Unit of Competency

Functional Area: Design

Title	Apply Techniques of Colour Rendering with Markers
Code	104848L3
Range	This unit of competency (UoC) is applicable in the design department of timepiece companies. It covers the abilities to understand the application of colour rendering to timepiece product development, and use markers for colour renderings of timepiece design.
Level	3
Credit	6 (for reference only)

Competency	Performance Requirements
	1. Possess the knowledge of markers colour rendering
	  • Understand the application of colour rendering to timepiece product development
	  • Understand types of marker tools for colour rendering
	  • Understand types of sketch and their application
	    • Conceptual drawing
	    • Perspective drawing
	    • Projection drawing
	  • Understand perspective/projection
	2. Apply techniques of colour rendering with markers
	  • Apply techniques of colour rendering with markers
	    • Gridding
	    • Outlining
	    • Detailing
	    • Colouring/shadowing
	3. Exhibit professionalism
	  • Respect intellectual property to prevent plagiarization, so as to avoid individual person and the organization to fall into the trap of infringement

Assessment Criteria	The integrated outcome requirement of this UoC is the ability to: • Use markers to draw timepiece design drawings in the timepiece design process.
Remark	