Functional Area - Operations Management

Title	Create scenes
Code	107929L4
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners who are involved in games and/or animation graphics designing. An asset type that allows storing of object with components and properties acts as a template from which a graphics designer can create new object instances for the scene of a game or animation application. This UoC concerns with the activities and steps in creating scenes as part of the application development.
Level	4
Credit	3

Competency	Performance Requirements
	1. Knowledge for scenes
	
	• Get hold of the organisation's resources for creating scenes
	• Understand the use of various textures, such as:
	    o Diffusion map
	    o Specular map
	    o Normal map, etc.
	• Understand frame based animation techniques
	• Possess proficient knowledge in creating materials for 3D models
	• Possess proficient knowledge in using 3D creation software, such as Blender
	
	2. Create scenes
	
	• Gather requirements towards the creation of scenes as part of the graphics designing tasks
	• Determine scenarios to apply the strength of scenes, for examples:
	    o Use a single brick prefab to build a wall by creating it several times in different positions
	    o Instantiate the firing of a rocket launcher by a flying rocket prefab, etc.
	• Create pre-built small objects used for building the scene, which may involve steps such as the followings:
	    o Create prefabs by adding some objects to the scene and then save as reusable prefabs
	    o Save the prefabs and optionally include other objects such as point light and particle emitter for a lamp
	    o Edit a prefab from its instances
	    o Save changes to the current scene and other project wide changes
	    o Make changes also to import settings when required, for examples:
	        ▪ Change the texture type of an image asset
	        ▪ Change the scale factor of an 3D model asset
	        ▪ Change the compression settings of an audio asset
	        ▪ Perform any other import setting change, etc.
	    o Instantiate the prefabs at runtime when needed
	• Make appropriate adjustments to the scenes created until the desired results are achieved
	• Present the completed scenes to the development team for comment and seek agreement for adoption
	
	3. Exhibit professionalism

Specification of Competency Standards
for the Information & Communications Technology Industry
Unit of Competency

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	• Always create the scenes with full dedications and exercise professional rather than any alternate judgements during the process • Always carry out the scenes creation tasks strictly according to necessity and requirements, without avoiding difficulties or problems
Assessment Criteria	The integrated outcome requirements of this UoC are the abilities to: • Complete the scenes creation on time and within budget constraints; and • Deploy fully designated hardware and software resources to complete the scenes creation tasks
Remark	