



**Australian Government**

# **ICTGAM557 Complete compositing to create elements for 3-D and digital effects environments**

**Release: 1**

# ICTGAM557 Complete compositing to create elements for 3-D and digital effects environments

## 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 determine design requirements, plan, create and store composite photographic and 3-D digital effects elements.

The unit applies to those with high-level information technology skills working as compositors, matte painters, concept artists, modellers, animators, game designers, directors and other personnel working in the film, television and game development industries.

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. Confirm compositing requirements              | 1.1 Determine and document compositing brief from organisational specifications and requirements<br>1.2 Plan and schedule compositing work according to design requirements<br>1.3 Identify software tools, equipment and media required for compositing work<br>1.4 Determine and document technical aspects of proposed compositing<br>1.5 Submit documentation to required personnel and obtain conformation of specifications |
| 2. Prepare elements for                          | 2.1 Select resolution and aspect ratio for final composited                                                                                                                                                                                                                                                                                                                                                                       |

| ELEMENT                           | PERFORMANCE CRITERIA                                                                                                                                                                                                                                                                   |
|-----------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| compositing                       | output according to design requirements<br>2.2 Identify and obtain source plates and layers, images and other elements required for compositing<br>2.3 Modify elements and create additional elements, as required<br>2.4 Generate mattes according to design requirements             |
| 3. Composite images               | 3.1 Track and stabilise required images<br>3.2 Match cameras, lighting and shadows, and add motion blur to composite<br>3.3 Integrate plates, layers, elements and incorporate grain<br>3.4 Present test composites to required personnel and seek and respond to feedback             |
| 4. Finalise composite image tasks | 4.1 Optimise composited images and complete rendering<br>4.2 Store rendered files in specified output format<br>4.3 Review completed render and align quality and compliance with system<br>4.4 Present final composited images to required personnel and seek and respond to feedback |

## 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                                                                                                                                                                                                                   |
|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Numeracy                | <ul style="list-style-type: none"> <li>Determines the proportional relationship between the width, height and ratio of the final output</li> </ul>                                                                            |
| Oral communication      | <ul style="list-style-type: none"> <li>Uses listening and questioning techniques and effective mode of communication to articulate complex concepts and requirements using industry language for intended audience</li> </ul> |
| Reading                 | <ul style="list-style-type: none"> <li>Interprets and analyses brief, instructions, technical and conceptual documentation and images to a 3-D and digital games environment</li> </ul>                                       |
| Writing                 | <ul style="list-style-type: none"> <li>Prepares documentation expressing work performed using appropriate structure, layout and technical programming language</li> </ul>                                                     |
| Teamwork                | <ul style="list-style-type: none"> <li>Negotiates in a variety of contexts, with suppliers, colleagues or clients</li> </ul>                                                                                                  |
| Planning and organising | <ul style="list-style-type: none"> <li>Plans, organises and completes work according to defined brief and schedules</li> </ul>                                                                                                |
| Problem solving         | <ul style="list-style-type: none"> <li>Uses creativity and initiative in compositing</li> </ul>                                                                                                                               |

| SKILL           | DESCRIPTION                                                                                                                                                         |
|-----------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                 | <ul style="list-style-type: none"><li>• Uses a systematic process to evaluate work, implement improvements and solve problems</li></ul>                             |
| Self-management | <ul style="list-style-type: none"><li>• Sources, analyses and evaluates applications, tools and media with the potential to meet compositing requirements</li></ul> |
| Technology      | <ul style="list-style-type: none"><li>• Uses key features of specific digital systems and tools to complete compositing tasks</li></ul>                             |

## Unit Mapping Information

Supersedes and is equivalent to ICTGAM531 Complete compositing to create elements 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 ICTGAM557 Complete compositing to create elements 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:

- develop a compositing brief, schedule compositing work and complete compositing tasks to predetermined specifications.

In the course of the above, the candidate must:

- communicate with others to discuss requirements and technical aspects of the job
- complete compositing tasks to the required level of quality, according to the brief
- refine elements for consistency, optimal image quality and visual impact
- adhere to system requirements related to file size, format and storage.

## 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 modelling, animation and visual effects development required to completing compositing to create elements for 3-D and digital effects environments
- aspect ratios for image output
- camera, lighting and shadow matching applicable to completing compositing to create elements for 3-D and digital effects environments
- efficient sizes and required formats for composited files
- requirements for scheduling and sequencing production and post-production tasks
- range of compositing software available
- rendering principles applicable to completing compositing to create elements 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:

- computer hardware and software
- games engine
- file storage
- compositing and output documentation.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational education and training legislation, frameworks and/or standards.

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