



**Australian Government**

# **CUA51120 Diploma of Visual Arts**

**Release 1**

## CUA51120 Diploma of Visual Arts

### Modification History

| Release   | Comments   |
|-----------|--|
| Release 1 | This version first released with CUA Creative Arts and Culture Training Package Version 5.0. |

### Qualification Description

This qualification reflects the role of individuals who combine specialised technical, creative and conceptual skills to plan and realise a body of work in one or more art forms. Mediums may include ceramics, drawing and illustration, painting, photomedia, printmaking, public art, sculpture, textile design, wood design, digital art and glasswork. Visual artists may work in their own practice, or in a wide range of contexts across the arts, government, community or commercial organisations.

Practice at this level is underpinned by application of arts theory and history and the ability to critically analyse and synthesise information from a range of sources. Discourse around complex ideas is also required. The job roles that relate to this qualification may include Printmaker, Photographer, Illustrator, Visual Artist, Ceramic Artist, Painter, Public Artist, Sculptor, Textile Designer, Woodwork Designer, Digital Artist, Glasswork Artist, Arts Practitioner. It also provides a pathway to other visual arts, craft and design job roles.

#### Licensing, legislative, regulatory or certification considerations

##### *Qualification*

No licensing, legislative or certification requirements apply to this qualification at the time of publication.

##### *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

Individuals must provide evidence of their technical and organisational skills to conceptualise and create works in selected medium.

Skills and knowledge may have been acquired through experience in creative practice or formal study.

## Packaging Rules

**Total number of units = 15**

**5 core units** plus

**10 elective units**, of which

- 6 must be from Group A and/or Group C
- 2 must be from Group B
- 2 may be from the remaining listed electives or any currently endorsed 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.

- Ceramics
- Digital Art
- Drawing
- Glasswork
- Jewellery
- Painting
- Photography
- Printmaking
- Public Art
- Sculpture
- Textiles
- Woodworking

### Core units

CUAACD531 Refine drawing and other visual representation tools

CUAPPR511 Realise a body of creative work

CUAPPR512 Develop sustainability of own professional practice

CUAPPR513 Present a body of own creative work

CUAPPR515 Establish and maintain safe creative practice

### Elective units

#### Group A

BSBCRT412 Articulate, present and debate ideas

BSBCRT413 Collaborate in creative processes

BSBCRT403 Explore the history and social impact of creativity

BSBCRT512 Originate and develop concepts

BSBPMG539 Manage project governance

CUAATS511 Plan Aboriginal and/or Torres Strait Islander cultural arts projects

CUAATS512 Research the cultures of Aboriginal and/or Torres Strait Islander cultural artists

CUAATS513 Work effectively with Aboriginal and/or Torres Strait Islander cultural artists and communities

CUADES411 Generate design solutions

CUADES412 Interpret and respond to a design brief

CUADES511 Implement design solutions

CUADES512 Establish, negotiate and refine a design brief

CUAACD412 Experiment with moulding and casting techniques

CUAACD508 Refine model making skills

CUAACD509 Develop and refine metalworking techniques

CUAACD522 Work with photomedia in creative practice

CUAACD523 Make mixed media artworks

CUAACD514 Refine carving techniques for creative work

CUAACD525 Manage specialised finishing processes

CUAACD532 Create observational drawings

CUAACD533 Select and refine a specialised drawing technique

CUAACD534 Research and apply light and colour

CUAACD535 Work with the human form in creative practice

CUAACD536 Refine 2-D design ideas and processes

CUAACD537 Refine 3-D design ideas and processes

CUADIG518 Refine digital art techniques

CUADIG519 Investigate technologies for the creation of digital art

CUADRA501 Refine drawing techniques

CUADRA502 Investigate drawing materials and processes

CUAGLA501 Refine glassworking techniques

CUAGLA502 Investigate glassworking materials and processes

CUAGLA513 Refine kiln cast glass techniques

CUAAILL401 Develop and refine illustrative work

CUAAILL511 Develop professional illustrations

CUAAILL512 Refine illustration techniques

CUAIND411 Extend expertise in specialist creative fields

CUAJWL401 Experiment with techniques to produce jewellery

CUAPAI511 Refine painting techniques

CUAPAI512 Investigate painting materials and processes

CUAPHI531 Apply visual communication theory to photo imaging practice

CUAPHI533 Explore and apply photo lighting techniques

CUAPHI539 Plan and produce visual art photo images

CUAPPR408 Integrate disability access and inclusion  
CUAPPR402 Select sites for creative projects and plan work  
CUAPPR616 Extend expertise in a specialised art form to professional level  
CUAPRI511 Refine printmaking techniques  
CUAPRI512 Investigate printmaking materials and processes  
CUAPUA511 Create works of art for public spaces  
CUARES503 Analyse cultural history and theory  
CUASCU511 Refine sculptural techniques  
CUASCU512 Investigate sculptural materials and processes  
CUATEX501 Refine techniques for textile work  
CUATEX502 Investigate materials and processes for textile work  
CUAWOO501 Refine woodworking techniques  
CUAWOO502 Investigate woodworking materials and processes  
MSTGN2013 Identify fibres, fabrics and textiles used in the TCF industry  
MSTTD4004 Produce woven tapestry samples  
MSTTD4005 Produce screen printed textiles  
MSTTD4010 Apply manipulation techniques to create experimental textile samples  
MSTTD4002 Prepare stencils and screens for textile printing  
MSTTD5004 Design and produce experimental textiles  
MEM19030A Research and design sustainable objects  
MSFFM4001 Hand carve wood to custom design

## **Group B**

BSBCM411 Make presentations  
BSBSTR501 Establish innovative work environments  
BSBLEG525 Apply legal principles in intellectual property law matters  
BSBMKG433 Undertake marketing activities  
BSBMKG541 Identify and evaluate marketing opportunities  
BSBMKG547 Develop strategies to monetise digital engagement  
BSBMKG546 Develop social media engagement plans  
BSBPMG430 Undertake project work  
BSBPRC402 Negotiate contracts  
BSBESB402 Establish legal and risk management requirements of new business ventures  
BSBESB403 Plan finances for new business ventures  
BSBESB404 Market new business ventures  
BSBESB401 Research and develop business plans  
BSBESB407 Manage finances for new business ventures  
BSBPEF402 Develop personal work priorities  
BSBESB406 Establish operational strategies and procedures for new business ventures  
BSBTWK401 Build and maintain business relationships

BSBPEF501 Manage personal and professional development  
BSBWHS512 Contribute to managing work-related psychological health and safety  
BSBWRT411 Write complex documents  
CUACMP511 Manage copyright arrangements  
CUAEVP412 Design and develop interpretive displays  
CUAEVP413 Install and dismantle exhibition elements  
CUAFIM411 Obtain revenue to support operations  
CUAFIM511 Source funding for projects  
CUAIND412 Provide freelance services  
CUAIND512 Enhance professional practice using creative arts industry knowledge  
CUAPPR406 Plan work space  
CUAPPR514 Establish and maintain environmentally sustainable creative practice  
CUAPRE401 Implement preventive conservation activities  
CUARES412 Conduct research  
CUARES502 Critique cultural works  
CUARES503 Analyse cultural history and theory  
FNSORG501 Develop and manage a budget  
FSKNUM023 Estimate, measure and calculate measurements for work  
MSTGN3003 Estimate and cost job  
SITXEBS003 Build and launch a small business website  
TAEDEL301 Provide work skill instruction  
TAEDEL401 Plan, organise and deliver group-based learning

### **Group C**

CUACER411 Experiment with techniques to produce ceramic works  
CUACER412 Experiment with throwing techniques  
CUACER413 Experiment with ceramic surface treatments  
CUACER511 Refine ceramics techniques  
CUACER512 Investigate ceramic materials and processes  
CUACER513 Refine throwing techniques  
CUACER514 Refine handbuilding techniques  
CUACER515 Develop and apply ceramic glazes  
CUAACD520 Manage kiln operations  
CUAACD511 Make moulds and casts

## **Specialisations**

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

- CUA51120 Diploma of Visual Arts (Ceramics)
- CUA51120 Diploma of Visual Arts (Digital Art)
- CUA51120 Diploma of Visual Arts (Drawing)

- CUA51120 Diploma of Visual Arts (Glasswork)
- CUA51120 Diploma of Visual Arts (Jewellery)
- CUA51120 Diploma of Visual Arts (Painting)
- CUA51120 Diploma of Visual Arts (Photography)
- CUA51120 Diploma of Visual Arts (Printmaking)
- CUA51120 Diploma of Visual Arts (Public Art)
- CUA51120 Diploma of Visual Arts (Sculpture)
- CUA51120 Diploma of Visual Arts (Textiles)
- CUA51120 Diploma of Visual Arts (Woodworking).

## **Packaging rules to achieve a specialisation**

### **Ceramics**

- 4 Group C elective units must be selected

### **Digital Art**

- 6 Group A electives must be selected, and must include CUADIG518 Refine digital art techniques and CUADIG519 Investigate technologies for the creation of digital art.

### **Drawing**

- 6 Group A electives must be selected, and must include CUADRA501 Refine drawing techniques and CUADRA502 Investigate drawing materials and processes.

### **Glasswork**

- 6 Group A electives must be selected, and must include CUAGLA501 Refine glassworking techniques, CUAGLA502 Investigate glassworking materials and processes, and CUAGLA513 Refine kiln cast glass techniques.

### **Jewellery**

- 6 Group A electives must be selected, and must include CUAJWL401 Experiment with techniques to produce jewellery.

### **Painting**

- 6 Group A electives must be selected, and must include CUAPAI511 Refine painting techniques and CUAPAI512 Investigate painting materials and processes.

### **Photography**

- 6 Group A electives must be selected, and must include CUAPHI531 Apply visual communication theory to photo imaging practice, CUAPHI533 Explore and apply photo lighting techniques, and CUAPHI539 Plan and produce visual art photo images.

### **Printmaking**

- 6 Group A electives must be selected, and must include CUAPRI511 Refine printmaking techniques and CUAPRI512 Investigate printmaking materials and processes.

### **Public Art**

- 6 Group A electives must be selected, and must include CUAPUA511 Create works of art for public spaces, CUAPPR402 Select sites for creative projects and plan work and BSBPMG539 Manage project governance.

### **Sculpture**

- 6 Group A electives must be selected, and must include CUASCU511 Refine sculptural techniques and CUASCU512 Investigate sculptural materials and processes.

### **Textiles**

- 6 Group A electives must be selected, and must include CUATEX501 Refine techniques for textile work, CUATEX502 Investigate materials and processes for textile work, and MSTGN2013 Identify fibres, fabrics and textiles used in the TCF industry.

### **Woodworking**

- 6 Group A electives must be selected, and must include CUAWOO501 Refine woodworking techniques and CUAWOO502 Investigate woodworking materials and processes.

## **Qualification Mapping Information**

No equivalent qualification. Supersedes and is not equivalent to CUA51115 Diploma of Visual Arts.

## **Links**

Companion Volume Implementation Guide is found on VETNet -

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