

Specification of Competency Standards
for the Jewellery Industry
Unit of Competency

Functional Area - Design □

Title	Employ hand-drawing techniques to present the appearance and structure of jewellery
Code	108889L4
Range	This unit of competency is applicable to designers working in the jewellery design department of the jewellery industry. Practitioners should be capable of making careful analysis and judgment. They should also be able to master hand-drawing techniques to present the appearance and structure of jewellery, and handle drawings independently.
Level	4
Credit	3
Competency	Performance Requirements 1. Know about the hand-drawing techniques of jewellery • Know about hand-drawing techniques, be able to freely employ the patterns of line forms, and master the perspective theory and various kinds of drawing techniques • Master hand-drawing techniques to present different textures, such as: ○ Metal ○ Gemstone ○ Wood/Plastic ○ Animal skin 2. Employ hand-drawing techniques to present the exterior design and structure of jewellery • Employ hand-drawing techniques to present the exterior design and structure of jewellery, such as patterns, materials, stones and surface treatment, and be able to handle drawings independently as well as communicate with other departments of the organization by using design drawings or introduce new design to customers to promote the products 3. Professionalism • Respect intellectual property and avoid plagiarism, preventing individuals and the organization from falling into the trap of infringement of intellectual property rights
Assessment Criteria	The integrated outcome requirements of this unit of competency are: • Able to master hand-drawing techniques to handle drawings independently, and employ multiple drawing techniques to present the appearance and structure of jewellery as well as incorporate new elements and changes into the design; and • Communicate with other departments of the organization by means of design drawings, or introduce design drawings to customers.
Remark	