



Australian Government

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.

Application

This unit describes the skills and knowledge required to edit a sequence in a 3-D environment and finalise the edit in required video format.

It applies to those with high-level technical and communication skills working as concept artists, game designers, games programmers, animators, and other personnel working in the game development industry.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Game development

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Research digital editing techniques and software	1.1 Research industry-standard digital editing techniques according to organisational requirements 1.2 Determine required techniques applying in various scenarios 1.3 Research industry standard digital editing software 1.4 Identify and document technical limitations and constraints of rendering and editing processes
2. Prepare to perform digital editing for 3-D environment	2.1 Identify and confirm project requirements according to research and organisational requirements 2.2 Obtain or develop storyboard for sequence

ELEMENT	PERFORMANCE CRITERIA
	2.3 Obtain or create 3-D animation sequence in frames according to project requirements 2.4 Use suitable naming scheme for rendered frames and organise files into applicable folder structure
3. Apply digital editing techniques	3.1 Edit rendered frames and additional graphics into sequence outlined in storyboard 3.2 Apply program functions to create and insert graphics, transitions and special effects into animation 3.3 Implement sounds and music at required frame locations 3.4 Confirm file management process and requirements are maintained during editing process
4. Finalise digitally edited production	4.1 Resolve sound and transition errors using editing software 4.2 Test and evaluate final edit, and amend as required according to organisational procedures 4.3 Confirm production meets project requirements on different digital devices 4.4 Present finalised edit to required personnel in applicable video format 4.5 Receive and incorporate feedback as required 4.6 Obtain final sign-off from required personnel according to organisational procedures

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Reading	Interprets, analyses and comprehends briefs, documents and conceptual information to inform job requirements
Writing	Prepares documentation detailing process and work performed using comprehensive structure, layout and complex industry language
Oral Communication	Uses listening and questioning techniques and effective mode of communication to articulate complex concepts and present finalised edit using industry language for intended audience
Numeracy	Uses whole numbers, decimals and percentages when manipulating measurement, scale, ratio, coordinates, colour, shading and other elements of a 3-D environment

SKILL	DESCRIPTION
Planning and organising	• Takes responsibility for planning, organising and implementing tasks required to achieve required outcomes
Problem solving	• Makes a range of critical and non-critical decisions in relatively complex situations • Uses analytical processes to decide on a course of action, establishing criteria for evaluating options and taking a range of factors into account
Self-management	• Implements actions as per plan, making slight adjustments if necessary and addressing some unexpected issues
Technology	• Uses a broad range of features in editing software applications for specific purposes • Manages and maintains files in a variety of storage media and formats

Unit Mapping Information

Supersedes and is equivalent to ICTGAM522 Complete digital editing for the 3-D and digital effects environment.

Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>

Assessment Requirements for ICTGAM548 Complete digital editing for 3-D and digital effects environments

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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 -

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