

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** December 2023

Planned review date December 2028 **Date version published** December 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"> Use representation techniques to visually communicate own product or spatial design outcome 	<ul style="list-style-type: none"> Use representation techniques to clarify the visual communication of own product or spatial design outcome 	<ul style="list-style-type: none"> Use representation techniques to enhance the visual communication of own product or spatial design outcome

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 *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.
- 3 *Product or spatial design outcomes* will utilise a representation mode and its associated representation techniques.

Examples include:

- hand-rendered presentation drawings
- physical models (such as hand built, 3D printed, laser cut)
- rendered digital models (such as CAD packages)
- animations (such as flythroughs).

- 4 *Materiality* may include:

- surface quality
- texture
- colour
- 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.

Replacement Information

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

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