



Australian Government

Department of Education, Employment and Workplace Relations

CUVACD504A Research and apply light and colour

Release: 1

CUVACD504A Research and apply light and colour

Modification History

Version	Comments
CUVACD504A	This version first released with <i>CUV11 Visual Arts, Craft and Design Training Package version 1.0</i>

Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to research light and colour, and to develop own ideas about the use of light and colour for integration into a body of creative work.

Application of the Unit

Visual artists and designers working across art forms and design disciplines have expertise in the use of light and colour. This unit is also relevant to photographers. It may be applied in traditional or digital contexts.

At this level, this expertise would be demonstrated within a body of professional creative work. The practitioner is working independently with access to mentoring and guidance as required.

Licensing/Regulatory Information

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

Pre-Requisites

Not applicable.

Employability Skills Information

This unit contains employability skills.

Elements and Performance Criteria Pre-Content

Element

Elements describe the essential outcomes of a unit of competency.

Performance Criteria

Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.

Elements and Performance Criteria

1. Research light and colour	1.1 Source information and ideas about the use of light and colour in art and design practice 1.2 Research the use of light and colour in historical and contemporary contexts 1.3 Research the use of light and colour in multidisciplinary and transdisciplinary contexts
2. Develop own ideas about light and colour	2.1 Analyse and distil relevant ideas and information from research 2.2 Reflect on the application of light and colour in own practice 2.3 Develop informed positions about the use of light and colour in own work and the work of others 2.4 Examine the ways in which digital technology impacts on the use of light and colour in own practice 2.5 Refine ideas through ongoing discussion and debate
3. Integrate light and colour into a body of work	3.1 Achieve different effects through manipulation of light and colour in own work 3.2 Experiment with different aspects of light and colour 3.3 Challenge and adapt uses of light and colour to suit own practice 3.4 Show command of the use of light and colour in a body of creative work

Required Skills and Knowledge

This section describes the skills and knowledge required for this unit.

Required skills

- communication skills to discuss technical and conceptual aspects of creative works
- critical thinking and analytical skills to:
 - evaluate and make judgements about relationships between light and colour, effects and ideas (within and outside of a visual arts context)
 - make critical evaluations about light and colour
- initiative and enterprise skills to identify and act on opportunities for own practice presented by the use of light and colour
- learning skills to develop and refine own approach to the use of light and colour
- literacy skills to analyse complex and varied information
- problem-solving skills to identify and resolve technical problems with the use of light and colour
- self-management and planning skills to draw together research and experimentation processes for benefit of own work
- technology skills to conduct web-based research

Required knowledge

- historical and contemporary use of light and colour in own area of creative practice
- ways that light and colour are used in other creative disciplines and more broadly in areas of business, science and technology
- commonly used research methodologies for artists
- intellectual property issues and legislation associated with arts practice
- sustainability issues associated with the tools and materials used in the particular area of work
- OHS procedures in relation to area of work

Evidence Guide

The evidence guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.

Overview of assessment	
Critical aspects for assessment and evidence required to demonstrate competency in this unit	Evidence of the ability to: • develop an individual approach to the use of light and colour in own work • produce a coherent body of professional artwork that shows a command of light and colour • research the use of light and colour, both within and beyond the visual arts context.
Context of and specific resources for assessment	Assessment must ensure access to: • equipment, materials and tools used in the relevant art form.
Method of assessment	A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit: • evaluation of the use of light and colour within a body of work produced by the candidate • evaluation of processes used by the candidate to explore light and colour • direct observation of work in progress, including exploration of, and experimentation with, techniques • questioning and discussion about candidate's intentions and the work outcome • review of portfolios of evidence • review of third-party reports from experienced practitioners. 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).
Guidance information for assessment	Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended, for example: • art form specialisation units • graphic design units • photo imaging units.

Range Statement

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) may also be included.

Information and ideas may come from:	• artworks • commercial briefs • critical writing • events • exhibitions • experiences of self or others • films • images • internet • music • objects • other people • performances • presentations • printed texts • technical information.
Multidisciplinary and transdisciplinary contexts may include:	• across other art forms • business • science • technology.
Relevant ideas and information may include:	• media • new concepts for work • techniques.
Application of light and colour may relate to:	• aspects of colour: • hue • intensity and saturation • value • brightness • chroma • digital processes • illumination • illusion • reflection • refraction

	• shadow • use of colour: • additive • complementary colours • contrast • shades • subtractive • tints • tones • unity • visual adaptation.
<i>Informed positions</i> may include positions that are:	• grounded in appropriate research • informed by own experimentation • result of rational and logical thought • subjected to the analysis of others, such as peer review • supported by relevant information.
<i>Discussion and debate</i> may be with:	• clients • employers • mentors • other creative practitioners • peers • supervisors.
<i>Body of creative work</i> may include:	• any art form, including two-dimensional and three-dimensional • design work • models • props • sets • sketches.

Unit Sector(s)

Visual communication – art, craft and design