

## PRODUCE ARCHITECTURAL MODELS

**UNIT CODE:** CON/OS/ARC/CR/03/5/A

### UNIT DESCRIPTION

This unit describes the competencies required to produce schematic, digital and physical models

<b>ELEMENTS</b> These describe the key outcomes which make up workplace function.	<b>PERFORMANCE CRITERIA</b> These are assessable statements which specify the required level of performance for each of the elements. <i>Bold and italicized terms are elaborated in the Range.</i>
1. Produce schematic/sketch models	1.1 A rough sketch is acquired from the architect 1.2 A <b>design</b> is formulated based on the rough sketch 1.3 A model is prepared as per the sketch
2. Produce physical model	2.1 Tools, materials and equipment are identified, gathered and used as per workplace procedures 2.2 The scaled plans are printed 2.3 <b>Physical model</b> is constructed as per the design 2.4 A <b>detailed model</b> is constructed as per the detailed design
3. Produce digital models	3.1 Presentation drawings are produced 3.2 Presentation drawings are rendered using CAD software

### RANGE

This section provides work environments and conditions to which the performance criteria apply. It allows for different work environments and situations that will affect performance.

<b>Variable</b>	<b>Range</b>
1. Design may include but is not limited to:	<ul style="list-style-type: none"> <li>• Approximated floor plans</li> <li>• Simple elevations</li> <li>• Quick 3D views</li> <li>• Conceptual rough sections</li> </ul>
2. Physical model may include but is not limited to:	<ul style="list-style-type: none"> <li>• site models</li> <li>• concept models</li> <li>• interior (dismountable) models</li> </ul>
3. detailed model may include	<ul style="list-style-type: none"> <li>• stairs</li> </ul>

but is not limited to:	<ul style="list-style-type: none"> <li>• door</li> <li>• window</li> <li>• roof</li> </ul>
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## REQUIRED SKILLS AND KNOWLEDGE

This section describes the skills and knowledge required for this unit of competency.

### Required Skills

The individual needs to demonstrate the following skills:

- Modelling
- Design skills
- Creativity skills
- Interpretation of drawings
- Precision skills
- Measuring skills
- Artistic skills
- ICT skills

### Required knowledge

The individual needs to demonstrate knowledge of:

- Art and design
- Visualization
- Architectural modelling
- Architectural design
- Digital design software
- Measurements and scales

## EVIDENCE GUIDE

This provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge and range.

1. Critical aspects of Competency	<p>Assessment requires evidence that the candidate:</p> <ul style="list-style-type: none"> <li>1.1 Produced sketch model</li> <li>1.2 Produced physical models</li> <li>1.3 Produced digital models</li> </ul>
2. Resource Implications	<p>The following resources should be provided:</p> <ul style="list-style-type: none"> <li>3.1 Access to relevant workplace or appropriately simulated environment where assessment can take place</li> <li>3.2 Materials relevant to the proposed activity or tasks</li> </ul>

3.Methods of Assessment	Competency in this unit may be assessed through: 3.1 Direct Observation 3.2 Oral questioning 3.3 Portfolios
4. Context of Assessment	Competency may be assessed 4.1 On job 4.2 Off job 4.3 During Industrial Attachment
5. Guidance information for assessment	Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended.

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