



**Australian Government**

# **CUA60720 Advanced Diploma of Visual Arts**

**Release 2**

## CUA60720 Advanced Diploma of Visual Arts

### Modification History

Release	Comments
Release 2	<p>This version first released with CUA Creative Arts and Culture Training Package Version 6.0.</p> <p>Minor change to add the following units of competency in the elective unit list:</p> <ul style="list-style-type: none"> <li>• CUADES523 Design virtual and hybrid events</li> <li>• CUABRT502 Manage and operate technical requirements for virtual and hybrid events.</li> </ul>
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 have para-professional level technical, creative and conceptual skills to originate, realise and exhibit a substantial body of resolved work that expresses their own creative vision. Individuals at this level work within and across many mediums, and their practice may incorporate ceramics, art management, digital art, glasswork, drawing and illustration, jewellery making, painting, photomedia, printmaking, public art, sculpture, textiles or wood design. Practice at this level is underpinned by application of art theory and history, the ability to engage in critical discourse and to debate one's own work and the work of others.

Visual artists may work in their own practice, or a wide range of contexts across the arts, government or commercial organisations and bring visual arts perspective to areas such as business, community services and science. 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, and Visual Arts Professional.

#### 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 have the conceptual, technical and organisational skills to create and present work in their chosen creative form.

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

## Packaging Rules

**Total number of units = 12**

**6 core units** plus

**6 elective units**, of which:

- 4 must be from Group A
- 2 may be from Groups A and/or B or from 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.

- Art Management
- Jewellery
- Public Art

### Core units

BSBCRT611 Apply critical thinking for complex problem solving

CUAACD611 Extend professional expertise with drawing and other visual representation tools

CUAPPR611 Originate a body of independent creative work

CUAPPR613 Engage in the business of creative practice

CUAPPR614 Publicly present a body of own creative work

CUARES612 Extend cultural research expertise

### Elective units

#### Group A

BSBCRT512 Originate and develop concepts

BSBINN801 Lead innovative thinking and practice

BSBPMG539 Manage project governance

CUAACD411 Integrate colour theory and design processes

CUAACD508 Refine model making skills  
CUAACD509 Develop and refine metalworking techniques  
CUAACD511 Make moulds and casts  
CUAACD514 Refine carving techniques for creative work  
CUAACD520 Manage kiln operations  
CUAACD522 Work with photomedia in creative practice  
CUAACD523 Make mixed media artworks  
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  
CUAACD612 Extend professional expertise across new art forms and media  
CUACER511 Refine ceramics techniques  
CUACER513 Refine throwing techniques  
CUACER514 Refine handbuilding techniques  
CUACER515 Develop and apply ceramic glazes  
CUADES301 Explore the use of colour  
CUADES511 Implement design solutions  
CUADES512 Establish, negotiate and refine a design brief  
CUADES601 Design innovative products  
CUADES611 Manage design realisation  
CUADES612 Research global design trends  
CUADES801 Research and apply design theory  
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  
CUAAILL511 Develop professional illustrations  
CUAAILL512 Refine illustration techniques  
CUAIND611 Work professionally in the creative arts industry  
CUAINS601 Realise an installation work  
CUAPAI511 Refine painting techniques  
CUAPHI531 Apply visual communication theory to photo imaging practice  
CUAPHI533 Explore and apply photo lighting techniques

CUAPPR515 Establish and maintain safe creative practice  
CUAPPR612 Collaborate in professional creative projects  
CUAPPR615 Evolve ideas for professional creative 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  
CUAPUA611 Realise a public art project  
CUASCU511 Refine sculptural techniques  
MEM19038A Apply traditional techniques to jewellery and 3D object production  
MEM19039A Plan, conduct and supervise a jewellery and object exhibition  
MEM19043A Oversee jewellery or object design production  
MSTGN2013 Identify fibres, fabrics and textiles used in the TCF industry  
MSTTD4004 Produce woven tapestry samples  
MSTTD5002\* Design and produce woven tapestry products  
MSTTD5004 Design and produce experimental textiles  
MSTTD5005 Design and produce printed textiles  
MSTTD5007 Develop textile designs using computer-based design programs  
MSTTD6001 Research commercial development of textiles  
MSTTD6004 Create and produce textile designs for commercial production

### **Group B**

BSBWRT411 Write complex documents  
BSBSTR501 Establish innovative work environments  
BSBESB406 Establish operational strategies and procedures for new business ventures  
BSBLDR812 Develop and cultivate collaborative partnerships and relationships  
BSBLEG525 Apply legal principles in intellectual property law matters  
BSBPMG430 Undertake project work  
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  
BSBSUS511 Develop workplace policies and procedures for sustainability  
CUABRT502 Manage and operate technical requirements for virtual and hybrid events  
CUACMP511 Manage copyright arrangements  
CUADES523 Design virtual and hybrid events  
CUAFIM511 Source funding for projects  
CUAPPR514 Establish and maintain environmentally sustainable creative practice

CUARES502 Critique cultural works  
 PSPPCM023 Manage strategic contracts  
 SITXMPR006 Obtain and manage sponsorship  
 SITXEBS003 Build and launch a small business website  
 TAEDEL401 Plan, organise and deliver group-based learning

\*Note the following prerequisite unit requirements:

Unit in this qualification	Prerequisite unit
MSTTD5002 Design and produce woven tapestry products	MSTTD4004 Produce woven tapestry samples

## Specialisations

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

- CUA60720 Advanced Diploma of Visual Arts (Art Management)
- CUA60720 Advanced Diploma of Visual Arts (Jewellery)
- CUA60720 Advanced Diploma of Visual Arts (Public Art)

## Packaging rules to achieve a specialisation

### Art Management

- 4 Group A electives must be selected, and must include CUAPPR612 Collaborate in professional creative projects, CUAIND611 Work professionally in the creative arts industry, and CUAINS601 Realise an installation work.

### Jewellery

- 4 Group A electives must be selected, and must include MEM19043A Oversee jewellery or object design production, MEM19039A Plan, conduct and supervise a jewellery and object exhibition, and MEM19038A Apply traditional techniques to jewellery and 3D object production.

### Public Art

- 4 Group A electives must be selected, and must include CUAPUA611 Realise a public art project.

## Qualification Mapping Information

No equivalent qualification. Supersedes and is not equivalent to CUA60715 Advanced Diploma of Visual Arts.

## **Links**

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>