



**Australian Government**

# **CUADRA401 Experiment with techniques to produce drawings**

**Release: 1**

## CUADRA401 Experiment with techniques to produce drawings

### 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 proactively experiment and innovate with various drawing techniques and ideas to develop professional practice and an individual style. This unit relates to drawing as an art form and differs from units that focus on drawing as a visual representation tool.

It applies to individuals who have well developed skills in design and technique and who 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 – drawing

### 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 proficiency with a range of drawing techniques and media	1.1 Evaluate potential for new approaches to drawing based on capabilities of known techniques 1.2 Adapt or introduce new equipment, tools and materials to achieve different effects 1.3 Extend own capability with drawing techniques through experimentation on samples, practice pieces or a work in progress 1.4 Assess safety and sustainability issues for different techniques and media
2. Develop ideas for	2.1 Discuss, with key people, creative and other goals for own

<b>ELEMENT</b>	<b>PERFORMANCE CRITERIA</b>
drawing	<p>drawings</p> <p>2.2 Research, adapt and use relevant ideas and approaches from other practitioners and comply with intellectual property requirements</p> <p>2.3 Use knowledge of different drawing techniques to inform ideas</p> <p>2.4 Consider how different techniques and ideas can best work together</p> <p>2.5 Assess the professional potential and presentation requirements of own work to inform ideas</p> <p>2.6 Refine and confirm ideas based on research, experimentation and collaboration with others</p>
3. Organise drawing resources	<p>3.1 Identify specific resource requirements for the chosen work</p> <p>3.2 Research potential sources of supply for drawing resources</p> <p>3.3 Evaluate cost and other constraints that impact on development of the work</p> <p>3.4 Evaluate and respond to presentation considerations for finished drawings</p> <p>3.5 Coordinate required resources and set up according to safety requirements</p>
4. Create finished drawings	<p>4.1 Create drawings using techniques and media selected from research and experimentation, considering and applying elements and principles of design</p> <p>4.2 Review and refine ideas and approaches based on ongoing experience with production of own work</p> <p>4.3 Handle equipment, tools and materials safely; minimise and safely dispose of waste throughout all processes</p> <p>4.4 Document development of own work and the research and ideas that informed it</p>
5. Evaluate own drawing work	<p>5.1 Reflect on own conceptual development and technical execution of the work</p> <p>5.2 Identify areas for future skill development and options to learn</p> <p>5.3 Discuss completed work with others and consider all feedback</p>

## Foundation Skills

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

<b>Skill</b>	<b>Performance Criteria</b>	<b>Description</b>
Learning	5.2	<ul style="list-style-type: none"> <li>Identifies own skills gaps and may initiate a learning plan to progress professional career</li> </ul>
Reading	2.2, 3.2	<ul style="list-style-type: none"> <li>Interprets and evaluates complex and unfamiliar information to support design ideas and to identify key information about resources</li> </ul>
Writing	4.4	<ul style="list-style-type: none"> <li>Uses clear, specific and industry related terminology to document a comprehensive record of research, conceptual idea development and production</li> </ul>
Oral Communication	2.1, 5.3	<ul style="list-style-type: none"> <li>Clearly represents ideas for designs and techniques using relevant industry and conceptual language</li> <li>Uses questioning and active listening techniques to elicit different perspectives about creative ideas and feedback, and to confirm understanding</li> </ul>
Numeracy	2.5, 3.1-3.3	<ul style="list-style-type: none"> <li>Uses basic calculations to measure and record dimensions of display areas and appropriate size of drawings to suit requirements</li> <li>Uses basic calculations to determine and record quantities of equipment, tools and materials</li> <li>Interprets budgetary constraints and supplier prices and calculates sometimes complex order costs</li> </ul>
Navigate the world of work	1.4, 2.2, 3.5, 4.3	<ul style="list-style-type: none"> <li>Takes responsibility for compliance with legal, safety and sustainability practices associated with creative work</li> </ul>
Interact with others	2.1, 5.3	<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>
Get the work done	1.1 -1.3, 2.2-2.6, 3.1, 3.5, 4.1, 4.2	<ul style="list-style-type: none"> <li>Takes responsibility for completing own creative works from design inception to realisation, efficiently and logically sequencing the stages of preparation and production</li> <li>Manages own decisions about appropriate design ideas and techniques by experimentation with a range of explored options</li> <li>Resolves problems with technique through</li> </ul>

		<p>experimentation and analysis</p> <ul style="list-style-type: none"> <li>• Reviews work in progress, resolving problems through refinement of approach</li> <li>• Creates opportunities to use a more innovative approach and personal style.</li> </ul>
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## Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUADRA401 Experiment with techniques to produce drawings	CUVDRA401A Experiment with techniques to produce drawings	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>