



Australian Government

CUA51125 Diploma of Visual Arts

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Modification History

Release	Comments
1	This qualification was first released in CUA Creative Arts and Culture Training Package Release 7.0.

Qualification Description

This qualification reflects the role of individuals who combine specialised technical, creative and conceptual skills to plan and realise a body of work in one or more art forms. Mediums may include ceramics, drawing and illustration, painting, photomedia, printmaking, public art, sculpture, textile design, wood design, digital art and glasswork. Visual artists may work in their own practice, or in a wide range of contexts across the arts, government, community or commercial organisations.

Practice at this level is underpinned by application of arts theory and history and the ability to critically analyse and synthesise information from a range of sources. Discourse around complex ideas is also required. The job roles that relate to this qualification may include Printmaker, Photographer, Illustrator, Visual Artist, Ceramic Artist, Painter, Public Artist, Sculptor, Textile Designer, Woodwork Designer, Digital Artist, Glasswork Artist, Arts Practitioner. It also provides a pathway to other visual arts, craft and design job roles.

Licensing/Regulatory Information

Licensing, legislative, regulatory or certification considerations

Qualification

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

Units of competency in qualification

Some individual units of competency may have their own licensing, legislative, regulatory or certification requirements. Users must check individual units of competency for licensing, legislative, regulatory or certification requirements relevant to that unit.

Entry Requirements

Individuals must provide evidence of their technical and organisational skills to conceptualise and create works in selected medium.

Skills and knowledge may have been acquired through experience in creative practice or formal study.

Packaging Rules

Total number of units = 15

5 core units plus

10 elective units, of which

- 6 must be from Group A and/or Group C
- 2 must be from Group B
- 2 may be from the remaining listed electives or any currently endorsed training package qualification or accredited course.

Elective units must be relevant to the work environment and the qualification, maintain the overall integrity of the AQF alignment, not duplicate the outcome of another unit chosen for the qualification, and contribute to a valid industry-supported vocational outcome.

Where relevant, the choice of elective units set out in the packaging rules above can serve to provide the qualification with one of the following specialisations. The rules to achieve a specialisation are detailed at qualification end.

- Ceramics
- Digital Art
- Drawing
- Glasswork
- Jewellery
- Painting
- Photography
- Printmaking
- Public Art
- Sculpture
- Textiles
- Woodworking

Units of competency that contain pre-requisites are identified with an *

Core units

- CUAACD531 Refine drawing and other visual representation tools
- CUAPPR511 Realise a body of creative work
- CUAPPR512 Develop sustainability of own professional practice

- CUAPPR513 Present a body of own creative work
- CUAPPR515 Establish and maintain safe creative practice

Elective units

Group A

- BSBCRT412 Articulate, present and debate ideas
- BSBCRT413 Collaborate in creative processes
- BSBCRT512 Originate and develop concepts
- BSBPMG539 Manage project governance
- CUAATS511 Plan Aboriginal and/or Torres Strait Islander cultural arts projects
- CUAATS512 Research the cultures of Aboriginal and/or Torres Strait Islander cultural artists
- CUAATS513 Work effectively with Aboriginal and/or Torres Strait Islander cultural artists and communities
- CUADES411 Generate design solutions
- CUADES412 Interpret and respond to a design brief
- CUADES511 Implement design solutions
- CUADES512 Establish, negotiate and refine a design brief
- CUAACD412 Experiment with moulding and casting techniques
- CUAACD508 Refine model making skills
- CUAACD509 Develop and refine metalworking techniques
- CUAACD522 Work with photomedia in creative practice
- CUAACD523 Make mixed media artworks
- CUAACD514 Refine carving techniques for creative work
- CUAACD525 Manage specialised finishing processes
- CUAACD532 Create observational drawings
- CUAACD533 Select and refine a specialised drawing technique
- CUAACD534 Research and apply light and colour
- CUAACD535 Work with the human form in creative practice
- CUAACD536 Refine 2-D design ideas and processes
- CUAACD537 Refine 3-D design ideas and processes
- CUADIG518 Refine digital art techniques
- CUADIG519 Investigate technologies for the creation of digital art
- CUADRA501 Refine drawing techniques

- CUADRA502 Investigate drawing materials and processes
- CUAGLA501 Refine glassworking techniques
- CUAGLA502 Investigate glassworking materials and processes
- CUAGLA513 Refine kiln cast glass techniques
- CUAILL401 Develop and refine illustrative work
- CUAILL511 Develop professional illustrations
- CUAILL512 Refine illustration techniques
- CUAIND411 Extend expertise in specialist creative fields
- CUAJWL401 Experiment with techniques to produce jewellery
- CUAPAI511 Refine painting techniques
- CUAPAI512 Investigate painting materials and processes
- CUAPHI531 Apply visual communication theory to photo imaging practice
- CUAPHI533 Explore and apply photo lighting techniques
- CUAPHI539 Plan and produce visual art photo images
- CUAPPR408 Integrate disability access and inclusion
- CUAPPR402 Select sites for creative projects and plan work
- CUAPPR616 Extend expertise in a specialised art form to professional level
- CUAPRI511 Refine printmaking techniques
- CUAPRI512 Investigate printmaking materials and processes
- CUAPUA511 Create works of art for public spaces
- CUARES503 Analyse cultural history and theory
- CUASCU511 Refine sculptural techniques
- CUASCU512 Investigate sculptural materials and processes
- CUATEX501 Refine techniques for textile work
- CUATEX502 Investigate materials and processes for textile work
- CUAWOO501 Refine woodworking techniques
- CUAWOO502 Investigate woodworking materials and processes
- MSTGN2023 Identify and handle fabrics and textiles
- MSTAT4022 Produce screen-printed textiles
- MSTAT5004 Manipulate fabrics to create new finishes
- MSTAT4020 Prepare stencils and screens for textile printing
- MSTAT5007 Design and produce experimental textiles

- MEM19030 Research and recommend sustainable design improvements*
- MSFFDM4006 Hand carve wood to custom design

Group B

- BSBCMM411 Make presentations
- BSBSTR501 Establish innovative work environments
- BSBLEG525 Apply legal principles in intellectual property law matters
- BSBMKG433 Undertake marketing activities
- BSBMKG541 Identify and evaluate marketing opportunities
- BSBMKG547 Develop strategies to monetise digital engagement
- BSBMKG546 Develop social media engagement plans
- BSBPMG430 Undertake project work
- BSBPRC402 Negotiate contracts
- BSBESB402 Establish legal and risk management requirements of new business ventures
- BSBESB403 Plan finances for new business ventures
- BSBESB404 Market new business ventures
- BSBESB401 Research and develop business plans
- BSBESB407 Manage finances for new business ventures
- BSBPEF402 Develop personal work priorities
- BSBESB406 Establish operational strategies and procedures for new business ventures
- BSBTWK401 Build and maintain business relationships
- BSBPEF501 Manage personal and professional development
- BSBWHS512 Contribute to managing work-related psychological health and safety
- BSBWRT411 Write complex documents
- CUABRT415 Provide technical support during virtual and hybrid events
- CUABRT502 Manage and operate technical requirements for virtual and hybrid events
- CUACMP511 Manage copyright arrangements
- CUADES523 Design virtual and hybrid events
- CUA EVP412 Design and develop interpretive displays
- CUA EVP413 Install and dismantle exhibition elements
- CUAFIM411 Obtain revenue to support operations

- CUAFIM511 Source funding for projects
- CUAIND412 Provide freelance services
- CUAIND512 Enhance professional practice using creative arts industry knowledge
- CUAMWB403 Prepare to work with confronting material and processes in the creative industries
- CUAPPR406 Plan work space
- CUAPPR514 Establish and maintain environmentally sustainable creative practice
- CUAPRE401 Implement preventive conservation activities
- CUARES412 Conduct research
- CUARES502 Critique cultural works
- CUARES503 Analyse cultural history and theory
- FNSORG501 Develop and manage a budget
- FSKNUM023 Estimate, measure and calculate measurements for work
- MSTGN3023 Estimate and cost jobs
- TAEDDEL311 Provide work skill instruction
- TAEDDEL411 Facilitate vocational training

Group C

- CUACER411 Experiment with techniques to produce ceramic works
- CUACER412 Experiment with throwing techniques
- CUACER413 Experiment with ceramic surface treatments
- CUACER511 Refine ceramics techniques
- CUACER512 Investigate ceramic materials and processes
- CUACER513 Refine throwing techniques
- CUACER514 Refine handbuilding techniques
- CUACER515 Develop and apply ceramic glazes
- CUAACD520 Manage kiln operations
- CUAACD511 Make moulds and casts

Specialisations

The achievement of a specialisation will be identified on testamurs as follows:

- CUA51125 Diploma of Visual Arts (Ceramics)
- CUA51125 Diploma of Visual Arts (Digital Art)
- CUA51125 Diploma of Visual Arts (Drawing)

- CUA51125 Diploma of Visual Arts (Glasswork)
- CUA51125 Diploma of Visual Arts (Jewellery)
- CUA51125 Diploma of Visual Arts (Painting)
- CUA51125 Diploma of Visual Arts (Photography)
- CUA51125 Diploma of Visual Arts (Printmaking)
- CUA51125 Diploma of Visual Arts (Public Art)
- CUA51125 Diploma of Visual Arts (Sculpture)
- CUA51125 Diploma of Visual Arts (Textiles)
- CUA51125 Diploma of Visual Arts (Woodworking).

Packaging rules to achieve a specialisation

Ceramics

- 4 Group C elective units must be selected

Digital Art

- 6 Group A electives must be selected, and must include CUADIG518 Refine digital art techniques and CUADIG519 Investigate technologies for the creation of digital art.

Drawing

- 6 Group A electives must be selected, and must include CUADRA501 Refine drawing techniques and CUADRA502 Investigate drawing materials and processes.

Glasswork

- 6 Group A electives must be selected, and must include CUAGLA501 Refine glassworking techniques, CUAGLA502 Investigate glassworking materials and processes, and CUAGLA513 Refine kiln cast glass techniques.

Jewellery

- 6 Group A electives must be selected, and must include CUAJWL401 Experiment with techniques to produce jewellery.

Painting

- 6 Group A electives must be selected, and must include CUAPAI511 Refine painting techniques and CUAPAI512 Investigate painting materials and processes.

Photography

- 6 Group A electives must be selected, and must include CUAPHI531 Apply visual communication theory to photo imaging practice, CUAPHI533 Explore and apply photo lighting techniques, and CUAPHI539 Plan and produce visual art photo images.

Printmaking

- 6 Group A electives must be selected, and must include CUAPRI511 Refine printmaking techniques and CUAPRI512 Investigate printmaking materials and processes.

Public Art

- 6 Group A electives must be selected, and must include CUAPUA511 Create works of art for public spaces, CUAPPR402 Select sites for creative projects and plan work and BSBPMG539 Manage project governance.

Sculpture

- 6 Group A electives must be selected, and must include CUASCU511 Refine sculptural techniques and CUASCU512 Investigate sculptural materials and processes.

Textiles

- 6 Group A electives must be selected, and must include CUATEX501 Refine techniques for textile work, CUATEX502 Investigate materials and processes for textile work, and MSTGN2023 Identify and handle fabrics and textiles.

Woodworking

- 6 Group A electives must be selected, and must include CUAWOO501 Refine woodworking techniques and CUAWOO502 Investigate woodworking materials and processes.

Pre-requisite Requirements

Unit of competency	Prerequisite requirement
MEM19030 Research and recommend sustainable design improvements	MEM16006 Organise and communicate information MEM13015 Work safely and effectively in manufacturing and engineering

Qualification Mapping Information

Current Code and Title	Previous Code and Title	Comments	Equivalence
CUA51125 Diploma of Visual Arts	CUA51120 Diploma of Visual Arts	All superseded imported units have been replaced with the most current unit. All deleted imported units have been removed. Replaced units	Not-Equivalent

		include some which form part of a specialisation within the qualification, but have been identified as non-equivalent by the relevant JSC	
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Links

Companion volumes, including implementation guides, are found in TGA - <https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>