



Australian Government

ICTGAM517 Produce a digital animation sequence

Release: 1

ICTGAM517 Produce a digital animation sequence

Modification History

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

Application

This unit describes the skills and knowledge required to produce a digital animation sequence for the 3-D and digital effects environment, involving the completion of a digital editing project.

It applies to individuals with high-level mathematical, technical and communication skills working as concept artists, game designers, games programmers, animators and other personnel working in the game development industry.

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. Develop or source story or concept	1.1 Research ideas for the animation sequence 1.2 Produce treatment of an animation sequence
2. Develop plan and determine components required for the animation sequence	2.1 Produce and work according to the production plan 2.2 Develop a storyboard detailing the 3-D animation 2.3 Create concept drawings for 3-D models 2.4 Show evidence of the reference material used for storyboard and concept drawings

ELEMENT	PERFORMANCE CRITERIA
3. Produce the animation sequence using 3-D software	3.1 Use the production plan to create the animation 3.2 Select appropriate frames per second to use for the animation 3.3 Use references to create assets 3.4 Create a 3-D animation project using 3-D modelling and animation software 3.5 Animate components of the 3-D environment to reflect the planned animation sequence 3.6 Using 3-D modelling and animation software, produce high-end lighting techniques
4. Render and finalise the 3-D animation sequence	4.1 Select the appropriate resolution and aspect ratio 4.2 Employ 3-D modelling software to render the animated sequence 4.3 Review the rendered frames against the initial storyboard concept

Foundation Skills

This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.

Skill	Performance Criteria	Description
Reading	1.1, 2.1, 3.1, 3.3, 4.3	Interprets, analyses and comprehends workplace documentation and images to inform job requirements
Writing	1.2, 2.2, 2.3	Creates documents incorporating complex design information and ideas according to industry standards and required formats
Numeracy	3.2, 3.3, 3.5, 3.6, 4.1	Applies numerical skills to develop sequences using whole numbers, decimals and percentages when manipulating measurement, scale, ratio, coordinates, colour, shading, and other 3-D elements
Get the work done	All	- Takes responsibility for planning, organising and implementing tasks required to achieve outcomes - Implements actions as per plan, making slight adjustments, if necessary, and addressing some unexpected issues - Makes a range of critical and non-critical decisions in relatively complex situations, analysing information and

		taking a range of factors into account • Understands and applies some of the basic principles of analytical and lateral thinking • Utilises a broad range of features within 3-D software applications to improve personal productivity, optimising software functions for specific purposes • Manages and maintains files securely, in a variety of storage media and formats
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Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
ICTGAM517 Produce a digital animation sequence	ICAGAM517A Produce a digital animation sequence	Updated to meet Standards for Training Packages	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

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

Assessment Requirements for ICTGAM517 Produce a digital animation sequence

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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

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