Qualification details			
Training Package Code and Title:	ICT - Information and Communications Technology		
Qualification National Code and Title:	ICT40120 - Certificate IV in Information Technology	State code:	BFF9

Assessment Title	AT01 3D Character Development		
Units National Code & Title	ICTGAM431 Design and create 3-D digital models OBU70		
	ICTGAM428 Create 3-D characters for interactive games OBU71		
Date Due	*Session 8 first attempt*	Date Received	*Session 5*

Student Name		Student ID	
Student Declaration	I declare that the evidence submitted is my own work: ……………………………………..		

Assessor Name	Brian Blasgund		
Assessment Decision	☐ Satisfactory	☐ Not Yet Satisfactory	
Assessor Signature		Date	
Is student eligible for reassessment (Re-sit)?	☐ No	☐ Yes	Reassessment Date:

Feedback to student
Via Blackboard (LMS) – Please check [Grade] section.

Feedback from student
Via Blackboard (LMS) – Please use [Comment] section during submission.

Student signature		Date	

Assessment Instructions

TO THE ASSESSOR

Type of Assessment	Project
Duration of Assessment	7 Class Sessions (Week 2- 8)
Location of Assessment	Classroom
Conditions	Skills in this unit will be demonstrated in a simulated studio environment where the conditions are typical of those working in this industry.

This includes access to:

- production documents and briefs
- interaction with others required to demonstrate the performance evidence
- 3D Modelling and animation software
- project and development software tools (HacknPlan)

Learners are required to complete the tasks in and out of class and submit the required documentation and product files electronically to Blackboard.

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.

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.

Elements and Criteria	As detailed in the assessment plan

You are required to make sure that all students meet the elements, performance criteria and oral communication items as outlined in the provided checklist.

TO THE STUDENT

Purpose of Assessment	The purpose is to evaluate skills and knowledge aligned to the units in a simulated studio work environment.

You are required to show you can:

ICTGAM431 Design and create 3-D digital models:
- *Identify and clarify work requirements*
- *Design 3-D digital models*
- *Create 3-D digital models*

ICTGAM428 Create 3-D characters for interactive games
- *Identify and discuss character requirements and designs*
- *Design characters*

You are required to meet the elements, performance criteria and oral communication items as outlined in the provided checklist.

Allowable Materials	Blackboard (Topic by topic) will include the following: Weekly Readings, Class notes, and Weekly Activities.
Required Resources	*Computer with:*

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. Your 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. **Identify and clarify work requirements**
   1. Identify requirements and purpose of designing and creating 3-D digital models with reference to production documentation
   2. Clarify organisational guidelines, workflow sequences and industry standards applicable to designing and creating 3-D models
   3. Discuss production schedule deadlines and confirm they are feasible and can be met with required personnel
   4. Research and select software applicable to type of production and delivery platform of 3-D digital models
   5. Gather and analyse reference materials applicable to design and visualisation of 3-D models
   6. Identify and establish documentation requirements according to industry and organisational procedures and guidelines
2. **Design 3-D digital models**
   1. Design and sketch concept drafts of a 3-D model according to task requirements
   2. Create concept art of required 3-D models
   3. Create prototypes of 3-D models according to organisational guidelines and task requirements
   4. Discuss prototypes and seek feedback from required personnel
   5. Apply required changes to prototypes according to feedback

3. **Create 3-D digital models**
    1. Confirm topology of models aligns to task requirements
    2. 3.2 Block out models and apply shaders using software features and determine required model proportions
    3. 3.3 Manipulate software features and apply basic lighting as required
    4. 3.4 Refine and check integrity of models until design requirements are met
    5. 3.5 Submit models to required personnel and seek comments and feedback on whether production requirements have been met

4. **Identify and discuss character requirements and designs**
    1. Identify client and character requirements and environment and context of interactive game
    2. Discuss and determine style of characters with required personnel according to client requirements
    3. Determine and agree on character type, role, name and profile
    4. Discuss and determine character animations required in game systems implementation
    5. Compare animations with analysis criteria, game and client requirements

5. **Design characters**
    1. Design and develop a concept character illustration according to organisational procedures and client requirements
    2. Conduct focus testing of concept illustration with required personnel and representatives of target market audience
    3. Develop character schematics with feedback incorporated and submit to required personnel for 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 A

1. **Identify and clarify work requirements:**
   Identify and discuss character requirements and designs:
   1. Obtain the project brief from the studios job board. The studio Head will select and create your team, and provide access in the studios project management software (Hack n Plan). As per studio policy and procedures all working files, documents are to be versioned and stored in this repository so that all team members and relevant personnel can access.
   2. Identify client and character requirements, environment and context of interactive game
      i. Within your team interpret the brief. Generate ideas, and prepare to interview the client or Studio Head to confirm requirements and come to an agreement on the prototype. Prepare for your meeting/interview with your Studio Head/Client.
      ii. Gather and analyse reference materials for creating the 3D digital models needed within the project
      iii. Research and select software needed within the creation of the 3D digital model assets

   Submit the following:

   - *A Hack n Plan project set up with technical documentation clarifying the project submit link to project*
     - *Brief broken down into project deliverables* (The term "deliverables" is a project management term that's traditionally used to describe the quantifiable goods or services that must be provided upon the completion of a project)
     - *Reference material made available in your project repository*
     - *Document 3D models function within the project and character type role name profile design style*

2. **Design 3D digital models and characters**
   1. All designs must be documented for your model assets provide any sketches concept art reference materials and character development in the appropriate categories within your Hack n Plan project management system
      i. All sketches, designs, concept art and production note are referenced and accessible by lecturer upon submission
      ii. Seek feedback from relevant personnel, client, target audience and document responses and design changes based upon feedback
      iii. Submit all working files models developed and versions created plus any other working files such as texture generation image editing application files

   Submit the following:

   - *A Hack n Plan project set up with technical documentation clarifying the interpretation of the project submit a link to the project*
   - *All working files attached or accessible through link to project repository*
   - *Feedback and planned changes documented*

TASK B

1. **Create prototypes**
   1. Block out models and develop prototypes with appropriate version control shaders

applied and basic lighting set up for the scene or individual models. Refine and show iterations within your version control and documented changes and processes you used in your development

Submit the following:

- *Submit links to the sections of hack n plan that provide:*
  - *Gathered materials (you may provide Zip files if not attached to Hack n Plan)*
  - *Feedback and design changes where required*
  - *Provide the prototype with all working files*
  - *Submit your technical documentation*
  - *Provide evidence of communication with client and schedule review of the protoype*

End of Assessment 1