

Assessment Criteria

Full Time Courses – 1st Year 3D Animation

80841ACT Advanced Diploma of Professional Game Development
CUF60107 Advanced Diploma of Screen and Media
CUF40107 Certificate IV in Screen and Media

Title: Photorealistic Digital Lighting and Environments

Start Date: Monday, 25 February 2013

Assessment Day: Wednesday, 20 March 2013

General description

You will be learning how to use lighting, texturing and compositing techniques to generate highly detailed, photorealistic renders of a fictional environment of your own design.

Knowledge and skills

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

- Understanding what you are asked to achieve
 - Collecting useful and relevant reference material to clearly guide the construction of your final render.
 - Create a pre-visualisation that focus on the core elements of your scene such as colour, shot composition, shadows and lighting to get feedback.
 - Create final products to be submitted by an agreed deadline.
 - Create a visual breakdown of your work and composition process for presentation.
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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.

- Understand what you need to do and conform to the specifications listed here, meeting all agreed deadlines.
 - Present your portfolio of relevant reference material used to guide the construction of the final render.
 - Present a pre-visualisation for feedback specifically including
 - basic lighting setup with shadows
 - 1st pass models with basic textures
 - Prepare and present final render by agreed deadline. Including all of the following
 - Final models with complete final texture set
 - Realistic lighting from global illumination
 - Incorporating ambient occlusion and reflection render passes
 - A customised advanced shader network
 - A customised post production effect
 - A break down, highlighting the process you used to create your render. Include an example of the variety of textures, maps, plates, render passes and models you used, as well as screen shots of software you used.
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Assessable units of competency

CUFANM402A Create digital visual effects

Assessment mapping

Understand and conform to the specifications:

- CUFANM402A (1-3)

Present reference material:

- CUFANM402A (4–8 & 18-21)

Pre-visualisation approved:

- CUFANM402A (9-12)

Final render by agreed deadline including requirements:

- CUFANM402A (13-16)

Created the breakdown:

- CUFANM402A (17)