CUA41320 Certificate IV in Visual Arts

Release 2

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Modification History

Release	Comments
Release 2	This version first released with CUA Creative Arts and Culture Training Package Version 6.0.
	Minor change to add the following units of competency in the elective unit list:
	• CUABRT415 Provide technical support during virtual and hybrid events
	• CUAMWB403 Prepare to work with confronting material and processes in the creative industries.
Release 1	This version first released with CUA Creative Arts and Culture Training Package Version 5.0.

Qualification Description

This qualification reflects the role of individuals who are beginning to develop their own artistic voice and command of techniques in a range of art forms. It applies to work in different visual arts, craft and design work environments. Practice at this level is underpinned by application of broad and integrated technical and theoretical knowledge and the ability to analyse and use information from a range of sources. Individuals at this level usually operate autonomously, however they may provide some leadership and guidance to others with limited responsibility for the output of others.

The job roles that relate to this qualification may include Artist, Visual Artist, Arts Practitioner, Jewellery Designer, Studio Artist and Ceramic Artist. It also provides pathways to other visual arts, craft and design job roles.

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

Nil

Packaging Rules

Total number of units = 15

6 core units plus

9 elective units, of which:

- 4 must be from Group A
- 3 must be from Group A and/or 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.

Core units

CUAACD311 Produce drawings to communicate ideas

CUAPPR411 Realise a creative project

CUAPPR414 Develop self as artist

CUAPPR415 Develop and discuss ideas for own creative work

CUARES403 Research history and theory to inform own arts practice

CUAWHS312 Apply work health and safety practices

Elective units

Group A

BSBCRT411 Apply critical thinking to work practices

BSBCRT412 Articulate, present and debate ideas

BSBCRT413 Collaborate in creative processes

BSBCRT403 Explore the history and social impact of creativity

CUAACD312 Produce computer-aided drawings

CUAACD313 Produce technical drawings

CUAACD314 Make scale models

CUAACD411 Integrate colour theory and design processes

CUAACD412 Experiment with moulding and casting techniques

CUAANM313 Create 3D digital models

CUACAL411 Experiment with techniques to produce calligraphy

CUACER411 Experiment with techniques to produce ceramic works

CUACER412 Experiment with throwing techniques

CUACER413 Experiment with ceramic surface treatments

CUADES301 Explore the use of colour

CUADES302 Explore and apply the creative design process to 2D forms

CUADES303 Explore and apply the creative design process to 3D forms

CUADES304 Source and apply design industry knowledge

CUADES305 Source and apply information on the history and theory of design

CUADES411 Generate design solutions

CUADES412 Interpret and respond to a design brief

CUADES413 Develop and extend design skills and practice

CUADES421 Research and apply techniques for the design of wearable objects

CUADES422 Research and apply techniques in product design

CUADIG401 Author interactive media

CUADIG412 Design user interfaces

CUADIG413 Create user interfaces

CUADIG415 Produce innovative digital images

CUADIG416 Produce innovative video art

CUADRA401 Experiment with techniques to produce drawings

CUAGLA401 Experiment with techniques to produce glasswork

CUAILL401 Develop and refine illustrative work

CUAIND411 Extend expertise in specialist creative fields

CUAJWL401 Experiment with techniques to produce jewellery

CUAPAI411 Experiment with techniques to produce paintings

CUAPER401 Experiment with techniques to produce performance art

CUAPHI305 Use wet darkroom techniques to produce monochrome photographs

CUAPHI312 Capture photographic images

CUAPHI313 Process photo images

CUAPHI314 Process colour materials in a wet darkroom context

CUAPHI316 Capture images using drone technology

CUAPHI411 Capture images in response to a brief

CUAPHI412 Apply photo imaging lighting techniques

CUAPHI403 Enhance, manipulate and output photo images

CUAPPR312 Document the creative work progress

CUAPPR314 Participate in collaborative creative projects

CUAPPR402 Select sites for creative projects and plan work

CUAPPR403 Store and maintain finished creative work

CUAPPR406 Plan work space

CUAPPR408 Integrate disability access and inclusion

CUAPPR417 Select and prepare creative work for exhibition

CUAPRI411 Experiment with printing techniques

CUASCU411 Experiment with techniques to produce sculpture

CUATEX401 Experiment with techniques to produce textile work

CUAPUA511 Create works of art for public spaces

CUAWOO401 Experiment with techniques to produce wood objects

MSFDG3003 Paint and fire glass

MSTTD4005 Produce screen printed textiles

MSTTD4007 Analyse textile design influences

MSTTD4010 Apply manipulation techniques to create experimental textile samples

MSTTD4002 Prepare stencils and screens for textile printing

MSFFM4001 Hand carve wood to custom design

MSFGG3024 Form glass

MSMPMC308 Operate slip casting equipment

MSMPMC310 Hand mould products

Group B

BSBSTR301 Contribute to continuous improvement

BSBSTR401 Promote innovation in team environments

BSBLDR413 Lead effective workplace relationships

BSBMKG440 Apply marketing communication across a convergent industry

BSBMKG439 Develop and apply knowledge of communications industry

BSBMKG437 Create and optimise digital media

BSBESB301 Investigate business opportunities

BSBESB302 Develop and present business proposals

BSBESB303 Organise finances for new business ventures

BSBESB304 Determine resource requirements for new business ventures

BSBESB305 Address compliance requirements for new business ventures

BSBSUS411 Implement and monitor environmentally sustainable work practices

BSBPEF301 Organise personal work priorities

BSBPEF401 Manage personal health and wellbeing

BSBPEF402 Develop personal work priorities

BSBWRT311 Write simple documents

CUABRT415 Provide technical support during virtual and hybrid events

CUACMP311 Implement copyright arrangements

CUACMP511 Manage copyright arrangements

CUAEVP413 Install and dismantle exhibition elements

CUAFIM411 Obtain revenue to support operations

CUAIND311 Work effectively in the creative arts industry

CUAIND314 Plan a career in the creative arts industry

CUAIND412 Provide freelance services

CUAIND413 Communicate effectively with arts professionals

CUAMWB403 Prepare to work with confronting material and processes in the creative industries

CUARES412 Conduct research

Qualification Mapping Information

Supersedes and is equivalent to CUA41315 Certificate IV in Visual Arts.

Links

Companion Volume Implementation Guide is found on VETNet -
https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5