



Australian Government

Department of Education, Employment and Workplace Relations

CUFMUP503A Create prosthetics for special make-up effects

Revision Number: 1

CUFMUP503A Create prosthetics for special make-up effects

Modification History

Not applicable.

Unit Descriptor

Unit descriptor	This unit describes the performance outcomes, skills and knowledge required to create prosthetic pieces for special make-up effects in productions for the screen, media and entertainment industries. No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.
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Application of the Unit

Application of the unit	<p>Special effects make-up artists and prosthetic technicians apply the skills and knowledge described in this unit. They are responsible for creating realistic prosthetics in response to special make-up design requirements.</p> <p>Prosthetic pieces range in size from facial parts, scars and bald caps to larger facial or body pieces, and multiple or overlapping appliances that require mobility.</p> <p>Because the creation of prosthetic pieces can be a complex and lengthy process, make-up artists need to be confident and diplomatic in the way they communicate with performers whose appearances they are transforming.</p> <p>Depending on the nature of the job, people in this role can work alone or, on large-scale productions, they could be responsible for supervising other staff. Employment is usually on a contract basis.</p> <p>Skills associated with special make-up effects are covered in:</p> <ul style="list-style-type: none"> • CUFMUP502A Design and apply special make-up effects.
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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
Prepare to create prosthetics	<ol style="list-style-type: none"> 1. In consultation with relevant personnel and with reference to <i>production documentation</i>, confirm <i>prosthetic requirements</i> 2. Identify <i>factors</i> that may affect the <i>casting process</i>, including <i>special requirements</i> for performers 3. Use appropriate <i>research techniques</i> to identify and source references to clarify aspects of required effects 4. Organise and maintain currency of <i>reference materials</i>, documentation and findings, for use by relevant personnel 5. Generate a range of design and construction ideas that provide creative solutions to prosthetic requirements 6. Document plans for the creation of prosthetics in an appropriate <i>format</i> 7. Discuss plans with relevant personnel and incorporate feedback into final plans as required 8. Ensure materials and equipment are available to complete the required prosthetics
Produce original lifecasts for prosthetic pieces	<ol style="list-style-type: none"> 9. Inform performers of the casting process, emergency procedures and respond appropriately to their questions 10. Position performers to minimise personal discomfort 11. Prepare performer to ensure their skin, hair, facial hair and clothing are protected from hazards 12. Determine the position of separate or joining sections, seams, stop lines and keys 13. Ensure that <i>materials</i> and release agents are of the appropriate type and quantity for casting, and are prepared, compounded and applied safely using approved methods 14. Obtain accurate replication of performers without defects or distortion of lifecasts, ensuring that the safety and wellbeing of the performer is maintained during the casting process 15. Safely remove lifecasts and restore performer's skin and hair to original condition 16. Finalise lifecasts
Make prosthetics	<ol style="list-style-type: none"> 17. Determine appropriate placement of prosthetic overlaps or blending edges in relation to the performer and the design brief 18. Compound, handle, store and dispose of materials

ELEMENT	PERFORMANCE CRITERIA
	<p>according to manufacturer instructions, data safety sheets and health and hygiene requirements</p> <ol style="list-style-type: none">19. Use appropriate materials and techniques to make prosthetics according to prosthetics design plans20. Prevent deformation and impairment when separating moulds and rejoining sectional moulds21. Finish, store and remove sculptures and resultant moulds to avoid deterioration, distortion or damage22. Safely store and dispose of materials and equipment used in the creation of prosthetics23. Complete workplace documentation as required24. Evaluate finished prosthetics against technical and creative criteria and note areas for improving the process of creating prosthetics

Required Skills and Knowledge

REQUIRED SKILLS AND KNOWLEDGE

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

Required skills

- communication, literacy and teamwork skills sufficient to:
 - consult with senior creative personnel regarding prosthetic design and construction
 - deal with performers tactfully and respectfully
 - discuss with performers their preferences and sensitivities regarding skin care
 - consult with production personnel to ensure creative and technical production requirements are met
 - inform performers of the procedures for creating prosthetics
 - interpret and maintain a range of workplace documentation
 - prepare and update prosthetics design plans
- initiative, enterprise and creativity in the context of:
 - creating and refining prosthetics design concepts
 - thinking laterally when developing concepts
 - undertaking background research to inform the design process
 - maintaining design integrity
 - responding to emergency situations during the process of creating prosthetics
- problem solving skills in the context of recognising and responding appropriately to general and local contra-indications and contra-action, including those that indicate referral to an appropriate professional
- planning and organising skills sufficient to:
 - use time effectively to control product waste
 - meet deadlines
 - select and acquire prosthetic materials and equipment to meet production requirements
 - systematically organise research materials
- technical skills sufficient to:
 - use the internet for research
 - access and use databases to record research findings
 - draw and sculpt in the context of creating prosthetic pieces
- numeracy skills sufficient to:
 - estimate the quantity and cost of products required
 - estimate the time required to create prosthetics
 - estimate the number of personnel required to assist in the development of prosthetics

REQUIRED SKILLS AND KNOWLEDGE

- self-management skills sufficient to:
 - work under pressure
 - respond to instructions on required adjustments to prosthetics
 - follow manufacturer specifications, data safety sheets and enterprise policies and procedures

Required knowledge

- industry knowledge, including:
 - roles and responsibilities of personnel in productions in the relevant industry sector
 - issues and challenges that arise in the context of providing prosthetic services
- techniques and materials employed to create appropriate sculptures, accurate moulds and precise prosthetics
- knowledge of appropriate methods to apply, remove and store prosthetic materials, such as sealers and release agents
- well-developed understanding of the interrelationship between face and body shapes and the elements and principles of prosthetics design
- understanding of medical conditions that could prevent or hinder lifecasts being taken
- basic understanding of anatomy and physiology of the skin and skin structures as it relates to prosthetic services
- basic understanding of body systems and how they relate to face and body shapes and skin, muscles and nerves:
 - skeletal and muscular
 - nervous system and its relationship to skin function
- knowledge of cosmetic chemistry and ingredients in relevant prosthetic products particularly in regard to their likely effects on the skin
- knowledge of on-camera requirements of design specifications
- techniques for determining the physical appearance of:
 - various skin types
 - normal skin
 - abnormal skin
 - minor skin blemishes
- well-developed understanding of the following in regard to prosthetic services:
 - effects of natural/artificial lighting on prosthetics
 - colour design principles
 - colour wheel, primary, secondary, complementary colours, grey scale
 - tonal value
 - differences between tone, value, hue and shade
 - casting techniques

REQUIRED SKILLS AND KNOWLEDGE

- separating and rejoining sectional moulds
- airbrushing techniques
- understanding of colour physics and its role in prosthetics application
- OHS requirements as they apply to creating prosthetics and taking action in the event a adverse skin reactions

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"> • creation of prosthetic pieces that: <ul style="list-style-type: none"> • are technically precise • meet creative production requirements • ability to prevent deterioration or distortion of moulds, casts and resultant prosthetic pieces • attention to detail • consistent application of local health and hygiene requirements/regulations when creating prosthetics • consistent application of OHS practices in regard when creating prosthetics • collaborative approach to work • ability to communicate effectively with performers for whom prosthetic pieces are made.
Context of and specific resources for assessment	<p>Assessment must ensure:</p> <ul style="list-style-type: none"> • practical demonstration of skills through a range of prosthetic creation tasks for at least three productions • access to a range of prosthetic products, materials 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 portfolios of evidence and third-party workplace reports of on-the-job performance • evaluation of prosthetic pieces created by the candidate to determine whether creative production requirements have been met, correct procedures followed and appropriate materials used

EVIDENCE GUIDE	
	<ul style="list-style-type: none"> • observation of the candidate creating prosthetics in a production context • written or verbal questioning to test knowledge as listed in the required skills and knowledge section of this unit and to evaluate the processes used in planning and creating prosthetic pieces.
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"> • CUFMUP502A Design and apply special make-up effects.

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.

Production documentation may include:

- budgets
- call sheets
- copyright of body paint designs
- costume break-down lists
- costume designs
- costume plots
- make-up plans
- manufacturer guidelines
- product labels
- production schedules
- research documents
- running sheets
- scripts
- stock orders
- synopsis break-down of characters
- time sheets
- workplace procedures manual or documentation.

Prosthetic requirements may include:

- body parts
- full bodies
- full face
- full head
- multiple and overlapping appliances.
- small prosthetic pieces, e.g.:
 - facial parts
 - bald caps

Factors may include:

- any medical condition that could preclude a performer having a cast taken
- available personnel
- budget
- camera angles/shots, e.g.:

RANGE STATEMENT	
	<ul style="list-style-type: none"> • extreme close-up • close-up • mid shot • long shot • wide shot • high-angle • eye-level shot • low-angle • health and hygiene requirements • length of time and/or how often prosthetic pieces need to be used • lighting effects • materials required, e.g.: <ul style="list-style-type: none"> • type • availability • quantity • production schedule • production values/style • public profile of performers • specifications from designers and directors • venue requirements • other technical considerations.
<i>Casting processes</i> may include:	<ul style="list-style-type: none"> • casting, including part casts and lifecasts • colouring and finishing • joining sections and seams • moulding • sculpturing • transferring patterns to head blocks while making bald caps.
<i>Special requirements</i> may include:	<ul style="list-style-type: none"> • contagious skin disorders, e.g.: <ul style="list-style-type: none"> • bacterial infections • viral infections • fungal infections • contra-indications/precautions, e.g.: <ul style="list-style-type: none"> • sunburn • trauma • bruises • cosmetic and general surgery • other visible non-normal skin

RANGE STATEMENT	
	<ul style="list-style-type: none"> • non-contagious skin disorders, e.g.: <ul style="list-style-type: none"> • acne • dermatitis • eczema • allergies • performers' medical histories • removal of body or facial hair • skin type/condition, e.g.: <ul style="list-style-type: none"> • normal • dry • combination • sensitive • mature • pigmented • colour and tone • wearing of contact lenses.
Research techniques may include:	<ul style="list-style-type: none"> • contact with specialist services or associations • reading newspapers, books and other references • talking and listening to experts • use of the internet • watching documentary films and videos.
Organisation may include the use of:	<ul style="list-style-type: none"> • computer databases • library • manual files.
Reference materials may include:	<ul style="list-style-type: none"> • drafts and final prosthetic designs • films • history books • journals • paintings and illustrations of the period • performance details and specifications photographs • specialist services available for prosthetics • texts • the internet • videos • writings of the period.
Formats may include:	<ul style="list-style-type: none"> • collage • coloured design illustrations

RANGE STATEMENT	
	<ul style="list-style-type: none"> • digital images • models • photos • sketches.
<i>Materials</i> may include:	<ul style="list-style-type: none"> • cleaning agents • foam latex • gums and glue • plaster • rubber • sealers and release agents.
<i>Finalising</i> lifecasts may include:	<ul style="list-style-type: none"> • accurately trimming and marking the completed positive impression • checking that technical and creative requirements have been met • correctly storing lifecasts to prevent deterioration, distortion or damage • ensuring accuracy of surface detail • ensuring that joining sections meet technical requirements • producing a positive impression of lifecasts.

Unit Sector(s)

Unit sector	
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Competency field

Competency field	Visual communication - make-up
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Co-requisite units

Co-requisite units	

Co-requisite units		