



**Australian Government**

# **CUACER413 Experiment with ceramic surface treatments**

**Release: 1**

## CUACER413 Experiment with ceramic surface treatments

### Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package Version 5.0.

### Application

This unit describes the skills and knowledge required to proactively experiment with various ceramic surface treatments and design concepts to decorate a range of ceramic pieces. It involves generating different ideas, developing ceramic surface treatment skills and applying treatments to ceramic surfaces.

The unit applies to those who are still developing technical skills and a personal repertoire of treatments. Individuals often produce work at a pre-professional level for sale in outlets such as markets and fairs. They work independently with limited supervision and guidance as required.

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

### Unit Sector

Visual Communication – Ceramics

### 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. Develop ideas for ceramic surface treatments	1.1 Discuss creative goals for own surface treatment work with others 1.2 Research, adapt and use applicable ideas and approaches from other practitioners 1.3 Develop ideas using knowledge of different ceramic surface treatments 1.4 Examine how different surface treatment techniques and ideas can meet work requirements 1.5 Assess the professional potential and presentation

ELEMENT	PERFORMANCE CRITERIA
	requirements for own ceramic work to inform ideas 1.6 Refine and confirm ideas based on experimentation, research and collaboration with others
2. Extend ceramic surface treatment skills	2.1 Evaluate potential for new approaches to surface treatments based on known capabilities of techniques already used 2.2 Adapt and introduce new equipment, tools and materials for to achieve different effects 2.3 Extend own capability with different treatments through experimentation on samples, practice pieces and work in progress 2.4 Assess safety and sustainability considerations for ceramic surface treatment work
3. Apply surface treatments	3.1 Coordinate required resources and set up according to safety requirements 3.2 Create surface treatments using techniques and media selected from research and experimentation 3.3 Review and refine ideas and approaches based on ongoing experience with own work production 3.4 Modify applications according to required effect, and identify and resolve technical problems with surface treatments 3.5 Label ceramic surface treatment materials and store safely 3.6 Document development of own work and the research and ideas that informed it
4. Evaluate own work	4.1 Reflect on own conceptual development and technical execution of work 4.2 Identify areas for future skill improvement and options to learn 4.3 Discuss completed work with others and consider all feedback

## Foundation Skills

*This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.*

SKILL	DESCRIPTION
Learning	<ul style="list-style-type: none"> <li>Identifies own skills gaps and takes action to progress professional career</li> </ul>
Reading	<ul style="list-style-type: none"> <li>Interprets and evaluates complex and unfamiliar information to</li> </ul>

<b>SKILL</b>	<b>DESCRIPTION</b>
	support design ideas
Writing	<ul style="list-style-type: none"> <li>Records basic details of surface treatment materials on labels</li> <li>Documents a comprehensive record of research, conceptual idea development and production using clear, specific and industry related terminology</li> </ul>
Oral Communication	<ul style="list-style-type: none"> <li>Clearly represents ideas for designs and techniques using applicable industry and conceptual language</li> <li>Elicits different perspectives and confirms understanding about creative ideas and feedback using questioning and active listening techniques</li> </ul>
Numeracy	<ul style="list-style-type: none"> <li>Determines required quantities of equipment, tools and materials using basic calculations</li> </ul>
Self-management	<ul style="list-style-type: none"> <li>Takes responsibility for compliance with legal, safety and sustainability practices associated with creative work</li> <li>Takes responsibility for completing own creative works from design inception to realisation, sequencing the stages of preparation and production according to work requirements</li> <li>Manages own decisions about applicable design ideas and techniques by experimenting with different explored option</li> </ul>
Teamwork	<ul style="list-style-type: none"> <li>Discusses design concepts and collaborates with other artists to generate new ideas and solutions to achieve best outcomes for own creative work</li> <li>Engages in an open conversation to elicit and consider the merit of feedback from peers and others to enhance future performance</li> </ul>
Problem-solving	<ul style="list-style-type: none"> <li>Resolves problems with technique through experimentation and analysis</li> <li>Reviews work in progress resolving problems through refinement of approach</li> </ul>
Initiative and enterprise	<ul style="list-style-type: none"> <li>Creates opportunities to use a more innovative approach and personal style</li> </ul>

## Unit Mapping Information

Supersedes and is equivalent to CUACER403 Experiment with ceramic surface treatments.

## Links

Companion Volume Implementation Guide is found on VETNet -

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