



Australian Government

ICTGAM520 Create and combine 3-D digital games and components

Release: 1

ICTGAM520 Create and combine 3-D digital games and components

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 create compound models using recognised industry software suitable to the animation production process, according to a defined set of parameters.

It applies to individuals with high-level technical and analytical skills working as modellers or artists, 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. Determine model creation requirements	1.1 Analyse and follow the design requirements, production documentation and organisational guidelines 1.2 Select the 3-D modelling software tools that best suit the type of production for which 3-D digital models are being created
2. Create 3-D digital models using a variety of modelling techniques	2.1 Determine the most efficient modelling methodology 2.2 Apply a variety of modelling techniques 2.3 Create the 3-D digital models 2.4 Progressively refine and check the integrity of the models

ELEMENT	PERFORMANCE CRITERIA
3. Combine 3-D models to create a scene	3.1 Combine the 3-D models to create a scene, based on the design requirements 3.2 Submit the models to the relevant personnel for comment, to determine whether the production requirements have been met, and make final adjustments, if required
4. Render 3-D digital models using appropriate render engine	4.1 Test the rendering scene and adjust the settings 4.2 Render the final 3-D scene 4.3 Submit the final model renders to the relevant personnel
5. Back up work	5.1 Make backup copies of the files 5.2 Complete the workplace documentation, according to predetermined procedures

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, 3.1, 5.2	- Interprets, analyses and comprehends briefs, documents and conceptual information - Analyses texts and images to inform the implementation of specifications
Writing	5.2	Develops readily understood administrative documentation, using detailed and workplace-specific language
Oral Communication	3.2, 4.3	- Speaks clearly and concisely, converting technical language and terminology to plain English, when providing information - Elicits information using effective listening and open questioning techniques - Provides practical advice, support and feedback, to colleagues and management
Numeracy	2.4, 3.2, 4.1	Uses whole numbers, decimals and percentages when manipulating measurement, scale, ratio, coordinates, colour, shading, and other elements of 3-D animation
Get the work	All	Takes responsibility for planning and organising tasks

done		required to efficiently meet required outcomes • Implements actions as per the plan, making slight adjustments if necessary, and addressing some unexpected issues • Makes a range of critical and non-critical decisions in relatively complex situations, taking a range of factors into account • Understands and explicitly applies, some basic principles of analytical and lateral thinking when creating a concept • Utilises a broad range of features within 3-D software applications for specific purposes • Manages and maintains files 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
ICTGAM520 Create and combine 3-D digital games and components	ICAGAM520A Create and combine 3-D digital games and components	Updated to meet Standards for Training Packages	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet - <https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>