Government of **Western Australia**
South Metropolitan **TAFE**

ASSESSMENT COVER AND FEEDBACK SHEET

ICTGAM433 – Assessment 2: Prepare Software for Rendering

Consisting of the following units of competence:

Grouping: Gaming Development		
Consisting of the following units of competence (UoC):		
National ID	**State ID**	**Competency Title**
ICTGAM433		Prepare and complete image rendering process

Being delivered as part of the qualifications

Training Package Title and National Code:	ICT – Information and Communications Technology		
Qualification Title:	Certificate IV in Information Technology (Gaming Development)	**Qualification State IDs:**	AC17
Qualification National ID:	ICT40120		

Students to sign this document when submitting an assessment.

Due Date:	Week 11		Date Submitted:	
Assessment description		Annotated Screen Shots		
STUDENT DECLARATION				
I have read and understand the details of the assessment.				
I have been informed of the conditions of the assessment and the appeals process.				
I agree to participate in this assessment.				
I certify that the attached is my own work.				
Student ID		**Student Name**		**Student Signature**
Assessor's Name	Colton Onderwater	**Signature:**		**Date:**

INSTRUCTIONS

TO THE ASSESSOR

Type of Assessment ICTGAM433 – Assessment 2: Prepare Software for Rendering

Duration of Assessment Week 9 - Week 11

Location of Assessment Classroom and home.

Conditions Students are assessed individually after being given a design brief and assets.

Please check the plagiarism policy available in the Student Handbook

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:

● computer hardware and software
● games engines
● file storage.

Elements and Criteria As detailed in the assessment plan.

TO THE STUDENT

Purpose of Assessment   Assessment must confirm the ability to:

- Select and apply required image resolutions, image aspect ratio and pixel ratio according to project requirements
- Adjust renderer attributes and obtain required anti-aliasing and other visual effects
- Refine render integrity
- Re-link any missing images and textures
- Determine alpha channels and opacity matts
- Identify render layers and passes

What is Assessed   As detailed in the assessment plan.

Assessment Duration   9 Weeks from commencement until Week 11

Allowable Materials   appropriate computer hardware and software

Required Resources   Access to Blackboard shell, Word processor, IDE, Game Engine and Internet, Design Brief and Assets for assessment

ICTICT433 – Assessment 2: Prepare Software for Rendering

Based off their project plan and using the software chosen, students are to present annotated screenshots showing the following:

- **Settings showing the Image resolution, aspect ratio and pixel ratio of rendered image**
- **Anti-aliasing settings and other visual effects being rendered**
- **All images and textures are linked and working**
- **Alpha channels and opacity matts**
- **Render layers and passes**

Submit of the above in the assessment submissions area on Blackboard.

STUDENT FEEDBACK

Feedback will be given to you on Blackboard.

Comments

Assessor Name: Colton Onderwater Signature:	Satisfactorily Completed Yes No