

Assessment Criteria

Full Time Courses – 2nd Year Games Art

10343NAT Advanced Diploma of Professional Game Development

Title: Interactive gameplay model

Start Date: Wednesday, 6 November 2013

Assessment Day: Friday, 13 December 2013

Assessable units of competency

ICAGAM501A Create design concepts for digital games and 3-D media

ICAGAM526A Create complex 3-D characters for games

General description

During the course of this project you will cover the steps required to design and develop an interactive gameplay model or character.

You will examine the workflow associated with developing your asset for use in current generation game engines.

Design and concept your asset taking into account the initial brief.

You will create looping animations for the model that can be demonstrated in engine.

Knowledge and skills

Listed here is the knowledge and skills you'll be learning and on which you will be assessed.

- Plan and execute to set milestones
- Design and develop a game asset with gameplay considerations
- Efficient texturing techniques for use in games
- Iterative concept design
- Custom shaders as they relate to games
- Rigging techniques for use in games
- Game engine implementation processes

Evidence specifications

This is the specific evidence you must prepare for and present on assessment day to demonstrate you have competency in the above knowledge and skills. The evidence must conform to all the specific requirements listed below.

1. Portfolio of reference, concept and planning
2. Presentation render
3. Topology render
4. Maya scene and textures
5. Engine based animation blending
6. Post-mortem

Your roles and responsibilities as a candidate

- Understand and feel comfortable with the assessment process
- Know what evidence you must provide during your assessment
- Take an active part in the assessment process
- Be ready for the assessment at the nominated time

Assessment instructions for candidate

METHOD OF ASSESSMENT

Assessment will be conducted by you personally presenting evidence that demonstrates your competence in a short interview with your assessor. The evidence you must prepare and present is described above in this assessment criteria document. Assessments will be conducted on a specific day recorded above in this assessment criteria document.

ASSESSMENT CONDITIONS

You will have approximately 10 mins to present your evidence that demonstrates your competence. It is your responsibility to be prepared. If you have forgotten something or made a small mistake you may correct it, however the assessor may choose to assess other candidates who are better prepared and return to you if time permits. Upon completion of the assessment you will be issued with feedback and a record of the assessment, which you will need to acknowledge that you have accepted the result. If you are absent on the nominated assessment day (without prior agreement or a sufficient documented excuse) you will be assessed as not yet competent.

GRADING

The assessment you are undertaking will be graded as either *competent* or not *yet competent*.

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REASSESSMENT PROCESS

If you are assessed as being not yet competent you will receive clear, written and oral feedback on what you will need to do to achieve competence. You will have two (2) weeks to prepare your evidence for a reassessment. You will be given only one reassessment opportunity. If you are unsuccessful after your reassessment you will be required to attend an intervention meeting with your Head of School to discuss your progress.

REASONABLE ADJUSTMENTS

We recognise the need to make reasonable adjustments within our assessment and learning environments to meet your individual needs. If you need to speak confidentially to someone about your individual needs please contact your teacher.

Assessment rubric

This table defines exactly what is required to be successfully deemed competent.

Evidence	Definition of Competent
1. Portfolio of reference, concept and planning	Competent reference concept and planning must include <ul style="list-style-type: none"> 1 paragraph description detailing the vision for the asset Collection of reference images 20 Developmental thumbnails 3 Concept variations 1 Final colour rendered concept image Approved technical design
2. Presentation render	A competent presentation render must be <ul style="list-style-type: none"> 1 HD1080 (1920x1080) MP4 well produced video turntable featuring your animating asset. <ul style="list-style-type: none"> Model rendered with appropriate maps The model is posed Rendered in realtime Well produced video, with editing and care taken. (see examples) Uploaded to portfolio 1 HD1080 (1920x1080) JPG featuring your posed asset <ul style="list-style-type: none"> Model rendered with appropriate maps The model is posed Rendered in realtime. Well produced image, with editing and care taken. (see examples) Uploaded to portfolio
3. Topology render	A competent topology render must be <ul style="list-style-type: none"> 1 HD1080 (1920x1080) JPG featuring your posed character <ul style="list-style-type: none"> Model rendered with geometry visible but back face culling on so that geometry is clearly displayed Well produced image, with editing and care taken. (see examples) Uploaded to portfolio
4. Maya submission	A competent Maya submission must be <ul style="list-style-type: none"> Clean, professional Maya scene with appropriate textures.
5. Engine based animation blending	A competent engine based animation blending must be <ul style="list-style-type: none"> 1 HD1080 (1920x1080) MP4 video capture featuring your animated character <ul style="list-style-type: none"> Character in realtime demonstrating animation blending between looped sets This submission may be included in your presentation render video.
6. Post-mortem	A competent post-mortem <ul style="list-style-type: none"> Comparison image comparing final 3d result, with Final colour rendered concept image