



Australian Government

Assessment Requirements for ICTGAM519 Manage technical art and rigging in 3-D animation

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:

- design, implement and manage rigs for objects according to production documentation and organisational procedures
- use and refine skeleton/structural and animation controls for best performance
- construct hierarchies to formulate specific controls
- combine and refine object geometry to skeletal/structural rigs
- create 3-D digital animated sequences of a rigged model
- meet production deadlines.

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 basic 3-D digital animation techniques
- explain the features of a range of delivery platforms
- describe the skills required for geometry topology analysis
- explain how to identify appropriate physical attributes to animate
- explain rigged 3-D modelling techniques
- discuss the theory of anatomy and structural systems and how they relate to 3-D animation techniques.

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>