



Australian Government

CUADIG509 Investigate technologies for the creation of digital art

Release: 1

CUADIG509 Investigate technologies for the creation of digital 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 further application of technologies in own creative practice.

It applies to individuals who produce creative digital media work or integrate digital and traditional media. Their technology exploration is conducted independently with mentoring and guidance as required.

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 technologies	1.1 Evaluate current, emerging and experimental digital technologies and equipment relevant to artistic practice 1.2 Research the capabilities of different digital technologies and equipment to achieve different effects 1.3 Determine cost and supply issues for particular technologies and equipment
2 Select digital technologies for in-depth exploration	2.1 Assess the creative and professional opportunities offered by particular technologies 2.2 Determine limitations and constraints of particular technologies

ELEMENT	PERFORMANCE CRITERIA
	2.3 Discuss with key people the characteristics and opportunities of particular digital art technologies 2.4 Select technologies that suit own artistic practice and apply safely
3 Integrate technologies into own work	3.1 Experiment with technologies to challenge and extend their capabilities for use in own artistic works 3.2 Develop own ways of working with technologies to achieved desired outcomes
4 Manage digital technologies in professional practice	4.1 Establish systems to maintain currency of knowledge of digital art technologies 4.2 Maintain the quality and life of equipment and consumables through appropriate handling and storage procedures

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	1.1, 1.2, 1.3	Interprets technical information and specifications for application to creative work
Writing	1.1, 1.3	Records technical and numerical information related to job requirements and outcomes
Oral Communication	2.3	- Participates in detailed discussions about digital technologies with key people using clear language and related industry terminology - Uses careful listening and questioning techniques to gather information and confirm understanding
Numeracy	1.3	Assesses costs of digital resources
Navigate the world of work	4.1, 4.2	- Ensures industry knowledge is effectively maintained to perform role - Meets workplace expectations to use equipment and consumables responsibly to minimise waste, repair or replacement
Get the work	2.1, 2.2, 2.4, 3.1,	Evaluates research findings to inform analytical decisions about selection of digital technologies for

done	3.2, 4.1	exploration • Recognises the potential of new approaches in use of digital systems and tools and incorporates exploratory and experimental strategies into own work to achieve desired outcomes • Implements organisational systems to keep up with changes in digital technologies
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Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUADIG509 Investigate technologies for the creation of digital art	CUVDIG502A Investigate technologies for the creation of digital art	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 CUADIG509 Investigate technologies for the creation of digital art

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Performance Evidence

Evidence of the ability to:

- research, experiment with and integrate technologies to create individual styles of digital art
- use and adapt technologies in ways that support coherence of own creative works.

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 the ways in which a range of digital technologies and processes are used, adapted, combined and challenged by professional artists in contemporary practice
- list cost and supply parameters issues for different technologies and types of equipment to support professional practice
- explain storage requirements and options for different materials used in digital work
- describe ways to remain informed of changes in digital art technologies
- explain key safety requirements for digital technologies in an art context.

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 exploring technologies for the creation of digital 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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