



Australian Government

CUADIG519 Investigate technologies for the creation of digital art

Release: 1

CUADIG519 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 5.0.

Application

This unit describes the skills and knowledge required to further application of technologies in own creative practice. It involves researching different technologies, exploring them in-depth and applying different technologies to one's own work.

The unit applies to those 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 applicable 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 different technologies and equipment
2 Select digital technologies for in-depth exploration	2.1 Assess the creative and professional opportunities offered by different technologies 2.2 Determine limitations and constraints of different technologies

ELEMENT	PERFORMANCE CRITERIA
	2.3 Discuss the characteristics and opportunities of different digital art technologies with required personnel 2.4 Select technologies that suit own artistic practice and apply according to safety requirements
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 achieve 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 required handling and storage procedures

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 technical information and specifications for application to creative work
Writing	Records technical and numerical information related to job requirements and outcomes
Oral Communication	- Participates in detailed discussions about digital technologies with required personnel using clear language and related industry terminology - Gathers information and confirms understanding using careful listening and questioning techniques
Numeracy	Assesses costs of digital resources
Self-management	- Maintains industry knowledge required to perform role - Meets workplace expectations to use equipment and consumables responsibly to minimise waste, repair or replacement
Initiative and enterprise	Evaluates research findings to inform analytical decisions about selection of digital technologies for exploration
Technology	- Implements organisational systems to keep up with changes in digital technologies - Recognises the potential of new approaches in use of digital systems

SKILL	DESCRIPTION
	and tools and incorporates exploratory and experimental strategies into own work to achieve desired outcomes

Unit Mapping Information

Supersedes and is equivalent to CUADIG509 Investigate technologies for the creation of digital art.

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 CUADIG519 Investigate technologies for the creation of digital art

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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:

- investigate at least two different technologies for the creation of digital art.

In the course of the above, the candidate must:

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

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:

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

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, equipment and materials required for exploring technologies for the creation of digital art

- applicable 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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