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CUAACD531

Refine drawing and other visual representation tools

Assessment 1 of 2

Short Answer Questions



Assessment Instructions

Task overview

This assessment task is divided into types of questions. Read each question carefully before typing your response in the space provided.

Additional resources and supporting documents

To complete this assessment, you will need:

Access to your learning material



Assessment Information

Submission

You are entitled to three (3) attempts to complete this assessment satisfactorily. Incomplete assessments will not be marked and will count as one of your three attempts.

All questions must be responded to correctly to be assessed as satisfactory for this assessment.

Answers must be typed into the space provided and submitted electronically via the LMS. Hand-written assessments will not be accepted unless previously arranged with your assessor.

Reasonable adjustment

Students may request a reasonable adjustment for assessment tasks.

Reasonable adjustment usually involves varying:

- the processes for conducting the assessment (e.g. allowing additional time)
- the evidence gathering techniques (e.g. oral rather than written questioning, use of a scribe, modifications to equipment)

However, the evidence collected must allow the student to demonstrate all requirements of the unit.

Refer to the Student Handbook or contact your Trainer for further information.



Please consider the environment before printing this assessment.

Question 1

In your own words, describe the function of the following two [2] **approaches to drawing and visualising** when creating images, and then discuss the advantages and disadvantages of using them.

Suggested word count: 200 to 250 words for each question.

Assessor Marking Guide

Students' answers must correspond to the exemplar answers provided below, demonstrating their knowledge of the two [2] approaches to drawing and visualising. [200- 250 words per approach]

Approach	Description	Advantages	Disadvantages
Manual approach	<p>Manual approaches are the development of creative work by hand, using physical tools/ equipment. Drawing methods include:</p> <ul style="list-style-type: none"> Manual freehand drawing, which refers to any drawing that is done by hand without the use of any instruments such as rulers, set squares or templates. Manual instrument drawing is constructed with the assistance of drawing instruments such as rulers, set squares, T-squares, drawing boards and templates. 	<p>The benefits of manual drawing include the following:</p> <ul style="list-style-type: none"> Encourages deep thought about placement, colour, direction, etc., as these are difficult to modify later Useful for creating drawings of natural objects with movement, texture, etc. High mobility: you can create work anywhere where you can take a pen/pencil and sketchbook Gives you the option to express unique lines/colours/textures, etc.; you are not constrained by what a computer program can do More effective at communicating personality and individual characteristics. 	<p>Limitations of manual drawings include:</p> <ul style="list-style-type: none"> Harder to share and collaborate on the work unless designers are co-located It can be more difficult to create changes Harder to 'undo' errors in the work Can be more difficult and time-consuming to hand-draw accurately (straight lines, scales, proportions) Considerable work may be involved in cleaning up the work and presenting it No options to save and backup work. More difficult to create multiple copies.
Electronic approaches	<p>Electronic approaches are the development of creative work using a computer and</p>	<p>Benefits of electronic approaches include:</p> <ul style="list-style-type: none"> Useful for creating works that need to be 	<p>Limitations of electronic approaches are:</p> <ul style="list-style-type: none"> Requires access to suitable drawing software (which can

	<p>software. Electronic approaches include:</p> <ul style="list-style-type: none"> • Digital freehand drawings are created using a stylus or the 'pen' or 'brush' tools on a digital device within a software application that supports a 'freehand' style of creation. • Digital instrumental drawings are made with a digital device and software that allows for the creation of accurate, detailed drawings using measurement dialogue boxes and tools that allow for the entering of specific data such as dimensions and angles. 	<p>shared or collaborated on</p> <ul style="list-style-type: none"> • Useful for creating works where multiple, rapid changes are needed • Easy to 'undo' errors in the work • Useful for creating accurate drawings with straight lines, scaled relative sizes, definite proportions, etc. • Significantly less work is required to clean up the work and prepare it for presentation • Can be a time-efficient approach • Options to save and backup work, including creating multiple copies 	<p>be costly), and the skills necessary to manipulate it</p> <ul style="list-style-type: none"> • It can be more difficult to draw natural objects with movement, texture, etc. • Low mobility: you can only create work where the computer is located • Can be difficult for artists who like to experiment with the feel of a tool/equipment against a piece of material [e.g. pen on paper]
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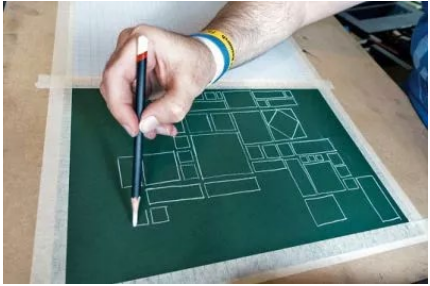
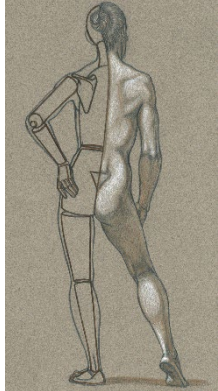
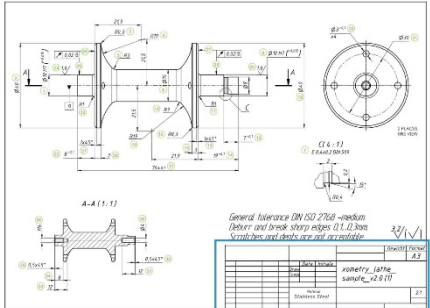
Question 2



There are five [5] different **drawing techniques** in column one [1]. In column two [2], discuss each drawing technique's function and role in generating ideas. Finally, in column three [3], provide a visual example for each and provide your source [for example, a live web address]. Word count: 30-40 words for each drawing technique in column two [2].

Assessor Marking Guide

Students' answers must demonstrate knowledge of five [5] different drawing techniques and their roles in generating ideas and problem-solving. Answers must correspond to the benchmark answer provided below.

1: Drawing Technique	2: Function	3: Example and source
Construction [shape-based] drawing	This technique reduces the complex forms in a drawing to simple shapes – in particular, simple squares, rectangles, circles and ovals It is beneficial for	For this section and all subsequent sections in this column, students need to provide a visual example of each drawing technique and also a live web address, reflecting their research effort.

	<p>drawing large objects comprised of smaller shapes.</p>	<p>For example:</p>  <p>https://www.creativeblog.com/illustration/how-draw-basic-shapes-31619534</p>
<p>Keyline [armature] drawing</p>	<p>This technique involves basing the drawing of a human (or animal) body on the underlying skeletal anatomy. It is a beneficial technique for drawing gestures and movements and can improve your understanding of how the body or animal functions.</p>	<p>For example:</p>  <p>https://doctorlib.info/anatomy/classic-human-anatomy-motion/10.html</p>
<p>Engineering (mechanical) drawing</p>	<p>This involves a more structured approach to drawing, where the objects drawn are carefully positioned and proportioned. It is a particularly useful technique for drawing static, manufactured objects, such as buildings, etc.</p>	<p>For example:</p>  <p>https://xometry.eu/en/blog/2021/07/20/how-to-prepare-a-perfect-technical-drawing/</p>

<p>Linear drawing</p>	<p>This involves using lines to show movement and layers in the drawn object. It is a particularly useful technique for drawing complex forms when you are depicting layers, shadows, movement, depth, form texture, etc.</p>	<p>For example:</p>  <p>https://ranartblog.com/blogarticle19.html</p>
<p>Negative space drawing</p>	<p>This involves drawing 'negative space' – that is, the area and shapes outside the main mass of the object you are drawing. It is a particularly useful technique for drawing static, manufactured objects.</p>	<p>For example:</p>  <p>https://www.mschangart.com/studio-art-honors/negative-space-drawing-examples</p>



Question 3


In the table below, assess the **four [4] visual communication devices** (images) in column one [1] and specify which art material was used in their production from the drop-down menu in column two [2] Finally, in column three [3], specify the characteristics of each art material and how each can be used to communicate ideas.

Word count: 50-80 words for each image's characteristics and communication of ideas in column three [3].

Assessor Marking Guide

Students' answers must demonstrate knowledge of the four[4] given visual communication devices in column two [2] from the drop-down menu and explain the material's characteristics and how each can be used to communicate ideas in column three [3]. Answers must correspond to the benchmark answer provided below.

1: Visual communication device	2: Name the material used in the production	3: Characteristics of material and communication of ideas
	<p>Pastel drawing</p>	<p>This image shows the use of hard pastels, as seen in the chalky effect on the paper, the harder lines with fine detail, and the slightly less vibrant colours than soft, waxy pastels have.</p> <p>Hard pastels are great to use when you would like to create a stable drawing that doesn't need time to dry. You can smudge them easily with your finger, and they can add rich colours and velvety textures to your drawing.</p>
	<p>Charcoal</p>	<p>This image was created using charcoal, as shown by the black colour and dry, chalky composition. This technique emphasises shapes and lines, creating a high-contrast look.</p> <p>Charcoal is a black, crumbly material formed from burnt wood, held by a gum or wax binder, and shaped into a stick. Black in colour; used for sketching and shading.</p>

 <p>www.shutterstock.com - 747509809</p>	<p>Watercolour painting</p>	<p>The watery texture, semi-transparent colours and visible brushstrokes indicate that this is a watercolour painting. This is created using watercolour paints and water (used to dilute the paint) applied to watercolour paper with a paintbrush. Watercolour paintings can be used as a device for creating highly blended, atmospheric images with muted colours.</p>
 <p>www.shutterstock.com - 160485702</p>	<p>Digital drawing</p>	<p>We can see from the bright, contrasting colours and the uniform gradient in the background that this is a digital drawing. This may be created using software such as Adobe Photoshop on a computer or tablet. This is useful when creating work which is easy to modify and share, or to be modelled in 3D, and which requires a high degree of accuracy.</p>



Question 4



In the table below, study the four [4] drawings or visual representations provided for you in column one [1]. Name **the materials and tools** used in their production in column two [2]. Finally, describe the physical properties and capabilities of the material/tool and how it has been applied in the original image in column three [3].

Word count: 70 - 100 words for each technique in column three [3].

Assessor Marking Guide

Students' answers must demonstrate knowledge of four [4] materials and tools used in the drawings and visual representations and outline their physical properties and capabilities. Answers must correspond to the benchmark answer provided below [70-100 words].

1: Drawings or Visual representations	2: Materials and tools used	3: Material or tools' physical properties and capabilities
 <p>www.shutterstock.com - 2122983509</p>	<p>Which tool has been used on the canvas to create this visual work? Paintbrush</p>	<p>The image shows a range of brushstrokes on the canvas or paper, indicated by the thin, uniform lines of colour applied in layers across the painting. This brushwork effect can build colour and blend as much or as little as the artist chooses.</p> <p>Paintbrushes consist of bristles clamped to a handle and come in many sizes, shapes and bristle materials. These different types of brushes and bristles enable the painter to apply paints, inks, and other liquid materials, such as varnish, and to blend or apply a wash, creating different effects on the canvas or paper.</p>
 <p>www.shutterstock.com - 1075277516</p>	<p>Which tool has been used on the canvas? Spatula or trowel</p>	<p>From the knife or spatula 'spread' effect in the paint on the paper, you can see that this painting was created using a spatula or palette knife. There are blocks of colour smeared across the paper, indicating that a knife was used, and there is a striking, unblended effect.</p> <p>Spatulas are blunt knives with flexible, rounded blades that can mix or apply paint to a surface with a spreading or smearing effect.</p>



 <p>www.shutterstock.com - 196045660</p>	<p>Which tool has been used to create this visual work? Digital equipment</p>	<p>You can see from the use of a photograph, blended with other elements such as typography and digitally generated uniform, bright colours and shapes that this image was created using digital equipment. Digital equipment may come in the form of various software programs, such as the Adobe suite, run on hardware such as computers, laptops or tablets. These programs can support many different styles and effects that cannot be created by hand.</p>
 <p>www.shutterstock.com - 744716968</p>	<p>Which tool has been used on the canvas? Sponge</p>	<p>You can see from the blended, almost stippled effect in the painting that a sponge has been used. This creates a soft, blurred look, with no hard lines, accentuating the colours used instead as seen in the blues and greens of the image. Sponges are made of soft, light, porous and highly absorbent material and can be natural (made from the aquatic vertebrate creature) or synthetic. It is usually applied to the paper in a dabbing motion, rather than smeared or dragged across.</p>

Question 5

Study the following **two (2) visual images** and discuss for each the historical or contemporary influences that are applicable to the refining of drawing techniques. [50-100 words for each influence]

Assessor Marking Guide

Students' answers must demonstrate knowledge of historical or contemporary influences that apply to the refining of drawing techniques. Answers must correspond to the benchmark answer provided below.

<p>Visual image 1</p>  <p>www.shutterstock.com - 94533742</p>	<p>Visual images 1:</p> <p>Drawing is one of the earliest means of human expression, predating written communication by thousands of years. The development of cave and rock paintings circa 30,000 years ago shows that drawing was employed as a specialised method of communication before the invention of written language. Pictograms were drawings that depicted objects and abstract thoughts. The Neolithic sketches and paintings were later stylised and simplified into symbol systems [proto-writing], and then into early writing systems.</p>
<p>Visual image 2</p>  <p>www.shutterstock.com - 1874344933</p>	<p>Visual images 2:</p> <p>Modernism encouraged "imaginative originality" in the twentieth century, and some artists' approaches to drawing became less literal and more abstract. World-famous painters like Pablo Picasso and Andy Warhol, challenged the existing ways by emphasising the importance of drawing in their work.</p>

Question 6

Identify **four (4) health and safety risks** associated with drawing activities performed in the workplace in column one (1), and for each, discuss how this risk can be minimised in column two (2).

The word count for each section in column two (2) is 50-80 words for each health and safety risk.

Assessor Marking Guide

Students' answers must correspond to the exemplar answers provided below, demonstrating their knowledge of the four (4) health and safety risks associated with drawing and how these can be minimised. (50- 80 words for each section – 200-240 words in total).

1: Identified Health and safety risk	2: How to minimise risk
Strain on muscles	Sitting at a computer for lengthy periods can cause muscle tension, particularly in the back, neck, and arms. You can address this by: <ul style="list-style-type: none">• The material you're working on is directly in front of you• The resources you're using can be comfortably used on the same level and are close to each other• You're in a forward-facing posture• The top of the desk is at elbow height or, ideally just below this• Change your posture frequently between sitting, standing, and moving.
<ul style="list-style-type: none">• Strain on eyes	Staring at a page for long periods can cause severe eye strain. You should use a solid white light to light your task correctly. Take frequent breaks to relax your eyes and look away from your task. If you wear glasses, you need to ensure they are up-to-date prescriptions and suitable.
<ul style="list-style-type: none">• Use of sharp materials	When using and moving sharp objects, such as sharpened graphite pencils, proceed cautiously. Never carry sharpened pencils with their tips exposed, for example. If a sharp object injures you or someone else, clean the area thoroughly and get medical help. When using scalpels or scissors, always be careful and never run with them.
<ul style="list-style-type: none">• Exposure to toxic materials	Most of the materials you'll use to do freehand sketches are non-toxic. However, it's vital to remember that some inks can be harmful if ingested or exposed to high amounts. Keep inks out of the reach of children and dogs. The number of times people have been exposed to potentially harmful elements should be kept to a minimum. Always be mindful of tapping the drawing if you use charcoal or pastel, as you could ingest the particles.

Assessment checklist:

Students must have completed all questions within this assessment before submitting. This includes:

1	6 short answer questions to be completed in the spaces provided.	<input type="checkbox"/>
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Congratulations you have reached the end of Assessment 1!

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