SELF ASSESSMENT GUIDE

Qualification:	**3D GAME ART DEVELOPMENT NC III**
COC 1	**DEVELOP INITIAL ART ASSETS**
Units of Competency Covered:	• **Develop and conceptualize art style** • **Create storyboard and asset list** • **Prepare art document**

Instruction:
- Read each of the questions in the left-hand column of the chart.
- Place a check in the appropriate box opposite each question to indicate your answer.

Can I?	**YES**	**NO**
DEVELOP AND CONCEPTUALIZE ART STYLE		
• Develop look-and-feel *		
• Draw and compile characters *		
• Draw the game world *		
• Draw and compile other assets *		
• Develop the graphical user interface *		
CREATE STORYBOARD AND ASSET LIST		
• Develop storyboard panels*		
• Create narrative devices *		
• Create cut-scenes *		
PREPARE ART DOCUMENT		
• Prepare concept art for characters *		
• Prepare concept art for background layout *		
• Prepare concept art for special effects *		
• Prepare concept arts for GUI *		
I agree to undertake assessment in the knowledge that information gathered will only be used for professional development purposes and can only be accessed by concerned assessment personnel and my manager/supervisor.		
Candidate's Name:	**Date:**	

NOTE: *Critical Aspects of Competency

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Qualification:	**3D GAME ART DEVELOPMENT NC III**		
COC 2	**DEVELOP 3D MODEL USING 3D GRAPHIC APPLICATION**		
Units of Competency Covered:	• **Develop 3D model using 3D graphic software**		
Instruction: • Read each of the questions in the left-hand column of the chart. • Place a check in the appropriate box opposite each question to indicate your answer.			
Can I?		**YES**	**NO**
• Prepare 3D workspace *			
• Set units of measurement and orientations based on the style guide			
• Prepare image plane based on approved visual references			
• Prepare art work on each 3D plane based on style guide			
• Prepare base mesh *			
• Make models with constructs			
• Assign object priority			
• Develop mesh*			
• Check topology based on style guide			
• Clean -up model based on the style guide			
• Implement UV Unwrap based on the style guide			
• Finalize mesh*			
• Make touch-up on model based on the style guide			
• Check UV for stretching based on the style guide			
• Re-unwrap UV based on the style guide			
• Export proper formats based on the style guide			
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Qualification:	**3D GAME ART DEVELOPMENT NC III**
COC 3	**DEVELOP 3D TEXTURES USING GRAPHIC APPLICATION**
Units of Competency Covered:	• **Develop 3D textures using graphic application**

Instruction:
- Read each of the questions in the left-hand column of the chart.
- Place a check in the appropriate box opposite each question to indicate your answer.

Can I?	**YES**	**NO**
• Prepare UV- Map*		
• Check project specifications based on the style guide		
• Export UV-wrap from 3D software based on the style guide		
• Import UV-wrap into graphic software based on the style guide		
• Organize and name proper layers based on the style guide		
• Apply color to UV-Map*		
• Apply base colors in layers based on the style guide		
• Apply shades and effects in layers based on the style guide		
• Prepare final palette / color map sheet *		
• Index and tag all colors used in the color art work in RGB code based on the style guide		
• Prepare color map based on index and tags based on the style guide		
• Export UV- Map*		
• Check UV-texture based on the style guide		
• Export UV-texture based on the style guide		
• Import UV-texture*		
• Apply texture to model based on the style guide		
• Check texture quality based on the style guide		
I agree to undertake assessment in the knowledge that information gathered will only be used for professional development purposes and can only be accessed by concerned assessment personnel and my manager/supervisor**.**		
Candidate's Name:	**Date:**	

NOTE: *Critical Aspects of Competency

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Qualification:	**3D GAME ART DEVELOPMENT NC III**
COC 4	**APPLY RIGGED IN-GAME ANIMATION**
Units of Competency Covered:	• **Apply rigged in-game animation**

Instruction:
- Read each of the questions in the left-hand column of the chart.
- Place a check in the appropriate box opposite each question to indicate your answer.

Can I?	YES	NO
• Import textured model asset *		
• Import textured model based on the style guide		
• Check all assets and textures based on the style guide		
• Group additional assets based on the style guide		
• Create bones / joints *		
• Add bones based on style guide		
• Set kinematics based on style guide		
• Check naming conventions based on style guide		
• Apply rig to textured model *		
• Observe and establish bone linking techniques based on industry practices		
• Set envelopes and weights based on style guide		
• Check imperfections based on style guide		
• Apply in-game animation*		
• Test rigged model based on style guide		
• Apply basic animation key frames with rigged model based on style guide		
• Finalize animation based on style guide		

• Render animation based on style guide		
• Export animation based on style guide		
• Export motion file based on style guide		
I agree to undertake assessment in the knowledge that information gathered will only be used for professional development purposes and can only be accessed by concerned assessment personnel and my manager/supervisor.		
Candidate's Name:	**Date:**	

NOTE: *Critical Aspects of Competency