CUV30311 Certificate III in Design Fundamentals

Release: 1

INDUSTRY
SKILLS
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CUV30311 Certificate III in Design Fundamentals

Modification History

Version	Comments
CUV30311	This version first released with *CUV11 Visual Arts, Craft and Design Training Package version 1.0*

Description

This qualification provides a pathway to a career in design. There are limited job outcomes at this level, though in areas such as graphic design and digital media there may be some employment opportunities in junior roles.

Pathways Information

Pathways into the qualification
People may enter this qualification with limited or no vocational experience and without a lower level qualification.

Pathways from the qualification
This qualification prepares people for design learning at higher levels across a broad range of design disciplines.

Licensing/Regulatory Information

No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.

Entry Requirements

There are no entry requirements for this qualification.

Employability Skills Summary

The following table contains a summary of the employability skills as identified by the visual arts, craft and design industries for this qualification. The employability skills facets described here are broad industry requirements that may vary depending on qualification packaging options.

Employability skill	Industry/enterprise requirements for this qualification
Communication	• passing on key safety information to colleagues • presenting ideas to others • communicating ideas through drawing and other visual representation tools
Teamwork	• checking safety procedures with other team members • discussing ideas, industry developments and work issues with others
Problem-solving	• identifying safety issues and reporting them to appropriate person • refining ideas to incorporate feedback from others • adjusting techniques to achieve a particular effect • responding to technical problems in work
Initiative and enterprise	• developing different approaches to a design challenge • producing a range of samples in response to a brief
Planning and organising	• collecting and analysing information to develop ideas • organising work tasks to ensure safety • identifying techniques, processes and resources required to produce design solutions • sourcing and analysing information to inform design practice • organising resources, taking into account cost and other constraints
Self-management	• following workplace procedures, particularly in relation to OHS • maintaining personal safety standards • challenging one's own ideas and approaches • planning a career in design
Learning	• evaluating information gained from research and integrating ideas into the development of own work • using practice, feedback and discussion and evaluation opportunities to continuously improve skills and knowledge • improving skills through experimentation • keeping up-to-date with industry developments

Employability skill	Industry/enterprise requirements for this qualification
Technology	• using the internet for research • using a range of technology relevant to a given area of design

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Packaging Rules

Total number of units = 12
7 core units *plus*
5 elective units

The elective units consist of:

- 2 from the list of elective units below
- of the remaining 3 units:
    - up to 3 may be from the list of elective units below
    - up to 3 may be from Certificate III in any currently endorsed Training Package
    - 1 may be from a Certificate II or IV in any currently endorsed Training Package
    - 1 may be from an accredited course at Certificate II or above.

The elective units chosen must be relevant to the work outcome and meet local industry needs.

Core units
BSBDES201A Follow a design process
BSBDES301A Explore the use of colour
BSBDES302A Explore and apply the creative design process to 2D forms
BSBDES303A Explore and apply the creative design process to 3D forms
BSBDES304A Source and apply design industry knowledge
BSBOHS201A Participate in OHS processes
CUVACD301A Produce drawings to communicate ideas

Elective units
Art, craft and design
CUVACD302A Produce computer-aided drawings
CUVACD303A Produce technical drawings
CUVACD304A Make scale models
Copyright and IP
CUFCMP301A Implement copyright arrangements
Design process
BSBDES202A Evaluate the nature of design in a specific industry context
BSBDES305A Source and apply information on the history and theory of design
Digital media
CUFDIG201A Maintain interactive content
CUFDIG301A Prepare video assets
CUFDIG302A Author interactive sequences
CUFDIG304A Create visual design components
Fashion design
LMTFD2001B Design and produce a simple garment
LMTFD2002B* Apply printing techniques to produce indigenous textile designs
LMTFD2003B* Apply dyeing techniques to produce indigenous textile designs
LMTFD2004B Work within an indigenous cultural framework
LMTFD2005B Identify design process for fashion designs

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LMTFD3001B Market design product to local outlets
LMTFD3002B* Design and produce Indigenous textiles to a brief
LMTFD3003B* Prepare design concept for a simple garment
LMTFD3004B Draw a trade drawing for fashion design
Photo imaging
CUFDIG303A Produce and prepare photo images
CUVPHI302A Capture photographic images
CUVPHI303A Process photo images to work-print and file stage
Graphic design
CUVCAL401A Experiment with techniques to produce calligraphy
CUVGRD301A Prepare files for publication
CUVGRD302A Use typography techniques
Industry capability
CUSIND302A Plan a career in the creative arts industry
Information technology
BSBITU302B Create electronic presentations
BSBITU309A Produce desktop published documents
ICAICT308A Use advanced features of computer applications
Pre-press
ICPPP221C Select and apply type
ICPPP322C Digitise images for reproduction
ICPPP324C* Create pages using a page layout application
ICPPP325C Create graphics using a graphics application
ICPPP333C Electronically combine complex images
ICPPP382C Produce computer image for screen printing
ICPPP396A* Generate high-end PDF files
Professional practice
CUVPRP301A Produce creative work
CUVPRP304A Participate in collaborative creative projects
Visual communication
CUFANM303A Create 3D digital models
Workplace effectiveness
CUECOR01C Manage own work and learning
Writing
CUFWRT301A Write content for a range of media

*Note the following prerequisite unit requirement.

Unit code and title	Prerequisite unit required
ICPPP324C Create pages using a page layout application	ICPPP224C Produce pages using a page layout application
ICPPP396A Generate high-end PDF files	ICPPP284A Produce PDF files for online or screen display
LMTFD2002B Apply printing techniques to produce indigenous textile designs	LMTCL2003B Identify fibres and fabrics

LMTFD2003B Apply dyeing techniques to produce indigenous textile designs	LMTCL2003B Identify fibres and fabrics
LMTFD3002B Design and produce Indigenous textiles to a brief	LMTFD2002B Apply printing techniques to produce indigenous textile designs (Prerequisite: LMTCL2003B Identify fibres and fabrics) LMTFD2003B Apply dyeing techniques to produce indigenous textile designs (Prerequisite: LMTCL2003B Identify fibres and fabrics) LMTFD2004B Work within an indigenous cultural framework
LMTFD3003B Prepare design concept for a simple garment	LMTCL2011B Draw and interpret a basic sketch LMTFD2005B Identify design process for fashion designs