CUV60211 Advanced Diploma of Visual Arts

Release: 1

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Modification History

Version	Comments
CUV60211	This version first released with *CUV11 Visual Arts, Craft and Design Training Package version 1.0*

Description

This qualification reflects the role of independent professional visual arts practitioners who have a command of wide-ranging, highly specialised technical, creative and conceptual skills and knowledge. These skills allow practitioners to extend and refine their practice to a point where they are able to originate, realise and exhibit a substantial body of resolved work that expresses their individual creative vision. The ability to engage in critical discourse and debate about one's own work and the work of others is underpinned by a mature engagement with a range of theoretical concepts and historical perspectives.

Visual artists work in a wide range of contexts across the arts and other industries. They are often sole practitioners but may also hold positions in government or commercial organisations, bringing the visual arts perspective to areas such as business, community services and science. At this level, they may also teach art in a range of different community contexts.

Independent artists work within and across many media, and their practice may incorporate ceramics, digital art, glasswork, drawing and illustration, jewellery making, painting, photomedia, printmaking, public art, sculpture, textiles or wood design. They may also be involved in installation and public art work. More broadly, visual artists often teach in a range of community settings.

Pathways Information

Pathways into the qualification
People entering this qualification will have well-developed artistic skills and knowledge which may have been achieved through experience in a creative field or through formal study. It is recommended that people possess CUV50111 Diploma of Visual Arts or a diploma qualification in a related field.

Pathways from the qualification
This qualification prepares people for independent practice as a professional visual artist. Its conceptual and theoretical content also supports learning in higher education across a broad range of arts-related disciplines.

Licensing/Regulatory Information

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

Entry Requirements

To enter this qualification, people must have the skills and knowledge described in the following units of competency:

- CUVACD501A Refine drawing and other visual representation tools
- CUVPRP501A Realise a body of creative work
- CUVPRP503A Present a body of own creative work
- CUVRES502A Analyse cultural history and theory.

Those skills and knowledge may have been acquired through experience in a creative field or through formal study.

Employability Skills Summary

The following table contains a summary of the employability skills as identified by the visual arts, craft and design industries for this qualification. The employability skills facets described here are broad industry requirements that may vary depending on qualification packaging options.

Employability skill	Industry/enterprise requirements for this qualification
Communication	• articulating and debating complex ideas • communicating effectively with other on creative and technical issues • researching wide-ranging historical and contemporary information • developing and maintaining effective networks • reading and interpreting a range of complex information related to working at a professional level in the creative arts industry • presenting and promoting work to others • documenting own work as a professional artist
Teamwork	• building professional collaborative relationships • maximising the potential of individual strengths within a collaborative creative project
Problem-solving	• dealing with complex concepts and theories of creativity • developing and applying a range of strategies to resolve issues in professional creative projects • evaluating the effectiveness of different approaches to achieve different artistic effects
Initiative and enterprise	• communicating ideas through creative expertise • initiating creative and innovative ideas • refining own individual style of creative expression at a professional level • integrating knowledge of current and emerging trends in own design work • thinking laterally about how own skills and knowledge can be applied professionally • demonstrating originality and innovative approaches to the creation of artworks
Planning and organising	• establishing goals for professional creative projects • managing the complete creative project from initial ideas to realisation of final work • planning practice to improve own artistic technique • using time-management strategies to set priorities
Self-management	• reviewing and reflecting on own work practice • researching and critically analysing current and emerging

Employability skill	Industry/enterprise requirements for this qualification
	industry business practices • engaging with industry at a professional level • integrating professional standards and codes into own practice
Learning	• developing specialised expertise with chosen techniques and art forms • developing and extending professional expertise in a range of professional and creative skills • using research and networks to proactively extend own skills and professional opportunities • identifying opportunities to maintain and enhance industry knowledge and engagement • developing and maintaining the legal knowledge required to operate a professional practice
Technology	• maximising the potential of specialised technologies relevant to own creative practice • proactively using the internet as a sophisticated research tool

Packaging Rules

Total number of units = 12
7 core units *plus*
5 elective units

The elective units consist of:

- 2 units from Group A
- 1 unit from Group B or Group C
- of the remaining 2 units:
    - up to 2 may be from Group A, Group B and/or Group C
    - up to 2 may be from a Diploma or above in any currently endorsed Training Package or accredited course.

The elective units chosen must be relevant to the work outcome and meet local industry needs.

Core units
BSBCRT601A Research and apply concepts and theories of creativity
CUVPRP505A Establish and maintain safe professional practice
CUVACD601A Extend professional expertise with drawing and other visual representation tools
CUVPRP601A Originate a body of independent creative work
CUVPRP603A Engage in the business of creative practice
CUVPRP604A Publicly present a body of own creative work
CUVRES601A Extend cultural research expertise

Elective units
Group A
Art, craft and design
CUVACD602A Extend professional expertise across new art forms and media
Design
CUVDES601B Design innovative products
Professional practice
CUVPRP602A Collaborate in professional creative projects
CUVPRP605A Evolve ideas for professional creative work
CUVPRP606A Extend expertise in a specialised art form to professional level

Group B
Art, craft and design
CUVACD502A Create observational drawings
CUVACD503A Select and refine a specialised drawing technique
CUVACD504A Research and apply light and colour
CUVACD505A Work with the human form in creative practice
CUVACD506A Refine 2-D design ideas and processes
CUVACD507A Refine 3-D design ideas and processes
CUVACD508A Refine model making skills

CUVACD509A Develop and refine metal-working techniques
CUVACD510A Manage kiln operations
CUVACD511A Make moulds and casts
CUVACD512A Work with photomedia in creative practice
CUVACD513A Make mixed media artworks
CUVACD514A Refine carving techniques for creative work
CUVACD515A Manage specialised finishing processes

Creative thinking
BSBCRT501A Originate and develop concepts

Design
BSBDES501A Implement design solutions
BSBDES502A Establish, negotiate and refine a design brief
BSBDES601A Manage design realisation
BSBDES602A Research global design trends
BSBDES701A Research and apply design theory

Visual communication
CUVCER501A Refine ceramics techniques
CUVCER503A Refine throwing techniques
CUVCER504A Refine handbuilding techniques
CUVCER505A Develop and apply ceramic glazes
CUVDIG501A Refine digital art techniques
CUVDRA501A Refine drawing techniques
CUVGLA501A Refine glassworking techniques
CUVGLA503A Refine kiln cast glass techniques
CUVILL501A Develop professional illustrations
CUVILL502A Refine illustration techniques
CUVINS601A Realise an installation work
CUVPAI501A Refine painting techniques
CUVPHI516A Research the role and use of the photo image in visual communication
CUVPHI518A Explore the descriptive and emotive nature of photo lighting
CUVPHI525A Plan, capture and exploit visual art photo images
CUVPHI531A Investigate and refine alternative approaches to photomedia
CUVPRI501A Refine printmaking techniques
CUVPUA501A Create works of art for public spaces
CUVPUA601A Realise a public art project
CUVSCU501A Refine sculptural techniques
LMFFDT5005A Construct custom furniture using advanced techniques
LMTTD5002A Design and produce woven tapestry products
LMTTD5004A Design and produce experimental textiles
LMTTD5005A Design and produce printed textiles
LMTTD5007A Develop textile designs using computer based design programs
LMTTD6001A Research commercial development of textiles
LMTTD6004A Create and produce textile designs for commercial production
MEM19038A Apply traditional techniques to jewellery and 3D object production
MEM19039A Plan, conduct and supervise a jewellery and object exhibition
MEM19043A Oversee jewellery or object design production

Group C

Communication
BSBREL701A Develop and cultivate collaborative partnerships and relationships
Copyright and IP
BSBIPR501A Manage intellectual property to protect and grow business
CUFCMP501A Manage and exploit copyright arrangements
E-business
SITXICT001A Build and launch a website for a small business
Financial management
CUSFIM501A Secure funding for projects
Innovation
BSBINN501A Establish systems that support innovation
BSBINN502A Build and sustain an innovative work environment
Project management
BSBPMG510A Manage projects
Research
CUVRES501A Critique cultural works
Small and micro business
BSBSMB401A Establish legal and risk management requirements of small business
BSBSMB402A Plan small business finances
BSBSMB403A Market the small business
BSBSMB404A Undertake small business planning
BSBSMB405A Monitor and manage small business operations
BSBSMB406A Manage small business finances
BSBSMB408B Manage personal, family, cultural and business obligations
Sustainability
BSBSUS501A Develop workplace policy and procedures for sustainability
CUVPRP504A Establish and maintain environmentally sustainable creative practice
Training
TAEDEL401A Plan, organise and deliver group-based learning
Writing
BSBWRT401A Write complex documents

Selecting electives for different outcomes
The following examples are designed to assist in the selection of appropriate electives for particular outcomes at this level, but are in no way prescriptive.

Artist specialising in any creative form
Core units plus:

- BSBIPR501A Manage intellectual property to protect and grow business
- CUSFIM501A Secure funding for projects
- CUVPRP602A Collaborate in professional creative projects
- CUVPRP605A Evolve ideas for professional creative work
- CUVPRP606A Extend expertise in a specialised art form to professional level