



Australian Government

CUADES302 Explore and apply the creative design process to 2D forms

Release: 1

CUADES302 Explore and apply the creative design process to 2D forms

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 explore and creatively apply the design process to the development of two-dimensional (2D) forms. It involves exploring ideas and the creative design process, and communicating different ideas through application of design processes to 2D forms.

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

Unit Sector

Design – Design Process

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. Source information on 2D design	1.1 Identify and access applicable sources of information on 2D design 1.2 Evaluate and collate information on features of 2D design
2. Explore the creative design process for 2D forms	2.1 Generate different ideas and options for use of 2D design using creative thinking techniques 2.2 Explore and challenge different ideas using experimentation of different 2D designs 2.3 Challenge assumptions, evaluate ideas and refine approaches 2.4 Consciously change perspective, and evaluate ideas and situations in new ways

ELEMENT	PERFORMANCE CRITERIA
3. Communicate ideas through application of design processes to 2D forms	3.1 Investigate and examine how a particular idea might be communicated in 2D 3.2 Select materials, tools and equipment applicable to the realisation of idea 3.3 Apply a creative design process to produce different 2D idea realisations 3.4 Examine own application of design process and success in communicating the idea 3.5 Seek and obtain feedback from others about the 2D form and its success in communicating idea 3.6 Present and store concept realisations and work samples as required

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 textual information from applicable sources to determine and adhere to requirements
Writing	• Produces different text types using applicable vocabulary, grammatical structure and referencing conventions
Oral Communication	• Participates in verbal exchanges using vocabulary, style and tone applicable to audience • Clarifies understanding using listening techniques
Numeracy	• Performs mathematical calculations to produce 2D designs
Planning and organising	• Plans and organises required tasks
Initiative and enterprise	• Identifies ideas in use in other contexts and considers how they might be applied in own context • Selects new ideas that may improve a process in immediate work context • Evaluates decisions on how well they meet stated goals
Self-management	• Takes responsibility for routine low-impact decisions within familiar situations

Unit Mapping Information

Supersedes and is equivalent to BSBDES302 Explore and apply the creative design process to 2D forms.

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 CUADES302 Explore and apply the creative design process to 2D forms

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:

- realise at least two different ideas using creative design processes on two-dimensional (2D) forms.

In the course of the above, the candidate must:

- apply creative thinking techniques and experimentation processes based on available resource materials
- review own work and identify one or more areas for future improvements.

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:

- creative thinking techniques that can be used as part of the design process
- elements and principles of design as applied to 2D forms
- materials, tools and equipment required for the design of 2D forms
- ways an individual can interpret and choose ideas within the design process
- common challenges that arise in the design of 2D forms.

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:

- materials, resources and equipment needed to apply design processes to 2D forms.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational education 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>