Government of Western Australia
South Metropolitan TAFE

ASSESSMENT COVER AND FEEDBACK SHEET

ICTGAM433 – Assessment 3: Optimization

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 15		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 3: Optimization

Duration of Assessment   Week 10 - Week 15

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 render times for optimising process
- Complete pre-rendering optimisation tasks
- Adjust and refine renderer attributes required in optimising render times
- Select required file output format according to project brief
- Identify and determine applicable filenames and output destinations according to organisational procedures

What is Assessed	As detailed in the assessment plan.
Assessment Duration	10 Weeks from commencement until Week 15
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

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ICTICT433 – Assessment 3: Optimization

Students are to run a test render of at least one of the images required in the design brief. Students are then to optimize the rendering process and then render the same image and document the following:

- **Render times of both images**
- **What pre-rendering optimisation tasks where needed?**
- **What settings and changes were made to optimise the render?**
- **How are the files and folders being organised**
- **How backups were being kept and archived**

As well as the above the following optimizations must be made
- Convert all procedural textures to baked textures
- Chage any camera-based textures to geometry-based
- Adjustments to light bounces and AA settings

Students are to submit the above document **as well as the two test renders in the format as specified in the design brief.**

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