

CUACOS509 Design costumes

Release: 1

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Modification History

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

Application

This unit describes the skills and knowledge required to design costumes for screen, media and entertainment industry productions.

It applies to individuals who research costume styles, designs and construction methods relevant to the production's era. They design original costumes and oversee purchase and adaptation of ready-made outfits. They work with a high degree of autonomy and are also members of a creative production team, working closely with directors and other designers.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Visual Communication - Costume

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA		
Elements describe the essential outcomes.	Performance criteria describe the performance needed to demonstrate achievement of the element.		
1. Interpret creative briefs	1.1 Analyse performance outlines or scripts to determine overall production concepts		
	1.2 Participate in preliminary concept meetings with relevant personnel to clarify costume design requirements and timelines		
	1.3 Identify factors that may impact the design process, including safety and copyright considerations		
	1.4 Refer to production documentation and itemise elements to be addressed during the design phase		
2. Conduct research	2.1 Access reference material that may inform the design process		

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ELEMENT	PERFORMANCE CRITERIA			
	2.2 Analyse reference materials in context of design projects			
	2.3 Consider the impact and potential of new and emerging technologies on the design process			
	2.4 Collect, collate and adapt materials to develop initial design concepts			
	2.5 Organise research material for ease of access by relevant personnel during the design process			
3. Generate and assess ideas	3.1 Generate a range of costume design ideas in response to briefs and provide creative solutions to design issues			
	3.2 Assess ideas and collaborate with relevant personnel to maximise contribution of ideas to initial concepts			
	3.3 Appraise ideas, taking into account available budgets, technical feasibility and creative requirements			
4. Develop and document designs	4.1 Collaborate with relevant personnel and incorporate additional requirements and ideas into design development			
	4.2 Consult with relevant personnel and agree on artistic interpretation			
	4.3 Discuss and evaluate initial concepts and select the most appropriate approach, taking into account budgets and research findings			
	4.4 Develop costume designs from initial concepts ensuring production and design factors are taken into account			
	4.5 Organise or undertake testing and experimentation with selected costume designs and adjust as required			
	4.6 Record the design development processes			
5. Finalise designs	5.1 Prepare and present draft costume construction plans and specifications to relevant personnel in an appropriate format			
	5.2 Discuss and evaluate designs presented			
	5.3 Negotiate and agree to modifications and amend designs as required			
	5.4 Produce documentation to support implementation of designs			
	5.5 Present final designs, plans and specifications within agreed timelines and confirm production requirements have been met			
	5.6 Reflect on own role in the design process and note areas for future improvement			

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Foundation Skills

This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.

Skill	Performance	Description		
	Criteria			
Reading	1.1, 1.3, 1.4, 2.2	Analyses textual information and interprets relevant production details to identify requirements		
Writing	1.4, 4.4, 4.6, 5.1, 5.4	Uses clear language and relevant terminology to list design criteria, record draft design concepts, construction plans and specifications in logical sequences		
		Prepares complex and detailed visual and written information required to implement final designs		
Numeracy	3.3,	Uses basic mathematical processes to interpret budgets and estimate costs of costume designs		
Oral Communication	1.2, 3.2, 4.1, 4.2, 5.1, 5.2, 5.3, 5.5	 Obtains information and confirms understanding by listening and questioning Presents complex information using language, tone, and structure appropriate to audience and context 		
Navigate the world of work	1.3	Identifies and complies with relevant legislative requirements		
Interact with others	1.2, 3.2, 4.1, 4.2, 5.1, 5.2, 5.5, 5.3	Collaborates and negotiates with others to achieve shared goals and understanding of requirements and outcomes		
		Selects and uses appropriate communication methods and practices in discussions about concepts and final costume designs, and in their presentation		
Get the work done	1.3, 1.4, 2.1, 2.3-2.5, 3.1, 3.3,	Accepts responsibility for planning and sequencing relatively complex tasks and workload, negotiating key aspects with others		
	4.3-4.5, 5.3, 5.5	Assesses production information and research material inform decisions about suitable concepts and creative processes		
		Generates design concepts using regular evaluation of aesthetic aspects and technical criteria		
		Selects concepts for final development that satisfy all constraints and requirements		

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Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUACOS509 Design costumes	CUFCOS504A Design costumes	Updated to meet Standards for Training Packages. Minor edits to performance criteria.	Equivalent unit

Links

 $\label{lem:companion} Companion \ \ Volume \ \ implementation \ guides \ are found \ in \ VETNet - \\ \underline{https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef} \\ \underline{6b803d5}$

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