



Australian Government

Department of Education, Employment and Workplace Relations

CUV50111 Diploma of Visual Arts

Release: 1

CUV50111 Diploma of Visual Arts

Modification History

Version	Comments
CUV50111	This version first released with <i>CUV11 Visual Arts, Craft and Design Training Package version 1.0</i>

Description

This qualification reflects the role of visual artists who combine specialised technical, creative and conceptual skills to prepare for and develop an emerging arts practice. They are able to plan and realise a body of work in one or more art forms. Visual arts practice at this level is underpinned by a sound grasp of art theory and history and the ability to critically analyse and synthesise information from a range of sources. Discourse and communication around complex ideas are also required.

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.

Artists work within and across many media, and their practice may incorporate ceramics, digital art, glasswork, drawing and illustration, jewellery making, painting, photomedia, printmaking, sculpture, textile design and wood design.

Pathways Information

Pathways into the qualification

It is highly recommended that people entering this qualification possess a Certificate IV qualification in visual arts or a related discipline and have well-developed skills in a specialised art form.

Pathways from the qualification

This qualification prepares people for entry into work at a professional level. Its conceptual and theoretical content also supports learning at higher levels. People with CUV50111 Diploma of Visual Arts often engage in further learning in vocational and higher education through Advanced Diploma and Degree qualifications in a range of arts-related disciplines and beyond.

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 unit of competency:

- CUVPRP401A Realise a creative project.

Those skills and knowledge may have been acquired through experience in creative practice 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	• responding appropriately to feedback on own skill development and performance • consulting with peers and mentors about a range of issues related to own practice • documenting own work • engaging in critical discourse with colleagues and peers
Teamwork	• collaborating with others artists • sharing ideas • seeking feedback and guidance from mentors
Problem-solving	• analysing complex information and responding with creative solutions • developing solutions for complex design challenges • balancing potentially conflicting needs • evaluating the effectiveness of solutions
Initiative and enterprise	• working creatively with an art form • developing ideas from historical and contemporary research • achieving own individual style of creative expression
Planning and organising	• planning a creative project • monitoring own work and introducing strategies to improve skills and knowledge • conducting a range of research to inform work projects • planning work tasks in a logical sequence • setting work and practice goals • planning for a sustainable professional practice
Self-management	• developing goals for professional practice • taking responsibility for own professional development • monitoring own work and introducing strategies to improve performance • using knowledge of industry and legal frameworks within own practice
Learning	• developing strong artistic technique • identifying opportunities to maintain and enhance industry knowledge • seeking feedback from colleagues and mentors

Employability skill	Industry/enterprise requirements for this qualification
	• exploring and testing new approaches • participating in industry networks and professional development opportunities
Technology	• using an extended range of materials and technologies relevant to specific creative practice • proactively using the internet as a research tool

Packaging Rules

Total number of units = 15

6 core units *plus*

9 elective units

The elective units consist of:

- 3 units from Group A
- 2 units from Group B
- of the remaining 4 units:
 - up to 4 may be from Group A and/or Group B
 - up to 4 may be from a Certificate IV or above in any currently endorsed Training Package
 - up to 2 may be from an accredited course at Diploma level.

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

Core units

CUVACD501A Refine drawing and other visual representation tools

CUVPRP501A Realise a body of creative work

CUVPRP502A Prepare for sustainable professional practice

CUVPRP503A Present a body of own creative work

CUVPRP505A Establish and maintain safe professional practice

CUVRES502A Analyse cultural history and theory

Elective units

Group A

Art, craft and design

CUAIND401A Extend expertise in specialist field

CUVACD402A Experiment with moulding and casting techniques

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

BSBCRT301A Develop and extend critical and creative thinking skills

BSBCRT401A Articulate, present and debate ideas
BSBCRT402A Collaborate in a creative process
BSBCRT403A Explore the history and social impact of creativity
BSBCRT501A Originate and develop concepts

Design

BSBDES401A Generate design solutions
BSBDES402A Interpret and respond to a design brief
BSBDES501A Implement design solutions
BSBDES502A Establish, negotiate and refine a design brief

Visual communication

CUVCER402A Experiment with throwing techniques
CUVCER403A Experiment with ceramic surface treatments
CUVCER502A Investigate ceramic materials and processes
CUVCER501A Refine ceramics techniques
CUVCER503A Refine throwing techniques
CUVCER504A Refine handbuilding techniques
CUVCER505A Develop and apply ceramic glazes
CUVDIG502A Investigate technologies for the creation of digital art
CUVDIG501A Refine digital art techniques
CUVDRA501A Refine drawing techniques
CUVDRA502A Investigate drawing materials and processes
CUVGLA501A Refine glassworking techniques
CUVGLA502A Investigate glassworking materials and processes
CUVGLA503A Refine kiln cast glass techniques
CUVILL401A Research and apply techniques for illustrative work
CUVILL501A Develop professional illustrations
CUVILL502A Refine illustration techniques
CUVPAI501A Refine painting techniques
CUVPAI502A Investigate painting materials and processes
CUVPRI501A Refine printmaking techniques
CUVPRI502A Investigate printmaking materials and processes
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
CUVPUA501A Create works of art for public spaces
CUVSCU501A Refine sculptural techniques
CUVSCU502A Investigate sculptural materials and processes
CUVTEX501A Refine techniques for textile work
CUVTEX502A Investigate materials and processes for textile work
CUVWOO501A Refine woodworking techniques
CUVWOO502A Investigate woodworking materials and processes
LMFFDT4016A Select, use and maintain hand tools for the creation of custom furniture
LMFFDT5005A Construct custom furniture using advanced techniques
LMFFM4005A Hand carve wood to custom design
LMFSL5005A Apply innovation in contemporary lead light and stained glass
LMTTD4004A Produce woven tapestry samples
LMTTD4005A Produce screen printed textiles

LMTTD4006A Source textile materials and resources
 LMTTD4010A Apply manipulation techniques to create experimental textile samples
 LMTTD4012A* Analyse use of colour in textiles
 LMTTD5004A Design and produce experimental textiles
 MEM19014B* Perform hand engraving
 MEM19015B* Perform jewellery enamelling
 MEM19016B* Construct jewellery components
 MEM19017B* Fabricate jewellery items
 MEM19025A Create and present designs for jewellery and other 3D objects
 MEM19026A Investigate quality and application of jewellery materials
 MEM19027A* Produce life drawings for presenting jewellery and object designs
 MEM19028A Select materials and new technologies for jewellery and 3D object design applications
 MEM19030A Research and design sustainable objects
 MEM19031A Produce renderings and technical drawings for jewellery and object design construction
 MEM19036A Use specialised techniques to produce jewellery and objects
 MEM19038A Apply traditional techniques to jewellery and 3D object production

***Note the following prerequisite unit requirement.**

Unit code and title	Prerequisite unit required
LMTTD4012A Analyse use of colour in textiles	LMTCL2003B Identify fibres and fabrics LMTTD4013A Prepare stencils and screens for textile printing
MEM19014B Perform hand engraving	MEM18001C Use hand tools
MEM19015B Perform jewellery enamelling	MEM13003B Work safely with industrial chemicals and materials MEM18001C Use hand tools
MEM19016B Construct jewellery components	MEM05006B Perform brazing and/or silver soldering MEM12023A Perform engineering measurements MEM18001C Use hand tools
MEM19017B Fabricate jewellery items	MEM05006B Perform brazing and/or silver soldering MEM06007B Perform basic incidental heat/quenching, tempering and annealing MEM12023A Perform engineering measurements MEM18001C Use hand tools

MEM19027A Produce life drawings for presenting jewellery and object designs	MEM19023A Apply drawing and rendering techniques to jewellery or object design
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Group B**Communication**

BSBCMM401A Make a presentation

Copyright and IP

BSBIPR401A Use and respect copyright

BSBIPR404A Protect and use innovative designs

BSBIPR405A Protect and use intangible assets in small business

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

Exhibitions

CULMS407C Install and dismantle exhibition elements

SITXEVT015B Manage exhibitions

Financial management

CUSFIM501A Secure funding for projects

CUVFIM401A Obtain revenue to support operations

Industry capability

CUFIND401A Provide services on a freelance basis

CUVIND501B Maintain and apply creative arts industry knowledge

Innovation

BSBINN501A Establish systems that support innovation

BSBINN502A Build and sustain an innovative work environment

Learning and development

BSBWOR501B Manage personal work priorities and professional development

Marketing

BSBMKG414B Undertake marketing activities

BSBMKG501B Identify and evaluate marketing opportunities

Professional practice

CUVPRP406A Plan work space

CUVPRP504A Establish and maintain environmentally sustainable creative practice

Research

CUFRES401A Conduct research

CUVRES501A Critique cultural works

Small and micro business

BSBSMB301A Investigate micro business opportunities

BSBSMB302A Develop a micro business proposal

BSBSMB303A Organise finances for the micro business

BSBSMB304A Determine resource requirements for the micro business

BSBSMB305A Comply with regulatory, taxation and insurance requirements for the micro business

BSBSMB306A Plan a home based business

BSBSMB307A Set up information and communications technology for the 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
BSBSMB409A Build and maintain relationships with small business stakeholders

Sustainability

BSBSUS501A Develop workplace policy and procedures for sustainability

Training

TAEDEL301A Provide work skill instruction
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 illustration

Core units plus:

- BSBWOR501B Manage personal work priorities and professional development
- CUVACD506A Refine 2-D design ideas and processes
- CUVACD513A Make mixed media artworks
- CUVDIG501A Refine digital art techniques
- CUVDRA502A Investigate drawing materials and processes
- CUVILL501A Develop professional illustrations
- CUVILL502A Refine illustration techniques
- CUVILL401A Research and apply techniques for illustrative work
- CUVIND501B Maintain and apply creative arts industry knowledge

Artist specialising in photomedia

Core units plus:

- CUAIND401A Extend expertise in specialist field
- CUVACD504A Research and apply light and colour
- CUVACD506A Refine 2-D design ideas and processes
- CUVACD512A Work with photomedia in creative practice
- CUVIND501B Maintain and apply creative arts industry knowledge
- 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
- CUVRES501A Critique cultural works

Artist specialising in printmaking

Core units plus:

- BSBIPR401A Use and respect copyright

- BSBSMB305A Comply with regulatory, taxation and insurance requirements for the micro business
- CUVACD504A Research and apply light and colour
- CUVACD506A Refine 2-D design ideas and processes
- CUVACD512A Work with photomedia in creative practice
- CUVFIM401A Obtain revenue to support operations
- CUVIND501B Maintain and apply creative arts industry knowledge
- CUVPRI501A Refine printmaking techniques
- CUVPRI502A Investigate printmaking materials and processes

Artist specialising in jewellery making

Core units plus:

- BSBDES401A Generate design solutions
- BSBDES402A Interpret and respond to a design brief
- BSBDES501A Implement design solutions
- MEM19025A Create and present designs for jewellery and other 3D objects
- MEM19026A Investigate quality and application of jewellery materials
- MEM19027A Produce life drawings for presenting jewellery and object designs
- MEM19030A Research and design sustainable objects
- MEM19036A Use specialised techniques to produce jewellery and objects
- MEM19038A Apply traditional techniques to jewellery and 3D object production