



Australian Government

Department of Education, Employment and Workplace Relations

MEM19023A Apply drawing and rendering techniques to jewellery or object design

Release: 1

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Modification History

Not applicable.

Unit Descriptor

This unit of competency covers the skills and knowledge required to use various drawing techniques in the jewellery or object design creative process. The unit covers conventions, language and forms of drawings and the role of drawings in communicating the tactile, visual and spatial features of a design.

Application of the Unit

This unit applies to jewellery and object designers who are using drawings to develop and explore concepts as part of developing a jewellery or object design. The unit 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. It also includes the use of drawing and drawing techniques as a means of representing and communicating the essential features of a design before finalisation and production.

The unit does not cover the production technical drawings intended to guide the manufacture of jewellery or objects by either the designer or others. Where this skill is required see MEM19031A Produce renderings and technical drawings for jewellery and object design construction. The unit also does not cover life drawing and the production of 3D computer-aided design (CAD) based models.

Band A
Unit Weight 4

Licensing/Regulatory Information

Not applicable.

Pre-Requisites

Not applicable.

Employability Skills Information

This unit contains employability skills.

Elements and Performance Criteria Pre-Content

Not applicable.

Elements and Performance Criteria

1	Use drawing and rendering techniques to explore design options	1.1	Demonstrate an understanding of the language and form of rendering
		1.2	Investigate the range of analytical, observational and imaginative techniques for communication of design features and intentions
		1.3	Explore design options through expressive and gestural drawing
		1.4	Explore and sample marks, mark making and surface qualities
2	Explore tactile and visual qualities of drawing subject	2.1	Develop body, hand and eye coordination in relation to observation
		2.2	Complete a linear analysis of jewellery or object
		2.3	Investigate shape, plane and volume in respect to jewellery or object
		2.4	Interpret the effect of light on a form
		2.5	Consider the picture plane and composition
		2.6	Explore real and implied texture
3	Manipulate black and white and coloured drawing media in a creative and sensitive manner	3.1	Explore and use a range of black and white media to develop drawing options
		3.2	Explore and use a range of coloured media appropriate to develop drawing options
		3.3	Use a range of papers and surfaces appropriate to develop drawing options
4	Use principles of perspective to illustrate spatial illusion	4.1	Use principles of perspective to enhance the spatial illusion of objects in space
		4.2	Complete freehand perspective drawings showing evidence of understanding of single, two and three point perspective

4.3 Illustrate views and projections appropriate to design

Required Skills and Knowledge

Required knowledge includes:

- types and characteristics of media, materials and drawing surfaces
- drawing equipment and applications, storage and maintenance
- role of shape, plane and volume in drawing and rendering
- elements and principles of design
- mathematical procedures for estimation and measurement
- 2D and 3D drawing techniques
- occupational health and safety (OHS) requirements

Required skills include:

- exploring, selecting and manipulating a range of media, materials and drawings
- exploring marks and mark making
- drawing from observation
- using perspective in drawing
- applying a range of drawing techniques, such as line drawing, contour drawing and gesture drawing
- drawing to create spatial illusion
- using shape, plane and volume in drawing and rendering
- creating texture in drawing (real and implied)
- applying black and white and coloured rendering techniques
- applying composition techniques
- applying rendering applications and techniques and tools for the creation of illustration effects
- expressing self through intuitive and expressive drawing

Evidence Guide

Overview of assessment	A person who demonstrates competency in this unit must be able to apply a range of drawing techniques to illustrate perspectives and features of jewellery or object designs.
Critical aspects for assessment and evidence required to demonstrate competency in this unit	Assessors must be satisfied that the candidate can competently and consistently: <ul style="list-style-type: none"> • demonstrate analytical, observational and imaginative drawing techniques to demonstrate features of jewellery or object designs • produce drawings of jewellery or object designs from single, two and three point perspectives • use drawing tools, materials and techniques to communicate the

	design features.
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Context of and specific resources for assessment	<ul style="list-style-type: none"> • This unit may be assessed on the job, off the job or a combination of both on and off the job. • Where applicable, reasonable adjustment must be made to work environments and training situations to accommodate ethnicity, age, gender, demographics and disability. • Access must be provided to appropriate learning and/or assessment support when required. Where applicable, physical resources should include equipment modified for people with disabilities.
Method of assessment	<ul style="list-style-type: none"> • Assessment must satisfy the endorsed assessment guidelines of the MEM05 Metal and Engineering Training Package. • Assessment methods must confirm consistency and accuracy of performance (over time and in a range of workplace relevant contexts) together with application of underpinning knowledge. • Assessment methods must be by direct observation of tasks and include questioning on underpinning knowledge to ensure its correct interpretation and application. • Assessment may be applied under project-related conditions (real or simulated) and require evidence of process. • Assessment must confirm a reasonable inference that competency is able not only to be satisfied under the particular circumstance, but is able to be transferred to other circumstances. • Assessment may be in conjunction with assessment of other units of competency where required.
Guidance information for assessment	Assessment processes and techniques must be culturally appropriate and appropriate to the language and literacy capacity of the candidate and the work being performed.

Range Statement

Design features	Design features may include: <ul style="list-style-type: none"> • materials • dimensions • context • purpose
Media, materials and drawing surfaces	Media, materials and drawing surfaces may include: <ul style="list-style-type: none"> • pencils • ink (brush, pen and wash)

	<ul style="list-style-type: none">• charcoal (natural and compressed)• conte• crayon• gouache• coloured pencils• felt tip markers• paper (a range of weights, textures and colours)• collage• paints
Rendering	Rendering is to include, but not be limited to: <ul style="list-style-type: none">• the pictorial representation of aspects and perspectives using colours, highlighting and shading to provide depth and photo-like drawings

Unit Sector(s)

Jewellery and horological

Custom Content Section

Not applicable.