



Australian Government

Assessment Requirements for ICTGAM546 Create and combine 3-D digital games and components

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:

- design, build and combine at least two 3-D models to an organisation's specifications on at least two occasions.
- In the course of the above, the candidate must:
- combine 3-D models to build a scene that meets design requirements
- produce, circulate and store the final render of the scene.

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 software interfaces for to creating and combining 3-D digital games and components
- capabilities and constraints of game engines
- game-play hardware and software products
- process of computer game development applicable to creating and combining 3-D digital games and components
- application of anatomy and physical movement to 3-D components
- graph curve editor and its application to 3-D digital component design
- physical attributes required to create effects, including weight and anticipation
- risk and critical path management applicable to creating and combining 3-D digital games and components
- techniques for applying concept-development skills
- techniques for applying concept-visualisation skills
- transfer methodology, including rotoscope, hand key and motion capture
- technology requirements and human resources required in the process of creating a game, including team members' skills
- budgeting and scheduling considerations for game design.

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
- design brief
- games engine
- file storage
- the internet.

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>