

<b>Qualification details</b>			
<b>Training Package Code and Title:</b>	ICT - Information and Communications Technology		
<b>Qualification National Code and Title:</b>	ICT40120 - Certificate IV in Information Technology	<b>State code:</b>	BFF9
<b>Assessment Title</b>			
AT02 3D Character Development			
<b>Units National Code &amp; Title</b>	ICTGAM431 Design and create 3-D digital models OBU70		
	ICTGAM428 Create 3-D characters for interactive games OBU71		
<b>Date Due</b>	Session 18 first attempt	<b>Date Received</b>	Session 5
<b>Student Name</b>		<b>Student ID</b>	
<b>Student Declaration</b>	I declare that the evidence submitted is my own work: .....		
<b>Assessor Name</b>	Brian Blasgund		
<b>Assessment Decision</b>	<input type="checkbox"/> Satisfactory	<input type="checkbox"/> Not Yet Satisfactory	
<b>Assessor Signature</b>		<b>Date</b>	
<b>Is student eligible for reassessment (Re-sit)?</b>	<input type="checkbox"/> No	<input type="checkbox"/> Yes	<b>Reassessment Date:</b>
<b>Feedback to student</b>			
Via Blackboard (LMS) – Please check [Grade] section.			
<b>Feedback from student</b>			
Via Blackboard (LMS) – Please use [Comment] section during submission.			
<b>Student signature</b>		<b>Date</b>	

### Assessment Instructions

#### TO THE ASSESSOR

<b>Type of Assessment</b>	Project
<b>Duration of Assessment</b>	10 Class Sessions (Week 8- 18)
<b>Location of Assessment</b>	Classroom
<b>Conditions</b>	<p>Skills in this unit will be demonstrated in a simulated studio environment where the conditions are typical of those working in this industry.</p> <p>This includes access to:</p> <ul style="list-style-type: none"><li>• production documents and briefs</li><li>• interaction with others required to demonstrate the performance evidence</li><li>• 3D Modelling and animation software</li><li>• project and development software tools (HacknPlan)</li></ul> <p>Learners are required to complete the tasks in and out of class and submit the required documentation and product files electronically to Blackboard.</p> <p>Where the student needs to undertake an oral consultation and/or feedback session you will play the role of the relevant personnel – and assess the student's oral performance on the checklist in the marking guide.</p> <p>The scenario for assessment is set within a simulated studio context (Immersive Studios). The lecturer will take on the role of a studio head and must have full access to the project management system Hack n Plan at all stages of the project development.</p>
<b>Elements and Criteria</b>	<p>As detailed in the assessment plan</p> <p>You are required to make sure that all students meet the elements, performance criteria and oral communication items as outlined in the provided checklist.</p>

#### TO THE STUDENT

<b>Purpose of Assessment</b>	<p>The purpose is to evaluate skills and knowledge aligned to the units in a simulated studio work environment.</p> <p>You are required to show you can:</p> <p><b>ICTGAM431 Design and create 3-D digital models:</b></p> <ul style="list-style-type: none"><li>• <i>Finalise 3-D digital models</i></li></ul> <p><b>ICTGAM428 Create 3-D characters for interactive games</b></p> <ul style="list-style-type: none"><li>• <i>Develop character models</i></li></ul> <p>You are required to meet the elements, performance criteria and oral communication items as outlined in the provided checklist.</p>
<b>Allowable Materials</b>	Blackboard (Topic by topic) will include the following: Weekly Readings, Class notes, and Weekly Activities.

### Required Resources

#### Computer with:

- Internet Access
- Office365
- HacknPlan
- Access to Learning Management System (LMS)
- Adobe
  - Photoshop
- Blender 2.93+
- Hard drive

### Reasonable Adjustment

In some circumstances, adjustments to assessments may be made for you. If you require support for literacy and numeracy issues; support for hearing, sight or mobility issues; change to assessment times/venues; use of special or adaptive technology; considerations relating to age, gender and cultural beliefs; format of assessment materials; or presence of a scribe you need to inform your lecturer.

### Assessment Submission

All activities must be completed.

Use of research tools and peers in formulating answers are acceptable – but work submitted must be your own work.

Project documentation/files are to be uploaded throughout the various stages of the project to the appropriate area in the Blackboard course created for this unit.

If you are marked as NYS (Not Yet Satisfactory) on your first attempt, you will be provided with another opportunity to re-attempt the assessment.

### Project requirements

Students will be issued or select projects from the simulated studio jobs board. You will need to consult with your client/studio head and peers to understand what is required and plan to ensure deadlines are achieved and outcomes of the project are fulfilled. The project consists of the following tasks:

#### 1. Finalise 3-D digital models

1. Respond to feedback from required personnel
2. Render and output models in required format and submit them to required personnel by agreed deadlines
3. Make backup copies of the files, store in required location and complete workplace documentation according to organisational procedures
4. Obtain final sign off from required personnel

#### 2. Develop character models

1. Construct a 3-D character model according to character schematics and task requirements
2. Construct 3-D costumes, tools and accessories as required by character model
3. Shade, texture and light the completed character model
4. Implement joints, vertex weighting and character rig to 3-D character model
5. Develop animation blocking and in-betweens in consultation with animation personnel and seek their approval
6. Compare 3-D models and animations with original concept illustration and confirm quality and conformity to brief
7. Submit to required personnel and obtain approval

## Scenario

Immersive Studios game development department.

You have joined their team as a 3d artist. You are working within a team which consists 3D modellers animators and programmers. You report to the Studio Head (lecturer).

Immersive Studios, reputation for innovative work is growing and so has the studios job board. The Studio Head has asked you to complete one of the listed jobs. In doing so please work with your team to complete the following tasks.

## TASK C

### 1. Develop 3D digital models:

**Show within your project documentation your responses to feedback from relevant personnel and adjustments made to the 3D digital assets based upon the feedback**

1. Submit links to your hack n plan project with all of the corresponding working files within the repository and technical documentation. Showing the projects timeline and progression
2. Render out the models in the required formats and submit renders
3. Submit location of backup files in the appropriate project repository
4. Show completion of assets and asset sign- off from required personnel

**Submit the following:**

- **A Hack n Plan project set up with technical documentation clarifying the project submit link to project**
  - **All working files and completed files for 3D assets**
  - **All assets rendered in required format**
  - **Location of all files in repository**
  - **Completion of assets signed off by relevant personnel**

### 2. Finalise character models

1. Submit 3D character model
  - i. Provide Schematics and task requirement for model
  - ii. *Provide constructed 3D costumes, tools and tasks required by character model*
  - iii. *Models presented should be shaded, textured and correctly lighted for the project requirements*
  - iv. *Ensure the joints, vertex weighting and character rig are to project requirements*
  - v. *Submit character animation to the project requirements and signed-off*
  - vi. *Compare 3D model and animation fit within the project brief document the result and project or asset sign -off*

**Submit the following:**

- **Schematic of character**
- **Accessories created for character**
- **Model with the correct lighting shaders and textures**
- **Model rigged correctly to project requirements**
- **All production documentation to completed stage**

**End of Assessment 2**