



Australian Government

CUAACD401 Integrate colour theory and design processes

Release: 1

CUAACD401 Integrate colour theory and design processes

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 investigate and combine colour theory and design processes into two-dimensional or three-dimensional work.

It applies to individuals who use design processes in visual communication situations.

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

Unit Sector

Visual communication – art, craft and design

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. Research information on colour theory and design processes	1.1 Identify and access relevant sources of information on colour theory and design processes 1.2 Research historical and contemporary approaches to colour and design in the context of a work project 1.3 Evaluate information to determine how colour theory and design may be integrated into the design process 1.4 Consider intellectual property and other legislative requirements relevant to design processes
2. Communicate ideas through the application of colour and design theory	2.1 Experiment with selected materials, tools and equipment to determine new ways in which colour theory and design processes may be integrated 2.2 Explore and develop new ideas through a process of

ELEMENT	PERFORMANCE CRITERIA
	experimentation 2.3 Achieve solutions by working with the elements and principles of design and different aspects of colour
3. Evaluate design work	3.1 Reflect on own application of design process and success in communicating concepts 3.2 Identify areas for future improvement, especially in terms of own skill development 3.3 Discuss completed work with others and respond positively to feedback

Foundation Skills

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

Skill	Performance Criteria	Description
Learning	3.2	Identifies own skills gaps
Reading	1.1, 1.2, 1.3	Sources, analyses and interprets a range of visual and textual information to inform design ideas and project solutions
Oral Communication	3.3	Selects and uses appropriate strategies to initiate discussion of work and elicit feedback
Navigate the world of work	1.4	Considers the implications of intellectual property and other legislation requirements when undertaking research and planning design work
Interact with others	3.3	Seeks feedback from others and considers its value in the improvement of future performance
Get the work done	1.1, 1.2, 1.3, 2.1-2.3, 3.1	- Plans and implements research-related tasks - Selects and organises suitable resources to produce design solutions - Tests the capabilities of materials tools and equipment with creative experimentation to discover new ways of integrating theory and processes - Develops new ideas using investigative processes and refines them using design principles and elements

		• Evaluates outcomes of design decisions
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Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUAACD401 Integrate colour theory and design processes	CUVACD401A Integrate colour theory and design processes	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>

Assessment Requirements for CUAACD401 Integrate colour theory and design processes

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Performance Evidence

Evidence of the ability to:

- research colour theory and the design process and analyse findings
- use practical exploration and experimentation to enhance idea development
- apply colour theory and design processes to communicate ideas in projects
- use strategies to evaluate work outcomes.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- explain how differences in individual perception and choice within the design process influences final outcomes
- discuss the effects of rigid application of colour theory to design processes and project outcomes
- explain ways in which colour theory and design processes can be explored and combined to meet the needs of a project
- list a range of materials, tools and equipment required for the production of samples that integrate colour theory and design processes
- explain how other artists and designers have applied colour theory and design processes to their work
- summarise intellectual property issues and legislation and their impact on aspects of design.

Assessment Conditions

Assessment must be conducted in a safe environment where evidence gathered demonstrates consistent performance of typical activities experienced in creative arts industry environments. The assessment environment must include access to:

- tools, materials and equipment used in the design process in the relevant context
- information sources.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.

Links

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