

PERFORM HAND DRAWING

UNIT CODE: ME/OS/AN/CR/02/5/MA

UNIT DESCRIPTION

This unit specifies the competencies required to perform hand drawing. It involves drawing hand lines and shapes, creating pencil shades and patterns, creating perspective points, drawing human figure poses, creating still-life drawings and creating composition drawings.

ELEMENTS AND PERFORMANCE CRITERIA

ELEMENT These describe the key outcomes which make up workplace function.	PERFORMANCE CRITERIA These are assessable statements which specify the required level of performance for each of the elements. <i>Bold and italicized terms are elaborated in the range.</i>
1. Draw hand lines and shapes	1.1 Free-hand straight lines are drawn. 1.2 Free-hand parallel lines are drawn. 1.3 Free-hand arcs and curve lines are drawn. 1.4 Free-hand perfect shapes are drawn.
2. Create pencil shades and patterns	2.1 Stippling gradients are drawn. 2.2 Hatching gradients are drawn. 2.3 Cross-hatching gradients are drawn. 2.4 Shaded gradients are drawn. 2.5 Stumping gradients are drawn. 2.6 Shades and patterns are created. 2.7 Composition is created using different shapes and patterns.
3. Draw Human figure poses	3.1 <i>Human body parts</i> are drawn on different poses. 3.2 Human postures are drawn in skeletal form. 3.3 Human posture is drawn in solid shapes. 3.4 Human figure poses are drawn as per the SOPs.
4. Create still-life drawings	4.1 Quick sketches are drawn from real-life. 4.2 Gestural sketches are drawn. 4.3 Speed sketches are drawn. 4.4 Accurate proportion drawings are created.
5. Create perspective points	5.1 One-point perspectives images are created. 5.2 Two-point perspectives images are created. 5.3 Three-point perspectives images are created.

	5.4 Forced perspectives images are created.
6. Create composition drawings	6.1 Landscape setting is drawn. 6.2 Architectural buildings are drawn. 6.3 Scene composition is drawn based on <i>scene elements</i> .

RANGE

This section provides work environments and conditions to which the performance criteria apply. It allows for different work environment and situations that will affect performance.

Variable	Range
<ul style="list-style-type: none"> Human body parts include but not limited to: 	<ul style="list-style-type: none"> Hands Feet Head Torso
<ul style="list-style-type: none"> Scene elements. includes but not limited to: 	<ul style="list-style-type: none"> Props Subject Objects.

REQUIRED SKILLS AND KNOWLEDGE

This section describes the skills and knowledge required for this unit of competency.

Required skills

The individual needs to demonstrate the following skills:

- Drawing
- Shading
- Analytical
- Visualization
- Observation

Required knowledge

The individual needs to demonstrate knowledge of:

- Drawing techniques
- Shading techniques
- Basic architecture

EVIDENCE GUIDE

This provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge and range.

1. Critical Aspects of Competency	Assessment requires evidence that the candidate: 1.1 Demonstrated the ability to draw hand lines and shapes. 1.2 Created pencil shades and patterns 1.3 Demonstrated the ability to draw Human figure poses. 1.4 Created still-life drawings 1.5 Created perspective points 1.6 Created composition drawings
2. Resource Implications	The following resources must be provided: 2.1 Still-life objects 2.2 Human/humanoid models
3. Methods of Assessment	Competency may be accessed through: 3.1 Written tests 3.2 Observation 3.3 Oral questions 3.4 Third party report 3.5 Interviewing 3.6 Project and report writing
4. Context of Assessment	Competency may be assessed: 4.1 On-the- job 4.2 Off the job 4.3 Off the job assessment must be undertaken in a closely simulated workplace environment.
5. Guidance information for assessment	Holistic assessment with other units relevant to the industry sector, workplace and job roles is recommended.