



Australian Government

Department of Education, Employment and Workplace Relations

SIRRMER512 Produce perspective drawings, plans and elevations

Release: 1

SIRRMER512 Produce perspective drawings, plans and elevations

Modification History

The version details of this endorsed unit are in the table below. The latest information is at the top.

Release	Comments
First Release	This is a revised unit, based on and equivalent to SIRRMER009A Produce perspective drawings, plans and elevations.

Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to consult with clients and use electronic or manual drafting techniques to develop and present a folio of perspective drawings, plans and elevations in response to a client brief.

Application of the Unit

This unit applies to frontline visual merchandisers and visual merchandiser supervisors and managers in retail or exhibition environments.

Licensing/Regulatory Information

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

Pre-Requisites

Nil

Employability Skills Information

This unit contains employability skills.

Elements and Performance Criteria Pre-Content

Elements and Performance Criteria

Element

Performance Criteria

Elements describe the essential outcomes of a unit of competency.

Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.

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| <p>1. Ensure client requirements are met.</p> | <p>1.1. Interpret and confirm clients' visual merchandising design concepts.</p> <p>1.2. Plan and manage drawing production to meet client timelines.</p> <p>1.3. Present and explain drawings to clients and encourage feedback.</p> <p>1.4. Modify drawings to incorporate changes negotiated with clients.</p> |
| <p>2. Produce one-point perspective visuals from a given plan and elevation.</p> | <p>2.1. Interpret plan and elevation and determine suitable scale.</p> <p>2.2. Construct one-point grid of interior space delineating scale representations of floor, walls and ceiling using appropriate <i>drafting tools and equipment</i>.</p> <p>2.3. Position objects correctly in given space according to the given plan.</p> <p>2.4. Determine correct heights of objects within the space from provided elevations.</p> |
| <p>3. Produce two-point perspective visuals from a given plan and elevation.</p> | <p>3.1. Construct two-point grid of interior space, indicating scale representations of floor, walls and ceiling.</p> <p>3.2. Produce visuals of walls and ceiling to specified proportions according to given plans and elevations.</p> <p>3.3. Draw accurate scale heights of objects and architectural details according to specifications in elevations.</p> <p>3.4. Position objects to match plans.</p> <p>3.5. Render interiors in colour finish scheme appropriate to organisation and product.</p> |
| <p>4. Produce multi point perspective from given industry briefs.</p> | <p>4.1. Determine view of plan and elevation for <i>client</i> presentation to best represent requirements of the brief.</p> <p>4.2. Draft perspective and rendered interior views, according to given plans and elevations.</p> <p>4.3. Produce alternative design solutions to meet client needs.</p> <p>4.4. Present progress solutions to client for feedback.</p> <p>4.5. Draft design modifications and present portfolio of finished visuals for client sign-off.</p> |

Required Skills and Knowledge

This section describes the skills and knowledge required for this unit.

Required skills

- communication and interpersonal skills to:
 - present verbally to client through clear and direct communication
 - share information
 - use and interpret non-verbal communication
 - use language and concepts appropriate to cultural differences
- literacy and numeracy skills to:
 - apply scales to drawings
 - develop written reports
- technical skills to:
 - compile a portfolio
 - use drafting and drawing skills
 - use and maintain visual merchandising drafting tools and equipment
- technology skills to apply computer software as an aid in the production of finished visuals

Required knowledge

- elements and principles of design and trends in retail visual merchandising design
- organisation merchandising policy
- perspective in visual merchandising design applications
- relevant organisational and industry standards applicable to the production of drawings

Evidence Guide

The evidence guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.

Critical aspects for assessment and evidence required to demonstrate competency in this unit

Evidence of the following is essential:

- uses relevant research on visual merchandising and architectural design trends
- negotiates and confirms client requirements for a range of visual merchandising design briefs
- selects and applies appropriate drafting and drawing tools
- compiles portfolios, including alternative solutions offered via written reports and finished visuals
- makes verbal presentations to support the presentation of concept visuals
- plans, coordinates and implements activities associated with the brief in order to meet client timelines
- evaluates client feedback and makes modifications as required
- produces documentary evidence of consultative and liaison processes with business partners.

Context of and specific resources for assessment

Assessment must ensure access to:

- a real or simulated retail visual merchandising work environment
- drafting equipment and facilities
- relevant documentation, such as:
 - real or simulated client briefs
 - texts and visual merchandising and architectural periodicals.

Method of assessment

A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:

- observation of performance in the workplace
- review of a portfolio of perspective drawings, plans and elevations developed in response to a brief
- client feedback
- answers to questions about specific skills and knowledge
- review of portfolios of evidence and third-party workplace reports of on-the-job performance.

Guidance information for assessment

Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended.

Range Statement

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) may also be included.

- Drafting tools and equipment*** may include:
- electronic drafting equipment and materials, such as:
 - two-dimensional (2-D) computer aided design (CAD) software
 - 2-D CAD user manuals
 - Design CAD products
 - Illustrator
 - information and communications technology (ICT) hardware
 - manual drafting tools and equipment, such as:
 - blades
 - coloured pencils
 - copy markers
 - dry pastels
 - fine-line pens
 - HB and harder pencils
 - scale rule
 - set squares
 - T-square.
- Client*** may include:
- external business
 - retail manager within the organisation.

Unit Sector(s)

Retail

Competency Field

Merchandising