



Australian Government

CUADIG306 Produce video art

Release: 1

CUADIG306 Produce video art

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 produce video art through the exploration and application of a range of techniques, tools, equipment and materials.

It applies to individuals who apply their developing skills in video art to create finished works.

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

Unit Sector

Visual communication – digital content and imaging

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. Plan video artwork	1.1 Explore video art ideas and techniques in consultation with key people 1.2 Review historical and contemporary video art practice as a potential source of ideas 1.3 Discuss and explore ideas for video art with key personnel 1.4 Assess the capabilities of video art techniques through practice and adaptation 1.5 Select techniques that best support the ideas for own creative work
2. Prepare video art resources	2.1 Select and organise video art tools, equipment and materials suited to the chosen work

ELEMENT	PERFORMANCE CRITERIA
	2.2 Use and store resources safely and sustainably
3. Create finished video artwork	3.1 Use and adapt video art techniques incorporating elements and principles of design 3.2 Review work in progress and make adjustments as required to produce final work that complies with intellectual property rights and is in appropriate file formats 3.3 Document work processes for future reference 3.4 Seek feedback from key people and use to improve own technical and creative video art skills

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
Reading	1.2	Interprets and analyses visual and textual information to inform concept development
Writing	1.2	Make notes of review findings using simple language and terminology for own reference
Oral Communication	1.1, 1.3, 3.4	- Uses clear and relevant language to discuss concepts and techniques with others and seek feedback on work outcomes - Uses questioning and active listening techniques to clarify information, and confirm understanding
Navigate the world of work	2.2, 3.2	Understands workplace expectations and related responsibility to follow safe and sustainable practices and comply with intellectual property requirements when planning and completing video art work
Interact with others	1.1, 1.3, 3.4	- Follows accepted communication methods and practices to discuss conceptual and technical aspects of work with others - Recognises the importance of advice and guidance from others to achieve best outcomes for own creative work and further develop skills and ideas
Get the work done	1.3, 1.4, 1.5, 2.1, 2.2, 3.1, 3.2	Selects suitable video art techniques to convey the concept based on own practice and exploration and

		with some input from others • Uses understanding of the purposes, functions and key features of video tools and equipment to make informed decisions about resource selection, preparation, maintenance and operation • Extend and adapt techniques, applying design theory to create visual interest • Evaluates effectiveness of decisions during production and amends work to achieve desired result • Uses feedback as a guide to improvement of creative and technical skills
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Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUADIG306 Produce video art	CUVDIG302A Produce video art	Updated to meet Standards for Training Packages and clarify intent. Minor edits to elements and 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 CUADIG306 Produce video art

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Performance Evidence

Evidence of the ability to:

- plan and produce technically proficient video art
- discuss the combination of ideas and techniques in own video art
- evaluate own work progress for improvement in creative processes and products.

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:

- describe historical and theoretical digital imaging practices relevant to the specific production of video art
- describe capabilities of a range of materials, tools and equipment used in the production of video art
- outline the elements and principles of design and their application to the production of video art
- explain how common techniques used in producing video art can be adapted to achieve creative effects
- outline basic intellectual property considerations in producing video art
- describe procedures for working safely with video art materials, tools and equipment.

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, equipment and materials required for producing video art
- relevant 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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