CUA51120 Diploma of Visual Arts

Release 2

CUA51120 Diploma of Visual Arts

Modification History

Release	Comments
Release 2	This version first released with CUA Creative Arts and Culture Training Package Version 6.0.
	Minor change to add the following units of competency in the elective unit list:
	• CUADES523 Design virtual and hybrid events
	• CUABRT502 Manage and operate technical requirements for virtual and hybrid events
	• CUABRT415 Provide technical support during virtual and hybrid events
	• CUAMWB403 Prepare to work with confronting material and processes in the creative industries.
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

CUAILL401 Develop and refine illustrative work

CUAILL511 Develop professional illustrations

CUAILL512 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

BSBCMM411 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

CUABRT415 Provide technical support during virtual and hybrid events

CUABRT502 Manage and operate technical requirements for virtual and hybrid events

CUACMP511 Manage copyright arrangements

CUADES523 Design virtual and hybrid events

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

CUAMWB403 Prepare to work with confronting material and processes in the creative industries

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