CUAVSS511 Design vision systems

Release: 1

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Modification History

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

Application

This unit describes the performance outcomes, skills and knowledge required to design vision systems for productions in a diverse range of industries.

The unit applies to those who display a high level of initiative, judgement and responsibility as they negotiate creative solutions to design briefs with clients and production personnel.

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

Unit Sector

Media and Entertainment Production – Vision Systems

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
Elements describe the essential outcomes.	*Performance criteria describe the performance needed to demonstrate achievement of the element.*
1. Interpret creative brief	1.1 Determine vision system requirements from design brief 1.2 Identify factors that influence the design of vision systems 1.3 Discuss design specifications with required personnel 1.4 Clarify whether installation of vision systems is to be temporary or permanent and use answers when confirming the design process
2. Conduct and evaluate research	2.1 Identify and source references that may inform the design process 2.2 Assess venues and critically analyse reference material in the context of design projects 2.3 Consider the impact and potential of emerging technologies when creating the design idea 2.4 Collect information and select equipment and accessories that

ELEMENT	PERFORMANCE CRITERIA
	develop initial design concepts
3. Generate and assess ideas for designs	3.1 Generate a range of ideas for designs that respond to project specifications
	3.2 Evaluate ideas about cost and time implications, technical feasibility, and suitability to meet briefs
	3.3 Prepare preliminary documentation and brief required personnel
4. Develop and document designs	4.1 Conduct ongoing discussions with required personnel so that additional or changed requirements and new ideas are considered and incorporated during the development of designs
	4.2 Confirm that agreement is reached with required personnel in matters of artistic interpretation
	4.3 Evaluate initial concepts and select approach that fulfils the project specifications and abides by project constraints
	4.4 Use initial concepts as the basis for developing vision system designs
	4.5 Accurately complete documentation according to organisational procedures
	4.6 Incorporate required legislative and regulatory requirements into the vision system design
5. Finalise designs	5.1 Present draft vision systems plans and specifications to required personnel
	5.2 Evaluate draft designs and agree to final designs and procedures with required personnel
	5.3 Present final designs, plans and specifications to required personnel and confirm that all requirements have been met

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Reading	• Organises, evaluates and critiques ideas and information from a range of complex written sources
Writing	• Generates documentation in relation to the design of vision systems
Oral communication	• Seeks the views and opinions of others using language and listening techniques

SKILL	DESCRIPTION
Numeracy	• Performs calculations when confirming that projected expenditure on design aspects of vision systems can be achieved within budget constraints
Self-management	• Works independently and collectively with a strong sense of responsibility for goals, plans, decisions and outcomes • Takes responsibility for meeting legal and regulatory requirements within scope of own role • Applies organisational procedures when designing vision systems
Teamwork	• Responds to and draws on others' perspectives when negotiating the design of vision systems • Collaborates to achieve joint outcomes in the design process, playing an active role in facilitating effective group interaction, influencing direction and taking a leadership role on occasion
Planning and organising	• Uses a combination of logical planning processes and an understanding of context when identifying relevant information and risks, and evaluate alternative strategies and resources • Manages time efficiently to meet work deadlines • Invests time in developing and shaping several options before making a final choice, using a combination of lateral and analytical thinking

Unit Mapping Information

Supersedes and is equivalent to CUAVSS501 Design vision systems.

Links

Companion Volume Implementation Guide is found on VETNet - https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5