| 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:** | AC17 |

| | | | |
|---|---|---|---|
| **Assessment Title** | **AT03 3D Digital Modelling** | | |
| **Unit National Code & Title** | **ICTGAM428 Create 3-D Characters for interactive games** | | |
| | **ICTGAM431 Design and create 3-D digital models** | | |
| **Date Due** | ***Session 18 from commencement of cluster*** | **Date Received** | |

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

| | | | |
|---|---|---|---|
| **Assessor Name** | | | |
| **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 Coversheet
AT03 knowledge questions

**South Metropolitan**
GOVERNMENT OF WESTERN AUSTRALIA

More courses. Part-time. Full-time. On campus.

## Assessment Instructions

### TO THE ASSESSOR

| | |
|---|---|
| Type of Assessment | *Knowledge questions* |
| Duration of Assessment | *18 Class Sessions (Week 2- 18)* |
| Location of Assessment | *Classroom* |
| Conditions | *Knowledge questions must all be answered to satisfy the units required knowledge.* |
| | *Learners are required to complete the required tasks in class and submit the required documentation electronically via Blackboard* |
| | *The scenario for assessments is set within a simulated studio context (Immersive Studio's) The* lecturer takes on the role of a studio head and the lecturer must have full access to the project management system Hack n Plan and all the students' projects |
| | *Instruction checklists* refer to marking guide |
| 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 knowledge aligned to the units within the training package selected. |

You are required to show you have knowledge of:

ICTGAM428 Create 3-D characters for interactive games:
- Identify features of 3-D software packages
- Industry standard game design briefs
- different character styles and animations
- 3-D character modelling methods, within the technical parameters and constraints of game development
- technical limitations of creating 3-D character models in games
- organisational procedures that maybe used to create 3-D character for interactive games.

ICTGAM431 Design and create 3-D digital models:
- 3-D digital modelling and design principles
- stages in model production process, from initial design through to finished product
- issues and challenges arising from designing and creating 3-D digital models
- roles and responsibilities of project team members in developing digital models
- features of a range of delivery platforms

- geometry as it applies to the design and creation of realistic 3-D digital models
- use of scale, form, weight and volume in the development of 3-D digital models
- organisational guidelines and procedures
- industry standards applicable to designing and creating 3-D models
- range of industry standard 3-D modelling software.

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:*

- *Internet Access*
- *Word processing software*
- *Access to Learning Management System (LMS)*
- *Blender 3.0 +*
- *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 attempted.*

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

*Final project documentation is to be uploaded 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.*

Students must:

Task's breakdown:

- ❖ **Task E1, Knowledge Questions:**
  - ➢ Please answer all questions for the knowledge-based component of the units within the 3D Digital Modelling cluster:

    1. What would be the standard features of 3-D software packages used to create 3-D character models in games? (creating a list is and acceptable way of presenting or description of process)

- *Document and submit your answer to these questions*
2. Explain what an Industry standard game design briefs is and the main features you may add?
   - *Document and submit your answer to these questions*
3. Describe different character styles and animations and what you may use them for!
   - *Document and submit your answer to these questions*
4. Describe 3-D character modelling methods, within the technical parameters and constraints of game development. (you may outline your project requirements for the 3-D Character models as context of constraints)
   - *Document and submit your answer to these questions*
5. Describe the technical limitations of creating 3-D character models in games!
   - *Document and submit your answer to these questions*
6. Explain the organisational procedures that maybe used to create 3-D character for interactive games.
   - *Document and submit your answer to these questions*
7. Describe the 3-D digital modelling and design principles
   - *Document and submit your answer to these questions*
8. Explain the stages in model production process, from initial design through to finished product
   - *Document and submit your answer to these questions*
9. Describe the issues and challenges arising from designing and creating 3-D digital models (You may use your project as a reference example)
   - *Document and submit your answer to these questions*
10. Describe the roles and responsibilities of project team members in developing digital models
    - *Document and submit your answer to these questions*
11. Explain the features of a range of delivery platforms
    - *Document and submit your answer to these questions*
12. Describe geometry as it applies to the design and creation of realistic 3-D digital models
    - *Document and submit your answer to these questions*
13. Describe the use of scale, form, weight, and volume in the development of 3-D digital models
    - *Document and submit your answer to these questions*
14. What are your organisational guidelines and procedures used within your team or studio work!
    - *Document and submit your answer to these questions*
15. What industry standards are applicable to designing and creating 3-D models for your project?
    - *Document and submit your answer to these questions*
16. Describe a range of industry standard 3-D modelling software
    - *Document and submit your answer to these questions*