



Australian Government

CUA51020 Diploma of Screen and Media

Release 2

CUA51020 Diploma of Screen and Media

Modification History

Release	Comments
Release 2	<p>This version first released with CUA Creative Arts and Culture Training Package Version 5.1.</p> <p>Version created to add the following unit of competency in the elective list:</p> <ul style="list-style-type: none"> CUAANM313 Create 3D digital models.
Release 1	<p>This version first released with CUA Creative Arts and Culture Training Package Version 5.0.</p>

Qualification Description

This qualification reflects the role of those who work in a range of screen and media industries, including animation, gaming and digital effects, specialist make-up services, film and television, radio and podcasting, lighting and sound, and content creation environments.

They apply technical and theoretical concepts in a broad range of contexts to undertake advanced skilled work. They will have technical and theoretical knowledge, with depth in some areas in a field of work.

The job roles that relate to this qualification may include director (film and television), technical director, master control operator, editor, content creator, sound designer, radio station manager, specialist make-up artist (creative), director of photography, instructional designer, editor (film and television), artistic director, production manager (film and television), lighting designer (productions), interface designer, special effects designer, animation designer, assistant film producer, information architect, lead animator, roto artist, compositor, compositing supervisor, motion graphics artist, editor, motion capture artist, 3D animator, 3D modeller, texture artist, concept artist.

Licensing, legislative, regulatory or certification considerations

National Standard for Licensing Persons Performing High Risk Work

The National Standard for Licensing Persons Performing High Risk Work applies to persons performing dogging and rigging work. Completion of the following units is required for certification at either basic, intermediate or advanced levels:

- CPCCLDG3001 Licence to perform dogging
- CPCCLRG3001 Licence to perform rigging basic level
- CPCCLRG3002 Licence to perform rigging intermediate level
- CPCCLRG4001 Licence to perform rigging advanced level.

National Code of Practice for Induction for Construction Work

Sets and staging for some performances or events may fall within the definition of construction work. If so, people entering the construction site are required to complete the general induction training program specified by the National Code of Practice for Induction Training for Construction Work (Australian Safety Compensation Council, May 2007). Achievement of the unit CPCCWHS1001 *Prepare to work safely in the construction industry* from the CPC Construction, Plumbing and Services Training Package fulfils this requirement.

Units of competency in qualification

Some individual units of competency may have their own licensing, legislative, regulatory or certification requirements. Users must check individual units of competency for licensing, legislative, regulatory or certification requirements relevant to that unit.

Entry Requirements

Nil.

Packaging Rules

Total number of units = 15

4 core units plus

11 elective units, of which:

- at least 9 must be from Groups A, B or C
- up to 2 units may be from Groups A, B, C, or D or from any currently endorsed Certificate IV or above training package qualification or accredited course.

Elective units must be relevant to the work environment and the qualification, maintain the overall integrity of the AQF alignment, not duplicate the outcome of another unit chosen for the qualification, and contribute to a valid industry-supported vocational outcome.

Where relevant, the choice of elective units set out in the packaging rules above can serve to provide the qualification with one of the following specialisations. The rules to achieve a specialisation are detailed at qualification end.

- Animation, Gaming and Visual Effects
- Specialist Make-Up Services
- Directing
- Radio and Podcasting
- Journalism
- Content Creation
- Production Management
- Post-Production

Core units

CUAIND412 Provide freelance services

CUAIND512 Enhance professional practice using creative arts industry knowledge

CUAPPR411 Realise a creative project

CUAPPR515 Establish and maintain safe creative practice

Elective units

Group A - Animation, gaming and visual effects

CUAANM302 Create 3D digital animations

CUAANM313 Create 3D digital models

CUAANM411* Create advanced 3D digital models

CUAANM412 Create digital visual effects

CUAANM511* Create 3D digital character animations

CUAANM512 Create 3D digital environments

CUAANM513 Design specifications for animation and digital visual effects

CUACMP511 Manage copyright arrangements

CUADIG511 Coordinate testing of interactive media products

CUADIG512 Design digital applications

CUADIG513 Design e-learning resources

CUADIG514 Design games

CUADIG515 Design information architecture

CUADIG516 Design interactions

CUADIG517 Design digital simulations

Group B - Specialist make-up services

CUAMUP411 Design, apply and remove make-up

CUAMUP412 Maintain make-up and hair continuity

CUAMUP413 Style hair for productions

CUAMUP414 Style wigs and hairpieces for productions

CUAMUP512* Design and apply specialised make-up

CUAMUP513* Design and apply special make-up effects

CUASFX411 Create special effects items

SHBHDES004 Create classic long hair up-styles

SHBHDES005 Select and apply hair extensions

Group C - Screen and media

BSBPMG430 Undertake project work

CUAAIR411 Plan and conduct interviews

CUAAIR412 Refine on-air presentation techniques

CUAAIR511 Conduct discussion forums on-air

CUAANM413 Create titles for screen productions

CUABRD511 Operate master control

CUACAM411 Shoot different screen content

CUACAM412 Shoot screen content in a multi-camera environment
CUACAM511 Shoot material for screen productions under special conditions
CUADES511 Implement design solutions
CUADIG413 Create user interfaces
CUADIG518 Refine digital art techniques
CUADRT411 Direct television programs and segments
CUADRT511 Direct rehearsals of performers
CUADRT512 Direct performers for screen productions
CUAFIM411 Obtain revenue to support operations
CUAPOS411 Edit digital content for fast turnaround
CUAPOS412 Manage media assets
CUAPOS511 Edit complex media productions
CUAPOS512 Perform primary and secondary colour correction
CUAPPM414 Produce programs and program segments
CUAPPM416 Coordinate media production services and resources
CUAPPM512 Realise productions
CUAPPM515 Develop, implement and monitor program schedules
CUAPPM517 Manage safety aspects of screen productions
CUAPPM518 Manage locations for media productions
CUAPPR415 Develop and discuss ideas for own creative work
CUAPPR512 Develop sustainability of own professional practice
CUARES412 Conduct research
CUASFX411 Create special effects items
CUASOU410 Record sound on location
CUASOU411 Coordinate sound recording operations on location
CUASOU417 Edit sound
CUASOU418 Edit dialogue
CUASOU422 Reproduce sound for post-production
CUASOU504 Produce sound recordings
CUASOU505 Implement sound designs
CUASOU506 Create a final sound balance
CUASOU513 Develop sound designs
CUASOU517 Compile music for soundtracks
CUAWRT401 Edit texts
CUAWRT402 Write extended stories
CUAWRT404 Perform writing and editing tasks
CUAWRT407 Develop content for publication
CUAWRT409 Write creative nonfiction material
CUAWRT415 Write narration and material for productions
CUAWRT504 Perform advanced editing tasks

CUAWRT505 Perform advanced writing tasks
CUAWRT506 Develop nonfiction works for publication
CUAWRT512 Develop storylines and treatments

Group D - General

AHCILM404 Record and document Community history
BSBATSIC411 Communicate with the community
BSBATSIC412 Maintain and protect cultural values in the organisation
BSBATSIL413 Review and apply the constitution
BSBCMM411 Make presentations
BSBCRT413 Collaborate in creative processes
BSBESB402 Establish legal and risk management requirements of new business ventures
BSBESB403 Plan finances for new business ventures
BSBFIN501 Manage budgets and financial plans
BSBHRM525 Manage recruitment and onboarding
BSBMKG546 Develop social media engagement plans
BSBMKG553 Develop public relations campaigns
BSBPUB503 Manage fundraising and sponsorship activities
BSBMKG555 Write persuasive copy
BSBOPS406 Participate in organisational governance
BSBPMG430 Undertake project work
BSBPMG536 Manage project risk
BSBPMG537 Manage project procurement
BSBPRC402 Negotiate contracts
BSBSTR501 Establish innovative work environments
BSBTWK502 Manage team effectiveness
BSBWHS512 Contribute to managing work-related psychological health and safety
CHCLEG002 Interpret and use legal information
CPCCLDG3001 Licence to perform dogging
CPCCLRG3001* Licence to perform rigging basic level
CPCCLRG3002* Licence to perform rigging intermediate level
CPCCLRG4001* Licence to perform rigging advanced level
CPCCWHS1001 Prepare to work safely in the construction industry
CUABRD412 Vision mix productions
CUABRT412 Repair and maintain broadcast equipment and facilities
CUACAM414 Pull focus
CUADES412 Interpret and respond to a design brief
CUADES413 Develop and extend design skills and practice
CUADIG412 Design user interfaces
CUADIG414 Write and apply scripting language in authoring

CUAHAZ511 Coordinate hazardous action sequences
 CUAIND411 Extend expertise in specialist creative fields
 CUALGT412 Implement lighting designs
 CUALGT413 Set up and operate lighting cues and effects
 CUAMWB401 Develop and implement own self-care plan in the creative industries
 CUAMWB402 Manage feedback on creative practice
 CUAPPM431 Compile production schedules
 CUAPPM422 Organise and facilitate rehearsals
 CUAPPM417 Create storyboards
 CUAPRP411 Coordinate props
 CUAPRP412 Use casting and moulding techniques to make props
 CUASFX412 Coordinate the logistics of special effects operations
 CUASMT413 Develop and implement production work plans
 ICTDMT501 Incorporate and edit digital video
 ICTGAM551 Apply digital texturing for the 3-D environment in digital games
 ICTPRG443 Apply intermediate programming skills in different languages
 ICTPRG549 Apply intermediate object-oriented language skills
 ICTWEB520 Develop complex cascading style sheets

*Note the following prerequisite unit requirements.

UNIT IN THIS QUALIFICATION	PREREQUISITE UNIT
CPCCLRG3001 Licence to perform rigging basic level	CPCCLDG3001 Licence to perform dogging
CPCCLRG3002 Licence to perform rigging intermediate level	CPCCLRG3001 Licence to perform rigging basic level
CPCCLRG4001 Licence to perform rigging advanced level	CPCCLRG3002 Licence to perform rigging intermediate level
CUAANM411 Create advanced 3D digital models	CUAANM313 Create 3D digital models
CUAANM511 Create 3D digital character animations	CUAANM302 Create 3D digital animations
CUAMUP512 Design and apply specialised make-up	CUAMUP411 Design, apply and remove make-up
CUAMUP513 Design and apply special make-up effects	CUAMUP411 Design apply and remove make-up

Specialisations

The achievement of a specialisation will be identified on testamurs as follows:

- CUA51020 Diploma of Screen and Media (Animation, Gaming and Visual Effects)
- CUA51020 Diploma of Screen and Media (Specialist Make-Up Services)
- CUA51020 Diploma of Screen and Media (Directing)
- CUA51020 Diploma of Screen and Media (Radio & Podcasting)
- CUA51020 Diploma of Screen and Media (Journalism)
- CUA51020 Diploma of Screen and Media (Content Creation)
- CUA51020 Diploma of Screen and Media (Production Management)
- CUA51020 Diploma of Screen and Media (Post-production)

Packaging rules to achieve a specialisation

Animation, Gaming and Visual Effects

- 6 Group A elective units must be selected

Specialist Make-Up Services

- 6 Group B elective units must be selected, and must include CUAMUP411 Design, apply and remove make-up and CUAMUP413 Style hair for productions.

Directing

- 6 Group C elective units must be selected and must include CUADRT411 Direct television programs and segments, CUADRT511 Direct rehearsals of performers and CUADRT512 Direct performers for screen productions

Radio and Podcasting

- 5 Group C elective units must be selected and must include CUAAIR412 Refine on-air presentation techniques and CUAPPM414 Produce programs and program segments

Journalism

- 5 Group C elective units must be selected and must include CUAWRT415 Write narration and material for productions and CUAWRT512 Develop storylines and treatments

Content Creation

- 5 Group C elective units must be selected and must include CUACAM411 Shoot different screen content and CUADIG518 Refine digital art techniques

Production Management

- 5 Group C elective units must be selected and must include CUAPPM416 Coordinate media production services and resources and BSBPMG430 Undertake project work

Post-production

- 5 Group C elective units must be selected and must include CUAPOS412 Manage media assets and CUAPOS511 Edit complex media productions

Qualification Mapping Information

No equivalent qualification. Supersedes and is not equivalent to CUA51015 Diploma in Screen and Media.

Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>