



Australian Government

Assessment Requirements for ICTGAM540

Design and create models for 3-D and digital effects 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:

- use software and construct an advanced 3-D model according to plan, on at least one occasion.

In the course of the above, the candidate must:

- prepare a topology plan for 3-D model design using:
 - applicable industry terminology
 - applicable geometry surfaces
 - concept development software
 - feedback from others to refine plan
- seek feedback from required personnel and refine model
- render designs on at least one small device and one large device and confirm pixels are optimised
- confirm functionality of model on at least two different browsers and at least two different devices
- document work performed in designing and creating models.

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:

- methods of sourcing reference material
- key aspects of modelling plans
- features and capabilities of different geometry surfaces, including:
 - NURBS
 - Sub-D

- Polygon
- T-splines
- digital model development and testing process
- technology requirements and human resources required to create 3-D models, and their respective skills
- features and functions of box, edge-loop and patch modelling
- capabilities and constraints of 3-D modelling and animation packages and software and concept development software
- different types of geometry surfaces for models and their features
- purposes of scheduling production components in model development process
- features of topology plans and topology plan testing methods
- uses of storyboards and scripts
- organisational procedures applicable to creating 3-D models.

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:

- hardware and software applicable to designing and creating 3-D models
- games engine
- file storage
- project brief
- the internet
- browsers and devices
- organisational procedures applicable to creating 3-D models.

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>