



Australian Government

Assessment Requirements for ICTGAM542 Animate 3-D characters for digital 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 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:

- develop at least two animated character models according to digital game requirements.

In the course of the above, the candidate must:

- select tools compatible with target game engine and platform
- render art on at least one small device and one large device and confirm pixels are optimised
- export animated character model to target game engine according to organisational procedures
- test character animations in the game engine and on at least two different devices.

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:

- 3-D animation principles including relevance of anatomy and physical movement
- different target environments for animated 3-D digital characters
- development processes for animating 3-D characters
- capabilities and constraints of game engines
- attributes of industry standard game-play hardware and software products
- different industry standard animation methodologies
- function of a graph curve editor
- risk and critical path management techniques applicable to 3-D character animation process
- shading, texturing, weight and anticipation techniques relating to animating 3-D characters
- transfer methodology, including rotoscope, hand key and motion capture

- techniques for applying concept development and visualisation skills
- techniques for using storyboard and script production
- technology requirements and human resources required in the process of creating games
- the importance and advantages of client communication on project work
- budgeting and scheduling considerations for game design
- time management techniques in project development
- exporting and testing procedures for 3-D character animations
- organisational procedures applicable to 3-D character animation process.

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, software and tools applicable to animating 3-D characters for digital games
- games engine and platform
- digital devices
- file storage
- the internet
- design brief
- organisational procedures applicable to 3-D character animation process.

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>