

# CUFSCE201A Prepare and prime scenic art cloths

**Revision Number: 1** 



## **CUFSCE201A Prepare and prime scenic art cloths**

## **Modification History**

Not applicable.

## **Unit Descriptor**

Unit descriptor	This unit describes the performance outcomes, skills and knowledge required to prepare and prime scenic art cloths for productions in television, film and interactive media.
	The role of scenic artists and set construction personnel is to construct scenic art components ready for painting and other artwork.
	They require a good understanding of scenic art processes with particular focus on stretching, priming and rendering cloths used in the construction of set elements, such as backdrops or flats.
	No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.

# **Application of the Unit**

Application of the unit	Scenic artists and set construction personnel apply the skills and knowledge outlined in this unit.
	Generally they work as members of set construction crews under the supervision of a workshop manager.

## **Licensing/Regulatory Information**

Not applicable.

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## **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.
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## **Elements and Performance Criteria**

ELEMENT	PERFORMANCE CRITERIA
Prepare for cloth construction	1. Liaise with relevant <i>production personnel</i> to ascertain and confirm <i>production requirements</i>
	2. Interpret available <i>documentation</i> to determine required quantities and measurements for planned construction of <i>scenic art cloths</i>
	3. Select requisite tools, <i>equipment</i> and <i>materials</i> according to design specifications
Construct scenic art cloths	4. Apply appropriate techniques for layout of scenic art cloths
	5. Evaluate construction of <i>scenic art elements</i> to ensure they meet design and <i>production</i> specifications
	6. Seek feedback on work in progress with relevant production personnel and make adjustments as required
	7. Complete all work with due regard to <i>OHS regulations</i> and enterprise procedures
Prime and store cloth	8. Apply appropriate materials to scenic art cloths in preparation for artwork
	9. Label and code each scenic art element for identification during production phase
	10. Store scenic art cloth and other elements according to enterprise procedures
	11. Finalise and distribute documentation to relevant production personnel as required
	12. Review own work and identify areas for improvement

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## Required Skills and Knowledge

#### REQUIRED SKILLS AND KNOWLEDGE

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

#### Required skills

- communication and teamwork skills sufficient to:
  - liaise with relevant production personnel, e.g. scenic art designer, scenic artists and set construction crew
  - understand and carry out instructions and creative directions as required
  - complete routine workplace documentation
  - work effectively as a team member
- literacy and numeracy skills sufficient to accurately interpret scale drawings and measurements
- technical skills sufficient to use a range of hand and power tools and materials to prepare scenic art cloths
- self-management and planning skills sufficient to:
  - prioritise work tasks
  - work under pressure and meet deadlines
  - seek expert assistance when problems arise
  - label and store finished scenic art elements in an orderly manner
  - maintain a clean and safe work area

#### Required knowledge

- industry knowledge, including:
  - roles and responsibilities of personnel involved in designing and realising productions
  - understanding the artistic and technical elements of productions
  - terminology associated with production scheduling
- characteristics of a range of materials used inscenic art, including paints and cloths
- scenic art design and construction processes
- different types of construction materials and techniques
- familiarity with storage and identification processes and systems
- methods for the safe handling of hazardous materials
- OHS standards as they apply to preparing and priming scenic art cloths

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## **Evidence Guide**

#### **EVIDENCE GUIDE**

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.

Guidelines for the Training Package.	
Overview of assessment	
Critical aspects for assessment and evidence required to demonstrate competency in this unit	<ul> <li>Evidence of the following is essential:</li> <li>ability to:</li> <li>organise and store scenic art elements in line with production requirements</li> <li>demonstrate attention to detail when preparing and priming scenic art cloths</li> <li>follow directions and instructions</li> <li>correctly interpret scenic art specifications and documentation</li> <li>handle hazardous materials and equipment in a safe manner</li> <li>collaborative approach to work.</li> </ul>
Context of and specific resources for assessment	Assessment must ensure:  completion of scenic art preparation tasks within typical workplace time constraints  access to the tools, materials and equipment required to prepare scenic art cloths  access to productions requiring scenic art cloths  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	<ul> <li>A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:</li> <li>direct questioning combined with review of portfolios of evidence and third-party workplace reports of on-the-job performance</li> <li>direct observation of the candidate preparing and priming scenic art cloths</li> <li>inspection of scenic art cloths prepared by the candidate to determine whether correct procedures have been followed and production requirements</li> </ul>

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EVIDENCE GUIDE		
	<ul> <li>have been met</li> <li>written or oral questioning to test knowledge as listed in the required skills and knowledge section of this unit.</li> </ul>	
Guidance information for assessment	Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended, for example:	
	<ul> <li>CUESCE05B Apply a general knowledge of scenic art</li> <li>CUFSCE202A Repair, maintain and alter scenic art.</li> </ul>	

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## **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.

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Production personnel may	•	art director
include:	•	director
	•	director of photography
	•	floor manager
	•	head of department
	•	painter and artist
	•	producer
	•	production designer
	•	production manager
	•	scenic art department personnel
	•	scenic art designer
	•	scenic art production staff
	•	set designer
	•	sets maker, e.g. carpenter
	•	sets manager
	•	sets storeman
	•	stand-by sets
	•	supervisor
	•	technical director
	•	other technical/specialist staff.
Production requirements may	•	application, e.g. practical or illusionary
include:	•	day and night
	•	deadlines
	•	fire proofing
	•	hazardous situations
	•	interior and exterior
	•	multiple locations
	•	opaque
	•	production schedules
	•	solid
	•	special effects sets.
Documentation may include:	•	colour charts

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RANGE STATEMENT	
	computer generated
	• confirmation of receipt and dispatch notes
	descriptive scenic art checklists
	• fault reports
	<ul> <li>hire agreements</li> </ul>
	manually written
	manufacture schedules
	manufacturer specifications and instructions
	<ul> <li>measurement charts</li> </ul>
	<ul> <li>memos of instruction</li> </ul>
	<ul> <li>paint colour formulas</li> </ul>
	<ul> <li>production schedules</li> </ul>
	<ul> <li>running sheets</li> </ul>
	scenic art breakdown lists
	scenic art design
	<ul> <li>scenic art schedules and plans</li> </ul>
	• scripts
	• sketches
	stock orders
	stock reports
	• technical drawings.
Scenic art cloth may include:	• canvas
	• gauze
	• leather
	• muslin
	• nessle
	• silk
	• synthetic fabrics
	• velour
	• wool.
Equipment may include:	• brushes
_4 <i>p</i>	<ul> <li>charcoal sticks</li> </ul>
	<ul> <li>conversion tables</li> </ul>
	<ul> <li>cutting boards and tables</li> </ul>
	dyeing facilities
	• gaffer tape
	• glue guns
	• graining combs
	• hammers
	<ul> <li>hopper guns</li> </ul>

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RANGE STATEMENT	
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	<ul><li>measuring tapes</li><li>rollers</li></ul>
	• sponges
	• spray-guns
	• stamps
	<ul><li> staplers</li><li> tacks</li></ul>
	• tools, e.g. wire cutters, hammers and pliers.
Materials may include:	• adhesives
	• dyes
	• fire retardant
	• primers
	• solvent-based paints
	texture mediums
	water-based paints.
Scenic art elements may include:	• backdrops
·	• cycloramas
	• drops
	• flats
	flooring and floor cladding
	• flown pieces
	• large props, e.g. furniture
	• rakes
	• rostrums
	• scaffolding
	• soft drapes
	• stairs
	• treads.
Productions may include:	• animations
2. outcomes may merade.	• commercials
	<ul> <li>documentaries</li> </ul>
	feature films
	interactive media
	• live or pre-recorded television productions
	• live theatre or events
	music videos
	short films
	• television productions of any type.

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RANGE STATEMENT	
OHS regulations may include:	Australian Recommended Safety Code for Film and Television
	commonwealth, state and territory OHS regulations
	relevant local government construction rules and regulations
	• relevant national and international standards, guidelines and codes of practice, e.g. the Building Code of Australia.

Unit S	ector	(S)
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# **Competency field**

<b>Competency field</b>	Visual communication - scenic art	
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# **Co-requisite units**

Co-requisite units	

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