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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** | **State code:** | BFF9 |

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| **Assessment Title** | **AT01 3D Character Development** | | |
| **Unit National Code & Title** | **ICTGAM428 Create 3-D Characters for interactive games** | | |
| **ICTGAM431 Design and create 3-D digital models** | | |
| **Date Due** | ***Session 8 from cluster commencement*** | **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.* * *required industry standard 3-D modelling software and features.* * *a range of industry standard delivery platforms* * *client specification documentation* * *reference materials applicable to design and visualisation of 3-D models* * *file storage* * *3-D product modelling software and delivery platforms.* * *games engine* * *character reference materials including models, illustrations, art and design books and character photographs.* * *a range of industry standard games, across all platforms and genres* * *a range of industry standard consoles and hand-held game devices.*   *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 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:  ICTGAM428 Create 3-D characters for interactive games:   * Identify and discuss character requirements and designs. * Design characters * Develop character models.   ICTGAM431 Design and create 3-D digital models:   * Identify and clarify work requirements. * Design 3-D digital models * Create 3-D digital models. * Finalise 3-D digital models.   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 3.2 +* * *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 must 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. Projects that are current on the studio job board:   * Antique Hoop   + A sword-swinging and magic slinging adventure in a dark fantasy land! * Deceased Void   + In Deceased Void the player takes on the role of a space mechanic, Clark Isaac. Along with the other three members of the crew of the Incongruously Named, Isaac is dispatched on a routine maintenance mission to the mining station USG Stone Village * Mega Murder   + Mega Murder is a fast paced First Person Shooter with a strong retro style. The narrative is loosely based on the Greek epic Descent of Perithous ascribed to Hesiod. * Pouch Critters   + In Pouch Critters the player takes on the role of a ‘Critter Trainer’. They travel the region of Mandurah, capturing adorable creatures known as Critters. They train them to become stronger and take on fellow Critter Trainers in exciting battles!   The studio job board documents are in the assessment section in blackboard above is a brief extract, you will be placed in a team that is working on one of these projects.  **Task outline: The Main Character**  The assessment conditions are for you to develop a main character for the project chosen. Each student must meet all the assessment requirements and be their own work, if a game project has only one main character each member of the team will have to create a main character and the group would decide which one will be implemented in the collective game development.  **Task A1: Clarify the requirements of the projects main character 3D digital assets to be created.**   * + 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 to present to the studio head, create a presentation document for submission this may be in the form of an added section in your (GDD Game Design Document) or the creation of a character design document.   + A1.2 Add the details of the plan into your project management software (Hack n Plan)     - The development of the project management shell will be an activity within the class, once you have completed the activity you will then apply that knowledge to setting up your project’s parameters based upon the project brief you will receive at the commencement of unit from the studio job board.     - You will then present the interpretation of the project brief within the project management shell and **create a technical documentation section for each student.**   + A1.3 Create the project workflow sequence tasks within Hack n Plan.     - Name of project     - Assets to be created (**Main character and associated 3d asset models)**     - Stages and deadlines     - Task allocation   + A1.4 Add to the technical documentation your research conducted on software applicable to type of production and delivery platform of 3-D digital models (**pros and cons list may be made from available 3D modelling software**)   + A1.5 Weekly Sprints     - Weekly sprints will be recorded in collaborate sessions and you can retrieve recordings to use as evidence of the weekly sprint process and show project development. * **Task B1: Design**   + B1.1 Present a focus testing section in your technical documentation.     - Test concept illustration (with team and representatives of the target audience) record the feedback in your technical document.   + B1.2 Block out models based upon the project design brief and feedback keep and submit versions of development.     - Version control is essential and a requirement of assessment, after each development stage continue with a new version this adds the advantage of being to roll back development if a design change is required.   + B1.3 Present the character schematic with feedback notes (Hack n plan is where you should be recording all your details) Character schematics could be added to your GDD.   + B1.4 Present 3D digital models with documentation outlining the:     - Topology (is it correct for the purpose of the model, does the rigged model deform correctly)     - Applied Shaders (what are the considerations and requirements in setting up your shaders and textures for the models?)     - Show iteration of development keep versions of models through various stages of development and submit the working files.   + B1.5 Present working files of lighting your 3D digital models.     - Set up lighting for your 3d digital models.       * Document the lighting set up in your Technical Document on Hack n Plan. * **Task C1: Construct**   + C1.1 Refine 3D digital models with version control.     - Present models with the required information of project development and design choices (Hack n Plan Technical document section)       * Present the model’s purpose and design style.       * Present function of the model to the standard of the project brief and have approval from relevant personnel? * **Task D1: Finalise main character.**   + D1.1 Present an up-to-date project management application outlining all the details required to fulfill your main character’s brief.     - All details should be in your Hack n Plan project shell or alternate project management software. keep all your 3D-models and characters information and versions for submission (this may include a project repository)   + D1.2 Present all 3D digital models and version with documentation showing the iterative process.     - In the documentation have schematics of your main character’s       * Rigging information         + Hierarchy         + Bone constraints         + IK/FK controls         + Mesh topology       * Shader/ texture         + Surface characteristics         + Textures and resolution       * Characters tools accessories         + All secondary models have their own details.   Purpose  Design consideration  Shaders textures   * + - * Animations         + Present all animation sequences.   + D1.3 Render outputs and asset integration     - Present all rendered sequence in working files and final format.     - Present all assets in working files and final format (example: Asset imported into a game engine, is it in the optimised format?)   + Present character completion in project management system |

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|  | **Submission checklist**  Interpret the brief and provide documentation with URL links to project management software and asset repository.  Submit the production pipeline outlining the requirements of the main character construction and associated assets for the character listing all stages to final.  Submit you research conducted on software applicable to type of production and delivery platform of the 3-D digital models.  Submit a focus testing section (with your target demographic) in your technical documentation and corresponding feedback.  Submit your concept illustration.  Submit blocked out models and progression demonstrating version control with feedback and approval process outlined.  Submit character schematics.  Submit 3D digital models with documentation outlining:   * + Topology (is it correct for the purpose of the model, does the rigged model deform correctly)   + Applied Shaders   + Models lighting considerations and implementation.   Present all animation sequences for the character.  Submit the character development process to final approval with all corresponding documentation.  Submit the finalised formats and delivery platforms for the character models with associated assets.  (If you need clarity in any of the assessment tasks please consult with your lecturer as they can align the tasks into context for your project) |
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