



Australian Government

Department of Education, Employment and Workplace Relations

CUECOS11B Make character costumes

Revision Number: 1

CUECOS11B Make character costumes

Modification History

Not applicable.

Unit Descriptor

Unit descriptor	<p>This unit describes the skills and knowledge required to make character costumes for any production within the cultural industries.</p> <p>No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.</p>
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Application of the Unit

Application of the unit	<p>Costume makers apply the skills and knowledge outlined in this unit. They could be working in a range of contexts - from large commercial productions in the entertainment and screen industries to amateur theatre.</p> <p>In broad terms, character costume refers to any costume that incorporates significant elements beyond normal human clothing styles or which exaggerates normal human clothing styles, e.g. animal or fantasy costumes, clowns, bag lady.</p> <p>This unit has linkages to other costume units and combined assessment and/or training with those units may be appropriate, e.g.:</p> <ul style="list-style-type: none"> • CUECOS09B Develop and apply knowledge of costume.
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Licensing/Regulatory Information

Not applicable.

Pre-Requisites

Prerequisite units		

Employability Skills Information

Employability skills	This unit contains employability skills.
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Elements and Performance Criteria Pre-Content

Elements describe the essential outcomes of a unit of competency.	Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.
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Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
1. Conduct character costume research	1.1. Undertake appropriate research to identify the historical, cultural and other factors that might influence <i>character costume</i> styles, construction techniques and costume development 1.2. Analyse designs for character costumes, and identify the relationship between costumes and character portrayal and development 1.3. Gather various and appropriate <i>research materials</i> to develop knowledge of character costume options
2. Interpret brief for character costume design	2.1. Liaise with the <i>relevant colleagues</i> to confirm the period costume production requirements and gain approvals where required 2.2. Read and correctly interpret the costume production schedule, specifications and lists 2.3. Interpret design into practical plans for making character costumes in accordance with production requirements
3. Prepare for character costume construction	3.1. Select materials and methods of costume construction in accordance with production requirements and the factors affecting the particular character 3.2. Identify and integrate <i>health and safety</i> considerations into costume planning 3.3. Take and record accurate measurements of performers to ensure correct fitting of costumes 3.4. Determine if scale prototype is required based on 3-dimensional (3D) reconstruction 3.5. Identify style and fabric characteristics which influence character costume construction and clarify any queries with relevant personnel 3.6. Select appropriate grade plan or grade rule table
4. Make and grade patterns for character costumes	4.1. Produce or adjust pattern to required specifications, ensuring that patterns comply with: gender and figure proportions and <i>performance requirements</i> 4.2. Grade pattern manually or by computer, adjusting design, maintaining accuracy and shape, notches, design proportion and other design requirements 4.3. Check pattern for accuracy and make any necessary adjustments 4.4. Store patterns in accordance with workplace

ELEMENT	PERFORMANCE CRITERIA
	procedures
5. Lay up and cut work for character costume	5.1. Establish the required meterage of fabric and other materials to minimise wastage 5.2. Check materials for quality, faults, width, selvages, dye, lot and marking requirements 5.3. Identify and assemble appropriate base and outer fabrics 5.4. Lay up base and self fabrics and check alignment as necessary to ensure conformance to specifications 5.5. Cut materials to meet requirements of the pattern 5.6. Prepare fabric base and mount fabrics, as necessary, to achieve required stiffening or support effect
6. Sew and fit character costumes	6.1. Pin or sew fabric pieces and linings and hang, as appropriate, in readiness for assembly 6.2. Conduct fittings with performers and identify, record and action required adjustments and alterations 6.3. Sew costume pieces together to form the whole costume and attach all required trimmings, fasteners and decorations using appropriate techniques 6.4. Press finished character costume in accordance with requirements 6.5. Identify modifications to character costume in consultation with performer/cast and/or designer, where necessary

Required Skills and Knowledge

REQUIRED SKILLS AND KNOWLEDGE

This section describes the skills and knowledge required for this unit.

Required skills

- numeracy skills sufficient to allow calculation of measurements, including ratios and percentages
- effective communication and interaction with performers and others during the preparation and making of costumes

Required knowledge

- sources of information on character costumes
- features of the more commonly required character costumes and construction techniques used for these, including animals and food
- use and properties (such as weight, pile, grain, and pattern shapes) of the different fabrics, materials and patterns which may be used for various character costumes
- sources and suppliers of materials, fabrics and trims which might be used in character costume construction

Evidence Guide

EVIDENCE GUIDE	
<p>The Evidence Guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.</p>	
Overview of assessment	
Critical aspects for assessment and evidence required to demonstrate competency in this unit	<p>The following evidence is critical to the judgement of competence in this unit:</p> <ul style="list-style-type: none"> ability to create character costumes using techniques and materials specific to character costume knowledge of the range and type of character costumes that may be required by a production.
Context of and specific resources for assessment	<p>The assessment context must provide for:</p> <ul style="list-style-type: none"> practical demonstration of skills through the production of character costumes for a production.
Method of assessment	<p>Assessment may incorporate a range of methods to assess performance and the application of essential underpinning knowledge, and might include:</p> <ul style="list-style-type: none"> evaluation of character costumes produced by the candidate in relation to quality of construction oral questioning/interview to assess knowledge of character costume range evaluation of drawings/sketches or specifications developed by the candidate portfolios of evidence and third party workplace reports of on-the-job performance by the candidate. <p>Assessment methods should closely reflect workplace demands and the needs of particular groups (e.g. people with disabilities, and people who may have literacy or numeracy difficulties such as speakers of languages other than English, remote communities and those with interrupted schooling).</p>
Guidance information for assessment	<p>Assessment of this unit requires access to:</p> <ul style="list-style-type: none"> costume designs or specifications from which the candidate can work materials and equipment used to produce character costumes.

Range Statement

RANGE STATEMENT

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) may also be included.

<i>Character costumes</i> may include:	<ul style="list-style-type: none"> • animal • fantasy • inanimate objects, eg fruit, furniture, flowers • science fiction
<i>Research materials</i> for character costumes may include:	<ul style="list-style-type: none"> • books • coloured design illustrations • digital images • film, video • photographs • sketches • technical drawings from other productions • the Internet
Adaptation of clothing styles for performance may require consideration of:	<ul style="list-style-type: none"> • budget and time constraints • components • construction methods • context • lighting • maintenance and storage • material types/constraints • performance demands • suitability to performers physique
<i>Relevant colleagues</i> may include:	<ul style="list-style-type: none"> • designers • performers • technical and production staff
<i>Health and safety</i> issues may include:	<ul style="list-style-type: none"> • effects of different materials on the body • possible allergic reactions • the need for body cooling
<i>Performance requirements</i> may relate to:	<ul style="list-style-type: none"> • continuity • lighting • movement • quick changes • special considerations

RANGE STATEMENT

	<ul style="list-style-type: none"> • special effects • use of body doubles/second cast • use of harness on performer during performance
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Unit Sector(s)

Unit sector	
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Competency field

Competency field	Visual communication - costume
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Co-requisite units

Co-requisite units		