



Delivery and Assessment Plan (DAP)

QD020102

Qualification Details			
Training Package Code & Title	ICT – Information and Communications Technology		
Qualification National Code & Title	ICT40120 Certificate IV in Information Technology	State code:	BFF9
Units of Competency (UoC) detailed in this DAP Week/Stage/Block/Cluster : 3D Modelling			
Unit National code and title		State Code	
ICTGAM418 Use simple modelling for animation		AUP49	
ICTGAM429 Develop 3-d components for interactive games		OBU72	

Duration of Training/location and group details				
Start date	1/02/2022	End date:	21/06/2022	Session Times: 12:30-15:30 Tuesday
Location	Thornlie 8G23			
Group Details	Semester 1 2022			
Mode of delivery	<input checked="" type="checkbox"/> Face to face <input type="checkbox"/> Combination (describe) <input type="checkbox"/> Flexible <input type="checkbox"/> Other <input type="checkbox"/> On-the-job			
Individual study requirements	In addition, students are expected to complete 1 hours of prescribed activities, self- study/assignments for this unit in their own time outside of class time.			

Pre-requisite requirements



Lecturer contact information

Email: brian.blasgund@smtafe.wa.edu.au
Phone: 92677588

Required resources, texts, equipment you will need

Blackboard (Learning Management System)
Blender 2.91 +
Hard drive

Occupational Health and Safety (OHS) arrangements/requirements:

Learners are expected to follow health, safety and well-being requirements and must ensure they do not endanger themselves, others or equipment used in this course.

Additional Information

The following information is to be read in conjunction with the “Current Students” section of the website.

Recognition of Prior Learning (RPL) / Credit / Credit Transfer

You are encouraged to speak to your lecturer about the possibility of recognition of prior learning if you believe you have any existing skills and knowledge that may be formally recognised towards the unit or qualification you are undertaking.

If you have previously completed qualifications or units speak to your Lecturer regarding the possibility of credit or credit transfer.

Assessment Rules and Appeals Process

If your first submission is deemed not satisfactory you will be allowed one further attempt. This is to be negotiated with your lecturer. You are entitled to appeal if you are not satisfied with the assessment process or outcome. The appeal must be lodged within 20days of receiving the assessment information or outcome. In the first instance, approach your lecturer for information about the process, or check the ‘current students’ section of the SM TAFE website.



Absences

If you are unable to attend any class or assessment session you must inform your lecturer as soon as possible.

If you miss an assessment due to illness, please provide your lecturer with a medical certificate in order to negotiate an alternate time for the assessment.

Reasonable adjustment in the assessment process:

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.

Student support services

South Metropolitan TAFE has a number of services available to assist and support you while you are an enrolled student. These include:

- Disabilities support
- Language literacy and numeracy
- Aboriginal and Torres Strait Student Services
- Assistive technology

Delivery and assessment schedule

Week/ session	Topic	Link to UOC <i>(Element level only)</i>	Assessments
1	<p>Induction if not already presented The induction is conducted in your first class of your course and the unit outline is discussed at the start of the session.</p> <p>Review simulated studio: We gather evidence for assessment using a simulated studio model to reflect real industry workplaces.</p>	ICTGAM418, 1 ICTGAM429, 1	AT01



	<p>Our simulated studio is called Immersive Studios and project briefs will be assigned in this studio context.</p> <p>Students are then assigned to projects to create content and to use as assessment evidence.</p> <p>Demonstration/activity:</p> <p>Software introduction:</p> <ul style="list-style-type: none">• Blender basics (resource links available in learning content)<ul style="list-style-type: none">○ Walk through of features, layout and controls (in Class)○ Demonstration and follow activity building a simple model <p>Identify project requirements</p> <p>Introduction to project initiation with use of the project management application Hack N Plan</p> <ul style="list-style-type: none">• Documentation<ul style="list-style-type: none">○ Design briefs○ Application for project magement○ Reference materials<ul style="list-style-type: none">▪ Sketches▪ Moodboards▪ Style guides• Software selection<ul style="list-style-type: none">○ All applications required in the project production pipeline• Gathering project resources and reference materials <p><i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 1 hour per session Continue to review topics within this session and research reference material for your project</i></p>		
2	<p>Designing 3D models for project assets</p> <p>Demonstration/activity:</p> <p>Lecturer lead activity adding materials and uv mapping for texturing models</p>	ICTGAM418, 1 ICTGAM429, 1	AT01 AT03



	<p>Project process</p> <ul style="list-style-type: none">• Design processes<ul style="list-style-type: none">○ Sketch concept drafts○ Concept art<ul style="list-style-type: none">▪ Conduct focus testing (with the target demographic)▪ Develop asset schematics and feedback change iteration○ Generate prototype<ul style="list-style-type: none">▪ creating a development plan▪ team communications designed <p><i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 1 hour per session research concept art creation example starting point https://www.youtube.com/user/FZDSCHOOL</i></p>		
3 - 5	<p>Demonstration/activity:</p> <p>Animation principles and Techniques: In class lecturer led activity demonstration and follow: https://docs.blender.org/manual/en/latest/animation/introduction.html Some of the below will be demonstrated</p> <ul style="list-style-type: none">• Keyframes• Armatures• Lattics• Constrains• Actions• Drivers• Markers• Shapekeys• Motion Paths <p>Project stages</p> <ul style="list-style-type: none">• Project iteration processes and representative feedback analysis	ICTGAM418, 1, 2 ICTGAM429, 1, 2	AT01 AT03



Delivery and Assessment Plan

	<ul style="list-style-type: none"> Iteration of model development with version control and change approval processes <ul style="list-style-type: none"> Blocking out models applying shaders Applying Materials Setting up basic lighting Check model topology Stage approval processes <p><i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 1 hour per session Continue to review topics within this session plan and create blockouts of your models and testing shaders and animation methods</i></p>		
6-7	<p>Demonstration/activity:</p> <ul style="list-style-type: none"> Refining models <ul style="list-style-type: none"> Fully developing project assets function and relationships Construction of project assets Refining lighting Refining textureing Setting up a model rigging Animating <ul style="list-style-type: none"> First pass Sequence testing <p><i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 1 hour per session Continue to review topics within this session continue to refine models schematics, refine textures and block out animation passes</i></p>	ICTGAM418, 1, 2 ICTGAM429, 1, 2	AT01 AT03
8	<p>AT01 Submission Due</p> <p>activity:</p> <ul style="list-style-type: none"> Review the models schematics Review animation sequences Review project development to current stage and ascertain the project scope is on target 	ICTGAM418, 1, 2 ICTGAM429, 1, 2	AT01 Due AT03



9-15	<p>Demonstration/activity:</p> <p>In class lecturer led activity demonstration and follow:</p> <ul style="list-style-type: none">• Creating audio assets for productions<ul style="list-style-type: none">○ Methods of editing sound files○ Blending and mixing tracks○ Audio fx○ Exporting in appropriate formats <p>Project development</p> <ul style="list-style-type: none">• Blocked out models developed and refined• Project details kept up to date (Hack n Plan project management application)• Check for quality with relevant personnel (document responses)• Ensure sequence meets projects expectation <p><i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 1 hour per session Continue to review topics within this session adjust models and refine after receiving feedback</i></p>	ICTGAM418, 1, 2 ICTGAM429, 1, 2	AT02 AT03
16-18	<p>Demonstration/activity</p> <p>Lecturer led activities: At this stage the lecturers demonstrations are usually based upon projects asset creations and project management developments. This is usually already occurring as the simulated studio and relevants to the projects are more in contest.</p> <p>Project development</p> <ul style="list-style-type: none">• Test and refine integrity of models that it meets the design requirements of the project• Project details kept up to date (Hack n Plan project management application)• Develop animation, rig, pivots, vertex weighting• Render outputs to project requirements• Store all working files• Prepare handover of project deliverables	ICTGAM418, 1, 2 ICTGAM429, 1, 2	AT02 AT03



Delivery and Assessment Plan

	<i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 1 hour per session Continue to review topics within this session prepare all deliverables of the project for final submissions</i>		
18	AT02 Due activity: <ul style="list-style-type: none"> Review the project deliverables Close off project on management system Store all assets in correct naming convention for project files 	ICTGAM418, 1, 2, 3, 4 ICTGAM429, 1, 2, 3	AT02 Due AT03 Due
19	Resubmits, review and project comparisons in studio (post project breakdowns)	ICTGAM418, All ICTGAM429, All	AT01 Final AT02 Final AT03 Final
20	Resubmits, review and project comparisons in studio	ICTGAM418, All ICTGAM429, All	AT01 Final AT02 Final AT03 Final

Assessment 1	
Title	AT01
Brief Description	Produce a minimum of 3 models and associated animations for the project to prototype stage models blocked out and refined through versions
Where	Classroom
When	Session 2-8
Conditions	<p>Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.</p> <p>This includes access to:</p> <ul style="list-style-type: none"> appropriate computer hardware, software and games engines file storage design specifications and production documentation. industry-standard modelling software client requirements documentation game design document games engine file storage



--	--

Assessment 2	
Title	AT02
Brief Description	Produce a minimum of 3 models for the project to final product stage with all associated working files to final deliverable files in correct format to meet the project requirements.
Where	Classroom
When	Session 9-18
Conditions	<p>Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.</p> <p>This includes access to:</p> <ul style="list-style-type: none">• appropriate computer hardware, software and games engines• file storage• design specifications and production documentation.• industry-standard modelling software• client requirements documentation• game design document• games engine• file storage

Assessment 3	
Title	AT03
Brief Description	Answer all knowledge based questions for this cluster 3D Modelling covering the units ICTGAM418 Use simple modelling for animation and ICTGAM429 Develop 3-d components for interactive games.
Where	Classroom
When	Session 2-18
Conditions	<p>Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.</p> <p>This includes access to:</p> <ul style="list-style-type: none">• appropriate computer hardware, software and games engines• file storage• design specifications and production documentation.• industry-standard modelling software• client requirements documentation• game design document• games engine



- file storage

Qualification Details

Training Package Code & Title:

Qualification Code & Title:

State code

Student Declaration

I have read the delivery and assessment plan for:

Unit/s of Competency:

The delivery and assessment details have been discussed with me. I understand my role and responsibilities and agree to undertake the assessment tasks as detailed in the delivery and assessment plan.

I am aware that all assessment work I submit must be my own work and must abide by all the assessment rules set by my lecturer.

I am aware that my lecturer may seek to verify the authenticity of any unsupervised assessment activities I may have undertaken to confirm it is my own work

I also understand that copying directly from research sources or another student's work without acknowledgement is plagiarism. I further understand that plagiarised work (or cheating of any kind) will not be accepted and may result in disciplinary action taken against me.

#	Student name (please print)	Telephone number	Email address	Date	Signature
1					