

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: Creating Interactive 3D Experiences

Start Date: Monday, 15 October 2012

Assessment Day: Wednesday, 14 November 2012

General description

You'll form small teams and work together to design and create an interactive 3D environment for use in a real-time rendering scenario such as a game or simulation.

You'll need to design, make and texture 3d models, seek feedback and approval, work in teams with others and meet deadlines.

Knowledge and skills

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

- Understand what you must achieve
- Seeking and including feedback to improve your work
- Designing and refining concepts for real-time environments
- Optimising production through the use of a modular asset pipeline
- Poly modelling techniques for environments
- UV Unwrapping for texturing
- Simulating lighting and surface effects within painted textures
- Meeting deadlines
- Backing up your work to ensure it is not lost

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.

As a **group** prepare and present to your teacher a clear, simple and short digital planning document (.doc) addressing the following –

- A breakdown of all tasks and all requirements
- A schedule or plan outlining how your group will complete all tasks and requirements within deadlines
- A backup plan to ensure work is not lost

As a **group** prepare and present a video fly through of your groups final 3d environment including the following –

- Final models from all group members
- Slow moving camera work showing models from all group members
- Rendered requirements 720p (1280x720) as MP4 format using H.264 codec

As an **individual** prepare and present a concise, neat, portfolio of digital images (.jpg) showing **clear** evidence of the following –

- Your initial draft concept art designs
- Your final approved concept art designs
- Modular component design

As an **individual** prepare and present a concise, neat, portfolio of your final 3d models showing **clear** evidence of the following –

- An accurate reflection of your final concept design
- Correct, appropriate and thoughtful use of polygon modelling techniques for environments
- Correct, appropriate and thoughtful use of UV unwrapping techniques for environments
- Evidence of simulated lighting and surface techniques within painted textures

Model and texture format:

- *Maya project folder with all assets and textures linked correctly*
- *Maya scene files submitted in .ma format*
- *Textures submitted in .tga format 1024x1024 maximum resolution.*

All deadlines are met

Backups made so no work is lost

Assessable units of competency

CUFANM303A - Create 3D digital models

Assessment mapping

Group planning document (2, 3)
Group video flythrough (10)
Individual concept portfolio (4)

Individual 3d model portfolio (5, 6, 7, 8, 9)
Deadlines met (1)
Work protected through back up (11)