



**Australian Government**

# **CUASCE411 Create special effects for scenic art**

**Release: 1**

## CUASCE411 Create special effects for scenic art

### Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package Version 5.0.

### 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. It involves planning special effects requirements with required personnel, testing different techniques and producing special effects on scenic art materials.

The unit applies to those who 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

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. Confirm special effects requirements	1.1 Identify special effects requirements for scenic art with required colleagues 1.2 Discuss visual interpretation of special effects and ways in which they could be realised 1.3 Reach agreement on scope of own work and production deadlines
2. Test techniques for creating special effects	2.1 Identify options for achieving required effects and establish criteria for selecting final approaches in consultation with required personnel

ELEMENT	PERFORMANCE CRITERIA
	2.2 Research different approaches and techniques using different sources 2.3 Select tools and equipment to test approaches and techniques 2.4 Test and experiment with different 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 Produce special effects for scenic art using selected techniques 3.3 Seek feedback on work in progress and adjust as required 3.4 Identify problems encountered while creating special effects, take action within scope of own responsibilities and refer to others as required 3.5 Contribute to evaluations of set construction processes and note ways to improve own work performance

## Foundation Skills

*This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.*

SKILL	DESCRIPTION
Learning	<ul style="list-style-type: none"> <li>Seeks the views of others and identifies ways to improve own performance</li> </ul>
Reading	<ul style="list-style-type: none"> <li>Obtains information from different source material</li> </ul>
Writing	<ul style="list-style-type: none"> <li>Completes and amends workplace documentation and drawings</li> </ul>
Oral communication	<ul style="list-style-type: none"> <li>Obtains information by listening and questioning</li> <li>Discusses ideas and solutions</li> </ul>
Numeracy	<ul style="list-style-type: none"> <li>Performs calculations and takes measurements relating to creating special effects for scenic art</li> <li>Interprets budgets in relation to own duties</li> </ul>
Self-management	<ul style="list-style-type: none"> <li>Follows workplace protocols and safety procedures</li> <li>Accepts responsibility for tasks making decisions about completion parameters and the need for coordination with others</li> </ul>

<b>SKILL</b>	<b>DESCRIPTION</b>
Teamwork	<ul style="list-style-type: none"><li>• Works collaboratively to achieve shared goals</li></ul>
Planning and organising	<ul style="list-style-type: none"><li>• Adopts a methodical and logical approach to creating special effects for scenic art</li><li>• Plans and organises own workload</li></ul>
Initiative and enterprise	<ul style="list-style-type: none"><li>• Recognises and takes responsibility for addressing predictable, and some less predictable, problems when creating special effects for scenic art</li><li>• Adapts approach as a result of workplace trials</li></ul>
Technology	<ul style="list-style-type: none"><li>• Prepares workplace documentation using standard word processing and spreadsheet application</li><li>• Uses the internet as a research tool</li></ul>

## Unit Mapping Information

Supersedes and is equivalent to CUASCE401 Create special effects for scenic art.

## Links

Companion Volume Implementation Guide is found on VETNet -

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