



Australian Government

Assessment Requirements for ICTGAM548 Complete digital editing 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:

- edit a 3-D sequence by inserting graphics, special effects, sounds and music according to a storyboard.

In the course of the above, the candidate must:

- research and select digital editing techniques and software
- develop final version in required video format using editing software and feedback from others
- test 3-D sequence meets project requirements 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:

- digital editing and rendering processes and techniques
- capabilities and constraints of industry standard digital editing and rendering software
- technical constraints that hardware imposes on:
 - software development
 - graphics requirements
 - code development
 - creative visual design
- storyboard development process in 3-D environments
- program functions used to create and insert graphics, transitions and special effects into animation

- sound and music implementation techniques used in digital editing for 3-D and digital effects environments
- testing procedures applicable to digital editing processes
- organisational procedures applicable to digital editing for 3-D and digital effects environments.

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 digital editing for 3-D and digital effects environments
- project 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>