



Australian Government

Assessment Requirements for ICTGAM547 Create interactive 3-D environments 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:

- deliver a final 3-D environment for a digital game, according to project brief, including:
 - production of concept art
 - documentation justifying and explaining design decisions.

In the course of the above, the candidate must:

- implement design requirements into a working 3-D environment
- create working interactions between user and the environment
- render 3-D environment 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:

- required budgeting and scheduling considerations for game design
- digital game development processes
- concept art generation processes for 3-D environments
- capabilities of industry standard texturing and audio tools
- features and functions of industry standard 3-D modelling and animation software
- optimisation techniques applicable to creating interactive 3-D environments for digital games
- technology requirements and human resources required to create games, including the team's respective skills
- industry standard game-play hardware and software products, including constraints that products impose on graphics and code development and creative visual design
- testing and debugging procedures applicable to 3-D environment creation process

- organisational procedures applicable to creating interactive 3-D environments for digital 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:

- hardware and software required in creating interactive 3-D environments for digital games
- project and design brief
- games engine
- digital devices
- 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>