

VCE Visual Communication Design Units 1 & 2

Contents

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About this series

This series covers **VCE Visual Communication Design Units 1 and 2** — *Finding, reframing and resolving design problems* and *Design contexts and connections*. Its scope is taken from the study design and from nothing else: every subtopic is anchored to the key knowledge and key skills of an area of study, and the six areas of study are worked through in order across **nine chapters**.

Unit 1 asks how designers find and reframe human-centred design problems, how visual language communicates to audiences and shapes behaviours, and what influences design decisions — with practical work on the design of **messages** and **objects**. Unit 2 asks how design reflects and responds to the time and place it is made in, how culturally appropriate design practices are evolved, and what visual communication contributes to positive and inclusive interactive experiences — with practical work on **environments** and **interactive experiences**. The drawing chapters carry the conventions, methods, media and materials those outcomes require.

Every subtopic runs Theory → Worked examples → Practice questions, with fully worked solutions and marking guidance throughout. Where a subtopic reaches past the Units 1 & 2 study design because the material founds Units 3 & 4, it is tagged in place as a *Units 3 & 4 preview* — that content is never assessed in the topic tests or the practice examinations.

Across the nine chapter booklets, the examinations booklet and this index, the series runs to **≈ 599 pages**.

Unit 1 — Finding, reframing and resolving design problems

Chapters 1–5. Practical projects focus on the design of **messages** and **objects**, and introduce the role of visual language in communicating ideas and information.

Area of Study 1 — Reframing design problems · *How do designers find and reframe human-centred design problems?*

Chapter 1 — Reframing design problems (43 pp)

- **1A** Good design & the role of visual language
- **1B** Discover & Define — human-centred research
- **1C** Collaboration, divergent/convergent thinking & the brief

Area of Study 2 — Solving communication design problems · *How can visual language communicate to audiences and shape behaviours?*

Chapter 2 — Solving communication design problems (52 pp)

- **2A** The brief as the working instrument
- **2B** Copyright & intellectual property
- **2C** Design elements, principles, type & Gestalt

Chapter 3 — Generating, refining & resolving (50 pp)

- **3A** Methods to generate, refine & resolve
- **3B** Manual & digital methods, media and materials
- **3C** Presenting, critiquing & feedback

Area of Study 3 — Design's influence and influences on design · *What influences design, and what does design influence?*

Chapter 4 — Design's influence and influences on design (55 pp)

- **4A** Factors that influence design
- **4B** Design's influence on behaviours & systems
- **4C** Sustainable & circular design practices

Chapter 5 — Designing three-dimensional objects (44 pp)

- 5A Elements, principles & methods for objects
- 5B Rendering — surface, material, texture, form, light
- 5C Technical drawing conventions for objects

Unit 2 — Design contexts and connections

Chapters 6–9. Unit 2 builds on Unit 1 and revisits the VCD design process in its entirety, with practical tasks on the design of **environments** and **interactive experiences**.

Area of Study 1 — Design, place and time · *How does design reflect and respond to the time and place in which it is made?*

Chapter 6 — Design, place and time (68 pp)

- 6A The design process for environmental projects
- 6B Styles, traditions & contextual factors
- 6C Factors impacting environmental design projects

Chapter 7 — Visualising environments (58 pp)

- 7A Two-dimensional methods — schematic & plan views
- 7B Planometric & perspective drawing of spaces
- 7C Documentation conventions & resolving to a brief

Area of Study 2 — Cultural ownership and design · *How do designers evolve culturally appropriate design practices?*

Chapter 8 — Cultural ownership and design (48 pp)

- 8A Ownership, IP & the designer's responsibilities
- 8B Protocols for Indigenous knowledge in design
- 8C Personal iconography & original solutions

Area of Study 3 — Designing interactive experiences · *What is the role of visual communication in shaping positive and inclusive interactive experiences?*

Chapter 9 — Designing interactive experiences (67 pp)

- 9A UX/interaction design practice & good design
- 9B Diverse user needs & human-centred research
- 9C Visualising, testing & presenting interactions

Assessment

There is no external examination for Units 1 & 2. The papers in this series therefore take the **shape** of the Units 3 & 4 written examination — two sections, no multiple choice, a hand-drawn practical, and a separate resource — so the format is familiar long before Unit 3. Their **scope** is the Units 1 & 2 study design only. Difficulty is expressed in what a question asks, never in the times or the mark shapes.

Topic tests

Four tests, each **40 marks** (Section A 24 + Section B 16), reading 5 minutes + writing 45 minutes, set on a Resource Sheet of two design examples. Each covers the block of chapters it follows, mirrors the examination in miniature — a Section A analysis cluster, then a Section B practical — and is bound at the end of the chapter that completes its coverage.

Test	Covers	Section B practical	Bound at the end of
Topic Test 1	Chapters 1–2	Reframe a supplied ill-defined problem into a brief, then annotate a concept	Chapter 2
Topic Test 2	Chapters 3–4	Generate three ideas, refine one into two concepts, then evaluate one against sustainability criteria	Chapter 4
Topic Test 3	Chapters 5–6	Third-angle orthogonal projection of an object, dimensioned to convention, then an unrendered isometric	Chapter 6
Topic Test 4	Chapters 7–9	Define users and constraints, develop two concepts, then resolve an interaction or environment solution	Chapter 9

Practice examinations

Chapter 10 — Practice examinations (110 pp) — six papers in one booklet.

Each paper is **80 marks** (Section A 40 + Section B 40), reading 15 minutes + writing 1 hour 30 minutes, with all questions compulsory and **no multiple choice**. Section A is a cluster of short and extended analysis questions answered with reference to a design example the student selects; Section B is one extended hand-drawn practical task running Discover → Define → Develop → Deliver. Every paper offers all four communication needs in Section B, and each carries its own Resource Book of design examples spanning the four fields. Equipment is pens, pencils, coloured pencils, fineliners, rulers, set squares, protractors, compasses and circle and ellipse templates — no technology and no notes.

Paper	Difficulty	Section A emphasis
Practice Exam 1	Easy	Good design, visual language, elements & principles
Practice Exam 2	Easy	The brief, research methods, copyright & IP
Practice Exam 3	Medium	Methods, media & materials; critique; factors influencing design
Practice Exam 4	Medium	Sustainability & circular design; design's influence on behaviours
Practice Exam 5	Hard	Cultural ownership, Indigenous protocols, personal iconography
Practice Exam 6	Hard	Full mix across Units 1 and 2, with larger single-part allocations

Full answers, marking guides and model drawings follow every test and every examination.