



Australian Government

CUACOS412 Make costume accessories

Release: 1

CUACOS412 Make costume accessories

Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package Version 5.0.

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. It involves researching, testing, and applying design elements to costume materials for specific productions.

The unit applies to those who 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

ELEMENT	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 required personnel, interpret design sketches and other production documentation with required personnel to determine the accessories required 1.2 Undertake research to determine requirements for accessory construction 1.3 Research costume styles for specific productions
2. Develop specifications for accessories	2.1 Determine equipment, tools, fabrications and techniques to be used during costume making 2.2 Determine quantity and cost of fabrications required 2.3 Produce working drawings and specifications for accessories

ELEMENT	PERFORMANCE CRITERIA
	according to production requirements 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 required 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 required personnel on work in progress and refine as needed
4. Finalise accessories	4.1 Conduct fittings to determine adjustments 4.2 Identify, record and action required adjustments 4.3 Attach trims and finish accessories according to production requirements and timelines

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Reading	Interprets production documentation in relation to own duties
Oral communication	Obtains information by listening and questioning
Numeracy	Takes measurements to determine quantities and costs of fabrications
Teamwork	- Works collaboratively with a range of personnel to make costume accessories - Takes account of the requirements of team members when organising work
Initiative and enterprise	- 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 - Takes responsibility for ensuring minimal waste of materials

SKILL	DESCRIPTION
Technology	• Uses standard word processing and spreadsheet applications to prepare production documentation

Unit Mapping Information

Supersedes and is equivalent to CUACOS402 Make costume accessories.

Links

Companion Volume Implementation Guide is found on VETNet -

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

Assessment Requirements for CUACOS412 Make costume accessories

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Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- produce at least two different 2D and two different 3D products for use as costume accessories in one or more productions.

In the course of the above, the candidate must:

- interpret design sketches and other production documentation
- develop specifications for accessories
- research and use a range of construction techniques and fabrications to construct accessories
- apply work health and safety procedures and environmental requirements
- work collaboratively with others when planning, constructing and fitting accessories.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

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

Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

- design sketches and production documentation
- materials

- production schedules.

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

Links

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