



**Australian Government**

# **Assessment Requirements for ICTGAM551**

## **Apply digital texturing for the 3-D environment in digital games**

**Release: 1**

# Assessment Requirements for ICTGAM551 Apply digital texturing for the 3-D environment in digital games

## 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:

- research, select and document suitable techniques and software to create texturing for a 3-D environment.

In the course of the above, the candidate must:

- use graphics software to create multiple textures for a 3-D environment
- produce a final rendered image of a 3-D environment that incorporates multiple texture effects for a single 3-D object.

## 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:

- technology and human resources required in the process of creating textures for the 3-D environment
- capabilities and constraints of graphics software for texturing
- methods of texture creation and texture mapping
- design considerations for texturing including resource limitations and constraints, and target markets.

## 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:

- computer hardware and software
- games engine

- file storage
- the internet for research purposes.

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>