



Australian Government

CUAMUP504 Create prosthetics for special make-up effects

Release: 2

CUAMUP504 Create prosthetics for special make-up effects

Modification History

Release	Comments
Release 2	This version first released with CUA Creative Arts and Culture Training Package version 3.0. Minor updates to Performance Criteria.
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 create prosthetic pieces for special make-up effects in productions for the screen and entertainment industries.

It applies to individuals who create realistic prosthetics ranging from facial parts, scars and bald caps to larger facial or body pieces, and multiple or overlapping appliances that require mobility. Because the creation of prosthetic pieces can be a complex and lengthy process, these individuals need to be confident and diplomatic in the way they communicate with performers whose appearances they are transforming. They can work alone or, on large-scale productions, they can be responsible for supervising other staff.

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

Unit Sector

Visual Communication – make-up

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 to create prosthetics	1.1 Confirm prosthetic requirements in consultation with relevant personnel and with reference to production documentation 1.2 Identify construction timelines and other production factors that may affect the casting process 1.3 Identify type and condition of performers' skin and other special

ELEMENT	PERFORMANCE CRITERIA
	<p>requirements for performers that need to be taken into account</p> <p>1.4 Source reference materials and research aspects of required effects</p> <p>1.5 Maintain currency of reference materials and findings, and organise them for easy access by others</p> <p>1.6 Generate a range of design and construction ideas that provide creative solutions to prosthetic requirements and show an understanding of the relationship between face and body shapes and the principles of prosthetics design</p> <p>1.7 Document plans for the construction of prosthetics in an appropriate format</p> <p>1.8 Discuss plans with relevant personnel and incorporate feedback into final plans as required</p> <p>1.9 Check materials and equipment are available to construct prosthetics within timelines</p>
2. Produce original life casts for prosthetic pieces	<p>2.1 Check with performers about medical conditions that could prevent or hinder life casts being taken</p> <p>2.2 Explain the casting process and emergency procedures to performers</p> <p>2.3 Position performers to minimise personal discomfort and check their skin, hair, facial hair and clothing are protected from hazards</p> <p>2.4 Determine the position of separate or joining sections, seams and keys</p> <p>2.5 Check materials and release agents are of the appropriate type and quantity for casting</p> <p>2.6 Prepare, compound and safely apply materials</p> <p>2.7 Obtain accurate replication of performers, without defects or distortion of life casts, checking performers are comfortable and safe during the casting process</p> <p>2.8 Safely remove life casts and restore performers' skin and hair to original condition</p> <p>2.9 Finalise life casts</p>
3. Make prosthetics	<p>3.1 Determine appropriate placement of prosthetic overlaps or blending edges on performers</p> <p>3.2 Compound, handle, store and dispose of materials according to manufacturer's instructions, data safety sheets and health, safety and hygiene procedures</p>

ELEMENT	PERFORMANCE CRITERIA
	<p>3.3 Use appropriate materials and techniques to make prosthetics according to design plans</p> <p>3.4 Prevent deformation and impairment when separating moulds and rejoining sectional moulds</p> <p>3.5 Finish, store and remove sculptures and moulds to avoid deterioration, distortion or damage</p> <p>3.6 Safely store and dispose of materials and equipment used in the creation of prosthetics</p> <p>3.7 Complete workplace documentation as required</p> <p>3.8 Evaluate finished prosthetics against technical and creative criteria and note areas for improving the process</p>

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, 1.2, 1.5, 1.6, 1.8, 3.3, 3.8	<ul style="list-style-type: none"> Analyses textual information to determine prosthetic requirements Researches reference materials
Writing	1.4-1.8, 3.7	<ul style="list-style-type: none"> Uses clear, specific and industry-related terminology to complete and update workplace documentation and document plans Documents research findings in appropriate format
Oral Communication	1.1, 1.8, 2.1, 2.2, 2.7, 2.8, 3.1	<ul style="list-style-type: none"> Uses language and non-verbal features appropriate to audience and context Employs listening and questioning techniques to confirm understanding and discuss requirements
Navigate the world of work	2.1-2.3, 2.6, 2.7, 3.2, 3.6	<ul style="list-style-type: none"> Follows legislative requirements and organisational procedure when handling materials and working with performers
Interact with others	1.1, 1.8, 2.1, 2.2, 2.7, 2.8, 3.1	<ul style="list-style-type: none"> Works collaboratively with relevant personnel Follows accepted communication practices and protocols
Get the work done	1.1-1.9, 2.3-2.9, 3.1-3.8	<ul style="list-style-type: none"> Plans, organises and implements tasks and resources required to achieve production outcomes Makes decisions related to own role and takes

		responsibility for meeting production requirements, often under pressure and within designated timelines <ul style="list-style-type: none"> Generates and reflects on creative prosthetic ideas and concepts
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Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUAMUP504 Create prosthetics for special make-up effects (Release 2)	CUFMUP503 Create prosthetics for special make-up effects (Release 1)	Minor update to 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>