



Australian Government

CUACOS508 Cut and drape complex period 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 cut and drape complex period costumes by developing patterns using advanced 2D and 3D techniques.

It applies to individuals who self-manage the costume cutting and draping process and liaise directly with costume designers and performers when conducting trials and seeking approvals. They are also responsible for researching historical and cultural material to assist with interpretation of costume designs so final costumes reflect the designer's vision. They usually work to briefs provided by costume designers, however there is scope for them to be creative as they work on the designs they are given.

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

Pre-requisite Unit

CUACOS405 Develop expertise in pattern development for costume

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. Plan pattern development	1.1 Confirm costume design requirements and materials to be used in consultation with relevant personnel 1.2 Conduct research to assist with interpreting costume designs and identifying design elements or components 1.3 Record relevant historical aspects of costume designs

ELEMENT	PERFORMANCE CRITERIA
	1.4 Take, record and analyse performer's measurements as the basis for customising proportioning of costume designs 1.5 Identify special costume requirements of performers and performances, and consider the most effective way to achieve creative outcomes 1.6 Document costume specifications 1.7 Produce a plan of action for developing patterns to meet production deadlines
2. Prepare for draping	2.1 Prepare dress form or dressmaker's dummy for draping 2.2 Map costume design proportions on a dress stand 2.3 Select or construct required underpinnings for the dress form 2.4 Determine which parts of the costume design will be draped and which parts will be flat pattern made 2.5 Check size and proportioning of prepared dress form in relation to performer's size and costume design
3. Complete draping	3.1 Select draping fabrics that have similar characteristics to final costume fabrics 3.2 Cut and drape parts of costumes safely, commencing from under-layers and working outwards 3.3 Combine all parts of costumes into test toiles 3.4 Conduct test toile trials and fittings on performers and make adjustments as required 3.5 Use appropriate protocols and seek approvals from costume designers 3.6 Engineer and finalise patterns in line with production schedules
4. Compile components for costume construction	4.1 Calculate and record accurate quantities of fabric and notions using test toile, patterns and design specifications 4.2 Source fabric, accessories and other requirements for costume components 4.3 Lay fabrics 4.4 Transfer markings and shapes of patterns or deconstructed toile onto fabrics and cut 4.5 Compile cut pieces and components ready for construction 4.6 Develop a sequence of operations for construction of complex period costumes 4.7 Provide instructions to relevant personnel on construction

ELEMENT	PERFORMANCE CRITERIA
	procedures and timelines

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	1.2, 1.4, 2.5	Interprets, identifies and compares textual information to determine period costume styles, structure and measurements
Writing	1.2-1.4, 1.6, 1.7, 4.6, 4.7	- Records research findings, measurements and specifications using workplace terminology, conventions and formats - Documents a systematic plan for pattern development - Prepares logically sequenced production information and clear instructions for others
Numeracy	1.4, 4.1	- Uses basic numerical processes to confirm and compare measurements - Performs calculations to determine quantities of fabrics and notions required for construction
Oral Communication	1.1, 3.4, 3.5, 4.7	- Uses listening and questioning to clarify costume requirements - Uses clear and relevant language to contribute information and ideas, seek approval and provide instructions
Navigate the world of work	1.2, 3.5, 4.7	- Understand how own role interconnects with others and contributes to the realisation of period costume designs - Updates knowledge of historical styles to inform development and construction of patterns that meet requirements
Interact with others	1.1, 3.4, 3.5, 4.7	- Collaborates with others to achieve shared objectives and outcomes - Selects and uses appropriate communication methods and practices in discussions about design and construction requirements and to elicit approval of pattern construction
Get the work	1.1, 1.4, 1.5, 1.7,	Plans, and implements tasks required to produce final

done	2.1-2.4, 3.1-3.4, 3.6, 4.2-4.7	costume pattern components - Analyses requirements to decide on the combination of pattern making techniques to meet the design and functionality of the costume - Produces test toiles in logical steps, making assessments and adjustments to their appearance and accuracy
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Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUACOS508 Cut and drape complex period costumes	CUFCOS503A Cut and drape complex period costumes	Updated to meet Standards for Training Packages. Pre-requisite unit updated with current equivalent. 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>