



Australian Government

Department of Education, Employment and Workplace Relations

CUVACD505A Work with the human form in creative practice

Release: 1

CUVACD505A Work with the human form in creative practice

Modification History

Version	Comments
CUVACD505A	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 explore and represent the human form in the context of professional art or design practice.

Application of the Unit

Many artists and designers work with the human form in their practice. This could be through two-dimensional (2-D) work like sketching, figure drawing or painting for a range of artistic or functional purposes, or through three-dimensional (3-D) work in areas, such as modelling, sculpture, ceramics and glass. Creative work may or may not be a direct representation of the human form.

At this level, the practitioner works independently with 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	Performance Criteria
<i>Elements describe the essential outcomes of a unit of competency.</i>	<i>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.</i>

Elements and Performance Criteria

1. Research the human form	1.1 Source information and ideas about the representation and use of the human form in creative practice 1.2 Investigate aspects of human physiology and anatomy relevant to own practice 1.3 Analyse and distil relevant ideas and information from research 1.4 Develop and refine informed ideas about the use of the human form in creative work
2. Visually represent the human form	2.1 Adapt ideas and knowledge about the human form for integration into a coherent body of work 2.2 Experiment with different media and techniques to represent different aspects of the human form or reflect ideas about the human form 2.3 Identify and resolve technical problems based on developing expertise 2.4 Challenge and adapt ways to represent or use the human form to develop own style
3. Evaluate own work	3.1 Evaluate development of own work with others and seek feedback 3.2 Reflect on the particular ways that experimentation with the human form has informed own practice 3.3 Identify ways in which technique may be further developed as part of professional practice and build ideas into future 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 work
- critical thinking and analytical skills to make judgements about use of the human form and its depiction in a creative context
- initiative and enterprise skills to identify and act on opportunities for own practice presented by the human form
- learning skills to develop and refine own approach to the use of the human form in practice
- literacy skills to analyse complex and varied information about creative practice
- problem-solving skills to identify and resolve technical problems with the representation or use of the human form in creative work
- 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 approaches to representation of the human form in creative practice
- commonly used research methodologies for creative practitioners
- techniques to represent or reflect the human form relevant to own area of practice
- intellectual property legislation and issues associated with creative practice
- skeletal and muscular aspects of human anatomy
- sustainability issues associated with the tools and materials used in relevant creative practice
- OHS requirements for relevant area of creative practice.

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 the human form in own work • produce a coherent body of creative work that shows ability to work effectively with the human form • research the representation of the human form in historical and contemporary contexts.
Context of and specific resources for assessment	Assessment must ensure access to: • equipment, materials and tools used in the relevant creative discipline.
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 the human form within a body of work produced by the candidate • evaluation of processes used by the candidate to explore use of the human form • 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.

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.
Representation and use of the human form may include:	• 2-D, such as paintings and drawings • 3-D, such as sculpture, ceramics and jewellery • particular aspects of the human form depicted in the work • use of shape informed by the human form • use of the human form as surface treatment.
Human physiology and anatomy may include:	• focus on a particular part of the body, such as: • muscular system • skeletal system • whole body.
Relevant ideas and information may relate to:	• media • new concepts for work • techniques.
Coherent body of work:	• may include: • any 2-D or 3-D art form • design work • models • props

	• sets • sketches • virtual works • is work that is: • conceptually resolved • documented in terms of its development • subject to critical feedback by others • technically resolved • thematically connected.
Technical problems may relate to:	• challenges of creating effects with particular media • limitations of own technique • level of detail required in the visual representation.
Ways in which technique may be further developed may include:	• collaboration • further study • intensive workshops • mentored guidance • new projects.

Unit Sector(s)

Visual communication – art, craft and design

Custom Content Section

Not applicable.