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

Functional Area - Operations Management

Title	Apply texture
Code	107953L3
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners in the animation production, particularly in 3D animation production. It is a process of putting details on the surface of the model object. Depending on the complexity of the model object, different techniques and tools are used.
Level	3
Credit	3

Competency	Performance Requirements
	1. Knowledge for applying texture
	
	• Possess literacy skills that can read and interpret relevant sources of information such as: modeling requirements, script, animatic characters, etc.
	• Possess good communication skills to work with different levels of production team
	• Possess detailed working knowledge of colour, art and design
	
	2. Apply texture:
	
	• Comprehend the model design
	• Plan out texture work on the model including gathering the work objects, such as: the texture objects (jpegs, png, bmp), the 3D model
	• Select a suitable texture tool for the texturing work, such as:
	   o Digital sculpting
	      ▪ Zbrush
	      ▪ Mudbox
	   o 3D painting
	      ▪ Bodypaint 3D
	      ▪ Mari
	   o UV mapping
	      ▪ Maya
	      ▪ Roadkill UV Tool
	      ▪ Diamant Modeling Tools
	   o Map generation/baking
	      ▪ XNormal
	      ▪ Substance Designer
	• Import the work objects into the texture tool
	• For complex model objects create maps (projection or UV mapping) of whole object to tell the location of an object's surface on a 2-dimensional image plane
	• Apply the texture and materials (combined textures) with:
	   o Wrap
	   o Paint
	   o Texture maps
	• Manipulate textures setting (via shaders parameters or with graphic editor) to achieve the desired detail required
	• Prototype the texture to determine the quality of work and save the completed object for next stage of production when it meets the requirement
	
	3. Exhibit professionalism

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

Functional Area - Operations Management

	• Committed to define, document and communicate standards and techniques for texturing that maximises efficiency and ensures a consistent quality under the technical specifications of the project • Apply current and best texturing technologies to achieve best results
Assessment Criteria	The integrated outcome requirements of this UoC are the abilities to: • Grasp the required texture work from requirement specification or animation brief to produce an efficient work plan • Select suitable tool for the texture work • Use the correct texturing technique to complete the work with required quality
Remark	