



Australian Government

SIRRMER009A Produce perspective drawing, plans and elevations

Release: 1

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Modification History

Not applicable.

Unit Descriptor

Unit descriptor	This unit describes the performance outcomes, skills and knowledge required to produce perspective drawings, plans and elevations in retail or exhibition environments in response to client briefs.
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Application of the Unit

Application of the unit	This unit requires the team member to demonstrate knowledge of manual or software-based drafting techniques to develop and present a folio of perspective drawings, plans and elevations in response to a client brief. Frontline visual merchandisers and visual merchandiser supervisors and managers are responsible for this role.
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Licensing/Regulatory Information

Not applicable.

Pre-Requisites

Prerequisite units	Nil
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Employability Skills Information

Employability skills

The required outcomes described in this unit contain applicable facets of employability skills. The Employability Skills Summary of the qualification in which this unit is packaged will assist in identifying employability skills requirements.

Elements and Performance Criteria Pre-Content

Elements describe the essential outcomes of a unit of competency.

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

Elements and Performance Criteria

ELEMENT

PERFORMANCE CRITERIA

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|--|--|
| 1 Produce one-point perspective visuals from a given plan and elevation. | 1.1 Interpret plan and elevation and determine suitable scale.
1.2 Construct one-point grid of interior space delineating scale representations of floor, walls and ceiling using appropriate <i>manual drafting tools and equipment</i> or <i>computer software</i> .
1.3 Position objects correctly in given space according to the given plan.
1.4 Determine correct heights of objects within the space from provided elevations. |
| 2 Produce two-point perspective visuals from a given plan and elevation. | 2.1 Construct two-point grid of interior space, indicating scale representations of floor, walls and ceiling.
2.2 Produce visuals of walls and ceiling to specified proportions according to given plans and elevations.
2.3 Draw accurate scale heights of objects and architectural details according to specifications in elevations. |

ELEMENT**PERFORMANCE CRITERIA**

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|---|---|---|
| | 2.4 | Position objects to match plans. |
| | 2.5 | Render interiors produced in a colour finish scheme suitable for the presentation of the organisation and product. |
| 3 | Produce multi-point perspective from given industry briefs. | |
| | 3.1 | Determine suitable view of plan and elevation for client presentation and to best represent requirements of the brief. |
| | 3.2 | Draft perspective and rendered interior views according to given plans and elevations. |
| | 3.3 | Produce alternative design solutions to meet client needs. |
| | 3.4 | Present progress solutions to client for feedback. |
| | 3.5 | Draft design modifications and present portfolio of finished visuals for client sign-off. |

Required Skills and Knowledge

REQUIRED SKILLS AND KNOWLEDGE

This section describes the essential skills and knowledge and their level, required for this unit.

The following skills must be assessed as part of this unit:

- interpersonal communication skills to:
 - present verbally to client through clear and direct communication
 - share information
 - use language and concepts appropriate to cultural differences
 - use and interpret non-verbal communication
- use and maintenance of retail drafting tools and equipment
- manual drafting and drawing
- the application of computer software as an aid in the production of finished visuals
- developing written reports
- compiling a portfolio.

The following knowledge must be assessed as part of this unit:

- elements and principles of design and trends in retail visual merchandising design
- perspective in visual merchandising design applications
- relevant organisation or industry standards
- organisation merchandising policy.

Evidence Guide

EVIDENCE GUIDE

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

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

Evidence of the following is essential:

- utilises relevant research on visual merchandising and architectural design trends
- negotiates and confirms client requirements for a range of visual merchandising design briefs

EVIDENCE GUIDE

- consistently 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
- documentary evidence of consultative and liaison processes with business partners.

Context of and specific resources for assessment

Assessment must ensure access to:

- real or simulated retail outlets or exhibition environments
- drafting equipment and facilities
- relevant documentation, such as:
 - real or simulated client briefs
 - texts and visual merchandising and architectural periodicals.

Methods 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
- third-party reports from a supervisor
- 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.

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

EVIDENCE GUIDE

Assessing employability skills

Employability skills are integral to effective performance in the workplace and are broadly consistent across industry sectors. How these skills are applied varies between occupations and qualifications due to the different work functions and contexts.

Employability skills embedded in this unit should be assessed holistically in the context of the job role and with other relevant units that make up the skill set or qualification.

Range Statement

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 in the performance criteria is detailed below.

Manual drafting tools and equipment may include:

- T-square
- scale rule
- set squares
- blades
- HB and harder pencils
- coloured pencils
- dry pastels
- Copic markers
- fine-line pens.

Computer software may include:

- Illustrator
- DesignCAD products.

Clients may include:

- Customers may include retail managers within the organisation or external businesses.

Unit Sector(s)

Sector Retail

Competency field

Competency field Merchandising