



Australian Government

Assessment Requirements for CUACAM404 Pull focus

Release: 1

Assessment Requirements for CUACAM404 Pull focus

Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 2.0.

Performance Evidence

Evidence of the ability to:

- discuss methods of achieving creative effects required of shots
- calculate and mark focus points
- keep camera steady while pulling focus
- pull focus on a range of camera equipment and accessories to achieve required shots, liaising with personnel throughout the shoot.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- outline roles and responsibilities of key film and television crew members
- identify typical problems that may arise in the context of pulling focus and briefly describe solutions
- explain focus features of a range of cameras and accessories
- explain how focus can be affected by the use of different accessories and techniques
- outline work health and safety procedures that apply to pulling focus.

Assessment Conditions

Assessment must be conducted in a safe environment where evidence gathered demonstrates consistent performance of typical activities experienced in creative arts industry environments. The assessment environment must include access to:

- professional camera equipment
- opportunity to demonstrate facility with focal calculations in varied shooting situations
- productions that require focus pulling
- interaction with others

- safety guidelines for the film and television industry.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.

Links

Companion Volume implementation guides are found in VETNet -

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