



ASSESSMENT COVER AND FEEDBACK SHEET

ICTGAM433 – Assessment 1: Project Plan


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

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|--------------------------------------------------|---------------------------------------------------------------|-------------------------------------------------|------|
| 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.

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|-----------------------------------------------------------------------------------|----------------------|--------------------------------------------------------------------------------------|--------------|--|--|--|
| Due Date: | Week 10 | Date Submitted: | 25/10/2022 | | | |
| Assessment description | Game Design Document | | | | | |
| 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 | | | | |
| 30053752 | Xihao Chen |  | | | | |
| Assessor's Name | Colton Underwater | Signature: | Date: | | | |



INSTRUCTIONS

TO THE ASSESSOR

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| Type of Assessment | ICTGAM433 – Assessment 1: Project Plan |
| Duration of Assessment | Week 7 - Week 10 |
| Location of Assessment | Classroom and home. |
| Conditions | <p>Students are assessed individually after being given a design brief and assets.</p> <p>Please check the plagiarism policy available in the Student Handbook</p> <p>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:</p> <ul style="list-style-type: none">• 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:

- Identify project requirements and applicable equipment and media
- Identify and evaluate features of rendering software packages used in the film and games industries
- Analyse design brief and other reference sources and plan and determine rendering requirements
- Select rendering software according to timeframe and budget requirements
- Confirm selection according to brief, system limitations and requirements
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What is Assessed

As detailed in the assessment plan.

Assessment Duration

7 Weeks from commencement until Week 10

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





ICTGAM433 – Assessment 1: Project Plan

Students are to read the design brief and submit a plan of their project that specifies the following:

- **Why rendering is required in 3d modelling, animation and game development**
- **Summarize the requirements of design brief**
- **What software will be used to complete the project**
- **Why the software chosen will be most suitable (mentioning specific features)**
- **Software features used for:**
 - o 3d animation
 - o 3d modelling
 - o Lighting
 - o Rendering
 - o Texturing
 - o shading
- **What are the rendering requirements according to the design brief?**
- **What technical / resource limitations are present**
- **File format, size requirements**
- **System requirements for rendering software**
- **Production schedule**

Design Brief

Requirements: to render three images each with different camera angles, at 1920 x 1080. You will be supplied with a blender scene to render; you may choose the camera angle and change materials as needed. The scene will be used as a target for when we implement these assets in a game. The camera angle must hide all 3d geometry artifacts, and no visible noise should be seen in each render. The render times are expected to be less than Two Minutes. The result of the render is the main priority, compositing and any adjustments of assets are permitted. The renders are to be submitted as a TARGA and should be less than 800mb.

Submit the above in the assessment submissions area on Blackboard.

STUDENT FEEDBACK

Feedback will be given to you on Blackboard.

Comments

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|---------------------------|-------------------------------|-----------------------|
| | Current for: Semester 1, 2022 | Last Revised: 10/2021 |
| Author: Colton Onderwater | Page 4 of 5 | Version: 1 |



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| Assessor Name: Colton Onderwater Signature: | Satisfactorily Completed Yes No |
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