Specification of Competency Standards for the Jewellery Industry <u>Unit of Competency</u>

1. Title	Master basic 3-D hand-drawing techniques for jewellery products	
2. Code	JLZZDE203A	
3. Range	This unit of competency is applicable in jewellery companies or worksites. Practitioners should be capable to employ hand-drawing techniques to present the 3-dimensional pattern of jewellery products under instruction.	
4. Level	2	
5. Credit	4	
6. Competency	Performance Requirements	
	 Know about the perspective principles and the techniques of altering 3-dimensional space ★ Know about the following two perspective principles: One-point perspective Two-point perspective Know what vanishing point, eye line, vision and cone are, as well as their inter-relationships ★ Know about the drawing techniques and structure of one-point and two-point perspective ★ Know about the techniques of altering 3-dimensional space, such as: Addition and subtraction Distortion Enlargement Reduction Radiation, etc. 	

	6.2 Bring out the 3-dimensional effect of jewellery pattern	two-point perspective to present the external design of jewellery products and their spatial relationships; and make variations by using methods such as addition, subtraction, distortion, enlargement, reduction and radiation to present different 3-D patterns, visual effects, size of the design products and	
		their spatial relationships, etc.	
7. Assessment Criteria	The integrated outcome requirement of this unit of competency is: (i) Capable to employ hand-drawing techniques to draw simple 3-D jewellery design pattern, and capable to present the 3-D effect, space and size of the design product under instruction.		
8. Remarks	The credit value of this unit of competency is set on the presumption that the person concerned already possesses basic hand-drawing techniques and capable to employ such techniques to present the basic appearance of the design product.		