CUASCE401 Create special effects for scenic art

Release: 2

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Modification History

Release	Comments
Release 2	This version released with CUA Creative Arts and Culture Training Package version 2.0. Updated assessment conditions section. Updated modification history section to reflect changed name of training package.
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 1.0.

Application

This unit describes the performance outcomes, skills and knowledge required to create a range of visual effects, such as textures and trompe l'oeil, on scenic art for productions in the screen, media, entertainment and events industries.

Individuals who apply these skills work autonomously in a team environment as they take responsibility for ensuring that special effects on scenic art meet the creative requirements of productions. They may be responsible for supervising others.

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

Unit Sector

Visual communication - scenic art

Elements and Performance Criteria

Elements	Performance Criteria
Elements describe the essential outcomes.	*Performance criteria describe the performance needed to demonstrate achievement of the element.*
1. Confirm special effects requirements	1.1 Discuss special effects requirements for scenic art with relevant colleagues
	1.2 Analyse production schedules, specifications, lists and scale drawings to gain a full understanding of requirements
	1.3 Discuss visual interpretation of special effects and ways in which they could be realised

	1.4 Reach agreement on scope of own work and production deadlines
	1.5 Take account of budgetary and other constraints when planning how to achieve special effects
2. Test techniques for creating special effects	2.1 In consultation with relevant colleagues identify options for achieving required effects and establish criteria for selecting final approaches
	2.2 Use a range of sources to research different approaches and techniques
	2.3 Select tools and equipment to test approaches and techniques
	2.4 Test and experiment with a range of techniques and materials that might achieve required effects
	2.5 Evaluate testing processes against selection criteria and select preferred approach
	2.6 Document selected processes, including records of materials and equipment to be used
3. Produce special effects scenic art	3.1 Calculate quantities of required materials, avoiding waste where possible
	3.2 Use selected techniques to produce special effects for scenic art
	3.3 Seek feedback on work in progress and adjust as required
	3.4 Promptly identify problems encountered while creating special effects, take action within scope of own responsibilities or refer to others as required
	3.5 Follow safety procedures throughout the process according to organisational requirements
	3.6 Contribute to evaluations of set construction processes and note ways to improve own work performance

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
Learning	3.6	• Seeks the views of others to identify ways to improve own performance

Reading	1.2, 2.2	• Obtains information from a range of source material
Writing	2.6	• Completes and amends workplace documentation and drawings
Oral communication	1.1, 1.3, 1.4, 2.1, 2.4, 3.3, 3.4, 3.6	• Obtains information by listening and questioning • Discusses ideas and solutions
Numeracy	1.5, 3.1	• Performs calculations and takes measurements in relation to creating special effects for scenic art • Interprets budgets in relation to own duties
Navigate the world of work	1.4, 1.5, 2.4, 3.1, 3.4, 3.5	• Follows workplace protocols and safety procedures • Accepts responsibility for tasks making decisions about completion parameters and the need for coordination with others
Interact with others	1.1, 1.3, 1.4, 2.1, 2.4, 3.3, 3.4, 3.6	• Works collaboratively to achieve shared goals
Get the work done	1.2, 1.4, 1.5, 2.5, 2.6, 3.2, 3.4	• Adopts a methodical and logical approach to creating special effects for scenic art • Plans and organises own workload • Recognises and takes responsibility for addressing predictable, and some less predictable, problems when creating special effects for scenic art • Adapts approach as a result of workplace trials • Uses standard word processing and spreadsheet applications to prepare workplace documentation • Uses the internet as a research tool

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUASCE401 Create special effects for	CUASCE401 Create special effects for	Updated assessment conditions section. Updated modification	Equivalent unit

Code and title current version	Code and title previous version	Comments	Equivalence status
scenic art (Release 2)	scenic art (Release 1)	history section to reflect changed name of training package.	

Links

Companion Volume implementation guides are found in VETNet - https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5