



**Australian Government**

# **CUA51020 Diploma of Screen and Media**

**Release 3**

## CUA51020 Diploma of Screen and Media

### Modification History

Release	Comments
Release 3	<p>This version first released with CUA Creative Arts and Culture Training Package Version 6.0.</p> <p>Minor change to add the following units of competency in the elective list:</p> <ul style="list-style-type: none"><li>• CUADES523 Design virtual and hybrid events</li><li>• CUABRT502 Manage and operate technical requirements for virtual and hybrid events</li><li>• CUABRT415 Provide technical support during virtual and hybrid events</li><li>• CUAMWB403 Prepare to work with confronting material and processes in the creative industries.</li></ul>
Release 2	<p>This version first released with CUA Creative Arts and Culture Training Package Version 5.1.</p> <p>Version created to add the following unit of competency in the elective list:</p> <ul style="list-style-type: none"><li>• CUAANM313 Create 3D digital models.</li></ul>
Release 1	<p>This version first released with CUA Creative Arts and Culture Training Package Version 5.0.</p>

### Qualification Description

This qualification reflects the role of those who work in a range of screen and media industries, including animation, gaming and digital effects, specialist make-up services, film and television, radio and podcasting, lighting and sound, and content creation environments.

They apply technical and theoretical concepts in a broad range of contexts to undertake advanced skilled work. They will have technical and theoretical knowledge, with depth in some areas in a field of work.

The job roles that relate to this qualification may include director (film and television), technical director, master control operator, editor, content creator, sound designer, radio station manager, specialist make-up artist (creative), director of photography, instructional designer, editor (film and television), artistic director, production manager (film and television), lighting designer (productions), interface designer, special effects designer, animation designer, assistant film producer, information architect, lead animator, roto artist, compositor, compositing supervisor, motion graphics artist, editor, motion capture artist, 3D animator, 3D modeller, texture artist, concept artist.

### **Licensing, legislative, regulatory or certification considerations**

#### ***National Standard for Licensing Persons Performing High Risk Work***

The National Standard for Licensing Persons Performing High Risk Work applies to persons performing dogging and rigging work. Completion of the following units is required for certification at either basic, intermediate or advanced levels:

- CPCCLDG3001 Licence to perform dogging
- CPCCLRG3001 Licence to perform rigging basic level
- CPCCLRG3002 Licence to perform rigging intermediate level
- CPCCLRG4001 Licence to perform rigging advanced level.

#### ***National Code of Practice for Induction for Construction Work***

Sets and staging for some performances or events may fall within the definition of construction work. If so, people entering the construction site are required to complete the general induction training program specified by the National Code of Practice for Induction Training for Construction Work (Australian Safety Compensation Council, May 2007). Achievement of the unit CPCCWHS1001 *Prepare to work safely in the construction industry* from the CPC Construction, Plumbing and Services Training Package fulfils this requirement.

#### ***Units of competency in qualification***

Some individual units of competency may have their own licensing, legislative, regulatory or certification requirements. Users must check individual units of competency for licensing, legislative, regulatory or certification requirements relevant to that unit.

## **Entry Requirements**

Nil.

## **Packaging Rules**

**Total number of units = 15**

**4 core units** plus

**11 elective units**, of which:

- at least 9 must be from Groups A, B or C
- up to 2 units may be from Groups A, B, C, or D or from any currently endorsed Certificate IV or above training package qualification or accredited course.

Elective units must be relevant to the work environment and the qualification, maintain the overall integrity of the AQF alignment, not duplicate the outcome of another unit chosen for the qualification, and contribute to a valid industry-supported vocational outcome.

Where relevant, the choice of elective units set out in the packaging rules above can serve to provide the qualification with one of the following specialisations. The rules to achieve a specialisation are detailed at qualification end.

- Animation, Gaming and Visual Effects
- Specialist Make-Up Services
- Directing
- Radio and Podcasting
- Journalism
- Content Creation
- Production Management
- Post-Production

### **Core units**

CUAIND412 Provide freelance services

CUAIND512 Enhance professional practice using creative arts industry knowledge

CUAPPR411 Realise a creative project

CUAPPR515 Establish and maintain safe creative practice

### **Elective units**

#### **Group A - Animation, gaming and visual effects**

CUAANM302 Create 3D digital animations

CUAANM313 Create 3D digital models

CUAANM411\* Create advanced 3D digital models

CUAANM412 Create digital visual effects

CUAANM511\* Create 3D digital character animations

CUAANM512 Create 3D digital environments

CUAANM513 Design specifications for animation and digital visual effects

CUACMP511 Manage copyright arrangements

CUADIG511 Coordinate testing of interactive media products

CUADIG512 Design digital applications

CUADIG513 Design e-learning resources

CUADIG514 Design games

CUADIG515 Design information architecture

CUADIG516 Design interactions

CUADIG517 Design digital simulations

#### **Group B - Specialist make-up services**

CUAMUP411 Design, apply and remove make-up

CUAMUP412 Maintain make-up and hair continuity  
CUAMUP413 Style hair for productions  
CUAMUP414 Style wigs and hairpieces for productions  
CUAMUP512\* Design and apply specialised make-up  
CUAMUP513\* Design and apply special make-up effects  
CUASFX411 Create special effects items  
SHBHDES004 Create classic long hair up-styles  
SHBHDES005 Select and apply hair extensions

### **Group C - Screen and media**

BSBPMG430 Undertake project work  
CUAAIR411 Plan and conduct interviews  
CUAAIR412 Refine on-air presentation techniques  
CUAAIR511 Conduct discussion forums on-air  
CUAANM413 Create titles for screen productions  
CUABRD511 Operate master control  
CUABRT415 Provide technical support during virtual and hybrid events  
CUABRT502 Manage and operate technical requirements for virtual and hybrid events  
CUACAM411 Shoot different screen content  
CUADES523 Design virtual and hybrid events  
CUACAM412 Shoot screen content in a multi-camera environment  
CUACAM511 Shoot material for screen productions under special conditions  
CUADES511 Implement design solutions  
CUADIG413 Create user interfaces  
CUADIG518 Refine digital art techniques  
CUADRT411 Direct television programs and segments  
CUADRT511 Direct rehearsals of performers  
CUADRT512 Direct performers for screen productions  
CUAFIM411 Obtain revenue to support operations  
CUAPOS411 Edit digital content for fast turnaround  
CUAPOS412 Manage media assets  
CUAPOS511 Edit complex media productions  
CUAPOS512 Perform primary and secondary colour correction  
CUAPPM414 Produce programs and program segments  
CUAPPM416 Coordinate media production services and resources  
CUAPPM512 Realise productions  
CUAPPM515 Develop, implement and monitor program schedules  
CUAPPM517 Manage safety aspects of screen productions  
CUAPPM518 Manage locations for media productions  
CUAPPR415 Develop and discuss ideas for own creative work

CUAPPR512 Develop sustainability of own professional practice  
CUARES412 Conduct research  
CUASFX411 Create special effects items  
CUASOU410 Record sound on location  
CUASOU411 Coordinate sound recording operations on location  
CUASOU417 Edit sound  
CUASOU418 Edit dialogue  
CUASOU422 Reproduce sound for post-production  
CUASOU504 Produce sound recordings  
CUASOU505 Implement sound designs  
CUASOU506 Create a final sound balance  
CUASOU513 Develop sound designs  
CUASOU517 Compile music for soundtracks  
CUAWRT401 Edit texts  
CUAWRT402 Write extended stories  
CUAWRT404 Perform writing and editing tasks  
CUAWRT407 Develop content for publication  
CUAWRT409 Write creative nonfiction material  
CUAWRT415 Write narration and material for productions  
CUAWRT504 Perform advanced editing tasks  
CUAWRT505 Perform advanced writing tasks  
CUAWRT506 Develop nonfiction works for publication  
CUAWRT512 Develop storylines and treatments

### **Group D - General**

AHCILM404 Record and document Community history  
BSBATSIC411 Communicate with the community  
BSBATSIC412 Maintain and protect cultural values in the organisation  
BSBATSIL413 Review and apply the constitution  
BSBCMM411 Make presentations  
BSBCRT413 Collaborate in creative processes  
BSBESB402 Establish legal and risk management requirements of new business ventures  
BSBESB403 Plan finances for new business ventures  
BSBFIN501 Manage budgets and financial plans  
BSBHRM525 Manage recruitment and onboarding  
BSBMKG546 Develop social media engagement plans  
BSBMKG553 Develop public relations campaigns  
BSBPUB503 Manage fundraising and sponsorship activities  
BSBMKG555 Write persuasive copy  
BSBOPS406 Participate in organisational governance

BSBPMG430 Undertake project work  
BSBPMG536 Manage project risk  
BSBPMG537 Manage project procurement  
BSBPRC402 Negotiate contracts  
BSBST501 Establish innovative work environments  
BSBTWK502 Manage team effectiveness  
BSBWHS512 Contribute to managing work-related psychological health and safety  
CHCLEG002 Interpret and use legal information  
CPCCLDG3001 Licence to perform dogging  
CPCCLRG3001\* Licence to perform rigging basic level  
CPCCLRG3002\* Licence to perform rigging intermediate level  
CPCCLRG4001\* Licence to perform rigging advanced level  
CPCCWHS1001 Prepare to work safely in the construction industry  
CUABRD412 Vision mix productions  
CUABRT412 Repair and maintain broadcast equipment and facilities  
CUACAM414 Pull focus  
CUADES412 Interpret and respond to a design brief  
CUADES413 Develop and extend design skills and practice  
CUADIG412 Design user interfaces  
CUADIG414 Write and apply scripting language in authoring  
CUAHAZ511 Coordinate hazardous action sequences  
CUAIND411 Extend expertise in specialist creative fields  
CUALGT412 Implement lighting designs  
CUALGT413 Set up and operate lighting cues and effects  
CUAMWB401 Develop and implement own self-care plan in the creative industries  
CUAMWB402 Manage feedback on creative practice  
CUAMWB403 Prepare to work with confronting material and processes in the creative industries  
CUAPPM431 Compile production schedules  
CUAPPM422 Organise and facilitate rehearsals  
CUAPPM417 Create storyboards  
CUAPRP411 Coordinate props  
CUAPRP412 Use casting and moulding techniques to make props  
CUASFX412 Coordinate the logistics of special effects operations  
CUASMT413 Develop and implement production work plans  
ICTDMT501 Incorporate and edit digital video  
ICTGAM551 Apply digital texturing for the 3-D environment in digital games  
ICTPRG443 Apply intermediate programming skills in different languages  
ICTPRG549 Apply intermediate object-oriented language skills  
ICTWEB520 Develop complex cascading style sheets

\*Note the following prerequisite unit requirements.

UNIT IN THIS QUALIFICATION	PREREQUISITE UNIT
CPCCLRG3001 Licence to perform rigging basic level	CPCCLDG3001 Licence to perform dogging
CPCCLRG3002 Licence to perform rigging intermediate level	CPCCLRG3001 Licence to perform rigging basic level
CPCCLRG4001 Licence to perform rigging advanced level	CPCCLRG3002 Licence to perform rigging intermediate level
CUAANM411 Create advanced 3D digital models	CUAANM313 Create 3D digital models
CUAANM511 Create 3D digital character animations	CUAANM302 Create 3D digital animations
CUAMUP512 Design and apply specialised make-up	CUAMUP411 Design, apply and remove make-up
CUAMUP513 Design and apply special make-up effects	CUAMUP411 Design apply and remove make-up

## Specialisations

The achievement of a specialisation will be identified on testamurs as follows:

- CUA51020 Diploma of Screen and Media (Animation, Gaming and Visual Effects)
- CUA51020 Diploma of Screen and Media (Specialist Make-Up Services)
- CUA51020 Diploma of Screen and Media (Directing)
- CUA51020 Diploma of Screen and Media (Radio & Podcasting)
- CUA51020 Diploma of Screen and Media (Journalism)
- CUA51020 Diploma of Screen and Media (Content Creation)
- CUA51020 Diploma of Screen and Media (Production Management)
- CUA51020 Diploma of Screen and Media (Post-production)

## Packaging rules to achieve a specialisation

### Animation, Gaming and Visual Effects

- 6 Group A elective units must be selected

### Specialist Make-Up Services



- 6 Group B elective units must be selected, and must include CUAMUP411 Design, apply and remove make-up and CUAMUP413 Style hair for productions.

### **Directing**

- 6 Group C elective units must be selected and must include CUADRT411 Direct television programs and segments, CUADRT511 Direct rehearsals of performers and CUADRT512 Direct performers for screen productions

### **Radio and Podcasting**

- 5 Group C elective units must be selected and must include CUAAIR412 Refine on-air presentation techniques and CUAPPM414 Produce programs and program segments

### **Journalism**

- 5 Group C elective units must be selected and must include CUAWRT415 Write narration and material for productions and CUAWRT512 Develop storylines and treatments

### **Content Creation**

- 5 Group C elective units must be selected and must include CUACAM411 Shoot different screen content and CUADIG518 Refine digital art techniques

### **Production Management**

- 5 Group C elective units must be selected and must include CUAPPM416 Coordinate media production services and resources and BSBPMG430 Undertake project work

### **Post-production**

- 5 Group C elective units must be selected and must include CUAPOS412 Manage media assets and CUAPOS511 Edit complex media productions

## **Qualification Mapping Information**

No equivalent qualification. Supersedes and is not equivalent to CUA51015 Diploma in Screen and Media.

## **Links**

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>