



Australian Government

CUACOS502 Make character costumes

Release: 2

CUACOS502 Make character costumes

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 make character costumes for productions in the screen, media, entertainment and events industries.

Individuals who apply these skills are expected to display a high level of initiative and judgement as they take responsibility for ensuring the quality of character costumes required 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. Conduct character costume research	1.1 Undertake research to identify historical, cultural and other factors that might influence character costume styles, construction techniques and costume development 1.2 Analyse designs for character costumes, and identify the relationship between costumes and character portrayal and development 1.3 Gather a range of research materials to develop knowledge of

	character costume options 1.4 Use research materials to interpret and adapt costume styles for performance
2. Interpret brief for character costume design	2.1 Liaise with the relevant personnel to confirm character costume production requirements and gain approval where required 2.2 Review costume production schedules, specifications and lists 2.3 Interpret designs into practical plans for making character costumes according to production requirements
3. Prepare for character costume construction	3.1 Select materials and methods of costume construction according to production requirements and factors affecting particular characters 3.2 Take and record accurate measurements of performers to ensure correct fitting of costumes 3.3 Integrate considerations of work health and safety, ease of movement and comfort of performers into costume planning 3.4 Determine if scale prototype is required, based on three-dimensional (3D) reconstruction 3.5 Identify design and fabric characteristics that influence character costume construction and clarify any queries with relevant personnel 3.6 Select appropriate grade plan or grade rule table
4. Make and grade patterns for character costumes	4.1 Produce or adjust pattern to required specifications, ensuring that pattern complies with gender and figure proportions and performance requirements 4.2 Grade pattern manually or by computer, adjusting design, maintaining accuracy and shape, notches, design proportion and other design requirements 4.3 Check pattern for accuracy and make adjustments as required 4.4 Store pattern according to workplace procedures
5. Lay up character costumes	5.1 Establish the required meterage of fabric and other materials to minimise waste 5.2 Check materials for quality, faults, width, selvedges, dye, lot and marking requirements 5.3 Identify and assemble appropriate base and outer fabrics 5.4 Lay up base and self-fabrics and check alignment conforms to specifications

	5.5 Cut materials to meet pattern requirements 5.6 Prepare base and mount fabrications, as necessary, to achieve required stiffening or support effect
6. Assemble and fit character costumes	6.1 Assemble base and mount fabrications or materials and where appropriate, hang in readiness for assembly 6.2 Conduct fittings with performers and identify, record and action required adjustments and alterations 6.3 Sew costume pieces together to form the whole costume and attach required trimmings, fasteners and decorations using appropriate techniques 6.4 Finish character costumes according to requirements 6.5 Identify modifications to character costume in consultation with relevant personnel and complete as required 6.6 Correctly label and code all character costumes for identification during productions

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, 2.2, 2.3	- Interprets designs and written material to inform the process of making character costumes - Interprets production documentation in relation to own duties
Writing	3.3, 6.2, 6.6	Completes workplace documentation
Oral communication	2.1, 3.5, 6.2, 6.5	Obtains information by listening and questioning
Numeracy	3.2, 3.3, 4.2, 4.3, 5.1	- Takes and records measurements of performers - Makes adjustments to patterns during construction - Estimates quantities of fabric and other materials
Navigate the world of	3.4, 4.4, 6.4, 6.5	Takes account of work health and safety considerations in the design of costumes

work		Meets work deadlines
Interact with others	2.1, 3.5, 6.2, 6.5	Works collaboratively with a range of personnel to make character costumes
Get the work done	1.1, 1.2, 1.3, 1.4, 2.1, 2.2, 2.3, 3.1, 3.2, 3.3, 3.5, 3.6, 4.1, 4.2, 4.3, 4.4, 5.1, 5.2, 5.3, 5.4, 5.5, 5.6, 6.1, 6.2, 6.3, 6.4, 6.5, 6.6	- Adopts a methodical and logical approach to selecting materials and costume construction methods - Follows a logical process when researching character costume requirements and creating costumes - Identifies ways of sequencing the costume manufacture process for greater efficiency - Takes responsibility for ensuring minimal waste of materials - Uses computer software to assist with the design of character costumes

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUACOS502 Make character costumes (Release 2)	CUACOS502 Make character costumes (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 CUACOS502 Make character costumes

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Performance Evidence

Evidence of the ability to:

- create costumes using character-specific techniques and materials
- follow safety procedures when using costume-making equipment and materials
- 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 range and features of commonly required character costumes and construction techniques used for them
- describe the use and properties of different fabrics, materials and patterns used regularly to make character costumes.

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 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.

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