



Australian Government

CUACOS405 Develop expertise in pattern development for costume

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 produce patterns for costumes for screen and live entertainment productions using 2D and 3D methods.

It applies to individuals adept at interpreting sketches from costume designers, proportioning, and developing patterns through a combination of flat pattern making and construction, and pattern draping (moulage) of fabric onto a 3D dress form over corsetry and undergarments or underpinnings. They usually work with some supervision and guidance, but have scope to be creative as they work on designs.

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
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Prepare for pattern cutting	1.1 Confirm costume design and production requirements in consultation with relevant personnel 1.2 Prepare tools and equipment 1.3 Research and record relevant historical aspects of costume designs 1.4 Take and record performers' measurements 1.5 Identify special costume requirements of performers and performances

ELEMENT	PERFORMANCE CRITERIA
	1.6 Contribute ideas about the most effective way to achieve creative requirements 1.7 Document costume specifications 1.8 Produce a plan of action for developing patterns to meet production deadlines
2. Develop patterns for costumes	2.1 Select appropriate method of pattern development 2.2 Proportion costume designs on dress stands 2.3 Use pattern blocks or muslin on dress forms to develop or drape patterns 2.4 Engineer costume patterns 2.5 Conduct test toile trials and fittings and make adjustments as required 2.6 Seek approvals from costume supervisors or designers 2.7 Modify patterns according to toile 2.8 Finalise and label costume patterns
3. Compile costume components	3.1 Use patterns and design specifications to calculate accurate quantities of fabric and notions 3.2 Record requirements and quantities 3.3 Source fabric, accessories and other requirements for costume components 3.4 Plan lay marker according to fabric dimensions 3.5 Spread fabrics according to plans 3.6 Place patterns on fabrics and cut according to cutting instructions and safety procedures 3.7 Compile cut pieces and components ready for construction in accordance with production schedules

Foundation Skills

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

Skill	Performance Criteria	Description

Reading	1.3	Interprets textual information to determine costume design requirements
Writing	1.3, 1.4, 1.7, 1.8, 2.8, 3.2	Records findings and required information accurately using industry terminology, conventions and formats
Numeracy	1.4, 3.1, 3.2	Records measurements and performs basic calculations to determine amount of fabric and quantity of notions required
Oral Communication	1.1, 1.5, 1.6, 2.6	- Uses clear and relevant language to contribute information and ideas and seek approval - Uses listening and questioning to confirm costume requirements
Navigate the world of work	1.3, 2.6, 3.6	- Performs tasks with an understanding of levels of own authority - Follows work health and safety procedures - Develops knowledge of historical styles to inform development and construction of patterns that meet requirements
Interact with others	1.1, 1.5, 1.6, 2.6	- Collaborates with others to achieve shared objectives and outcomes - Selects and uses appropriate communication methods and practices to discuss requirements, share ideas and elicit approval for patterns
Get the work done	1.2, 1.4-1.6, 1.8, 2.1, 2.2, 2.4, 2.5, 2.7, 2.8, 3.3-3.7	- Plans and sequences tasks for efficient and effective outcomes - Makes decisions about suitable methods, techniques, tools and equipment to meet costume design and functionality requirements

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUACOS405 Develop expertise in pattern development for costume	CUFCOS404A Cut and drape costumes	Updated to meet Standards for Training Packages. Title change. Minor edits to elements and performance criteria.	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

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