

## Assessment Criteria

### Full Time Courses – 1<sup>st</sup> Year 3D Animation

80841ACT Advanced Diploma of Professional Game Development

CUF60107 Advanced Diploma of Screen and Media

CUF40107 Certificate IV in Screen and Media

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## Title: High Detail Model

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**Start Date:** Monday, 17 December 2012

**Assessment Day:** Wednesday, 16 January 2013

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### General description

This project is designed to build on your previous experience by advancing a highly detailed model to full completion. You'll use a variety of the latest software applications and workflows to

sculpt your model, unwrap it and create specular, normal and diffuse maps. Finally you'll bring the model up to the rigging stage, pose it and render a great image.

### Knowledge and skills

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

- Learning and using new high resolution sculpting tools to achieve the following:
  - Using sculpting software to create a model
  - Using sculpting software to unwrap your model
  - Using sculpting software to create normal maps
- Creating mesh topology, using quad modelling techniques, edge loops and edge flow and a suitable poly count, to ensure your model can be rigged and will deform correctly.
- Learn how to rig sufficiently well to pose your model and prove your designed topology features allow your character to deform.
- Creating a set of maps including ...
  - Normal/displacement/bump maps
  - Colour/diffuse maps
  - Specular maps
  - Opacity/alpha maps

### 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.

- A single large presentation image of your approved concept art.
- A large clear presentation render of a your model including **all** these features –
  - Model rendered with diffuse, spec, normal, opacity texture maps
  - Balanced presentation lighting, using multiple light sources and shadows
  - The model posed for presentation.
  - The camera and shot chosen for presentation
  - A simple coloured gradient background that is **NOT** black or white. (or violent orange or "programmer" green).
- A topology presentation render including **all** the following features –
  - Model rendered to present the topology, featuring multiple close up shots to present specific features
  - Model posed to highlight presentation of specific deformation features
  - Balanced presentation lighting, using multiple light sources and shadows
  - A nice background.
- A single large comparison evaluation image. Including **all** the following features –
  - A side by side comparison image of your work **and** someone else's work that you find inspirational
  - Clearly identify a *texture* or *sculpt* or *topology* feature in the inspirational model that you could did not achieve as well in your model
  - Clearly identify a *texture* or *sculpt* or *topology* feature in the inspirational model that you did achieve equally in your model
- You final posed model in a suitable format, so you can easily present any of its features to your assessor when asked. (eg a working file from a high resolution sculpting program)
- All of the following textures, each one custom made by you, for your model.
  - Diffuse or colour
  - Normal or bump or displace
  - Specular
  - Opacity or alpha

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### Assessable units of competency

CUFIND402A Develop screen and media specialist expertise

#### Assessment mapping

Presentation render:

- CUFIND402A (1 - 5)

Topology render:

- CUFIND402A (6 - 7)

Posed model file:

- CUFIND402A (8)

Set of maps:

- CUFIND402A (9)

Approved concept art:

- CUFIND402A (10)

Comparison evaluation image:

- CUFIND402A (11 – 13)