



Australian Government

Department of Education, Employment and Workplace Relations

CUFCOS401A Make costumes

Revision Number: 1

CUFCOS401A Make costumes

Modification History

Not applicable.

Unit Descriptor

Unit descriptor	<p>This unit describes the performance outcomes, skills and knowledge required to make costumes for performances in the screen, media and entertainment industries.</p> <p>No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.</p>
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Application of the Unit

Application of the unit	<p>Costume makers working on low-budget, small scale productions in the film, television and live theatre/entertainment industries apply the skills and knowledge described in this unit, which covers the making of relatively simple costumes.</p> <p>Even though they usually work to briefs provided by costume designers, there is scope for costume makers to be creative as they work on the designs they are given. They need to be adept at pattern drafting and familiar with a full range of sewing and finishing techniques. This work is usually undertaken with some supervision and guidance.</p> <p>Skills associated with making more complex costumes are covered in:</p> <ul style="list-style-type: none"> • CUECOS10A Make period costumes • CUECOS11A Make character costumes.
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Licensing/Regulatory Information

Not applicable.

Pre-Requisites

Prerequisite units		

Employability Skills Information

Employability skills	This unit contains employability skills.
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Elements and Performance Criteria Pre-Content

Elements describe the essential outcomes of a unit of competency.	Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.
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Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
Make and grade patterns for costumes	<ol style="list-style-type: none"> 1. Confirm and discuss <i>costume</i> making requirements and <i>facilities</i> with <i>relevant personnel</i> and with reference to production <i>documentation</i> 2. Select appropriate grade plans or grade rule tables 3. Produce or adjust patterns to required <i>specifications</i> 4. Grade patterns manually or by computer, adjusting design, maintaining accuracy and shape, notches and other design requirements 5. Check patterns for accuracy and make adjustments as required 6. Store patterns according to workplace procedures
Lay up and cut work	<ol style="list-style-type: none"> 7. Establish the required quantity of fabrics and other <i>materials</i> to minimise wastage 8. Check materials for quality, faults, width, selvedges, dye lot and marking requirements 9. Identify and assemble base and outer fabrics 10. Lay up base and self fabrics and check alignment as necessary to ensure conformance with specifications 11. Cut materials to meet requirements of patterns 12. Prepare fabric base and mount fabrics, as necessary, to achieve required stiffening or support effect
Sew costumes	<ol style="list-style-type: none"> 13. Pin or sew fabric pieces and linings and hang, as appropriate, in readiness for assembly 14. Make adjustments and alterations to meet performers' requirements and construction specifications 15. Use appropriate <i>techniques</i> and <i>equipment</i> to sew costume pieces together to form whole costumes and attach required trimmings, fasteners and decorations 16. Press finished costumes according to requirements 17. Seek feedback from relevant personnel on costumes and participate in costume fittings with performers as required
Finish costumes	<ol style="list-style-type: none"> 18. Make final adjustments to costumes after fitting sessions with performers 19. Press and <i>finish</i> costumes according to <i>production</i> requirements 20. Correctly label and code costumes for identification during productions 21. During productions, make alterations as required to

ELEMENT	PERFORMANCE CRITERIA
	ensure performers are comfortable and the correct costume look is maintained 22. Complete relevant documentation according to workplace procedures 23. Participate in evaluation sessions about costume aspects of productions and note areas for future improvement

Required Skills and Knowledge

REQUIRED SKILLS AND KNOWLEDGE

This section describes the skills and knowledge required for this unit.

Required skills

- communication, literacy and teamwork skills sufficient to:
 - interpret production documentation, costume construction specifications and instructions
 - work collaboratively as a member of a production team
 - communicate effectively with performers during costume fitting sessions
 - complete workplace documentation
- initiative and flexibility in the context of:
 - contributing ideas about the most efficient way to construct and finish costumes to meet creative requirements
 - making last-minute adjustments to costumes
- problem solving skills in the context of making costumes that fit and can be worn comfortably during productions
- planning and organising skills sufficient to construct costumes in a logical sequence
- technical skills sufficient to:
 - use sewing machines to make costumes
 - use computer applications in the context of producing or adjusting patterns
- self-management skills sufficient to:
 - work under pressure and meet deadlines
 - follow manufacturer specifications and enterprise policies and procedures
 - seek expert advice when problems arise
- numeracy skills sufficient to measure materials and fit costumes

Required knowledge

- industry knowledge, including:
 - structure of relevant industry sector
 - roles and responsibilities of personnel in relevant industry sector
 - broad understanding of artistic and technical elements of productions
 - issues and challenges that arise in the context of making costumes
- well-developed understanding of the properties of different fabrics
- principles and techniques of costume construction and fitting
- techniques for making alterations to costumes and applying trims
- OHS procedures as they relate to the safe use of equipment and materials to make costumes

Evidence Guide

EVIDENCE GUIDE	
<p>The Evidence Guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.</p>	
Overview of assessment	
Critical aspects for assessment and evidence required to demonstrate competency in this unit	<p>Evidence of the following is essential:</p> <ul style="list-style-type: none"> • making of costumes that meet production requirements and demonstrate an ability to: <ul style="list-style-type: none"> • make and grade patterns • lay up and cut work • sew and finish costumes • meet deadlines • collaborative approach to work • attention to detail.
Context of and specific resources for assessment	<p>Assessment must ensure:</p> <ul style="list-style-type: none"> • practical demonstration of skills through the making of a range of costumes for at least two productions • access to materials and equipment as listed in the range statement • access to appropriate learning and assessment support when required • use of culturally appropriate processes and techniques appropriate to the language and literacy capacity of learners and the work being performed.
Method of assessment	<p>A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:</p> <ul style="list-style-type: none"> • direct questioning combined with review of portfolios of evidence and third-party workplace reports of on-the-job performance • evaluation of costumes made by the candidate to determine whether production requirements have been met and correct procedures followed • observation of the candidate during fitting sessions with performers to assess communication and problem solving skills • written or verbal questioning to test knowledge as listed in the required skills and knowledge section of

EVIDENCE GUIDE	
	this unit.
Guidance information for assessment	<p>Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended, for example:</p> <ul style="list-style-type: none">• CUFCOS402A Construct costume components• LMTFD4011A Cut fabrics for prototype design• LMTFD4013A Grade 2D patterns.

Range Statement

RANGE STATEMENT

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) may also be included.

<p><i>Costumes</i> may include:</p>	<ul style="list-style-type: none"> • accessories • basic styles, e.g.: <ul style="list-style-type: none"> • pants • shorts • skirts • blouses • contemporary wear • corsetry • costume jewellery • dance wear • female, male, child and animal costumes • millinery • padding • pre-production toiles • tailored costumes • undergarments.
<p><i>Facilities</i> may include:</p>	<ul style="list-style-type: none"> • dressing-rooms • fitting rooms • furniture and equipment • production space • storage units and space.
<p><i>Relevant personnel</i> may include:</p>	<ul style="list-style-type: none"> • costume designer • costume maker • costume production staff • director • make-up and hair personnel • other specialist staff • performers • production manager • wardrobe department personnel • wardrobe supervisor/manager.

RANGE STATEMENT	
Documentation may include:	<ul style="list-style-type: none"> • call sheets • computer generated • costume break-down lists • costume patterns • costume plots • descriptive costume checklists • manually written • manufacture schedules • manufacturer specifications/instructions • measurement charts • memos of instruction • operational/project plan • production schedules • running sheets • scripts.
Specifications may include:	<ul style="list-style-type: none"> • costume and undergarment requirements • ease allowances • gender and figure proportions • performance requirements.
Materials may include:	<ul style="list-style-type: none"> • cutting blades • fabric • fasteners • haberdashery • pattern paper • solutions • thread • trim.
Techniques may include:	<ul style="list-style-type: none"> • cutting • hand sewing • machining • tailoring.
Equipment may include:	<ul style="list-style-type: none"> • clothing storage and transportation bag • coat hangers • conversion tables • cutting boards and tables • dressmaker's dummies • dyeing facilities • glue guns • hand-held cutting machines

RANGE STATEMENT	
	<ul style="list-style-type: none"> • hanging racks • industrial or domestic irons, presses and steamers • laundry facilities, e.g. washing machines, dryers • measuring tapes • overlockers • portable or fixed sewing machines, industrial or domestic • scissors and cutters • spray guns • tools, e.g. wire cutters, hammers, pliers • wardrobe base: studio/location or production office.
<i>Finishing</i> may include:	<ul style="list-style-type: none"> • fitting trims • fitting fasteners • hemming costumes.
<i>Productions</i> may include:	<ul style="list-style-type: none"> • commercials • documentaries • feature films • filmed events or performances • live or prerecorded television productions • live performances • music video • short films • television productions • theatrical productions.

Unit Sector(s)

Unit sector	
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Competency field

Competency field	Visual communication - Costume
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Co-requisite units

Co-requisite units		