

PRODUCE ARCHITECTURAL MODELS

UNIT CODE:CON/OS/ARC/CR/03/6/A

UNIT DESCRIPTION

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

| 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. <i>Bold and italicized terms are elaborated in the Range.</i> |
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| 1. Produce schematic/sketch models | 1.1 A rough sketch is drawn based on the client's needs 1.2 A design is formulated based on the rough sketch and client's proposed budget. 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 Physical model is constructed as per the design 2.4 A detailed model 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.

| Variable | Range |
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| 1. Design may include but not limited to: | <ul style="list-style-type: none"> ● Approximated floor plans ● Simple elevations ● Quick 3D views ● Conceptual rough sections |
| 2. Physical model may include but not limited to: | <ul style="list-style-type: none"> ● site models ● concept models ● interior (demountable) models |

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| 3. detailed model may include but not limited to: | <ul style="list-style-type: none"> • stairs • door • window • roof |
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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.

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| 1. Critical aspects of Competency | Assessment requires evidence that the candidate: <ul style="list-style-type: none"> 1.1 Produced sketch model 1.2 Produced physical models 1.3 Produced digital models |
| 2. Resource Implications | The following resources should be provided: <ul style="list-style-type: none"> 2.1 Access to relevant workplace or appropriately simulated environment where assessment can take place |

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| | | 2.2 Materials relevant to the proposed activity or tasks |
| 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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