



**Australian Government**

# **Assessment Requirements for ICTGAM526 Create complex 3-D characters for games**

**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:

- plan and manage the design process for creating 3-D character models according to a design brief
- incorporate the design specifications and create complex 3-D character models
- produce and deliver documentation, showing evidence of concepts creation and design decisions.

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 budgeting and scheduling considerations for game design
- discuss the process used for computer game development
- summarise the current game-play hardware and software products, including any technical constraints imposed on design and development
- explain the technology and human resources required in the process of creating a game, and outline the team members' respective skills.

## 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>