



Australian Government

Assessment Requirements for ICTGAM539 Create and implement designs for 3-D games environments

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 6.0.

Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- create and implement at least two designs for a specified 3-D games environment.

In the course of the above, the candidate must:

- discuss and identify the most applicable technology for 3-D games development
- create and develop design documents for 3-D effects, including timelines for completion and file archiving system
- identify purpose of games design and establish target audience
- discuss and analyse design requirements for at least two different browsers and at least two different devices
- render designs on at least one small device and one large device and confirm pixels are optimised.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- concepts of animation techniques and digital effects generation relating to creating designs for 3-D game environments
- design principles applicable to 3-D game designs
- features of different 3-D game environments
- features and functions of industry standard 2-D and 3-D graphics editing software
- different modelling assets used in design creation for 3-D environments
- project development processes applicable to design creation for 3-D environments
- design functionality testing processes
- industry standard graphics formats for different 3-D games
- organisational procedures applicable to creating and implementing designs for 3-D games.

Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

- project brief
- hardware and software required to create and implement designs
- games engine
- file storage
- browsers and devices
- organisational procedures applicable to creating and implementing designs for 3-D games.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational education and training legislation, frameworks and/or standards.

Links

Companion Volume Implementation Guide is found on VETNet -

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