

**Specification of Competency Standards**  
**for the Jewellery Industry**  
**Unit of Competency**

Functional Area - Design

Title	Master basic jewellery design techniques
Code	108872L2
Range	This unit of competency is applicable to practitioners working in the jewellery design department of the jewellery industry. Practitioners should be capable of working in a familiar environment under supervision. They should be able to master the design of various jewellery patterns and their classification, and produce simple drawing patterns for basic jewellery design under instruction.
Level	2
Credit	6
Competency	<p>Performance Requirements</p> <p>1. Understand basic design principles and design workflow</p> <ul style="list-style-type: none"> <li>• Know about basic design principles, such as: <ul style="list-style-type: none"> <li>○ Point, line and plane and their relationships</li> <li>○ The variation, impact and effect of techniques such as enlargement, reduction, axis, repetition, radiation and rhythm on point, line and plane</li> </ul> </li> <li>• Know about hand-drawn sketches, such as: <ul style="list-style-type: none"> <li>○ Know about the application of sketches in the development process of jewellery products</li> <li>○ Know about the types of sketches, such as: <ul style="list-style-type: none"> <li>▪ Outline sketch</li> <li>▪ Concept drawing</li> <li>▪ Perspective drawing (perspective drawing method)</li> <li>▪ Projection drawing</li> <li>▪ Structural drawing</li> <li>▪ Sectional drawing</li> </ul> </li> </ul> </li> <li>• Know about the steps and procedure of each basic design workflow, such as: <ul style="list-style-type: none"> <li>○ Project briefing</li> <li>○ Research and analysis</li> <li>○ Determine the design direction and design criteria</li> <li>○ Design concept and idea generalization</li> <li>○ Design development</li> <li>○ Design finalization</li> <li>○ Design realization</li> </ul> </li> </ul> <p>2. Master basic drawing and design techniques</p> <ul style="list-style-type: none"> <li>• Use lines to outline the pattern of the product <ul style="list-style-type: none"> <li>○ Draw the content of the product</li> <li>○ Use shades and metallic reflections to give a three-dimensional effect</li> <li>○ Use colouring to give a three-dimensional effect</li> <li>○ Use texture to express the tactile quality of a surface</li> <li>○ Perspective drawing (perspective drawing method)</li> </ul> </li> <li>• Master the workflow of the basic design principles and employ fundamental drawing techniques to assist the supervisor in performing various design duties</li> </ul> <p>3. Professionalism</p>

**Specification of Competency Standards**  
**for the Jewellery Industry**  
**Unit of Competency**

Functional Area - Design

	<ul style="list-style-type: none"><li>• Respect intellectual property and avoid plagiarism when assisting in design-related duties, preventing individuals and the organization from falling into the trap of infringement of intellectual property rights</li></ul>
Assessment Criteria	<p>The integrated outcome requirement of this unit of competency is:</p> <ul style="list-style-type: none"><li>• Able to employ various kinds of basic drawing techniques to produce basic jewellery design patterns under instruction, and present the appearance, texture and size of the jewellery.</li></ul>
Remark	