



Australian Government

Department of Education, Employment and Workplace Relations

CUFCOS404A Cut and drape costumes

Revision Number: 1

CUFCOS404A Cut and drape costumes

Modification History

Not applicable.

Unit Descriptor

Unit descriptor	This unit describes the performance outcomes, skills and knowledge required to produce patterns for performance costumes using 2D and 3D methods. No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.
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Application of the Unit

<p>Application of the unit</p>	<p>Costume cutters making costumes for productions in the film, television and live theatre/entertainment industries apply the skills and knowledge described in this unit.</p> <p>Even though they usually work to briefs provided by costume designers, there is scope for costume cutters to be creative as they work on designs they are given. They need to be adept at interpreting sketches from costume designers, proportioning, and developing patterns through a combination of flat pattern making and construction, and pattern draping (moulage) of fabric onto a 3D dress form over corsetry and undergarments or underpinnings. Costume cutters also need to be familiar with a full range of sewing and finishing techniques.</p> <p>Costume cutting and draping at this level is usually undertaken with some supervision and guidance.</p> <p>Skills associated with more complex costume cutting and draping are covered in:</p> <ul style="list-style-type: none"> • CUFCOS503A Cut and drape complex period costumes.
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Licensing/Regulatory Information

Not applicable.

Pre-Requisites

<p>Prerequisite units</p>		

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
Prepare for pattern cutting and draping of costumes	<ol style="list-style-type: none"> 1. Confirm costume design and production requirements in consultation with <i>relevant personnel</i> 2. Prepare <i>tools and equipment</i> 3. Research and record relevant historical aspects of <i>costume designs</i> 4. Take and record performers' measurements 5. Identify special <i>costume functional requirements</i> of performers and performances and contribute ideas about the most effective way to achieve creative requirements 6. Document <i>costume specifications</i> 7. Produce a <i>plan of action</i> for pattern development
Develop patterns for costumes.	<ol style="list-style-type: none"> 8. Select appropriate method of pattern development 9. <i>Proportion costume designs</i> on dress stands 10. Use pattern blocks or muslin on dress forms to develop or drape patterns 11. <i>Engineer</i> costume patterns 12. Conduct test toile trials and fittings and make adjustments as required 13. Seek approvals/concurrence from costume supervisors or designers 14. Modify patterns according to toile 15. Finalise and label <i>costume patterns</i>
Compile component requirements for costumes	<ol style="list-style-type: none"> 16. Use patterns and design specifications to calculate accurate quantities of fabric and notions 17. Record requirements and quantities 18. Source requirements 19. Plan lay marker according to fabric dimensions 20. Spread fabrics according to plans 21. Place patterns on fabrics and cut according to cutting instructions 22. Compile cut pieces and components ready for construction

Required Skills and Knowledge

REQUIRED SKILLS AND KNOWLEDGE

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

Required skills

- planning and organising skills sufficient to follow a pattern development plan of action
- self-management skills sufficient to:
 - work under pressure and meet deadlines
 - follow costume design specifications and enterprise policies and procedures
 - seek expert advice when problems arise
- communication, literacy and teamwork skills sufficient to:
 - interpret production documentation, costume design specifications and instructions
 - conduct independent research to assist in the accurate interpretation of costume designs
 - work collaboratively as a member of a production team
 - communicate and negotiate with suppliers of costume components
 - communicate effectively with costume designers and performers during costume toile fitting sessions
 - write or communicate pattern cutting instructions
 - complete workplace documentation
- initiative and flexibility in the context of:
 - contributing ideas about the most efficient way to cut and drape patterns for costumes to meet creative and construction requirements
 - making adjustments to costume toiles and patterns in response to trials
- problem solving skills in the context of making costume patterns that meet costume design requirements
- technical skills sufficient to:
 - use the basic principles of pattern development
 - pivoting
 - square blocking
 - contour sectioning
 - use computer applications in the context of producing or adjusting patterns
 - drape fabrics on a dress form to produce patterns (moulage)
- numeracy skills sufficient to measure materials and estimate quantities

Required knowledge

- industry knowledge, including:
 - protocols between costume cutters, costume supervisors, costume designers and

REQUIRED SKILLS AND KNOWLEDGE

- performers
- roles and responsibilities of personnel in the relevant industry sector
 - broad understanding of the artistic and technical elements of productions
 - relationship between costume designs and final patterns
 - well-developed understanding of the properties of different fabrics and their suitability for specified designs
 - principles and techniques of pattern cutting
 - pattern engineering
 - principles and techniques of costume construction
 - OHS procedures as they relate to the safe use of machinery, equipment and materials to make patterns

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>Evidence of the following is essential:</p> <ul style="list-style-type: none"> • ability to interpret costume designs • ability to conduct research and apply findings to costume pattern development • making of patterns for costumes that meet design, production and performers' requirements and demonstrate an ability to: <ul style="list-style-type: none"> • develop patterns for costumes using flat pattern cutting • develop patterns for costumes by draping (moulage) methods • engineer patterns and conduct test trials on performers • ability to meet deadlines • collaborative approach to work • attention to accuracy and detail.
Context of and specific resources for assessment	<p>Assessment must ensure:</p> <ul style="list-style-type: none"> • practical demonstration of skills through the development of patterns for a variety of costume designs using a range of cutting and draping methods • access to tools and equipment as listed in the range statement • access to appropriate learning and assessment support when required • use of culturally appropriate processes and techniques appropriate to the language and literacy capacity of learners and the work being performed.
Method of assessment	<p>A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:</p> <ul style="list-style-type: none"> • direct questioning combined with review of patterns and third-party workplace reports of on-the-job performance • evaluation of cutting and patterns made by the

EVIDENCE GUIDE	
	<p>candidate to determine whether costume design requirements</p> <ul style="list-style-type: none"> • observation of the candidate during pattern engineering and fitting sessions with performers to assess communication, analytical and problem solving skills • written or verbal questioning to test knowledge as listed in the required skills and knowledge section of this unit have been met and correct procedures followed.
Guidance information for assessment	<p>Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended, for example:</p> <ul style="list-style-type: none"> • CUECOS12B Make costumes for dance and physical theatre • CUECOS10B Make period 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>Relevant personnel</i> may include:	<ul style="list-style-type: none"> • costume cutter • costume designer • costume maker • costume production staff • director • make-up and hair personnel • other specialist staff • performers • production manager • wardrobe department personnel • wardrobe supervisor/manager.
<i>Tools and equipment</i> may include:	<ul style="list-style-type: none"> • calico or muslin • cotton tape • cutting tables • dress forms/dressmaker's dummies • hand-held cutting machines • measuring tapes • pattern board/paper • pattern hooks • pattern making table • pen, pencil, rubber, pins • ruler • scissors and cutters • tracing wheel.
<i>Costume designs</i> may include:	<ul style="list-style-type: none"> • child • contemporary designs • costumes that do not require elaborate underpinnings or structures • female • historical reproduction designs • male.
<i>Costume functional requirements</i>	<ul style="list-style-type: none"> • allowance for multiple sizing

RANGE STATEMENT	
may include:	<ul style="list-style-type: none"> • comfort • durability • extra movement capabilities • production requirements • requirements for performance genre • safety.
<i>Costume specifications</i> may include:	<ul style="list-style-type: none"> • costume and undergarment requirements • ease allowances • fabric and trim requirements • gender and figure proportions • performance requirements.
<i>Plan of action</i> may include:	<ul style="list-style-type: none"> • determining fitting positions in relation to designs • schedule of fittings • selection of pattern development methods • sequencing of development.
<i>Proportioning costume designs</i> may include:	<ul style="list-style-type: none"> • making a test toile for a performer and checking the design in 3D • seeking approvals from costume supervisor or designers before transferring 3D plans to flat patterns • transferring 3D placement to flat patterns • using a dress form/dress maker's dummy to position or place design lines in 3D.
<i>Engineering</i> may include:	<ul style="list-style-type: none"> • adjusting and modifying pattern development • evaluating tests or trials • progressively testing parts of patterns or designs on a 3D form.
<i>Costume patterns</i> may include:	<ul style="list-style-type: none"> • cardboard • computer generated • muslin/calico • paper.

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		