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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:** | AC17 |

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| **Assessment Title** | **AT04 3D Character Development knowledge questions** | | |
| **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** |  |

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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** |  |

**Assessment Instructions**

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| **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. |

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| **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 * organizational 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 |

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|  | * 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 * organizational 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: |

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| **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) |
| *Please submit your answer here:* |
| 1. Explain what an Industry standard game design briefs is and the main features you may add?   *There are many differences in the industry documentation for various companies describe the method you used in your project and describe what are common elements that the GDD’s (Game Design Documents) share* |
| *Please submit your answer here:* |
| 1. Describe different character styles and animations and what you may use them for! |
| *Please submit your answer here:* |
| 1. 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) |
| *Please submit your answer here:* |
| 1. Describe the technical limitations of creating 3-D character models in games! |
| *Please submit your answer here:* |
| 1. Explain the organizational procedures that maybe used to create 3-D character for interactive games. |
| *Please submit your answer here:* |
| 1. Describe the 3-D digital modelling and design principles |
| *Please submit your answer here:* |
| 1. Explain the stages in model production process, from initial design through to finished product |
| *Please submit your answer here:* |
| 1. Describe the issues and challenges arising from designing and creating 3-D digital models (You may use your project as a reference example) |
| *Please submit your answer here:* |
| 1. Describe the roles and responsibilities of project team members in developing digital models |
| *Please submit your answer here:* |
| 1. Explain the features of a range of delivery platforms |
| *Please submit your answer here:* |
| 1. Describe geometry as it applies to the design and creation of realistic 3-D digital models |
| *Please submit your answer here:* |
| 1. Describe the use of scale, form, weight, and volume in the development of 3-D digital models |
| *Please submit your answer here:* |
| 1. What are your organizational guidelines and procedures used within your team or studio work! |
| *Please submit your answer here:* |
| 1. What industry standards are applicable to designing and creating 3-D models for your project? |
| *Please submit your answer here:* |
| 1. Describe a range of industry standard 3-D modelling software |