

# CUADIG518 Refine digital art techniques

Release: 1

## **CUADIG518 Refine digital art techniques**

## **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 refine digital media techniques and to develop own digital art style in a body of creative work. It involves researching different digital media ideas and techniques, selecting a technique to refine and consolidating the skills associated with this technique through the development of a body of work. This occurs through a process of research, refinement and evaluation, and encompasses animation, video and sound production.

The unit applies to those whose professional practice includes the creation of digital media works. Work could be completely digital or an integration of digital and traditional media.

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   |
|---|--|
| Elements describe the essential outcomes.   | Performance criteria describe the performance needed to demonstrate achievement of the element.                        |
| Research digital media ideas and techniques | 1.1 Research ways other artists have used different digital media techniques   |
|   | 1.2 Investigate how particular digital media techniques work to achieve different technical effects                    |
|   | 1.3 Evaluate the relationships between digital media techniques and ideas  |
|   | 1.4 Adapt and use applicable ideas and approaches in own practice, with consideration for intellectual property rights |
| 2. Select digital media                     | 2.1 Evaluate opportunities offered by different digital media  |

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| ELEMENT  | PERFORMANCE CRITERIA   |
|--|--|
| techniques for refinement                                    | techniques for own professional practice   |
|  | 2.2 Determine and compare limitations and constraints of different digital media techniques                                      |
|  | 2.3 Select digital media technique for refinement  |
| 3. Consolidate digital media technique to professional level | 3.1 Develop confidence and skill in using digital media technique through practice and experimentation                           |
|  | 3.2 Identify and safely resolve technical problems in digital media project based on developing expertise                        |
|  | 3.3 Challenge and test own ideas   |
| 4. Evaluate own digital media technique                      | 4.1 Evaluate development of own technique in discussion with required personnel  |
|  | 4.2 Discuss concepts and approaches that challenge own individual style with required personnel                                  |
|  | 4.3 Document ways that experimentation with different techniques has informed own work   |
|  | 4.4 Identify ways in which techniques may be further developed as part of professional practice and build ideas into future work |

## **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 evaluates complex and non-complex theoretical and contemporary, visual and textual information for application to own practice   |
| Writing               | <ul> <li>Records information from research and evaluation for own use</li> <li>Documents analysis of methodologies that inform ideas and production of work using applicable vocabulary, grammatical structures and conventions</li> </ul>              |
| Oral<br>Communication | <ul> <li>Participates in discussions of concepts and methodologies with others using clear language and related industry terminology</li> <li>Elicits feedback and confirms understanding using careful listening and questioning techniques</li> </ul> |
| Self-management       | <ul> <li>Takes personal responsibility for compliance with safety and intellectual property requirements when planning and undertaking work</li> <li>Outlines the importance of skill and knowledge development to</li> </ul>                           |

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| SKILL                     | DESCRIPTION  |
|---------------------------|--|
|                           | support professional practice, using research, feedback and own analysis to establish new creative and technical directions  • Develops and incorporates an individual style into the production of digital media work that meets personal and professional goals using experimentation and practice   |
|                           | <ul> <li>Makes decisions about improvement opportunities using reflection and feedback</li> </ul>  |
| Teamwork                  | Selects and uses applicable communication methods and practices to participate in discussion and debate with others, requesting feedback to assist evaluation processes  |
| Initiative and enterprise | <ul> <li>Analyses the use of digital media and techniques and their constraints and limitations to determine selection of a technique for refinement</li> <li>Makes intuitive and analytical decisions about approach to exploration and practice and the testing of ideas, safely resolving technical issues with acquired skill and knowledge</li> <li>Uses reflection and feedback to assist decision making about improvement opportunities</li> </ul> |

# **Unit Mapping Information**

Supersedes and is equivalent to CUADIG508 Refine digital art techniques.

## Links

Companion Volume Implementation Guide is found on VETNet - <a href="https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5">https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5</a>

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