

Higher National Unit Specification

General information for centres

Unit title: Materials: Manipulation and Application

Unit code: DW9T 34

Unit purpose: This Unit is designed to enable candidates to use a diverse range of materials which may be manipulated and applied to 2D/ 3D surfaces in both real and virtual environments.

On completion of this Unit the candidate should be able to:

- 1 Produce visual research from a variety of source materials.
- 2 Manipulate selected source materials.
- 3 Apply generated effects to 2D/3D surfaces within a given brief.

Credit points and level: 1 HN Credit at SCQF level 7: (8 SCQF credit points at SCQF level 7*)

**SCQF credit points are used to allocate credit to qualifications in the Scottish Credit and Qualifications Framework (SCQF). Each qualification in the Framework is allocated a number of SCQF credit points at an SCQF level. There are 12 SCQF levels, ranging from Access 1 to Doctorates.*

Recommended prior knowledge and skills: Access to this Unit is at the discretion of the centre. It would be beneficial if candidates had prior experience in researching, developing images using mixed media, mark-making techniques and computer manipulation.

Core Skills: There are opportunities to develop the Core Skills of Information Technology and Numeracy at SCQF level 6 in this Unit, although there is no automatic certification of Core Skills or Core Skills components.

Context for delivery: If this Unit is delivered as part of a Group Award, it is recommended that it should be taught and assessed within the subject area of the Group Award to which it contributes.

Assessment: Outcomes 1 and 2 may be assessed together. The evidence generated should show research and development and manipulation of a variety of materials from both primary and secondary sources. This should show an understanding of the visual properties, surface effects and enhancements. Assessment of Outcome 3 could be carried out with reference to the candidate's project or given brief.

General information for centres (cont)

Work for Outcomes 1 and 2 should be evidenced by a folio of work.

Outcome 3 could be evidenced in electronic form.

If this work is produced unsupervised, authentication can be assured through the evidence of creative development and manipulation of work carried out for Outcome 2.

Work produced outwith controlled conditions must be subject to authentication by the Tutor.

Higher National Unit specification: statement of standards

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The sections of the Unit stating the Outcomes, knowledge and/or skills, and Evidence Requirements are mandatory.

Where evidence for Outcomes is assessed on a sample basis, the whole of the content listed in the knowledge and/or skills section must be taught and available for assessment. Candidates should not know in advance the items on which they will be assessed and different items should be sampled on each assessment occasion.

Outcome 1

Produce visual research from a variety of source materials

Knowledge and/or skills

- ◆ Research
- ◆ Analysis
- ◆ Selection of images

Evidence Requirements

Candidates will need to provide evidence to demonstrate their knowledge and/or skills by showing that they can:

- ◆ produce an annotated paper-based folio of work containing examples of a minimum of six surfaces and six images of surfaces gathered from either the internet, books or image library

Assessment guidelines

Assessment of Outcome 1 may be integrated with Outcome 2. The candidate should show evidence of research into a variety of different materials and their surface properties.

Candidates should provide evidence to demonstrate their knowledge and/or skills by showing that they can recognise the inherent visual and tactile qualities of differing materials.

Outcome 2

Manipulate selected source materials

Knowledge and/or skills

- ◆ Mixed media images
- ◆ Manipulation of images
- ◆ Rendering

Higher National Unit specification: statement of standards (cont)

Unit title: Materials: Manipulation and Application

Evidence Requirements

Candidates will need to provide evidence to demonstrate their knowledge and/or skills by showing that they can:

- ◆ generate three mixed media images of surfaces through collage, photo-montage and one other process
- ◆ manipulate generated surfaces using two different processes
- ◆ present six rendered examples of manipulations

Assessment guidelines

It is recommended that assessment of Outcome 1 be integrated with Outcome 2. The candidate should show evidence of research into a variety of different materials and outline the visual properties of their surface effects.

The candidate should show evidence of manipulation of a variety of different surfaces as rendered products.

Outcome 3

Apply generated effects to 2D/3D surfaces within a given brief

Knowledge and/or skills

- ◆ Limitations of art and design brief
- ◆ Application of materials to object

Evidence Requirements

Candidates will need to provide evidence to demonstrate their knowledge and/or skills by showing that they can:

- ◆ produce a single 2D or 3D piece of work. A surface material or effect generated in Outcome 2 must be applied to the candidate's piece of work.

Assessment guidelines

The brief should be agreed and approved by tutor and candidate.

The piece of work presented may be in the form of materials applied to a real or virtual object.

Administrative Information

Unit code:	DW9T 34
Unit title:	Materials: Manipulation and Application
Superclass category:	JB
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Higher National Unit specification: support notes

Unit title: Materials: Manipulation and Application

This part of the Unit specification is offered as guidance. The support notes are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 40 hours.

Guidance on the content and context for this Unit

This Unit is designed to encourage explorative enquiry into real and/or virtual materials that can be applied to 2D and 3D surfaces.

Outcome 1 focuses on the candidate sourcing their own images (primary and secondary) through the variety of different investigative routes. This method of sourcing from first-hand tactile media through to digital image libraries allows the candidate to recognise the range of possible choices.

Materials that could be included in explorative enquiry:

- ◆ dry, matt, unpolished surfaces: chalk, paper, raw wood, hair, fur, skin
- ◆ highly polished surfaces: reflective surfaces, glossy, varnished wood, plastic
- ◆ metallic surfaces: brass, aluminium, gold, silver

Outcome 2 encourages the candidate to create their own images initially through traditional methods of mark-making techniques, deconstruction/reconstruction and the analysis of surfaces. Scanning and manipulation of the images can allow the candidate to further enhance and promote effects real or virtual that would be difficult to achieve through hand rendering techniques.

Candidates should provide evidence to demonstrate their own creative enquiry into ways of representing a variety of different images which simulate visual and tactile qualities.

Creative experimentation of visual effects can be demonstrated through the use of: photomontage, collage, traditional painting, mixed media using a variety of different materials, fabric, yarn, organic material, twigs, stone, metallic objects and papers.

Manipulation and distortion can make use of scale, perspective and colour, and computer generated effects such as blurring, mosaic, pointillism.

Outcome 3 asks the candidate to apply the work generated in Outcome 2 to either real or digital 2D or 3D forms. Through this process of personal application, candidates will have the opportunity to create individual material effects.

2D and 3D digital software, as well as sculpture, installations, virtual light shows, or 2D imagery could all be considered as possible applications for this Unit.

Higher National Unit specification: support notes (cont)

Unit title: Materials: Manipulation and Application

Guidance on the delivery and assessment of this Unit

This Unit should ideally be assessed in conjunction with or part of a main project/brief that the candidate is working on within their chosen area of study.

The candidate should show extensive enquiry of materials applied to their brief.

A certain proportion of research work may be done outwith class time.

Opportunities for developing Core Skills

Candidates are working to a remit which requires the ability to source and manipulate images in a computer aided design environment. Candidates should be able to work unaided in correct portfolio management: considerations of security and safety should be a routine aspect of good practice. The selection of appropriate software application packages and the ability to manipulate objects and dimensions is integral to achievement.

Some candidates may benefit from formative opportunities to further develop effectiveness in the understanding, analysis and application of graphic data, and the use of software packages or on-line tutorials to reinforce Numeracy skills may be useful. Candidates could additionally benefit from discussions with the class group and/or assessor in order to encourage analytical evaluation of approaches to the design process.

Open learning

This Unit could be delivered by distance learning provided opportunities to attend workshops and demonstrations could be incorporated, ensuring that the candidates have the provision of appropriate mentoring.

If this Unit is delivered by open or distance learning methods, additional planning and resources may be required for candidate support, assessment and quality assurance. A combination of new and traditional authentication tools may have to be devised for assessment and re-assessment purposes. For further information and advice, please see *Assessment and Quality Assurance for Open and Distance Learning* (SQA, publication code A1030).

Candidates with disabilities and/or additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments or considering alternative Outcomes for Units. For information on these, please refer to the SQA document *Guidance on Alternative Assessment Arrangements for Candidates with Disabilities and/or Additional Support Needs*, which is available on SQA's website: www.sqa.org.uk.

General information for candidates

Unit title: Materials: Manipulation and Application

This Unit is designed to enable you to use a diverse range of materials which may be manipulated and applied to 2D/3D surfaces in both real and virtual environments.

On successful completion of this Unit you will be able to:

- ◆ produce visual research from a variety of source materials
- ◆ manipulate selected source materials
- ◆ apply generated effects to 2D/3D surfaces within a given brief

In Outcome 1 you will gather images from a variety of different sources such as books, the internet or digital image libraries. You will produce a paper based folio of work containing examples of these.

In Outcome 2 you will create your own images through traditional and/or digital methods.

You will generate three mixed media images of surfaces through collage, photo-montage and one other process, manipulate generated surfaces using two different processes.

Present six rendered examples of manipulations.

In Outcome 3 you to apply the material surfaces from your work generated in Outcomes 1 and 2 to real and/or digital 2D or 3D forms. This process of gathering visual research material then manipulating it, will give you the knowledge and understanding of different materials so that you can apply them to your own project.