

# **National Unit Specification: General Information**

Painting Techniques - Opaque (Higher) **UNIT** 

**NUMBER** D953 12

**COURSE** 

#### **SUMMARY**

This unit is designed to enable the candidate to explore the possibilities of opaque painting media for a variety of subjects. By experimenting with opaque painting techniques which include flat application, tonal, colour and textural rendering, the candidate will develop skills which will enable him/her to produce a finished opaque painting.

The skills learned in this unit will provide a good complement to other art and design units, although candidates without previous experience of painting, and a general interest in the subject area may also benefit from the skills learned.

#### **OUTCOMES**

- Interpret a subject using flat matt opaque paint. 1
- 2 Use colour and tone appropriate to the subject matter.
- 3 Use tactile and visual texture appropriate to the subject matter.
- Produce a finished piece of work using opaque painting techniques. 4

#### RECOMMENDED ENTRY

Candidates enrolling for this unit do not require any formal qualifications.

### **CREDIT VALUE**

1 Credit at Higher.

## **Administrative Information**

**Superclass:** 

JB

**Publication date:** December 1998

Source:

Scottish Qualifications Authority

Version:

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## **CORE SKILLS**

Information on the automatic certification of any core skills in this unit is published in *Automatic Certification of Core Skills in National Qualifications* (SQA, 1999).

The achievement of this unit may contribute to the development of core skills, but the assessment arrangements for the unit do not guarantee that candidates will produce sufficient evidence of core skills achievement. This means that there is no automatic certification of core skills for this unit.

# National unit specification: statement of standards

**UNIT** Painting Techniques: Opaque (Higher)

Acceptable performance in this unit will be the satisfactory achievement of the standards set out in this part of the unit specification. All sections of the statement of standards are mandatory and cannot be altered without reference to the Scottish Qualifications Authority.

## Note on range for the unit

Use: matt opaque; colour; tone; textural painting.

## **OUTCOME 1**

Interpret a subject using flat matt opaque paint.

#### **Performance Criteria**

- a) Skill in handling flat opaque paint should be clearly demonstrated.
- b) Finished work should be presented neatly.

## **Evidence Requirements**

The evidence for this outcome should be provided by practical exercises based on briefs supplied by the assessor; at least one painting showing skill in the handling of flat opaque paint. The assessor should be satisfied that the candidate has fulfilled the requirements of the relevant PC which should be recorded on a devised checklist.

## **OUTCOME 2**

Use colour and tone appropriate to the subject matter.

## **Performance Criteria**

- a) Tonal and colour rendering should be demonstrated accurately.
- b) Finished work should be presented neatly.

## **Evidence Requirements**

The evidence for this outcome should be provided by practical exercises based on briefs supplied by the assessor. The candidate should produce at least one painting showing skill in the handling of tonal and colour rendering. The candidate should experiment with different tonal effects in their use of opaque colour, which should give a close representation of depth and form. The assessor should be satisfied that the candidate has fulfilled the requirements of the relevant PC which should be recorded on a devised checklist.

# National unit specification: statement of standards (cont)

**UNIT** Painting Techniques: Opaque (Higher)

## **OUTCOME 3**

Use tactile and visual texture appropriate to the subject matter.

## **Performance Criteria**

- a) Interpretation and rendering of texture should be accurately demonstrated.
- b) Finished work should be presented neatly.

## **Evidence Requirements**

The evidence for this outcome should be provided by practical exercises based on briefs supplied by the assessor. The candidate should produce at least one painting showing skill in the interpretation and rendering of texture using opaque colour. The candidate should experiment with a number of different textural effects in the use of opaque colour, which should show a careful observation of the chosen subject matter. The assessor should be satisfied that the candidate has fulfilled the requirements of the relevant PC which should be recorded on a devised checklist.

#### **OUTCOME 4**

Produce a finished piece of work using opaque painting techniques.

## **Performance Criteria**

- a) A finished painting should be produced which shows sound balance and composition.
- b) Skill in the application of flat opaque paint should be clearly demonstrated.
- c) Effective use of tone and colour should be clearly demonstrated.
- d) Effective rendering of texture should be clearly demonstrated.
- e) Finished work should be presented neatly.

## **Evidence Requirements**

Evidence for this outcome should be the production of a finished painting based on a brief supplied by the assessor. The painting should employ a combination of techniques already used in outcomes 1-3. The candidate should experiment with preliminary sketches using the different effects of opaque paint, which should show a careful observation of the chosen subject matter(s) and sound compositional balance.

The assessor should be satisfied that the candidate has fulfilled the requirements of the relevant PC which should be recorded on a devised checklist.

# National unit specification: support notes

**UNIT** Painting Techniques: Opaque (Higher)

This part of the unit specification is offered as guidance. None of the sections of the support notes is mandatory.

## GUIDANCE ON CONTENT AND CONTEXT

This unit may be delivered as a stand alone unit or in combination with other art and design units at Intermediate 2 level. The details of content given earlier provide information on the delivery and assessment of this unit within the context of a coherent course.

No formal qualifications are required for the achievement of this unit but it may be useful for the candidate to possess reasonable artistic and practical ability.

Corresponding to outcomes 1-4:

This unit relates to other Art and Design units available at Access, Intermediate 1, Higher and Advanced Higher levels. The level of detail expected at this level is outlined below.

The following areas corresponding to outcomes 1-4 should be covered:

Outcomes 1 to 4

Preparation and choice of suitable substrate.

Preparation of paint: colour mixing; correct consistency; application of flat colour.

Presentation: trimming; glueing; mounting; cleanliness of final work.

Professional conduct: safe working practices; care of materials.

## Outcome 2

Identifying and using sympathetic colour combinations and relationships.

Identifying and experimenting with accurate tonal values.

## Outcome 3

Rendering of a variety of experimental textural effects: dry brush technique; resists etc.

Use of additives: salt: sand: wax etc.

#### Outcome 4

Use of techniques in outcomes 1-3 in a finished painting.

Composition: balance; proportion; shape; perspective.

Any of the following subjects: landscape; seascape; townscape; still-life; portraiture; figure

composition; abstract etc.

# National unit specification: support notes (cont)

**UNIT** Painting Techniques: Opaque (Higher)

## GUIDANCE ON TEACHING AND LEARNING APPROACHES

The candidate could be given comprehensive teaching notes which may include details of basic painting techniques and applications. The assessor could demonstrate methods and choice of appropriate materials throughout the unit, encouraging experimentation in the candidate's work. The assessor could also stress the desirability of presenting clean, well finished pieces of work for assessment.

Professional conduct and safe working practices should be observed at all times in the studio situation.

The assessor could arrange visits to galleries, exhibitions and museums and/or show slides/illustrations of artist's work, in order to make the candidate aware of the wide range of styles and techniques used in the production of painted artwork. The assessor could discuss with candidates relevant techniques, styles, aesthetics etc.

Learning approaches could be activity-based with the assessor demonstrating methods at each stage, thereafter working individually with the candidates and encouraging self-evaluation at every stage. The candidate's activity could be practically based throughout the unit.

For outcomes 1-4, the candidate could be encouraged to explore and develop ideas from a variety of source materials, and given the opportunity to express his/her individual interests and preferences in the subject matter chosen for painting.

Practical exercises could be negotiated between the candidate and assessor and should define specific tasks to be met.

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

While the distribution of time between the outcomes will vary, candidates may be expected to complete each outcome within the following timescale:

Outcome 1 8 hours
Outcome 2 8 hours
Outcome 3 8 hours
Outcome 4 16 hours.

If this unit is delivered as part of a course (or programme of units) then the course documentation will provide further information on learning and teaching in a course context. This documentation will identify a number of 'themes' to facilitate holistic learning and teaching across the course.

# National unit specification: support notes (cont)

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## GUIDANCE ON APPROACHES TO ASSESSMENT

Candidates should be aware of assessment criteria and instruments. Centres may use the Instruments of Assessment which are considered to be the most appropriate. Continuous assessment should be used to assist candidates in their work. Examples of Instruments of Assessment which could be used are as follows:

#### Outcome 1

Practical exercise of candidate's ability to produce flat opaque painting(s).

#### Outcome 2

Practical exercise of candidate's ability to produce painting(s) demonstrating colour and tone.

#### Outcome 3

Practical exercise of candidate's ability to produce textural painting(s).

#### Outcome 4

Practical exercise of candidate's ability to produce a finished painting which explores and expands on the techniques learned in outcomes 1-3.

During the work of this unit, candidates will have several opportunities to develop their practical skills and should be assessed at appropriate points. Terminology should be presented in context throughout the unit. Where the candidate is unsuccessful in achieving an outcome, provision should be made for remediation and re-assessment.

All outcomes could be assessed by practical exercises based on briefs set by the assessor, and covering all items in the range.

While it is recognised that there will be correlations between items of evidence, the nature and purposes of different outcomes should be recognised and promoted.

Where appropriate, arrangements could be made to ensure that there will be no artificial barriers to learning and assessment. The nature of a candidate's special needs should be taken into consideration when planning learning experiences and selecting assessment instruments.

#### SPECIAL NEEDS

This unit specification is intended to ensure that there are no artificial barriers to learning or assessment. Special 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 Special Assessment and Certification Arrangements* (SQA, 1998).