



Australian Government

MEM19023 Apply drawing and rendering techniques to jewellery or object design

Release: 1

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Modification History

Release 1. Supersedes and is equivalent to MEM19023A Apply drawing and rendering techniques to jewellery or object design

Application

This unit of competency defines the skills and knowledge required to use drawing techniques to develop and explore design concepts. It covers conventions, language and forms of drawings and the role of drawings in representing and communicating the tactile, visual and spatial features of a design before finalisation and production.

This unit applies to jewellery and object designers who are using drawings to develop and explore concepts as part of developing jewellery or object design and applies to both early and late stages of the design process and covers the role of drawing as a research, idea generation, interpretation and problem-solving tool.

Where the production of technical drawings intended to guide the manufacture of jewellery or objects by either the designer or others is required unit MEM19031 Produce renderings and technical drawings for jewellery and object design construction should also be selected.

Where life drawing and the production of 3-D computer-aided design (CAD) based models are required appropriate units should also be selected.

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

Band: A

Unit Weight: 4

Pre-requisite Unit

MEM13015 Work safely and effectively in manufacturing and engineering

MEM16006 Organise and communicate information

Competency Field

Jewellery

Elements and Performance Criteria

Elements	Performance Criteria
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<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Determine job requirements	1.1 Follow standard operating procedures (SOPs) 1.2 Comply with work health and safety (WHS) requirements at all times 1.3 Identify job requirements from specifications
2. Use drawing and rendering techniques to explore design options	2.1 Use drawing nomenclature for different forms of drawing and rendering 2.2 Identify and investigate analytical, observational and imaginative drawing techniques for communicating design features 2.3 Explore design options through use of expressive and gestural drawing techniques 2.4 Explore and sample marks, mark making and surface qualities in drawing to determine application to work
3. Explore tactile and visual qualities of drawing subject	3.1 Demonstrate body, hand and eye coordination in the act of drawing 3.2 Complete a linear analysis of jewellery or object to inform drawing 3.3 Investigate shape, plane and volume in respect to jewellery or object 3.4 Interpret the effect of light on a form through experimentation 3.5 Identify the picture plane and composition for its impact on design 3.6 Identify and explore real and implied texture
4. Manipulate drawing media	4.1 Develop design options by exploring applications of black and white and coloured media 4.2 Select and use papers and surfaces appropriate to development of design options
5. Use principles of perspective	5.1 Use principles of perspective to enhance the spatial illusion of jewellery or objects in space 5.2 Complete freehand perspective drawings with single, two and three-point perspective 5.3 Illustrate views and projections appropriate to design

Foundation Skills

This section describes those required skills (reading, writing, oral communication and numeracy) that are essential to workplace performance in this unit of competency.

Foundation skills essential to performance are explicit in the performance criteria of this unit of competency.

Range of Conditions

This field allows for different work environments and conditions that may affect performance. Essential operating conditions that may be present (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) are included.

Specifications include one or more of the following:	• job sheets • work instructions.
Design features include one or more of the following:	• materials • dimensions • context • purpose.
Media, materials and drawing surfaces include one or more of the following:	• pencils • ink (brush, pen or wash) • charcoal (natural or compressed) • conte • crayon • gouache • coloured pencils • felt tip markers • paper (a range of weights, textures and colours) • collage • paints.
Rendering includes the use of one or more of the following:	• colours • highlighting • shading.

Unit Mapping Information

Release 1. Supersedes and is equivalent to MEM19023A Apply drawing and rendering techniques to jewellery or object design.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=b7050d37-5fd0-4740-8f7d-3b7a49c10bb2>