2023 Subject & Assessment Guide

Environment Pipeline

CUA51020 Diploma of Screen and Media

CUA51120 Diploma of Visual Arts

Art Stream

academy of interactive entertainment
Sydney Melbourne Canberra Adelaide Lafayette Seattle Online

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Environment Pipeline

Units of Competency

The units of competency that are covered in this subject are as follows:

CUADES412 - **Interpret and respond to a design brief**

CUAANM512 – **Create 3D digital environments**

CUAACD531 - **Refine drawing and other visual representation tools**

CUAPPR511 - **Realise a body of creative work**

Assessment processes and competency evidence requirements are described in the Assessment Criteria section below. If you have prior or other evidence against competency you should discuss this with your teacher.

Subject Overview

Overall Learning Outcomes

- Learn to identify and meet the requirements of a brief
- Learn intermediate modelling and techniques, skills, and knowledge for environments
- Use intermediate UVing techniques and workflows
- An introduction to digital sculpting
- Learn intermediate 3D texturing

Subject Description

In this subject you will complete a small 3D environment. You'll learn intermediate techniques for modelling and texturing. You'll need to design and draw concept art, model, and texture the objects and then prepare them for final presentation using lighting and rendering techniques.

Upon completion of this subject, you will have advanced your knowledge of producing images to design concepts, modelling, texturing, UV methods and modular design principles.

Industry Relevance

This subject focuses on developing the necessary skills to create props and environments which are crucial for any film or game development projects. Understanding how to prepare and produce the artwork required for 3d environments is relevant to working as part of a creative team.

Assumed Knowledge

- Maya and Photoshop basics
- Basic modelling and texturing knowledge
- Basic planning skills

Assessment Criteria

Assessment Description

Assessment Milestones

Please refer to your class schedule for actual dates on your campus.

General Description

In this assessment, you'll need to address a specific brief given to you by your assessor.

You'll be assessed on addressing a brief, developing concept images and produce a final result that meets agreed specifications.

Overview of what you'll need to demonstrate.

- Address a brief given to you by a stakeholder
- Conduct and document detailed planning
- Develop prototype 3D art for review
- Actively seek and respond to feedback from stakeholders
- Produce a final result that includes feedback from stakeholders
- Conduct an evaluation
- Conduct work in a safe and healthy manner

Please refer to the rubric below for more specific details.

Evidence Specifications

This is the specific evidence you must prepare for and present by your assessment milestone to demonstrate you have competency in the above knowledge and skills. The evidence must conform to all the specific requirements listed in the table below. You may present additional, or other evidence of competency, but this should be as a result of individual negotiation with your teacher.

Your Roles and Responsibilities as a Candidate

- Understand and feel comfortable with the assessment process.

- Know what evidence you must provide to demonstrate competency.

- Take an active part in the assessment process.

- Collect all competency evidence for presentation when required.

This table defines what you need to produce as evidence of competency.

Assessment Tasks & Evidence Descriptions
1. Maintain healthy work practice   Evidence that includes: • Workspace and work practice organised to mitigate WHS risks
2. Pre-production   Evidence that includes: • Requirements, Specifications needed for project are collected and documented from the Client.   • Client goals and project purpose information collected and documented.   • Suitable reference collected and collated to address the client's needs.   • Production schedule for project development created.   • A risk assessment for the production was conducted and documented.   • A list of required assets has been developed, which includes both deliverables and production assets such as software needed.   • Document the software tools that will be used to both produce and manage the project.   • Prepare documentation to record hours spent on project development. Estimate project costs based off hourly rate.   • Create multiple planning drawings that addresses client requirements   • Feedback pro-actively sought and acted upon from teacher and peers, until approval achieved   • Intellectual copyright laws not infringed regarding concepts developed
3. Production   Evidence that includes: • Modelling and texturing undertaken aligned to client's requirements   • Baking of high poly source mesh onto a low poly production model   • Client project work is discussed and approved.
4. Completed Production   Evidence that includes: • Completed production render delivered to meet the client's requirements and specifications as agreed
5. Evaluation   Evidence that includes: • Evaluation of the effectiveness of created images to communicate ideas.   • The identifications of how own drawing skills could be further improved

Assessment Instructions for Candidate

METHOD OF ASSESSMENT

Assessment is a cumulative process which takes place throughout a subject. A 'competent' or 'not yet competent' decision is generally made at the end of a subject. Your assessment will be conducted by an official AIE qualified assessor. This may be someone other than your teacher. The evidence you must prepare and present is described

above in this assessment criteria document. This evidence has been mapped to the units of competency listed at the beginning of this document. Assessments will be conducted on a specific milestone recorded above in this assessment guide document.

ASSESSMENT CONDITIONS

Formative assessment takes place as your teacher observes the development of your work throughout the subject and, although the assessor is likely to be aware of the evidence you are submitting, it is your responsibility to be prepared for the interview where a competency judgement is made (summative assessment). Forgetting something, or making a small mistake at the time of the milestone assessment, can be corrected. However, the assessor may choose to assess other candidates who are better prepared and return to you if time permits.

Upon completion of the assessment, you will be issued with feedback and a record of the summative assessment and you'll need to acknowledge that you have received the result. If you have not submitted the required evidence by the assessment milestone (without prior agreement or a sufficiently documented reason) you will be assessed as not yet competent.

GRADING

The assessment you are undertaking will be graded as either competent or not yet competent.

REASSESSMENT PROCESS
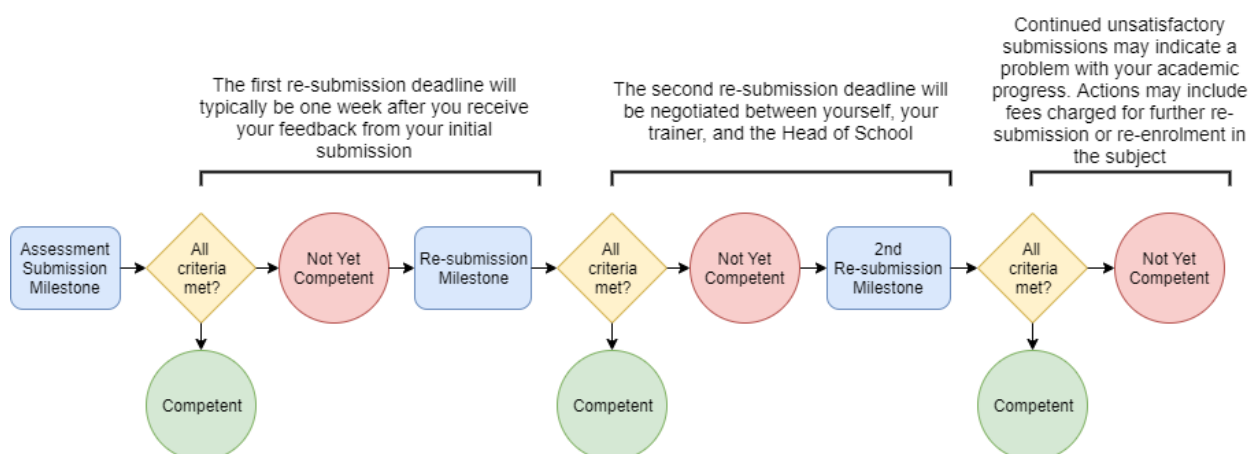
If you are assessed as being not yet competent you will receive clear, written and oral feedback on what you will need to do to achieve competence. You will be given a reassessment milestone no more than one (1) week later to prepare your evidence. If you are unsuccessful after your reassessment, you may be asked to attend a meeting with your Head of School to discuss your progress or any support you may need and further opportunities to gain competency.

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REASONABLE ADJUSTMENTS

We recognise the need to make reasonable adjustments within our assessment and learning environments to meet your individual needs. If you need to speak confidentially to someone about your individual needs, please contact your teacher.

FURTHER INFORMATION

For further information about assessment and support at AIE, please refer to the assessment and course progress sections of your student handbook.

Software

Maya

Autodesk Maya is the primary 3D software learners should be most familiar with. Maya is the core 3D package to create game models, UV unwrap reading for textures, rigging, animation, lighting and rendering.

http://www.autodesk.com.au/products/maya/overview

Photoshop

Photoshop is used predominantly in game studios and is considered to be the essential package for creating textures and images.

http://www.adobe.com/au/products/photoshop.html/

Substance Painter
Substance Painter is a 3D painting software allowing you to texture and render your 3D meshes.

https://www.substance3d.com/products/substance-painter/

ZBrush

ZBrush is an industry standard digital sculpting tool.

https://pixologic.com/

Maromset Toolbag
Marmoset Toolbag is a real-time rendering toolkit used for final presentation.

https://marmoset.co/toolbag/