

# CUAACD401 Integrate colour theory and design processes

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 investigate and combine colour theory and design processes into two-dimensional or three-dimensional work.

It applies to individuals who use design processes in visual communication situations.

No licensing, legislative 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			
Elements describe the essential outcomes.	Performance criteria describe the performance needed to demonstrate achievement of the element.			
1. Research information on colour theory and	1.1 Identify and access relevant sources of information on colour theory and design processes			
design processes	1.2 Research historical and contemporary approaches to colour and design in the context of a work project			
	1.3 Evaluate information to determine how colour theory and design may be integrated into the design process			
	1.4 Consider intellectual property and other legislative requirements relevant to design processes			
2. Communicate ideas through the application of colour and design theory	2.1 Experiment with selected materials, tools and equipment to determine new ways in which colour theory and design processes may be integrated			
	2.2 Explore and develop new ideas through a process of			

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ELEMENT	PERFORMANCE CRITERIA			
	experimentation  2.3 Achieve solutions by working with the elements and principles			
	of design and different aspects of colour			
3. Evaluate design work	3.1 Reflect on own application of design process and success in communicating concepts			
	3.2 Identify areas for future improvement, especially in terms of own skill development			
	3.3 Discuss completed work with others and respond positively to feedback			

## **Foundation Skills**

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

Skill	Performance	Description			
	Criteria				
Learning	3.2	Identifies own skills gaps			
Reading	1.1, 1.2, 1.3	Sources, analyses and interprets a range of visual and textual information to inform design ideas and project solutions			
Oral Communication	3.3	Selects and uses appropriate strategies to initiate discussion of work and elicit feedback			
Navigate the world of work	1.4	Considers the implications of intellectual property and other legislation requirements when undertaking research and planning design work			
Interact with others	3.3	Seeks feedback from others and considers its value in the improvement of future performance			
Get the work done	1.1, 1.2, 1.3, 2.1-2.3, 3.1	<ul> <li>Plans and implements research-related tasks</li> <li>Selects and organises suitable resources to produce design solutions</li> <li>Tests the capabilities of materials tools and equipment with creative experimentation to discover new ways of integrating theory and processes</li> <li>Develops new ideas using investigative processes and</li> </ul>			
		refines them using design principles and elements			

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	•	Evaluates	outcomes	of design	decisions	

# **Unit Mapping Information**

Code and title current version	Code and title previous version	Comments	Equivalence status
CUAACD401 Integrate colour theory and design processes	CUVACD401A Integrate colour theory and design processes	Updated to meet Standards for Training Packages and clarify intent. Minor edits to performance criteria.	Equivalent unit

## Links

 $Companion\ \ Volume\ \ implementation\ \ guides\ \ are\ found\ \ in\ \ VETNet-https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5$ 

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