



Australian Government

CUACOS402 Make costume accessories

Release: 2

CUACOS402 Make costume accessories

Modification History

Release	Comments
Release 2	This version released with CUA Creative Arts and Culture Training Package version 2.0. Updated assessment conditions section. Updated modification history section to reflect changed name of training package.
Release 1	This version first released with CUA Creative Arts and Culture Training Package Version 1.0.

Application

This unit describes the performance outcomes, skills and knowledge required to create two-dimensional (2D) and three-dimensional (3D) objects and costume accessories for productions in the screen, media, entertainment and events industries.

Individuals who apply these skills work autonomously in a team environment as they take responsibility for the quality of costume accessories for productions. They may be responsible for supervising others.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Visual communication - costume

Elements and Performance Criteria

Elements	Performance Criteria
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Determine requirements for costume accessories	1.1 In consultation with relevant personnel, interpret design sketches and other production documentation to determine the type of 2D and 3D accessories required 1.2 Undertake research to establish broad parameters for accessory construction, including availability of fabrications 1.3 Use research material appropriately to adapt styles for specific

	productions
2. Develop specifications for accessories	2.1 Through experimentation and testing, determine the equipment, tools, fabrications and techniques to be used 2.2 Determine correct quantity and cost of fabrications required for construction to ensure efficient use of resources 2.3 Produce accurate working drawings and specifications for accessories 2.4 Seek assistance from other departments or personnel as required
3. Produce accessories	3.1 Construct accessories according to design specifications and production requirements 3.2 Use appropriate methods and techniques to achieve required dimensions and shape 3.3 Use equipment, tools and materials according to work health and safety procedures and environmental considerations 3.4 Seek feedback from relevant personnel on work in progress and refine accessories as required
4. Finalise accessories	4.1 Conduct fittings and identify, record and action required adjustments 4.2 Attach trims and finish accessories according to production requirements and timelines

Foundation Skills

This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.

Skill	Performance Criteria	Description
Reading	1.1, 1.2, 1.3,	Interprets production documentation in relation to own duties
Writing	2.3, 4.1	Prepares working drawings and other workplace documentation
Oral communication	1.1, 2.4, 3.4, 4.1	Obtains information by listening and questioning
Numeracy	2.2, 4.1	- Determines quantities and costs of fabrications - Takes measurements

Navigate the world of work	3.3, 4.2	• Takes account of health, safety and environmental considerations when completing tasks • Meets work deadlines
Interact with others	1.1, 2.4, 3.4, 4.1	• Works collaboratively with a range of personnel to make costume accessories • Takes account of the requirements of team members when organising work
Get the work done	1.1, 1.2, 1.3, 2.1, 2.2, 2.3, 3.1, 3.2, 3.3, 3.4, 4.1, 4.2	• Adopts a methodical and logical approach to the development and construction of costume accessories • Undertakes research to enhance understanding and appreciation of production contexts • Identifies ways of maximising efficiency when constructing costume accessories • Uses standard word processing and spreadsheet applications to prepare production documentation • Takes responsibility for ensuring minimal waste of materials

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUACOS402 Make costume accessories (Release 2)	CUACOS402 Make costume accessories (Release 1)	Updated assessment conditions section. Updated modification history section to reflect changed name of training package.	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>

Assessment Requirements for CUACOS402 Make costume accessories

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Performance Evidence

Evidence of the ability to:

- use a range of construction techniques and fabrications to produce 2D and 3D products for use as costume accessories in at least one production
- apply work health and safety procedures and environmental considerations during the construction process
- work collaboratively.

Note: If a specific volume or frequency is not stated, then evidence must be provided for each of the above points at least once.

Knowledge Evidence

To complete the unit requirements the individual must:

- describe the properties of typical fabrications and techniques used to create 2D and 3D costume accessories
- provide examples of sources for fabrications typically used in a performance context
- explain the features of a range of 2D and 3D innovative and experimental pattern cutting techniques.

Assessment Conditions

Assessment must be conducted in a safe environment where evidence gathered demonstrates consistent performance of typical activities experienced in creative arts industry environments. The assessment environment must include access to costume and accessory specifications, materials and production schedules.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.

Links

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