PRODUCE ARCHITECTURAL PERSPECTIVES
UNIT CODE: CON/OS/ARC/CR/02/5/A

UNIT DESCRIPTION

This unit describes the competencies required to prepare freehand internal perspectives, prepare freehand external perspectives, produce pictorial views, apply CAD in preparing perspectives and produce walkthrough videos

ELEMENTS These describe the key outcomes which make up workplace function.	PERFORMANCE CRITERIA These are assessable statements which specify the required level of performance for each of the elements. *Bold and italicized terms are elaborated in the Range.*
1. Prepare freehand internal perspectives	1.1 Internal **Perspective drawing** is designed 1.2 **Details** are incorporated in the perspective 1.3 Distance is indicated by aerial perspective.
2. Prepare freehand external perspectives	2.1 External perspective drawing is designed based on the number of vanishing points 2.2 Distance is indicated by aerial perspective
3. Produce pictorial views	3.1 The plan is drawn on a skewed or rotated 45-degree grid which keeps the original orthogonal geometry of the plan. 3.2 The verticals are projected vertically on the page 3.3 All lines are drawn to scale so that relationships between elements are accurate.
4. Produce walkthrough videos	4.1 Cameras are set as per the rooms or external space 4.2 Walkthroughs are generated 4.3 Sound is incorporated in the video
5. Apply CAD in preparing perspectives	5.1 Images/ Computer Generated **Renderings** are generated by a computer using three-dimensional modeling software or other computer software for presentation purposes 5.2 Lighting and materials are approximated using computer software. 5.3 Renderings are created for presentation, marketing and design analysis purposes. 5.4 Building design and its visual aspects are experimented.

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.

Variable	Range
1. Perspective drawing may include but is not limited to:	• Two-point perspective • Three-point perspective
2. Details may include but is not limited to:	• Furniture and fittings • Colour • Finishes
3. Renderings may include but is not limited to:	• Internal • External

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:
- Design skills
- Planning and organizing
- Detailing
- Presentation skills
- Artistic skills
- ICT skills
- Creativity skills

Required knowledge

The individual needs to demonstrate knowledge of:
- Art and design
- Perspectives
- Perspective software in CAD
- Walkthroughs
- Video development
- Digital media

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	Assessment requires evidence that the candidate:
	1.1 Prepared internal perspectives
	1.2 Prepared external perspectives
	1.3 Produced walkthrough videos
	1.4 Applied CAD in preparing perspectives
2. Resource Implications	The following resources should be provided:
	2.1 Access to relevant workplace or appropriately simulated environment where assessment can take place
	2.2 Materials relevant to the proposed activity or tasks
3.Methods of Assessment	Competency in this unit may be assessed through:
	2.1 Direct Observation
	2.2 Oral questioning
	2.3 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.