



Australian Government

CUAACD411 Integrate colour theory and design processes

Release: 1

CUAACD411 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 5.0.

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 involves researching theories involving colour and design processes, communicating ideas through the application of these theories and evaluating associated design work.

The unit applies to those 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 different 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 and determine how colour theory and design may be integrated into the design process 1.4 Consider intellectual property and other legislative requirements applicable to design processes 1.5 Select materials, tools and equipment required to combine colour theory and design processes
2. Communicate ideas through the application of colour and	2.1 Experiment with selected materials, tools and equipment and determine different ways in which colour theory and

ELEMENT	PERFORMANCE CRITERIA
design theory	design processes may be integrated 2.2 Explore and develop new ideas through process of experimentation 2.3 Communicate ideas with the elements and principles of design and different aspects of colour
3. Evaluate design work	3.1 Seek feedback on own application of design process and success in communicating concepts from required personnel 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 those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Reading	Sources, analyses and interprets different visual and textual information to inform design ideas and project solutions
Oral Communication	Selects and uses applicable strategies to initiate discussion of work and elicit feedback
Planning and organising	Plans and implements research-related tasks
Initiative and enterprise	- Tests the capabilities of materials, tools and equipment with creative experimentation - Evaluates outcomes of design decisions

Unit Mapping Information

Supersedes and is equivalent to CUAACD401 Integrate colour theory and design processes.

Links

Companion Volume Implementation Guide is found on VETNet -

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

Assessment Requirements for CUAACD411 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 5.0.

Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- integrate colour theory and design processes to communicate ideas for at least two different projects.

In the course of the above, the candidate must:

- research colour theory and the design process and analyse findings
- identify at least one strategy from work evaluation to improve on future skill development.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

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

Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes 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

Companion Volume Implementation Guide is found on VETNet -

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