



Australian Government

CUADIG508 Refine digital art techniques

Release: 1

CUADIG508 Refine digital art techniques

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 refine digital media techniques and to develop own digital art style in a body of creative work. This occurs through a process of research, refinement and evaluation, and encompasses animation, video and sound production.

It applies to individuals whose professional practice includes the creation of digital media works. Work could be completely digital or an integration of digital and traditional media.

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. Research digital media ideas and techniques	1.1 Support professional practice by expanding own knowledge of historical and contemporary digital media practice 1.2 Research ways that other artists have used different digital media techniques 1.3 Investigate how particular digital media techniques work to achieve different technical effects 1.4 Evaluate the relationships between digital media techniques and ideas 1.5 Adapt and use relevant ideas and approaches in own practice, with consideration for intellectual property rights

ELEMENT	PERFORMANCE CRITERIA
2. Select digital media techniques for refinement	2.1 Evaluate the opportunities offered by different digital media techniques for own professional practice 2.2 Determine limitations and constraints of particular digital media techniques 2.3 Select digital media technique for refinement
3. Consolidate digital media technique to professional level	3.1 Develop confidence and skill in using digital media technique through practice and experimentation 3.2 Identify and safely resolve technical problems in digital media projects based on developing expertise 3.3 Challenge and test own ideas 3.4 Create a coherent body of digital media work that reflects individual style and shows command of selected digital media techniques
4. Evaluate own digital media technique	4.1 Seek feedback from key people to evaluate the development of own technique 4.2 Discuss with key people concepts and approaches that challenge own individual style 4.3 Document ways that experimentation with different techniques has informed own work 4.4 Identify ways in which techniques may be further developed as part of professional practice and build ideas into future work

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, 1.3	Interprets and evaluates relatively complex theoretical and contemporary, visual and textual information for application to own practice
Writing	1.2, 1.4, 4.3	- Records information from research and evaluation for own use - Documents analysis of methodologies that inform ideas and production of work using appropriate

		vocabulary, grammatical structures and conventions
Oral Communication	4.1, 4.2	- Participates in discussions of concepts and methodologies with others using clear language and related industry terminology - Uses careful listening and questioning techniques to elicit feedback and confirm understanding
Navigate the world of work	1.1, 1.5, 4.1, 4.4	- Takes personal responsibility for compliance with safety and intellectual property requirements when planning and undertaking work - Recognises the importance of skill and knowledge development to support professional practice, using research, feedback and own analysis to establish new creative and technical directions
Interact with others	4.1, 4.2	Selects and uses appropriate communication methods and practices to participate in discussion and debate with others, requesting feedback to assist evaluation processes
Get the work done	1.3-1.5, 2.1-2.3, 3.1-3.4, 4.4	- Analyses the use of digital media and techniques and their constraints and limitations to determine selection of a technique for refinement - Makes intuitive and analytical decisions about approach to exploration and practice and the testing of ideas, safely resolving technical issues with acquired skill and knowledge - Uses experimentation and practice to develop and incorporate an individual style into the production of digital media work that meets personal and professional goals - Uses reflection and feedback to assist decision making about improvement opportunities

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUADIG508 Refine digital art techniques	CUVDIG501A Refine digital art techniques	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 CUADIG508 Refine digital art techniques

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Performance Evidence

Evidence of the ability to:

- research and evaluate digital media techniques that can be applied to own style
- evolve and refine use of digital media techniques through experimentation and document how experiments have informed own work
- produce a coherent body of professional digital artwork that demonstrates developing expertise and individual style
- evaluate own performance and techniques to identify opportunities for own creative practice.

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 the relationship between digital media technique, particular effects and ideas in the work of relevant artists and in the context of own practice
- identify a range of information sources that support research in digital media techniques
- outline the intellectual property considerations relevant to producing digital media works
- explain key safety requirements for digital media work.

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:

- equipment, materials and tools to produce digital media work
- 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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