



Australian Government

Department of Education, Employment and Workplace Relations

CUF40507 Certificate IV in Costume for Performance

Revision Number: 1

CUF40507 Certificate IV in Costume for Performance

Modification History

Not applicable.

Description

Descriptor

This qualification reflects the role of individuals who use well-developed skills and a broad knowledge base in a wide variety of contexts in the creation and maintenance of costumes for productions or events in the film, television and entertainment industries. They apply solutions to a defined range of unpredictable problems, and analyse and evaluate information from a variety of sources. They may provide leadership and guidance to others with some limited responsibility for the output of others.

Job roles

- Costume assistant
- Costume maker.
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Pathways Information

Qualification pathways

Pathways into the qualification

Candidates may enter the qualification with limited or no vocational experience and without a relevant lower-level qualification.

Licensing/Regulatory Information

Licensing, legislative, regulatory and certification considerations

There are no licensing, legislative, regulatory or certification issues that affect this qualification. However, where required, a unit of competency will specify relevant licensing, legislative and/or regulatory requirements that impact on the unit.

Pre-requisite Units

Code and title	Pre-requisite units required
CUFIND403B Work effectively in a costume studio	<ul style="list-style-type: none">• CUFCOS401A Make costumes• CUFCOS402A Construct costume components

Entry Requirements

Not applicable.

Employability Skills Summary

EMPLOYABILITY SKILLS QUALIFICATION SUMMARY

The following table contains a summary of the employability skills required by costume makers based on the units listed above. Using this employability skills summary as an example, trainers and assessors can work out how employability skills would apply to other job roles relevant to the qualification to include important industry application of employability skills in learning and assessment strategies.

Employability Skill	Industry/enterprise requirements for this qualification include:
Communication	<ul style="list-style-type: none"> interpreting costume design briefs and specifications interpreting and completing workplace documentation communicating effectively with performers during costume fitting sessions advising colleagues of art finishing options
Teamwork	<ul style="list-style-type: none"> working collaboratively with colleagues on the making of costumes - both independently and under direction liaising with supervisors on work requirements
Problem-solving	<ul style="list-style-type: none"> selecting appropriate materials or techniques for particularly demanding costumes or performance situations modifying costumes to fit performance requirements making costumes that fit and can be worn comfortably during productions
Initiative and enterprise	<ul style="list-style-type: none"> interpreting designs into practical plans for costumes, costume accessories and art finishing using innovative and experimental pattern making techniques contributing ideas for and participating in quality improvement activities
Planning and organising	<ul style="list-style-type: none"> calculating equipment and materials requirements sourcing and organising materials coordinating the costume construction process measuring performers for costumes conducting research to inform the making of costumes making elements of costumes in the correct order storing costume patterns appropriately
Self-management	<ul style="list-style-type: none"> following workplace safety and security procedures acting within the scope of job role prioritising work tasks seeking expert assistance when problems arise
Learning	<ul style="list-style-type: none"> undertaking research to improve knowledge of requirements for period, character and dance costumes keeping up to date with industry developments

EMPLOYABILITY SKILLS QUALIFICATION SUMMARY

	<ul style="list-style-type: none"> identifying and participating in professional development activities
Technology	<ul style="list-style-type: none"> using hand tools and sewing machines computer grading of patterns using the internet for research using common features of word processing, spreadsheet and database applications

Packaging Rules**Packaging Rules****Total number of units = 12****4 core units****5 Group A units****3 elective units**

1 elective unit must be selected from the **Group A units** and/or **Group B units** listed below.

The remaining **2 elective units** may be selected from the **Group A** and/or **Group B** units listed any endorsed Training Package or accredited course at the same qualification level.

Electives must be relevant to the work outcome, local industry requirements and the qualification level.

Core units**Costume**

CUFCOS401A Make costumes

CUFCOS402A Construct costume components

Industry context

CUFIND403B Work effectively in a costume studio

OHS

Packaging Rules

CUSOHS301A Follow occupational health and safety procedures

Group A units (specialist)**Costume**

CUECOS302A Dress performers

CUF COS301A Maintain costume continuity

CUECOS303A Modify, repair and maintain costumes

CUF COS403A Construct blocks for period costumes

CUF COS404A Cut and drape costumes

CUECOS02C Apply art finishing

CUECOS12B Make costumes for dance and physical theatre

CUECOS13B Create theatrical millinery

CUECOS14B Construct hard and soft sculptured costume accessories

CUECOS15B Construct hard and soft sculptured specialised costumes

Group B units**Creative thinking**

BSBCRT301A Develop and extend critical and creative thinking skills

BSBCRT401A Articulate, present and debate ideas

BSBCRT402A Collaborate in a creative process

Design

BSBDES401A Generate design solutions

BSBDES402A Interpret and respond to a design brief

Drawing

CUVCOR09B Select and apply drawing techniques and media to represent and communicate the concept

Industry context

BSBCON401A Work effectively in a business continuity context

BSBREL401A Establish networks

CUFIND401A Provide services on a freelance basis

Fashion design and technology

LMTCL3003B Perform garment repairs and alterations

Packaging Rules

LMTFD4011B	Cut fabrics for prototype designs
LMTFD4013B	Grade 2D patterns
LMTFD4015B	Create pattern from a block to meet customer specifications

Headwear/millinery

LMTCL2013B	Block and shape headwear by machine
LMTML2008A	Assemble simple blocked millinery components
LMTCL2016B	Trim headwear
LMTML4001A	Undertake specific millinery construction techniques
LMTML4002A	Rejuvenate millinery

Management

BSBMGT402A	Implement operational plan
BSBPMG408A	Apply contract and procurement procedures

OHS

BSBOHS407A	Monitor a safe workplace
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Production management

CUETEM06B	Organise and monitor bump in/bump out
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Research

CUFRES401A	Conduct research
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Stage management

CUESMT12B	Analyse performance outline/script
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Sustainability

BSBSUS201A	Participate in environmentally sustainable work practices
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Workforce development

BSBWOR402A	Promote team effectiveness
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Selecting electives for different outcomes

The context for this qualification varies, and this must guide the selection of elective units. Examples of appropriate elective units for particular outcomes at this level follow.

Costume maker

Core units plus:

- LMTFD4011B Cut fabrics for prototype designs

Packaging Rules

- LMTFD4013B Grade 2D patterns
- LMTFD4015B Create pattern from a block to meet customer specifications
- CUFCOS403A Construct blocks for period costumes
- CUFCOS404A Cut and drape costumes
- CUECOS02C Apply art finishing
- CUECOS12B Make costumes for dance and physical theatre
- CUECOS303A Modify, repair and maintain costumes.

Costume assistant

Core units plus:

CUECOS302A Dress performers

CUFCOS301A Maintain costume continuity

CUECOS303A Modify, repair and maintain costumes

CUECOS02C Apply art finishing

CUFCOS404A Cut and drape costumes

BSBPMG408A Apply contract and procurement procedures

LMTCL2016B Trim headwear

LMTML4001A Undertake specific millinery construction techniques.