



Australian Government

CUAPAI411 Experiment with techniques to produce paintings

Release: 1

CUAPAI411 Experiment with techniques to produce paintings

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 and innovate with various painting techniques and ideas to develop professional practice and an individual style. It involves experimenting with different techniques and media, generating ideas for paintings and creating finished paintings.

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 – painting

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. Explore a range of painting techniques and media	1.1 Explore new approaches to painting 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 painting techniques through experimentation on samples, practice pieces or a work in progress
2. Develop ideas for paintings	2.1 Discuss creative and other goals for own paintings with required personnel 2.2 Research processes used by professional painters to develop

ELEMENT	PERFORMANCE CRITERIA
	ideas 2.3 Refine ideas based on research and experimentation with materials and processes.
3. Create finished paintings	3.1 Prepare required resources and set up according to safety requirements 3.2 Create paintings using techniques and media selected from research and experimentation 3.3 Refine process to produce resolved paintings
4. Evaluate own painting work	4.1 Reflect on own conceptual development and technical execution of the work 4.2 Identify areas for future skill development 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	Identifies own skills gaps and may initiate a learning plan to progress professional career
Reading	Interprets and evaluates complex and unfamiliar information to support design ideas and to identify key information about resources
Writing	Uses clear, specific and industry related terminology to document a comprehensive record of research, conceptual idea development and production
Oral Communication	- Represents clear ideas for designs and techniques using relevant industry and conceptual language - Uses questioning and active listening techniques to elicit different perspectives about creative ideas and feedback and to confirm understanding
Numeracy	- Uses basic calculations to measure and record dimensions of display areas and appropriate size of art pieces to suit - Uses basic calculations to determine and record quantities of equipment, tools and materials - Interprets budgetary constraints and supplier prices and calculates sometimes complex order costs

SKILL	DESCRIPTION
Self-management	• Takes responsibility for compliance with legal, safety and sustainability practices associated with creative work
Teamwork	• Discusses design concepts and collaborates with other artists to generate new ideas and solutions to achieve best outcomes for own creative work • Engages in an open conversation to elicit and consider the merit of feedback from peers and others to enhance future performance
Planning and organising	• Takes responsibility for completing own creative works from design inception to realisation, efficiently and logically sequencing the stages of preparation and production
Initiative and enterprise	• Manages own decisions about appropriate design ideas and techniques by experimentation with a range of explored options • Creates opportunities to use a more innovative approach and personal style.
Problem solving	• Resolves problems with technique through experimentation and analysis • Reviews work in progress resolving problems through refinement of approach

Unit Mapping Information

Supersedes and is equivalent to CUAPAI401 Experiment with techniques to produce paintings.

Links

Companion Volume Implementation Guide is found on VETNet -

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