



Australian Government

Assessment Requirements for ICTGAM525

Apply digital texturing for the 3-D environment in digital games

Release: 1

Assessment Requirements for ICTGAM525 Apply digital texturing for the 3-D environment in digital games

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:

- research, select and document suitable techniques and software to create texturing for a 3-D environment
- use modelling and animation software to create 3-D objects in a 3-D environment
- use graphics software to create multiple textures appropriate for a 3-D environment
- produce a final rendered image of a 3-D environment that incorporates multiple texture effects for a single 3-D object.

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 the technology and human resources required in the process of creating textures for the 3-D environment
- discuss the capabilities and constraints of graphics software for texturing
- provide a detailed summary of the methods of texture creation and texture mapping
- explain the design considerations for texturing including resource limitations and constraints, and target markets.

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>