frame of the animation in an appropriate resolution.

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:

- summarise digital editing processes and techniques
- summarise rendering processes and techniques
- outline the capabilities of digital editing and rendering software
- discuss the technology requirements and human resources required to create games, including team member's skills
- discuss the technical constraints that hardware imposes on:
 - graphics requirements
 - code development
 - creative visual design.

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
- the internet for research purposes.

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>