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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** |  | **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** |  | | | |
| **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 Studio’s) 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 of the student’s projects  *Instruction checklist* 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 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 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 Studio’s) as context for assessments. Your lecturer acts as a Studio Head and projects teams are formed from the student cohort for that unit. 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 Receive project brief from studio job board and be added to the team’s project management software (Hack n Plan) via studio heads (lecturers)     - *Interpret the brief and in your team, generate ideas and develop concept (provide project documentation in your submission)*   + 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*   + A1.3 Clarify what are the projects 3D models to be generated as project assets. Add details to your project management software and or technical documentation   + A1.4 Clarify what animations are needed for the project. Add 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.*   + A1.6 Identify quality assurance standards, evaluation methods and organisational procedures applicable in developing 3-D components     - *Describe the process in your submission.* * **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.     - *Discuss and document the reasoning and ramification of the projects deliverable 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.*   + 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   + 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* * *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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