



Australian Government

Department of Education, Employment and Workplace Relations

CUVDES03A Apply the design process to 3-dimensional work in response to a brief

Release: 1

CUVDES03A Apply the design process to 3-dimensional work in response to a brief

Modification History

Not applicable.

Unit Descriptor

This unit describes the skills and knowledge required to explore and apply the design process in a 3-dimensional (3D) way in response to a brief. This is a core unit in design fundamentals and as such underpins many other specialisation units. People working in many industries require the skills and knowledge in this unit, and the unit is written to allow for contextualisation to a particular industry context.

This unit describes the skills and knowledge required to explore and apply the design process in a 3-dimensional (3D) way in response to a brief. This is a core unit in design fundamentals and as such underpins many other specialisation units. People working in many industries require the skills and knowledge in this unit, and the unit is written to allow for contextualisation to a particular industry context.

Application of the Unit

Not applicable.

Licensing/Regulatory Information

Not applicable.

Pre-Requisites

Not applicable.

Employability Skills Information

Not applicable.

Elements and Performance Criteria Pre-Content

Not applicable.

Elements and Performance Criteria

Elements and Performance Criteria

Element	Performance Criteria
1 Examine information on three dimensional design	1.1 Identify and access relevant sources of information on design processes specifically relating to three dimensional applications 1.2 Use knowledge of relevant design processes to inform work
2 Apply design processes to produce samples of three dimensional design work	2.1 Select appropriate materials, tools and equipment required for the production of design samples in accordance with the brief 2.2 Follow appropriate and safe procedures to apply instances of design processes 2.3 Consider outcomes in relation to processes used and suitability for the brief 2.4 Explore different approaches to satisfy the requirements of the brief 2.5 Produce a range of samples which demonstrate the application of design processes to three dimensional work 2.6 Present and store work in a format which takes account of the need for professional presentation and potential need for the samples in future work

Required Skills and Knowledge

Not applicable.

Evidence Guide

Underpinning skills and knowledge

Assessment must include evidence of the following knowledge and skills:

general knowledge of the role and nature of a brief within the design process, including different types of brief and how designers use them

awareness of the notion of individual interpretation and choice within the design process

knowledge about the materials, tools and equipment required to apply design processes to three dimensional applications

workspace organisation and maintenance including environmental and safety issues

knowledge about how other artists and designers have produced work in three dimensions

awareness of the relationship between form and space

copyright, moral rights and intellectual property issues and legislation, and their impact on aspects of design

literacy skills sufficient to interpret a brief

numeracy skills sufficient to calculate quantities and determine construction issues.

Linkages to other units

This unit underpins many specialisation units, both within the Visual Arts Craft and Design Training Package, and other Training Packages, e.g. Entertainment. It is highly recommended that this unit be assessed in conjunction with those units.

Critical aspects of evidence

The following evidence is critical to the judgement of competence in this unit:

production of samples which apply design processes to three dimensional work in accordance with the requirements of the brief

fundamental understanding of the design process as it applies to three dimensional work.

Method and context of assessment

The assessment context must provide for:

project or work activities that allow the candidate to access and apply design processes to a specific context.

Assessment may incorporate a range of methods to assess performance and the application of essential underpinning knowledge, and might include:

evaluation of samples

questioning and discussion

review of portfolios of evidence

third party workplace reports of performance by the candidate.

Assessment methods should closely reflect workplace demands (e.g. literacy) and the needs of particular groups (e.g. people with disabilities, and people who may have literacy or numeracy difficulties such as speakers of languages other than English, remote communities and those with interrupted schooling).

Resource requirements

Assessment of this unit requires access to the materials resources and equipment needed to apply design processes.

Key competencies in this unit

Key competencies are built into all workplace competencies. The following table describes those applicable to this unit. Trainers and assessors should ensure that they are addressed in training and assessment.

Level 1 = Perform

Level 2 = Administer and Manage

Level 3 = Design and Evaluate

Collecting, organising and analysing information (2)

Selecting tools and materials to produce samples.

Communicating ideas and information (2)

Producing a range of samples which apply design theory to form in space.

Planning and organising activities (2)

Following instructions to apply design theory.

Working with others and in teams (1)

Discussing work with colleagues.

Using mathematical ideas and techniques (1)

Calculating material needs.

Solving problems (1)

Working out design solution.

Using technology (1)

Using tools and equipment.

Underpinning skills and knowledge

Assessment must include evidence of the following knowledge and skills:

general knowledge of the role and nature of a brief within the design process, including different types of brief and how designers use them

awareness of the notion of individual interpretation and choice within the design process

knowledge about the materials, tools and equipment required to apply design processes to three dimensional applications

workspace organisation and maintenance including environmental and safety issues

knowledge about how other artists and designers have produced work in three dimensions

awareness of the relationship between form and space

copyright, moral rights and intellectual property issues and legislation, and their impact on aspects of design

literacy skills sufficient to interpret a brief

numeracy skills sufficient to calculate quantities and determine construction issues.

Linkages to other units

This unit underpins many specialisation units, both within the Visual Arts Craft and Design Training Package, and other Training Packages, e.g. Entertainment. It is highly recommended that this unit be assessed in conjunction with those units.

Critical aspects of evidence

The following evidence is critical to the judgement of competence in this unit:

production of samples which apply design processes to three dimensional work in accordance with the requirements of the brief

fundamental understanding of the design process as it applies to three dimensional work.

Method and context of assessment

The assessment context must provide for:

project or work activities that allow the candidate to access and apply design processes to a specific context.

Assessment may incorporate a range of methods to assess performance and the application of essential underpinning knowledge, and might include:
evaluation of samples

questioning and discussion
review of portfolios of evidence
third party workplace reports of performance by the candidate.

Assessment methods should closely reflect workplace demands (e.g. literacy) and the needs of particular groups (e.g. people with disabilities, and people who may have literacy or numeracy difficulties such as speakers of languages other than English, remote communities and those with interrupted schooling).

Resource requirements

Assessment of this unit requires access to the materials resources and equipment needed to apply design processes.

Key competencies in this unit

Key competencies are built into all workplace competencies. The following table describes those applicable to this unit. Trainers and assessors should ensure that they are addressed in training and assessment.

Level 1 = Perform

Level 2 = Administer and Manage

Level 3 = Design and Evaluate

Collecting, organising and analysing information (2)

Selecting tools and materials to produce samples.

Communicating ideas and information (2)

Producing a range of samples which apply design theory to form in space.

Planning and organising activities (2)

Following instructions to apply design theory.

Working with others and in teams (1)

Discussing work with colleagues.

Using mathematical ideas and techniques (1)

Calculating material needs.

Solving problems (1)

Working out design solution.

Using technology (1)

Using tools and equipment.

Range Statement

The following explanations identify how this unit may be applied in different workplaces, sectors and circumstances.

The brief:

describes and specifies the work to be completed

is usually prepared by a commissioning body or organisation, e.g. supervisor, client, community organisation

may be written, diagrammatic, visual, verbal.

Sources of information on design processes specifically relating to 3D applications may include:

books and magazines

scientific texts

art and design work

optics, single and multiple vanishing points

software programs

personal observation

natural and architectural forms

manufactured structures.

Materials may include:

clays and other plastic compounds (Plasticene, plaster)

foamcore, polystyrene

papers, cardboard and paper pulp

wood, metal, fabric, plastic

fibres, tape, string

recycled materials

glue

nails, screws, wire

found materials.

Tools and equipment may include:

hammer

drill

saw

pliers

cutting tools (scissors, knives blades)

shaping tools (surform blades, planers, modelling and carving tools)

measuring tools

clamps

brushes

buckets and containers

computer, scanner, relevant software programs.

Design samples may be exercises in response to a brief and may involve consideration of:

mass

size

proportion

shape

tone

relationships of form to form and form to space

symmetry, asymmetry, balance

rhythm

positive and negative forms and space.

Design samples involve the manufacture of form by:

moulding and modelling

cutting

folding

twisting

binding

pasting and taping

bending.

Producing samples may also involve the application of design processes to a work in progress.

Safe procedures are in accordance with Federal, State and Territory legislation, regulations and standards.

The following explanations identify how this unit may be applied in different workplaces, sectors and circumstances.

The brief:

describes and specifies the work to be completed

is usually prepared by a commissioning body or organisation, e.g. supervisor, client,

community organisation

may be written, diagrammatic, visual, verbal.

Sources of information on design processes specifically relating to 3D applications may include:

books and magazines

scientific texts

art and design work

optics, single and multiple vanishing points

software programs

personal observation

natural and architectural forms

manufactured structures.

Materials may include:

clays and other plastic compounds (Plasticene, plaster)

foamcore, polystyrene

papers, cardboard and paper pulp

wood, metal, fabric, plastic

fibres, tape, string

recycled materials

glue

nails, screws, wire

found materials.

Tools and equipment may include:

hammer

drill

saw

pliers

cutting tools (scissors, knives blades)

shaping tools (surform blades, planers, modelling and carving tools)

measuring tools

clamps

brushes

buckets and containers

computer, scanner, relevant software programs.

Design samples may be exercises in response to a brief and may involve consideration of:

mass

size

proportion

shape

tone

relationships of form to form and form to space

symmetry, asymmetry, balance

rhythm

positive and negative forms and space.

Design samples involve the manufacture of form by:

moulding and modelling

cutting

folding

twisting

binding

pasting and taping

bending.

Producing samples may also involve the application of design processes to a work in progress.

Safe procedures are in accordance with Federal, State and Territory legislation, regulations and standards.

Unit Sector(s)

Not applicable.