

## Achievement Standard

<b>Subject Reference</b>	Design and Visual Communication 1.2		
<b>Title</b>	Use representation techniques to visually communicate a product or spatial design outcome		
<b>Level</b>	1	<b>Credits</b>	5
		<b>Assessment</b>	Internal
<b>Subfield</b>	Technology		
<b>Domain</b>	Design and Visual Communication		
<b>Status</b>	Registered	<b>Status date</b>	3 December 2021
<b>Planned review date</b>	31 December 2022	<b>Date version published</b>	14 December 2021

Students will use representation techniques to visually communicate a product or spatial design outcome.

### Achievement Criteria

Achievement	Achievement with Merit	Achievement with Excellence
<ul style="list-style-type: none"> <li>Use representation techniques to visually communicate the form and features of a product or spatial design outcome</li> </ul>	<ul style="list-style-type: none"> <li>Use representation techniques to visually communicate the form and materiality of a product or spatial design outcome</li> </ul>	<ul style="list-style-type: none"> <li>Use representation techniques to enhance the visual communication of the form and materiality of a product or spatial design outcome</li> </ul>

### Explanatory Notes

1 *Use representation techniques to visually communicate the form and features of a product or spatial design outcome* involves:

- applying modes or techniques to visually communicate the main form (three dimensional) and features of the design outcome.

*Use representation techniques to visually communicate the form and materiality of a product or spatial design* involves:

- visually communicating the form, surface qualities, materiality, or details of a design outcome.

*Use representation techniques to enhance the visual communication of form and materiality of a product or spatial design outcome* involves:

- accurately visually communicating the form, surface qualities, materiality, or details of a design outcome with visual impact.

- 2 Examples of *representation techniques* include:
- rendered CAD
  - hand built models
  - 3D printed models
  - laser cut models
  - rendered presentation sketches (demonstrating tone, colour, materiality etc)
  - animation (such as flythroughs)
  - digital modelling.
- 3 *Accurately communicating* involves applying hand rendered or CAD rendered representation modes or techniques to give the viewer more detailed information and achieve greater visual impact.
- For example, the precise rendering of light and shadow will give the viewer a much clearer representation of the form and materiality of the design outcome, making for a more effective and persuasive representation.
- 4 This achievement standard is derived from the Technology Learning Area at Level 6 of The New Zealand Curriculum: Learning Media, Ministry of Education, 2007.
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### Replacement Information

This achievement standard, AS92000, AS92002, and AS92003 replaced AS91063-AS91069.

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### Quality Assurance

- 1 Schools and institutions must have been granted consent to assess by NZQA before they can register credits from assessment against achievement standards.
- 2 Schools and institutions with consent to assess must engage with the moderation system that applies to those achievement standards.

Consent and Moderation Requirements (CMR) reference 0233

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