



Australian Government

Department of Education, Employment and Workplace Relations

CUESET04C Use research, innovation and experimentation to create props

Revision Number: 1

CUESET04C Use research, innovation and experimentation to create props

Modification History

Not applicable.

Unit Descriptor

Unit descriptor	<p>This unit describes the skills and knowledge required to undertake research and experiment with various techniques and media to achieve new props and props effects. This unit builds on the skills found in other props construction units.</p> <p>No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.</p>
------------------------	---

Application of the Unit

Application of the unit	<p>Props makers and designers in the entertainment and screen and media industries apply the skills and knowledge outlined in this unit. Typically this process takes place after the creation of the overall set design, or it can be an integral part of the design process.</p> <p>This unit has linkages to other set construction units and design units, and combined assessment and/or training with those units may be appropriate, e.g.:</p> <ul style="list-style-type: none"> • CUESET11B Develop set construction plans to meet design requirements • CUESET04C Use research, innovation and experimentation to produce props • CUESCE04C Use research, innovation and experimentation to produce scenic art • Visual arts units.
--------------------------------	---

Licensing/Regulatory Information

Not applicable.

Pre-Requisites

Prerequisite units		

Employability Skills Information

Employability skills	This unit contains employability skills.
-----------------------------	--

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.
---	--

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
1. Identify the potential or need for new construction techniques and media	1.1. Analyse design or production elements to determine areas where <i>research and experimentation</i> may be appropriate 1.2. Pro-actively assess the potential for the use of new construction <i>techniques</i> and <i>media</i> to maximise the effectiveness of props
2. Conduct research	2.1. Undertake relevant research to identify the historical, cultural and other factors that might influence construction techniques or media 2.2. Research, adapt and use relevant ideas and approaches from other practitioners with consideration of intellectual property, moral rights and copyright requirements 2.3. Identify appropriate specialists who may be able to contribute to the overall props realisation 2.4. Maintain references in an accessible form to allow for use by other colleagues as required 2.5. Use research material to adapt styles for practical construction and performance needs
3. Experiment with props construction techniques and different media	3.1. Conduct or coordinate trials to establish the best ways in which the desired props effect can be achieved, including experimentation with: materials, colour, texture, construction techniques and painting styles. 3.2. Follow appropriate safety procedures during experimentation in accordance with organisational and legislative requirements 3.3. Assess results of experimentation balancing the need for creative effectiveness and construction and cost practicality 3.4. Consider safety issues for production and performance personnel in the development of new approaches to set construction 3.5. Select, adapt or introduce new materials, tools, equipment or technology for the achievement of different effects 3.6. Liaise with colleagues to provide information on the results of experimentation and to make appropriate decisions on new techniques and media

Required Skills and Knowledge

REQUIRED SKILLS AND KNOWLEDGE

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

Required skills

- research skills and sources of information to inform research and experimentation on set construction
- literacy skills sufficient to undertake research and interpret information and material from a broad range of sources
- numeracy skills sufficient to evaluate resource costs

Required knowledge

- the expressive qualities of props as they relate to the nature of the work, the style of the production and the qualities of the performance
- innovative and experimental props construction techniques for a wide range of props
- ways in which design concepts can be translated into creative and workable props solutions
- the behaviour of various materials under different types of lighting
- ways of adapting props construction methods skills across styles, genres and art forms, including film, television, radio and live performance in dance, music, drama
- techniques for testing finished and unfinished materials, such as fabric, leather, vinyl, plastic, foam, latex, found objects, straw, paper, and cardboard
- the properties and characteristics of a variety of materials before and after art finishing
- sources of raw, part-processed and processed materials and components
- costs and costing processes for props construction
- organisational and legislative occupational health and safety procedures in relation to props construction
- copyright, moral rights and intellectual property issues and legislation as they apply to props
- environmental issues associated with tools and materials used in scenic art and potential issues associated with new approaches

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"> • in depth knowledge of a wide range of techniques and media that may be used and adapted for prop construction • ability to create innovative props effects through appropriate research and experimentation.
Context of and specific resources for assessment	<p>The assessment context must provide for:</p> <ul style="list-style-type: none"> • creative collaboration with others in a process to experiment with new techniques to achieve effects for a particular production requirement.
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 effects developed by the candidate to meet a particular brief • evaluation of ideas and methods developed by the candidate to create a range of different effects and production contexts • oral or written questioning to assess knowledge of materials and techniques • review of 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"> • set designs, set elements and devices, materials and

EVIDENCE GUIDE	
	techniques.

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.

The need for *research and experimentation* on props techniques and media may be related to requirements for:

- budgetary limitations
- overall creative direction
- special effects

Techniques may include:

- gluing
- metalwork, e.g.: cutting, welding, brazing
- moulding
- painting
- sculpting and other shaping methods
- woodworking

Media for props construction may include:

- adhesives
- fabric
- fabrics
- fasteners
- fibreglass
- leather
- masonite
- metal products, e.g.:
 - bars
 - tubes
 - sheets
 - moulded or cast metal
- mouldable materials
- moulded or cast metal
- paper products
- plaster
- plastics, e.g.: moulded sheet
- polystyrene
- thermoplastic
- timber
- timber products, e.g.:
 - plywood

RANGE STATEMENT

	<ul style="list-style-type: none"> • particle board • craftwood • masonite
--	---

Unit Sector(s)

Unit sector	
--------------------	--

Competency field

Competency field	Visual communication - props
-------------------------	------------------------------

Co-requisite units

Co-requisite units	<p>It is strongly recommended that this unit be assessed with or after the following units:</p> <ul style="list-style-type: none"> • CUFSET301A Assemble and maintain sets • CUESET11B Develop set construction plans to meet design requirements. 	