

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

Functional Area - Design

Title	Present coloured drawings of jewellery by means of mixed media
Code	108884L3
Range	This unit of competency is applicable to practitioners working in the jewellery design department of the jewellery industry. Practitioners should be capable of mastering the application of mixed media materials and independently presenting the coloured drawings and characteristics of jewellery design by means of mixed media.
Level	3
Credit	6
Competency	<p>Performance Requirements</p> <p>1. Understand the application, colour theories and effects of mixed media materials</p> <ul style="list-style-type: none"> <li>• Know about the range of materials covered in mixed media <ul style="list-style-type: none"> <li>○ Types of colouring materials, such as: <ul style="list-style-type: none"> <li>▪ Black pen</li> <li>▪ Pastel</li> <li>▪ Poster colour</li> <li>▪ Water colour</li> <li>▪ Colour pencil</li> <li>▪ Colour ink</li> <li>▪ Marker</li> </ul> </li> <li>○ Characteristics of the colouring materials, such as: <ul style="list-style-type: none"> <li>▪ Transparency</li> <li>▪ Coverage</li> <li>▪ Effects</li> <li>▪ Techniques and special effects</li> </ul> </li> <li>○ Various kinds of paper and their characteristics</li> <li>○ Various kinds of tools and drawing rulers</li> <li>○ Various kinds of coatings and their effects</li> </ul> </li> <li>• Master the application and techniques of various kinds of mixed media</li> <li>• Know how to match with one another between mixed media</li> <li>• Make use of suitable colour and texture to create different touch of feel, such as: <ul style="list-style-type: none"> <li>○ Metal</li> <li>○ Gemstone</li> <li>○ Wood/Plastic</li> <li>○ Animal skin</li> </ul> </li> <li>• Make use of the luminosity, hue and chroma of colours to bring out different colour effects, such as: <ul style="list-style-type: none"> <li>○ Contrast</li> <li>○ Harmony</li> <li>○ Companion colour</li> <li>○ Brightness value</li> <li>○ The characteristics of colour effects with the same luminosity as well as their differences</li> </ul> </li> <li>• Basic colour matching, such as: <ul style="list-style-type: none"> <li>○ Hue effect</li> <li>○ Tone effect</li> </ul> </li> <li>• Make use of different materials to create background effects</li> </ul> <p>2. Present the coloured drawings of jewellery design by means of mixed media</p>

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	<ul style="list-style-type: none"><li>Produce the coloured drawings of jewellery design by means of mixed media, and bring out the characteristics, texture, materials and touch of feel of the external design of the products</li></ul> <p>3. Professionalism</p> <ul style="list-style-type: none"><li>Respect intellectual property and avoid plagiarism, 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 bring out the characteristics, materials, colour and texture of the external design of the jewellery independently by means of mixed media and colour matching, so as to facilitate discussion and introduce new design.</li></ul>
Remark	