



Australian Government

Department of Education, Employment and Workplace Relations

CUE60103 Advanced Diploma of Design for Live Production, Theatre and Events

Revision Number: 2

CUE60103 Advanced Diploma of Design for Live Production, Theatre and Events

Modification History

Release	Comments
Release 2	Qualification updated in <i>CUE03 Entertainment Training Package version 3.2</i> Typographical error corrected in Packaging Rules.
Release 1	This qualification first released with <i>CUE03 Entertainment Training Package version 1.0</i>

Description

This qualification reflects the role of designers in any area of the entertainment industry (eg lighting designer, set designer). As such it reflects the role of individuals who analyse, diagnose, design and execute judgements across a broad range of technical or management functions and who have a wide range of specialised technical, creative or conceptual skills. They are also responsible for group outcomes.

Job roles

- Production designer
- Lighting designer
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Pathways Information

Pathways into the qualification

The pathways to this qualification are diverse in nature and may include technical production, visual arts or design. Higher education qualifications, such as Bachelor Degrees, are also available in this area.

Candidates may enter the qualification with limited vocational experience and without a relevant lower-level qualification.

Licensing/Regulatory Information

Licensing, legislative, regulatory and certification considerations

There are no licensing, legislative, regulatory or certification issues that affect this qualification. However, where required, a unit of competency will specify relevant licensing, legislative and/or regulatory requirements that impact on the unit.

Entry Requirements

Not applicable.

Employability Skills Summary

The following table contains a summary of the employability skills required by the entertainment industry for this qualification. The employability skills facets described here are broad industry requirements that may vary depending on qualification packaging options. This table is a summary of employability skills that are typical of this qualification and should not be interpreted as definitive.

Employability Skill	Industry/enterprise requirements for this qualification include:
Communication	<ul style="list-style-type: none"> • presenting ideas and generating critical discussion • negotiating terms and conditions • negotiating and agreeing on revisions to design concepts and plans • briefing a design team • analysing performance outlines/scripts to inform the design process • communicating effectively with an audience during presentations • interpreting and responding to specifications in a brief • developing and maintaining industry networks • ongoing communication with clients, including responding to client feedback
Teamwork	<ul style="list-style-type: none"> • working collaboratively with team members on design projects • allocating tasks and responsibilities to team members • valuing and respecting the skills of others
Problem-solving	<ul style="list-style-type: none"> • developing approaches to design that meet conflicting demands • developing solutions to cost and time overruns, design and technical problems • evaluating suitability of different drawing techniques • adjusting a presentation to maintain rapport with an audience
Initiative and enterprise	<ul style="list-style-type: none"> • considering how ideas may be adapted or challenged • generating a range of design ideas in response to a brief
Planning and organising	<ul style="list-style-type: none"> • analysing information and undertaking research to inform design concepts • organising meetings with clients • planning and implementing the design process • maintaining workplace documentation • estimating costs • developing and managing budgets • developing set and props construction plans to meet design requirements • conceiving, developing and realising props and set designs • planning and preparing for presentations

Self-management	<ul style="list-style-type: none"> continuously evaluating and refining one's own creative concepts demonstrating leadership evaluating one's own presentations to inform subsequent presentations following workplace operational, safety and security procedures
Learning	<ul style="list-style-type: none"> seeking specialist advice on legal issues improving concepts and designs through experimentation learning from peers and mentors through discussion keeping up to date with industry developments providing OHS information to staff providing feedback and coaching to colleagues participating in rehearsals and run-throughs
Technology	<ul style="list-style-type: none"> using electronic presentation software, electronic communication and digital cameras using the internet for research assessing the impact of new technologies preparing AV presentation aids

Packaging Rules

Total number of units = 25

14 core units

6 Group A units

5 elective units

The **5 elective units** may be selected from the **Group A** and/or **Group B units** listed below or any endorsed Training Package. **4 of these elective units** may be selected from any accredited course. Elective units must be chosen at an appropriate qualification level.

Core units

Finance

CUEFIN01C Develop a budget

CUEFIN02C Manage a budget

General design

BSBDES402A Interpret and respond to a design brief

BSBDES502A Establish, negotiate and refine a design brief

BSBDES601A Manage design realisation

CUVCOR04B Originate concept for own work and conduct critical discourse

Health, safety and security

CUEOHS01C Implement workplace health, safety and security procedures

Industry practice

CUEIND01D Source and apply entertainment industry knowledge

CUEIND02B Research and evaluate theatrical references to inform industry practice

BSBWOR502A Ensure team effectiveness

BSBCMM401A Make a presentation

Stage management

CUESMT12B Analyse performance outline/script

Technical general

CUVCOR09B Select and apply drawing techniques and media to represent and communicate the concept

Technical workplace management

CUETEM08B Realise productions

Group A units (specialist)

CUEAUD04C Develop vision system installation plans

CUECOS405A Coordinate costume manufacture

CUEPRP501A Conceive, develop and realise props designs

CUESCE04C Use research, innovation and experimentation to produce scenic art

CUESCE08B Realise scenic art designs

CUESET04C Use research, innovation and experimentation to create props

CUESET07C Use research, innovation and experimentation to create sets

CUESET11B Develop set construction plans to meet design requirements

CUESET17B Develop props construction plans to meet design requirements

CUESET501A Conceive, develop and realise set designs

CUFCOS501A Manage an off-site wardrobe department

CUFCOS504A Design costumes

CUFCOS505A Realise costumes

CUFLGT501A Conceive and develop lighting designs

CUSSOU501A Develop sound designs

CUSSOU502A Produce sound recordings

CUSSOU503A Implement sound designs

CUSSOU504A Create a final sound balance

CUSSOU505A Compile music for soundtracks

CUSSOU601A Manage production of sound designs

CUSSOU602A Manage production of sound recordings

Group B units

Arts administration and management

BSBMGT515A Manage operational plan

BSBMGT616A Develop and implement strategic plans

BSBMGT617A Develop and implement a business plan

BSBPMG510A Manage projects

BSBRSK501A Manage risk

CUSFIM501A Secure funding for projects

CUVADM02B Plan work space

CUVADM13B Research and critique cultural work(s)
CUVCON06B Develop concepts for arts organisations/projects

Audio/sound

CUESOU07B Apply a general knowledge of audio to work activities
CUSSOU402A Develop and implement sound plans
CUSSOU403A Perform advanced sound editing
CUSSOU404A Edit dialogue
CUSSOU407A Coordinate location sound recording

Costume

CUECOS02C Apply art finishing
CUECOS09B Develop and apply knowledge of costume
CUECOS10B Make period costumes
CUECOS11B Make character costumes
CUECOS12B Make costumes for dance and physical theatre
CUECOS13B Create theatrical millinery
CUECOS14B Construct hard and soft sculptured costume accessories
CUECOS15B Construct hard and soft sculptured specialised costumes

Creative process

BSBCRT501A Originate and develop concepts
BSBCRT601A Research and apply concepts and theories of creativity

Event management

CUEEVT03B Integrate knowledge of creative and technical production into management processes
SITXEVT008A Plan and develop event proposals and bids
SITXEVT009A Develop event concepts

General design

BSBDES302A Explore and apply the creative design process to 2D forms
BSBDES303A Explore and apply the creative design process to 3D forms
BSBDES501A Implement design solutions
BSBDES602A Research global design trends
BSBDES701A Research and apply design theory
CUVDES04B Integrate colour theory and design processes in response to a brief
CUVDES601A Design innovative products
CUVDSP04B Research and apply the history and theory of design to design practice

Industry practice

BSBCON601A Develop and maintain business continuity plans
BSBDES403A Develop and extend design skills and practice
CUFIND401A Provide services on a freelance basis

Intellectual property

BSBIPR501A Manage intellectual property to protect and grow business
BSBIPR601A Develop and implement strategies for intellectual property management
CUFCMP501A Manage and exploit copyright arrangements

Lighting

CUELGT07C Record and operate lighting using advanced techniques
CUFLGT101A Apply a general knowledge of lighting to work activities
CUFLGT401A Implement lighting designs

CUFLGT402A Set up, record and operate lighting cues and effects

OHS

CUEOHS02C Establish and maintain a safe and secure workplace

Production management

CUEPMT11B Manage the production process

Props

CUEPRP03B Apply a general knowledge of props construction

CUEPRP04B Use casting and moulding techniques to make props

CUEPRP06B Construct mechanical props

CUEPRP07B Make props using mixed media

Relationship management

BSBREL701A Develop and cultivate collaborative partnerships and relationships

Scenic art

CUESCE05B Apply a general knowledge of scenic art

CUESCE06B Use scenic art painting techniques

CUESCE07B Create special effects for scenic art

Sets

CUESET05C Apply set construction techniques

CUESET09B Construct soft scenery

CUESET10B Construct mechanical sets

CUESET302A Make sets

Staging

CUESTA05C Apply a general knowledge of staging to work activities

Sustainability

BSBSUS501A Develop workplace policy and procedures for sustainability

Technical general

CPCCCM1005A Carry out measurements and calculations

CPCCCM3001A Operate elevated work platforms

CUVCRS03B Produce computer-aided drawings

CUVCRS04B Produce technical drawings

CUVCRS06B Make scale models

LMTCL4002A Assemble and fit commercially tailored or bespoke garments

LMTCL4003A Measure, lay-up and cut commercially tailored garments

Technical workplace management

CUETEM01C Coordinate production operations

CUETEM03C Establish and manage production requirements and resources

CUETEM07B Tour the production

CUETEM09B Manage diversity

Vision systems

CUEAUD06B Apply a general knowledge of vision systems to work activities

Selecting electives for different outcomes

The context for this qualification varies, and this must guide the selection of elective units. Examples of appropriate elective units for particular outcomes at this level follow.

Production designer

Core units plus:

- BSBCRT501A Originate and develop concepts
- BSBCRT601A Research and apply concepts and theories of creativity
- CUEPRP501A Conceive, develop and realise props designs
- CUESET07C Use research, innovation and experimentation to create sets
- CUESET11B Develop set construction plans to meet design requirements
- CUESET501A Conceive, develop and realise set designs
- CUVDES601A Design innovative products
- CUESET04C Use research, innovation and experimentation to create props
- CUESET17B Develop props construction plans to meet design requirements
- CUESCE04C Use research, innovation and experimentation to produce scenic art
- CUESCE08B Realise scenic art designs

Lighting designer

Core units plus:

- CUFLGT501A Conceive and develop lighting designs
- CUEEVT03B Integrate knowledge of creative and technical production into management processes
- CUELGT07C Record and operate lighting using advanced techniques
- CUFLGT402A Set up, record and operate lighting cues and effects
- CUEAUD04C Develop vision system installation plans
- BSBCRT501A Originate and develop concepts
- BSBCRT601A Research and apply concepts and theories of creativity
- BSBPMG510A Manage projects
- BSBRSK501A Manage risk
- CUETEM03C Establish and manage production requirements and resources
- CUEOHS02C Establish and maintain a safe and secure workplace