



Australian Government

CUADIG316 Produce video art

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 5.0.

Application

This unit describes the skills and knowledge required to produce video art through the exploration and application of a range of techniques, tools, equipment and materials. It involves exploring ideas and techniques during the planning process, preparing resources to create digital images and creating finished digital images.

The unit applies to those who apply their developing skills in video art to create finished works.

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

Unit Sector

Visual Communication – Digital Content and Imaging

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. Plan video artwork	1.1 Explore video art techniques in consultation with required personnel 1.2 Review historical and contemporary video art practice as a potential source of ideas 1.3 Discuss and explore ideas for video art with required personnel 1.4 Assess capabilities of video art techniques through practice and adaptation 1.5 Select techniques that best support the ideas for own creative work
2. Prepare video art	2.1 Select and organise video art tools, equipment and materials

ELEMENT	PERFORMANCE CRITERIA
resources	suited to chosen work 2.2 Identify and address intellectual property requirements
3. Create finished video artwork	3.1 Use and adapt video art techniques incorporating elements and principles of design 3.2 Review work in progress and make adjustments as required to finalise work 3.3 Document work processes for future reference 3.4 Store video art resources according to organisational procedures 3.4 Seek feedback from required personnel and use to improve own technical and creative video art skills

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
Reading	Interprets and analyses visual and textual information to inform concept development
Writing	Make notes of review findings using simple language and terminology for own reference
Oral Communication	- Discusses concepts and techniques with others and seeks feedback on work outcomes using clear and related language - Clarifies information and confirms understanding using questioning and active listening techniques
Self-management	- Understands workplace expectations and related responsibility to follow safe and sustainable work practices - Complies with intellectual property requirements when planning and completing video art work - Improves creative and technical skills using feedback as a guide
Teamwork	- Follows accepted communication methods and practices and discusses conceptual and technical aspects of work with others - Recognises the importance of advice and guidance from others to achieve outcomes for own creative work and further develop skills and ideas
Planning and organising	Selects video art techniques to convey the concept based on own practice and exploration and with some input from others

SKILL	DESCRIPTION
Initiative and enterprise	• Extends and adapts techniques, applying design theory to create visual interest • Evaluates decisions during production and amends work to achieve desired result
Technology	• Makes informed decisions on resource selection, preparation, maintenance and operation using understanding of the purpose, functions and key features of video tools and equipment

Unit Mapping Information

Supersedes and is equivalent to CUADIG306 Produce video art.

Links

Companion Volume Implementation Guide is found on VETNet -

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