Australian Government

Department of Education, Employment and Workplace Relations

CUF50507 Diploma of Costume for Performance

Revision Number: 1

ISC INDUSTRY SKILLS COUNCILS
Creating Australia's Future

CUF50507 Diploma of Costume for Performance

Modification History

Not applicable.

Innovation and Business Skills Australia

Description

Descriptor

This qualification reflects the role of individuals who possess a sound theoretical knowledge base and use a range of specialised, technical or managerial competencies to plan, carry out and evaluate the work of self and/or team in the area of costume and wardrobe services for the film, television and entertainment industries. They may coordinate the operation of a costume department or business or operate on a freelance basis.

Job roles

- Costume designer
- Wardrobe supervisor.
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Pathways Information

Qualification pathways

Pathways into the qualification

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 is no direct link between this qualification and licensing, legislative and/or regulatory requirements. However, where required, a unit of competency will specify relevant licensing, legislative and/or regulatory requirements that impact on the unit.

Pre-requisite Units

Code and title	Pre-requisite units required
CUFIND403B Work effectively in a costume studio	• CUFCOS401A Make costumes • CUFCOS402A Construct costume components
CUFCOS503A Cut and drape complex period costumes	CUFCOS404A Cut and drape costumes

Entry Requirements

Not applicable.

Employability Skills Summary

EMPLOYABILITY SKILLS QUALIFICATION SUMMARY	
The following table contains a summary of the employability skills required by costume designers based on the units listed above. Using this employability skills summary as an example, trainers and assessors can work out how employability skills would apply to other job roles relevant to the qualification to include important industry application of employability skills in learning and assessment strategies.	

Employability Skill	Industry/enterprise requirements for this qualification include:
Communication	• dealing with performers tactfully and respectfully • negotiating changes to costume designs • interpreting scripts, design briefs and other production documentation • articulating potentially complex ideas • consulting with others on testing and refinement of design solutions • liaising with clients and colleagues on design concepts • negotiating with resource suppliers • making presentations and responding to questions • preparing presentation material and writing in a range of styles to suit target audiences • using verbal and non-verbal communication techniques to sustain audience interest during presentations • relating to people from diverse backgrounds and people with diverse abilities
Teamwork	• briefing colleagues on work requirements • fostering a cooperative team environment and monitoring team performance • seeking feedback from others on content and format of presentations
Problem-solving	• replanning work schedules to take account of emergency situations • negotiating solutions to conflicting production needs • taking action to ensure a safe work environment • identifying and developing effective solutions to complex challenges of a varied and unpredictable nature
Initiative and enterprise	• generating and developing concepts and ideas for a brief, including responses to situations where parameters may be quite broad and open or very restrictive • thinking laterally when developing concepts • creating and refining costume design concepts for a wide range of complex costumes

EMPLOYABILITY SKILLS QUALIFICATION SUMMARY	
Planning and organising	• planning and implementing all stages of projects • planning costume design and construction procedures and following through in a systematic way • establishing and managing production requirements and resources with regard to costumes and accessories • managing budgets • establishing and managing an OHS system • establishing and maintaining procedures for identifying hazards, and assessing and controlling risks
Self-management	• working to deadlines • following workplace procedures and complying with health and hygiene regulations • taking proactive responsibility for own professional development
Learning	• identifying and accessing learning opportunities • providing OHS induction and training for team members • improving designs and costumes through experimentation and testing • keeping up to date with industry developments and trends • seeking expert advice as required
Technology	• using computer software to create costume designs • using the internet for research purposes • using routine word processing in the context of completing workplace documentation • using sewing machines and other equipment to make costumes

Packaging Rules

Packaging Rules
Total number of units = **16** **4 core units** **5 Group A units** **7 elective units**   **5 elective** units must be selected from the **Group A units** and/or **Group B units** listed below.

Packaging Rules

The remaining **2 elective units** may be selected from the **Group A** and/or **Group B units** listed any endorsed Training Package or accredited course at the same qualification level.

No more than **4** elective units previously achieved can be counted towards the qualification.

Electives must be relevant to the work outcome, local industry requirements and the qualification level.

Core units

Creative thinking

BSBCRT402A   Collaborate in a creative process

Costume

CUECOS405A   Coordinate costume manufacture

Industry context

CUFIND403B   Work effectively in a costume studio

OHS

BSBOHS509A   Ensure a safe workplace

Group A units (**specialist**)

Costume

CUECOS10B   Make period costumes

CUECOS11B   Make character costumes

CUECOS12B   Make costumes for dance and physical theatre

CUECOS13B   Create theatrical millinery

CUFCOS401A   Make costumes

CUFCOS501A   Manage an off-site wardrobe department

CUFCOS502A   Design and construct costume corsetry and undergarments

CUFCOS503A   Cut and drape complex period costumes

CUFCOS504A   Design costumes

CUFCOS505A   Realise costumes

Packaging Rules

Group B units

Communication

BSBCMM401A	Make a presentation

Costume

CUFCOS402A	Construct costume components
CUFCOS403A	Construct blocks for period costumes
CUFCOS404A	Cut and drape costumes

Creative thinking

BSBCRT401A	Articulate, present and debate ideas
BSBCRT403A	Explore the history and social impact of creativity
BSBCRT501A	Originate and develop concepts

Design

BSBDES402A	Interpret and respond to a design brief
BSBDES501A	Implement design solutions

Financial management

BSBFIM501A	Manage budgets and financial plans

Human resource management

BSBHRM402A	Recruit, select and induct staff

Industry context

BSBCON401A	Work effectively in a business continuity context
BSBDES403A	Develop and extend design skills and practice
BSBREL401A	Establish networks
CUFIND401A	Provide services on a freelance basis
CUEIND02B	Research and evaluate theatrical references to inform industry practice

Innovation

BSBINN501A	Establish systems that support innovation
BSBINN502A	Build and sustain an innovative work environment

Fashion design and technology

LMTFD5019B	Analyse individual fit and make pattern alterations

Management

BSBMGT515A	Manage operational plan

Packaging Rules

BSBPMG508A	Manage project risk
BSBPMG509A	Manage project procurement

Marketing

BSBMKG501B	Identify and evaluate marketing opportunities

OHS

BSBOHS505B	Manage hazards in the work environment

Production management

CUETEM06B	Organise and monitor bump in/bump out

Research

CUFRES401A	Conduct research

Stage management

CUESMT12B	Analyse performance outline/script

Sustainability

BSBSUS301A	Implement and monitor environmentally sustainable work practices

Workforce development

BSBWOR502A	Ensure team effectiveness

Writing

BSBWRT401A	Write complex documents

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.

Wardrobe supervisor

Core units plus:

- CUFCOS05B Operate an off-site wardrobe department
- CUECOS10B Make period costumes
- CUFCOS503A Cut and drape complex period costumes
- CUECOS11B Make character costumes
- CUFCOS401A Make costumes
- CUECOS15B Construct hard and soft sculptured specialised costumes
- BSBPMG509A Manage project procurement
- CUETEM06B Organise and monitor bump in/bump out

Packaging Rules

- BSBFIM501A Manage budgets and financial plans
- BSBWOR502A Ensure team effectiveness
- LMTFD5019B Analyse individual fit and make pattern alterations
- CUESMT12B Analyse performance outline/script.

Costume designer

Core units plus:

- CUFCOS504A Design costumes
- CUFCOS505A Realise costumes
- CUESMT12B Analyse performance outline/script
- BSBDES402A Interpret and respond to a design brief
- BSBDES403A Develop and extend design skills and practice
- CUFCOS502A Design and construct costume corsetry and undergarments
- CUFCOS503A Cut and drape complex period costumes
- CUECOS10B Make period costumes
- CUECOS11B Make character costumes
- CUECOS12B Make costumes for dance and physical theatre
- LMTFD5019B Analyse individual fit and make pattern alterations
- BSBCMM401A Make a presentation.

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