



Australian Government

ICTGAM531 Complete compositing to create elements for the 3-D and digital effects environment

Release: 1

ICTGAM531 Complete compositing to create elements 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 determine design requirements, plan, create and store composite photographic and 3-D digital effects elements.

It applies to individuals with high-level information technology skills who may work as compositors, matte painters, concept artists, modellers, animators, game designers, directors and other personnel working in the film, television and game development industries.

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. Confirm the compositing requirements	1.1 Undertake consultations with the client to develop the compositing brief 1.2 Plan and schedule the compositing work 1.3 Identify the appropriate software tools, equipment and media for compositing work 1.4 Consult with the relevant personnel in regard to the technical aspects of the proposed compositing 1.5 Confirm the compositing requirements with the client prior to work commencement

ELEMENT	PERFORMANCE CRITERIA
2. Prepare the elements for compositing	2.1 Select the resolution and aspect ratio for final composited output 2.2 Create the digitised elements through non-digital means 2.3 Identify and obtain the source plates or layers, images and other elements for compositing 2.4 Modify or repair elements that are problematic, or inconsistent, with the desired outcomes 2.5 Undertake the colour correction of plates and elements 2.6 Create additional elements, where required 2.7 Generate mattes
3. Composite images to achieve an integrated result	3.1 Track and stabilise the images to be composited 3.2 Match cameras, lighting and shadows, and add motion blur, as required, to finalise the composite 3.3 Integrate the plates, layers or elements in the correct sequence, using compositing software 3.4 Incorporate the grain, where required 3.5 Present the test composites to the client for approval
4. Render the composited images and save files	4.1 Optimise the composited images for rendering 4.2 Undertake the rendering process using efficient levels of resources 4.3 Store or archive rendered files in the specified output format 4.4 Review the completed render, to ensure quality and compliance with system requirements and the client brief
5. Present the composite to the client for final approval	5.1 Present the final composited images for client approval 5.2 Make adjustments to composited images, where required, to meet client requirements

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, 4.4	Interprets, analyses and comprehends brief, instructions, technical and conceptual documentation and images relevant to a 3-D and digital games environment
Writing	1.1, 1.2, 1.5	Uses plain English and industry terminologies to create clearly formatted documentation to confirm brief during the consultative phase of the project
Oral Communication	1.1, 1.4, 1.5, 3.5, 5.1	- Speaks clearly and concisely, converting technical language into plain English when providing information - Elicits information using effective listening and open questioning techniques
Numeracy	2.1	Determines the proportional relationship between the width, height and ratio of the final output
Interact with others	1.1, 1.4, 1.5, 3.5, 5.1	Conducts successful negotiations, in a variety of contexts, with suppliers, colleagues or clients
Get the work done	1.2, 1.3, 2.1-2.7, 3.1-3.5, 4.1-4.4, 5.2	- Plans, organises and completes work according to defined brief and schedules - Uses creativity and initiative in compositing - Uses a systematic process to evaluate work, implement improvements and solve problems - Actively sources, analyses and evaluates applications, tools and media with the potential to meet compositing requirements - Uses key features of specific digital systems and tools to complete compositing tasks

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
ICTGAM531 Complete compositing to create elements for the 3-D and digital effects environment	ICAGAM531A Complete compositing to create elements 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 ICTGAM531 Complete compositing to create elements 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.

Performance Evidence

Evidence of the ability to:

- develop a compositing brief, and schedule compositing work taking into account client requirements, and technical aspects
- communicate with others to discuss requirements and technical aspects of the job
- complete the compositing tasks to the required level of quality, according to the brief
- refine the elements for consistency, best image quality and visual impact
- adhere to system requirements related to file size, format and storage.

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:

- provide a detailed summary of 3-D modelling, animation and visual effects development
- explain the aspect ratios for image output
- provide a detailed summary of camera, lighting and shadow matching
- discuss the efficient sizes and the appropriate formats for composited files
- summarise the scheduling and sequencing of production and post-production tasks
- discuss the range of compositing software available
- explain rendering principles.

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
- compositing and output documentation.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

Companion Volume implementation guides are found in VETNet -

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