



Australian Government

Department of Education, Employment and Workplace Relations

CUV40103 Certificate IV in Visual Arts and Contemporary Craft

Release: 1

CUV40103 Certificate IV in Visual Arts and Contemporary Craft

Modification History

Not Applicable

Description

Not Applicable

Pathways Information

Not Applicable

Licensing/Regulatory Information

Not Applicable

Entry Requirements

Not Applicable

Employability Skills Summary

The following table contains a summary of the **Employability Skills** required for an artist at an artist-run studio. The Employability Skills facets described here are broad industry requirements that may vary depending on qualification packaging options.

Communication

- Passing on key safety information to colleagues.
- Presenting concepts to others.
- Interpreting briefs and conceptual visions.
- Producing art works which are consistent with the conceptual vision.

Teamwork

- Checking safety procedures with other team members.
- Discussing concepts, industry developments and work issues with colleagues.
- Showing sensitivity to cultural and social differences when communicating with others.

Problem Solving

- Identifying safety issues and reporting them to appropriate person.
- Refining concepts to incorporate feedback from others.
- Applying selection criteria to finished work to be stored.
- Adjusting techniques to achieve a particular effect.
- Identifying and addressing copyright requirements.

Initiative and Enterprise

- Developing several possible concepts to communicate an idea.
- Producing a range of samples in response to a brief or conceptual vision.

Planning and Organising

- Collecting and analysing information to develop concepts and ideas.
- Organising the presentation of a concept to others.
- Organising work tasks to ensure safety.
- Organising information systematically.
- Preparing and maintaining documentation.
- Determining criteria for the selection of finished work for storage.
- Identifying techniques and processes required to produce art works.
- Sourcing and analysing information to inform design practice.
- Researching and critically analysing history and theory to inform artistic practice.
- Selecting and preparing work for exhibition.

Self-management

- Following workplace procedures, particularly in relation to OHS.
- Maintaining personal safety standards.
- Challenging one's own ideas and approaches.

Communication

- Passing on key safety information to colleagues.
- Presenting concepts to others.
- Interpreting briefs and conceptual visions.
- Producing art works which are consistent with the conceptual vision.
- Having clear goals about one's future as an artist.

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.
- Seeking specialist advice on copyright issues.
- Improving skills through experimentation with materials and techniques.
- Keeping up to date with industry and technological developments.
- Undertaking training in the use of new technology to improve work practices.

Technology

- Using the internet for research.
- Using electronic record keeping.
- Using tools and equipment to produce art works.
- Using technology to expand own arts practice.

Packaging Rules**Core Units**

Complete **4 core units**:

BSBOHS201A Participate in OHS processes

CUVCOR04B Originate concept for own work and conduct critical discourse

CUVCOR09B Select and apply drawing techniques and media to represent and communicate the concept

CUVCOR13B Research and critically analyse history and theory to inform artistic practice

Elective Units

Complete **14 other units**

At least **2 units** must be selected from one or more of the following areas of the Visual Arts Craft and Design Training Package:

Core Units

- Ceramics
- Design
- Digital art
- Drawing
- Glass
- Installation
- Jewellery
- Painting
- Performance art
- Photoimaging
- Prints
- Public art
- Sculpture
- Textiles/fibre
- Video art
- Wood

In addition, at least **2 units** must be selected from one or more of the following areas of the Visual Arts Craft and Design Training Package:

- Professional practice
- Small business
- Research and innovation

Remaining units may be selected from other areas of the Visual Arts Craft and Design Training Package or any relevant endorsed Training Package at the appropriate level.

The total package of units must meet the requirements of the Australian Qualifications Framework Descriptor for a Certificate IV. In all cases selection of electives must be guided by the job outcome sought, local industry requirements and the level of the qualification.

Notes on Certificate IV in Visual Arts and Contemporary Craft

The Certificate IV in Visual Arts and Contemporary Craft is designed to reflect the role of individuals who demonstrate understanding of a broad knowledge base, apply solutions to a defined range of unpredictable problems, apply skill and knowledge to a wide variety of contexts, and take responsibility for their own outputs. They may take limited responsibility for the output of others, though in a visual arts context this is not always the case.

This qualification is flexible and designed to meet a broad range of industry needs. The workplace context for this qualification will vary and this context must guide the selection of elective units.

Examples of other Training Packages, which may be relevant to this qualification, are as follows:

- Business Services, e.g. computer technology

- Entertainment, e.g. props, sets, scenic art, costume
- Financial Services, e.g. bookkeeping
- Furnishing e.g. furniture production
- Hospitality, e.g. food and beverage
- Information Technology, e.g. Internet
- Manufactured Mineral Products, e.g. ceramics
- Metal and Engineering, e.g. jewellery
- Museums and Library/Information Services, e.g. exhibitions
- Music, e.g. performance
- Printing and Graphic Arts, e.g. pre-press
- Retail, e.g. customer service, sales
- Screen and Media, e.g. digital content, set and scenery construction
- Textile, Clothing and Footwear, e.g. clothing production
- Tourism, e.g. guiding

Examples of appropriate elective units for particular jobs are as follows:

Artist at artist-run studio

BSBCMM401A Make a presentation

BSBDIV301A Work effectively with diversity

CUEMAR03B Undertake marketing activities

CUFCMP501A Manage and exploit copyright arrangements

CUSGEN01A Use and adapt to changes in technology

CUVCRS02B Select sites and plan work

CUVCRS11B Select and prepare work for exhibition

CUVCRS14B Prepare, store and maintain finished work

CUVPRP01B Develop self as artist

CUVVSP13B Research and experiment with techniques for digital image enhancement and manipulation

CUVVSP24B Research and experiment with techniques to produce installation

CUVVSP36B Research and experiment with techniques to produce paintings

CUVVSP46B Research and experiment with techniques to produce prints

CUVVSP52B Research and experiment with techniques to produce sculpture

Artist at co-operative glass studio

BSBSMB401A Establish legal and risk management requirements of small business

CUEMAR03B Undertake marketing activities

CUFCMP501A Manage and exploit copyright arrangements

CUSADM01A Purchase or hire equipment/supplies

CUSGEN01A Use and adapt to changes in technology

CUVCRS02B Select sites and plan work

CUVCRS03B Produce computer-aided drawings

CUVCRS11B Select and prepare work for exhibition

CUVCRS14B Prepare, store and maintain finished work

CUVDES04B Integrate colour theory and design processes in response to a brief

CUVPRP01B Develop self as artist

CUVVSP22B Research and experiment with techniques to produce glass work

CUVVSP48B Research and experiment with techniques to produce public art

CUVVSP52B Research and experiment with techniques to produce sculpture

