



Australian Government

CUAACD501 Refine drawing and other visual representation tools

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 2.0.

Application

This unit describes the skills and knowledge required to use drawing and other visual representation tools to develop, refine and communicate ideas for creative work. The unit focus is on manual drawing development and refinement, and visual representation as cognitive tools in a professional practice, rather than a particular level of drawing technique.

It applies to individuals who are professional practitioners working in any area related to visual communication using drawing and other visual representation tools to support their practice.

No licensing, legislative, regulatory or certification requirements apply to this unit at the time of publication.

Unit Sector

Visual communication – art, craft and design

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Evaluate the role of drawing in professional practice	1.1 Investigate drawing and other visual communication devices, ideas and problem-solving tools for professional practice 1.2 Evaluate how different practitioners use different tools and make links to own work 1.3 Examine and challenge own barriers to drawing 1.4 Determine the ways in which drawing and other visual representation tools could be used to support own practice

ELEMENT	PERFORMANCE CRITERIA
2. Support practice through experimentation with drawing and visual representation	<p>2.1 Establish and follow safe work practices for selected techniques</p> <p>2.2 Generate and develop ideas through the use of different materials and techniques</p> <p>2.3 Consider the presentation situation when selecting techniques, tools and materials</p> <p>2.4 Create variety in compositions and spatial fields using visual elements</p> <p>2.5 Experiment with techniques and mixed media to produce single and multi-colour visuals</p> <p>2.6 Compare and contrast the value of electronic and hand drawing for specific purposes</p>
3. Develop individual approach to use of drawing	<p>3.1 Evaluate the success of completed drawings in communicating ideas</p> <p>3.2 Evaluate the process of drawing and visual representation as a professional practice tool</p> <p>3.3 Determine the value and place of drawing and visual representation in own practice based on experimentation</p>

Foundation Skills

This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.

Skill	Performance Criteria	Description
Reading	1.1, 1.2, 2.6	<ul style="list-style-type: none"> Identifies and evaluates information from a range of sources and relates it to own practice
Navigate the world of work	2.1	<ul style="list-style-type: none"> Takes responsibility for implementation of safe work practices for specific drawing techniques
Get the work done	1.3, 1.4, 2.2, 2.3, 2.4, 2.5, 3.1, 3.2, 3.3	<ul style="list-style-type: none"> Analyses drawing and visual representation tools to decide on how they could benefit own practice Experiments with techniques, tools and materials to generate new or innovative techniques Analyses the effectiveness of drawing to communicate ideas and act as a tool that supports professional practice

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUAACD501 Refine drawing and other visual representation tools	CUVACD501A Refine drawing and other visual representation tools	Updated to meet Standards for Training Packages and clarify intent. Minor edits to performance criteria.	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>