



Australian Government

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

Release: 1

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

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 edit a sequence in a 3-D environment, and finalise the edit in an appropriate video format.

It applies to individuals with high-level 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. Research the digital editing techniques and software	1.1 Research industry-standard digital editing techniques 1.2 Determine the suitable techniques to apply in various scenarios 1.3 Research the available digital editing software used in the industry 1.4 Identify the technical limitations, and constraints, of rendering and editing processes
2. Obtain or create the 3-D animation sequence	2.1 Obtain or create a 3-D animation sequence in frames 2.2 Obtain or create a storyboard for the sequence

ELEMENT	PERFORMANCE CRITERIA
	2.3 Use a suitable naming scheme for the rendered frames, and organise the files into a folder structure
3. Apply digital editing techniques	3.1 Edit the rendered frames, and any additional graphics, into the sequence outlined in the storyboard 3.2 Apply program functions to create and insert graphics, transitions and special effects into the animation 3.3 Implement sounds and music at the appropriate frame locations 3.4 Ensure that efficient file management is maintained during the editing process
4. Finalise a digitally edited production	4.1 Use editing software to resolve any sound or transition errors 4.2 Evaluate the final edit 4.3 Present the finalised edit to the relevant personnel, in an appropriate video format 4.4 Receive and incorporate the feedback

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	3.1	Interprets analyses and comprehends briefs, documents and conceptual information, to inform job requirements
Writing	2.2, 2.3, 4.4	- Develops readily-understood games, technical design and instructional documentation, using programming or industry-specific language - Transforms creative ideas for specific audiences, using clear and detailed language
Oral Communication	1.2, 4.3, 4.4	- Speaks clearly and concisely, converting highly 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	2.1, 3.1	Uses whole numbers, decimals and percentages when manipulating measurement, scale, ratio, coordinates, colour, shading and other elements of a 3-D environment
Interact with others	4.3, 4.4	Recognises and applies the protocols governing what to communicate, with whom and how, when presenting work to others for feedback
Get the work done	1.1, 1.2, 1.3, 1.4, 2.1, 2.2, 2.3, 3.1, 3.2, 3.3, 3.4, 4.1, 4.2, 4.3, 4.4	- Takes responsibility for planning, organising and implementing tasks required to achieve 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 - Uses analytical processes to decide on a course of action, establishing criteria for evaluating options, and taking a range of factors into account - Utilises a broad range of features within editing software applications for specific purposes - Manages and maintains files in a variety of storage media and formats

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
ICTGAM522 Complete digital editing for the 3-D and digital effects environment	ICAGAM522A Complete digital editing for the 3-D and digital effects environment	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 ICTGAM522 Complete digital editing for the 3-D and digital effects environment

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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

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