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

ASSESSMENT COVER AND FEEDBACK SHEET

ICTGAM433 – Assessment 4: Render Submission

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 18		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 4: Render Submission

Duration of Assessment   Week 12 - Week 18

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:

- Test and perform rendering processes according to project brief
- Seek feedback from required personnel on rendered images, and amend accordingly
- Store and archive files according to organisational procedures
- Review completed render and confirm compliance with system and brief
- Confirm final rendered image with required personnel

What is Assessed   As detailed in the assessment plan.

Assessment Duration   12 Weeks from commencement until Week 18

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 4: Render Submission

Students are to render the 3 images defined in the design brief. Students and then to email their lecturer the rendered images, which the lecturer will then provide feedback on the images. Students are then to render the 3 images again, implementing the feedback received. Students are then to submit the following:
- **Both sets of rendered images, before and after feedback**
- **A document specifying**
    o **what feedback was received**
    o **how feedback was implemented**
    o **students own review on the renders**
    o **how the render meets requirements of design brief**
    o **how you kept files organized during development**

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