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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** | **AT02** **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 | *9 Class Sessions (Week 9- 18)* |
| 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 B1: Produce Animation sequences**   + B1.1 Create animations of models using animation and modelling techniques to suit design requirements **three models need to be created as assessment requirements**      - *Interpreting design brief, idea generation and feedback produce animation of components to meet the project brief*   + B1.2 Apply basic animation principles, screen principles, visual design principles and communication principles   + B1.3 Apply real-world camera techniques to the virtual cameras used in the animation   + Render out animation sequences     - *Present with submission of rendered animation the supporting documentation and iterative changes that were implemented. (Iteration is the repetition of a process)*     - *Show version control and appropriate storage of all assets produced for the project.*   + Save and store the animated sequences using appropriate output file formats, standard naming conventions, and version-control protocols     - *Present evidence of project storage repository and version protocols*   + Present the animated sequences of simple models to the relevant personnel for evaluation by agreed deadlines     - *Set deadlines in project management system and schedule a time to present to your lecturer (relevant personnel)* * **Task B2: Test required 3-D components**   + B2.1 Create required 3-D components and assets according to organisational procedures and client requirements **three models need to be created as assessment requirements**,     - Upload 3D components into the required game engine   + B2.2 Ensure you present the 3D components in the correct formats, file extensions     - *Present all components required by the project brief in the required formats for implementation on the correct platform*   + Test and confirm produced 3-D components meet established quality and client requirements     - *Present communication and approvals*   + Seek feedback from required personnel and make changes to 3-D components and assets as required   + Obtain sign-off and package deliverables in appropriate formats     - *Present sign-off and packed deliverables*   *Submission checklist*   * *Present interpreted brief, idea generation and feedback produce animation of components to meet the project brief* * *Present with submission of rendered animation the supporting documentation and iterative changes that were implemented* * *Show version control and appropriate storage of all assets produced for the project.* ***Three models need to be created as assessment requirements.*** * *Present evidence of project storage repository and version protocols* * *Set deadlines in project management system and schedule a time to present to your lecturer* * *Present all components required by the project brief in the required formats for implementation on the correct platform* * *Present communication and approvals* * *Present sign-off and packed deliverables* |