



Australian Government

CUALGT504 Develop lighting designs

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 interpret creative briefs and develop lighting designs for screen, media and entertainment productions.

It applies to individuals who create lighting designs that reflect the style and mood of productions. They work closely with directors, directors of photography (DOPs), production designers, technical producers and costume designers. On major productions, lighting designers manage the work and safety of a team of lighting assistants and technicians, lighting console operators, and electricians – and therefore, have responsibility for all aspects of lighting operations.

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

Unit Sector

Media and Entertainment Production – Lighting

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. Interpret creative brief	1.1 Analyse performance outlines and/or scripts to determine production concepts 1.2 Participate in preliminary concept meetings with relevant personnel to discuss lighting options and requirements 1.3 Identify factors that may determine and affect lighting design 1.4 Access and prepare relevant documentation and brief own lighting team on requirements
2. Research lighting	2.1 Identify and source references that may inform the design

ELEMENT	PERFORMANCE CRITERIA
design concepts and technologies	<p>process</p> <p>2.2 Analyse sources and references in context of design project</p> <p>2.3 Evaluate impacts and potential of new and emerging technologies to inform the design</p> <p>2.4 Collect, collate and adapt materials to develop initial design concepts</p>
3. Generate and assess lighting design ideas	<p>3.1 Generate a range of ideas for designs that respond sympathetically to the brief and different design elements, and provide creative solutions to technical lighting issues</p> <p>3.2 Discuss ideas and collaborate with relevant personnel to maximise their contribution to initial concepts</p> <p>3.3 Analyse ideas for implications on cost and time, technical feasibility, and their suitability for brief</p> <p>3.4 Provide strategic lighting information that enhances production outcomes</p>
4. Develop and document lighting designs	<p>4.1 Consult with relevant personnel so additional or changed requirements and new ideas are considered and incorporated during the development of designs</p> <p>4.2 Collaborate with relevant personnel to achieve consistent artistic interpretation</p> <p>4.3 Evaluate initial concepts and select the most appropriate approach, in line with budget, research findings and ongoing reflection and discussion</p> <p>4.4 Use initial concepts as the basis for developing lighting designs within the required timeframe that meet budget constraints, production schedules and relevant work health and safety (WHS) requirements, and other relevant factors</p> <p>4.5 Complete documentation according to production requirements and enterprise procedures</p>
5. Finalise lighting design	<p>5.1 Present draft lighting plans and specifications to relevant personnel in an appropriate format and within required timeframes</p> <p>5.2 Participate in initial and ongoing evaluation of draft designs</p> <p>5.3 Negotiate and agree to modifications to designs and undertake necessary amendments</p> <p>5.4 Agree to final designs and produce documentation to support implementation</p> <p>5.5 Present final design, plans and specifications to relevant</p>

ELEMENT	PERFORMANCE CRITERIA
	personnel and confirm all production requirements have been met

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	1.1, 2.1, 2.2, 2.4	<ul style="list-style-type: none"> Interprets a broad range of information and requirements in a variety of forms regarding, at times, complex and abstract ideas, and uses the knowledge gained to determine requirements
Writing	1.4, 4.5, 5.1, 5.4	<ul style="list-style-type: none"> Prepares documentation of work that incorporates synthesis of knowledge and ideas using appropriate terminology and cohesive language in a format and style appropriate to a specific audience
Oral Communication	1.2, 1.4, 3.2, 4.1, 4.2, 5.1, 5.3	<ul style="list-style-type: none"> Participates in a well-informed verbal exchange of at times complex and abstract ideas with production team members regarding conceptual and technical issues in lighting design, using appropriate, detailed and clear language Uses clear language to contribute information, express requirements and make presentations to diverse audiences, and in different environments Uses listening and questioning skills to discuss scope and objectives of the work with key others
Numeracy	3.3, 4.3, 4.4	<ul style="list-style-type: none"> Calculates with whole numbers and routine fractions, decimals or percentages to determine and manage requirements, timeframes and cost of lighting design Selects, totals and orders required resources within budgetary and time constraints
Navigate the world of work	3.4, 4.4, 4.5, 5.1, 5.2, 5.5	<ul style="list-style-type: none"> Takes personal responsibility for complying with regulatory safety procedures in planning and developing lighting designs Participates in evaluation processes to improve design outcomes Provides strategic improvements to production outcomes Follows industry practices and protocols to meet enterprise and production requirements

Interact with others	1.2, 1.4, 3.2, 4.1, 4.2, 5.1-5.3, 5.5	<ul style="list-style-type: none"> • Selects and uses appropriate communication methods and practices to build rapport and establish effective work relationships with production personnel and team members • Plays a lead role in collaboration and consultation to achieve a shared understanding of artistic objectives • Participates in evaluation processes, negotiates agreement and presents final designs
Get the work done	1.1, 1.3, 2.1, 2.3, 2.4, 3.1, 3.3, 4.1, 4.3, 4.4, 4.6, 5.3, 5.5	<ul style="list-style-type: none"> • Organises, plans and sequences own workload to conceive and develop lighting designs, and manages required communication • Uses analysis and research to establish decision making criteria • Selects concept that matches established criteria and constraints for final design development

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUALGT504 Develop lighting designs	CUFLGT501A Conceive and develop lighting designs	Updated to meet Standards for Training Packages. Title changed. Minor edits to elements and performance criteria.	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

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