



Australian Government

CUASCU411 Experiment with techniques to produce sculpture

Release: 1

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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 proactively experiment and innovate with various sculptural techniques and design concepts to develop professional practice, form an individual style and produce finished sculptures.

The unit applies to those who have well developed skills in design and technique and who often produce work at a pre-professional level for sale in a range of settings. They work independently with limited supervision and guidance as required.

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

Unit Sector

Visual Communication – Sculpture

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. Develop proficiency with a range of sculptural techniques and media	1.1 Evaluate potential for new approaches to sculpture based on capabilities of known techniques 1.2 Achieve different effects by introducing and adapting new equipment, tools and materials 1.3 Extend own capability with sculptural techniques through experimentation on samples, practice pieces or a work in progress 1.4 Assess safety and sustainability issues for different techniques and media
2. Develop ideas for sculptures	2.1 Research, adapt and use relevant ideas and approaches from other practitioners and comply with intellectual

ELEMENT	PERFORMANCE CRITERIA
	property requirements 2.2 Use knowledge of different sculptural techniques to inform ideas and discuss with required personnel 2.3 Evaluate how different techniques and ideas can best work together 2.4 Assess the professional potential and presentation requirements of own work 2.5 Refine and confirm ideas based on research, experimentation and collaboration with others
3. Organise sculpture resources	3.1 Identify specific resource requirements for sculpture work 3.2 Research potential sources of supply for sculpture resources 3.3 Evaluate cost and other constraints that impact on development of the work 3.4 Evaluate and respond to presentation considerations for finished sculptures 3.5 Coordinate required resources and set up according to safety requirements
4. Create finished sculptures	4.1 Create sculptures using techniques and media selected from research and experimentation 4.2 Review and refine ideas and approaches based on ongoing experience with production of own work 4.3 Handle equipment, tools and materials safely; minimise and safely dispose of waste throughout all processes 4.4 Document development of own work and the research and ideas that informed it
5. Evaluate own sculptural work	5.1 Reflect on own conceptual development and technical execution of work 5.2 Identify areas for future skill development and options to learn 5.3 Discuss completed work with others and consider all feedback

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
Learning	Formulates a learning plan when attempting to fill skill gaps
Reading	Interprets and evaluates complex and unfamiliar information when considering design ideas
Writing	Uses clear, specific and industry related terminology when documenting a comprehensive record of research, conceptual idea development and production
Oral Communication	- Represents clear ideas for designs and techniques using required industry and conceptual language - Uses questioning and active listening techniques to elicit different perspectives about creative ideas and feedback and to confirm understanding
Numeracy	- Uses basic calculations to measure and record dimensions of display areas and appropriate size of art pieces to suit - Uses basic calculations to determine and record quantities of equipment, tools and materials - Interprets budgetary constraints and supplier prices and calculates sometimes complex order costs
Teamwork	- Assess design ideas and review own work through the perspective and guidance of others - Engages in an open conversation to elicit and consider the merit of feedback from peers and others
Self-management	- Takes responsibility for compliance with legal, safety and sustainability practices associated with creative work - Manages own decisions about appropriate design ideas and techniques by experimentation with a range of explored options - Reviews work in progress, resolving problems through refinement of approach - Creates opportunities to use a more innovative approach and personal style

Unit Mapping Information

Supersedes and is equivalent to CUASCU401 Experiment with techniques to produce sculpture.

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 CUASCU411 Experiment with techniques to produce sculpture

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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:

- experiment with at least two different sculpture techniques and apply findings to sculpture works.

In the course above, the candidate must:

- confirm ideas for own work using a process of thorough research and experimentation
- identify and acquire resources required to complete chosen work
- adapt and use a range of sculptural techniques to create a single major work or multiple pieces of sculpture that:
 - shows technical proficiency
 - incorporates understanding of elements and principles of design
 - demonstrates innovation and the emergence of an individual style
- review and document the research and development process.

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:

- key contemporary conceptual frameworks in sculpture
- intellectual property requirements relevant to producing sculptural works.
- methods used to research creative and technical approaches to sculptural work
- how the works of other practitioners may be used to inform individual practice
- role of experimentation in developing and refining ideas for sculptures and how it relates to the development of an individual style
- ways to adapt, extend and combine the capabilities of a wide range of sculptural techniques
- elements and principles of design, including:

- detailed design characteristics
- key interrelationships
- use in sculptures and how they may be challenged
- tools and equipment used to produce sculpture:
 - key physical features and uses
 - cleaning and maintenance techniques
 - storage requirements
- physical properties and capabilities of a range of materials and techniques used to produce sculptures
- suppliers of resources for professional sculpture practice, including raw, part-processed and processed sculpture materials
- practices and procedures for working safely and sustainably with materials, tools and equipment for producing sculpture.

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:

- equipment, tools and materials used to produce sculptures
- credible 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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