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| **Qualification details** | | | |
| **Training Package Code and Title:** | **ICT – Information and Communications Technology** | | |
| **Qualification National Code and Title:** | **ICT40120 Certificate IV in Information Technology (Gaming Development)** | **State code:** | **AC17** |

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| **Assessment Title** | **AT01** **3D Modelling** | | |
| **Unit National Code & Title** | **ICTGAM418 Use simple modelling for animation** | | |
| **ICTGAM429 Develop 3-d components for interactive games** | | |
| **Date Due** | 8 weeks from commencement of the units | **Date Received** |  |

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

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

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| **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** |  |

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| **Assessment Instructions** |

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| **TO THE ASSESSOR** | |
| Type of Assessment | *Project (portfolio for evidence gaps)* |
| Duration of Assessment | *7 Class Sessions (Week 2- 8)* |
| Location of Assessment | *Classroom* |
| Conditions | *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.*  *This includes access to:*   * *required hardware and software* * *industry-standard modelling software* * *client requirements documentation* * *game design document* * *games engine* * *file storage* * *design specifications and production documentation*   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 Studios**) Thelecturer 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 student’s projects that are being assessed for these units.  *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. |

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| **TO THE STUDENT** | |
| Purpose of Assessment | The purpose is to evaluate skills and knowledge aligned to the units within the training package selected. We also use a simulated work environment to create real word conditions  You are required to show you can:  *ICTGAM418 use simple modelling for animation:*   * *Identify and confirm 3-D component requirements within game context* * *Plan Approach* * *Produce animated sequence for review* * *Finalise animated sequence*   *ICTGAM429 Develop 3-D components for interactive games:*   * *Identify the game component assets* * *Establish content creation pipeline and integration methods within game architecture* * *Create, integrate and test required 3-D components*   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 +* * *Unity* * *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 the units.*  *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 chose projects from the simulated studio job board where you obtain a brief of that project and you have to fulfill the requirements of the project brief.  **Scenario:** This course uses a simulated studio (**Immersive Studios**) as context for assessments. Your lecturer acts as a Studio Head and projects teams are formed from the student cohort for the units. In addition, you may have an *external client with a project on the studio job board* and they are to be consulted on their project and that it meets their requirements.  Students must:  Task’s breakdown:   * **Task A1: Clarify the requirements of the project**   + A1.1 Students will receive the project brief from the studio job board and be added to the team’s project management software (Hack n Plan) that has been provided for students, Studio heads (lecturers) administer the access to the project management software at the inception of the project and have access for assessment purposes.     - *Interpret the project brief and in your team, generate ideas and develop the concepts (provide your project documentation in your submission)*     - *Discuss methods of naming 3D components and asset version control and file Archiving (with your team and lecturer, it may also be discussed with the studio during the weekly sprints)*   + A1.2 Add the details of the plan into your project management software (Hack n Plan)     - *Provide a link to your technical documentation within the project management application*     - *Discuss with your team and provide in documentation your teams choices for naming conventions for 3D components*   + A1.3 Clarify what are the 3D models to be generated as project assets **It is a requirement of the assessment that you produce 3 Models**. Add details to your project management software and or technical documentation     - Use agreed upon naming conventions       * Example Link: <https://community.threekit.com/hc/en-us/articles/4406063996571-3D-Asset-Naming-Conventions>       * <https://ikrima.dev/ue4guide/wip/assets-naming-convention/>   + A1.4 Clarify what animations are needed for the project. Add the details to your project management software and or technical documentation     - *Establish within your team what are the animations needed and how they may be achieved, document the ideas generated*   + A1.5 Provide details of studios established methods of 3-D component loading and usage     - *Describe the process in your submission, how your team loads the components and what file formats are required.*     - *Describe the process in your submission of how you document the projects deliverables.*   + A1.6 Identify quality assurance standards, evaluation methods and organisational procedures applicable in developing 3-D components     - *Describe the process in your submission of how you and your team test the quality of the development iteration of your project’s assets.* * **Task A2: Plan Project Production**   + A2.1 Finalise required 3-D component list, discuss, and document the formats and file extension processes and reasoning for selection **It is a requirement of the assessment that you produce 3 Models.**     - *Discuss and document the reasoning and ramification of the projects deliverable system i.e the assets format and filing system.*   + A2.2 Present in your documentation (GDD – Game Design Document) Research of animations, artworks and other creative sources that may inspire visual design ideas.     - *Ideas may be developed and placed within the project management software under the ideas section or section within your GDD, inspiration sources, examples references, mood boards and descriptors of visual design elements.*   + A2.3 Present animation ideas to the relevant personnel using appropriate design techniques.     - *Receive feedback and make relevant adjustments keep version control of your various adjustments.*   + A2.4 Adjust the approach to incorporate feedback, and agree on final design concepts     - *Document the changes required with a description of the feedback and the fixes in the new version.*   + A2.5 Present information on audio components for the animation     - *Analyse the audio component to suitability of platform compatibility and present in appropriate documentation*   *Submission checklist*   * *Interpret the brief and provide documentation URL links to project management software.* * *Present animations requirements and how they may be achieved, document the ideas generated* * *Provide details of studios established methods of 3-D component* *loading and usage* * *Describe the quality assurance used in your project* * *Finalised component list* ***(you need to produce 3 models)*** * *Present researched animation ideas that may be used in the project* * *Show where feedback was incorporated, and change implemented with version control.* * *Analysis of audio components, and where to be implemented within the animated sequences* |
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