

## Achievement Standard

**Subject Reference** Design and Visual Communication 1.2

**Title** Use representation techniques to visually communicate own product or spatial design outcome

**Level** 1      **Credits** 5      **Assessment** Internal

**Subfield** Technology

**Domain** Design and Visual Communication

**Status** Approved      **Status date** March 2023

**Planned review date** December 2028      **Date version published** March 2023

### Purpose Statement

Students are able to use representation techniques to visually communicate own 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 own product or spatial design outcome.</li> </ul>	<ul style="list-style-type: none"> <li>Use representation techniques to clarify the visual communication of own product or spatial design outcome.</li> </ul>	<ul style="list-style-type: none"> <li>Use representation techniques to enhance the visual communication of own product or spatial design outcome.</li> </ul>

### Explanatory Notes

1 *Use representation techniques to visually communicate own product or spatial design outcome* involves:

- applying techniques to visually communicate the three-dimensional form, features, and materiality of own design outcome.

*Use representation techniques to clarify the visual communication of own product or spatial design outcome* involves:

- refining techniques to visually communicate the three-dimensional form, features, and materiality of own design outcome.

*Use representation techniques to enhance the visual communication of own product or spatial design outcome* involves:

- integrating techniques with precision to visually communicate the three-dimensional form, features, and materiality of own design outcome with visual impact.

- 2 *Product or spatial design outcomes* will utilise a representation mode and its associated representation techniques. This includes:
  - 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 *Visually communicating* involves using representation techniques to give the viewer detailed information of the form, features, and materiality of the product or spatial design outcome through the consistent use of a light source to show tonal changes.
- 4 *Materiality* may include surface quality, texture, colour and tone.
- 5 *Features* are aspects of the design that can be visually communicated and may include details.
- 6 Refer to the NCEA [glossary](#) for Māori, Pacific, and further subject-specific terms and concepts.
- 7 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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