



Australian Government

Assessment Requirements for ICTGAM522 Complete digital editing for the 3-D and digital effects environment

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:

- use research to identify and select digital editing techniques and software
- edit a 3-D sequence by inserting graphics, special effects, sounds and music according to a storyboard, and store all files efficiently
- use editing software, and feedback from others, to develop a final version in an appropriate video format.

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 digital editing and rendering processes and techniques
- discuss the capabilities, and constraints, of digital editing and rendering software
- summarise the technical constraints that hardware imposes on:
 - software development
 - 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>