



Australian Government

CUACOS503 Create theatrical millinery

Release: 2

CUACOS503 Create theatrical millinery

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 a range of theatrical millinery.

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 theatrical millinery items 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. Confirm theatrical millinery briefs	1.1 Liaise with relevant personnel to confirm theatrical millinery requirements and gain approval as required 1.2 Review costume production schedules, specifications and lists when planning own work 1.3 Interpret designs into practical plans for making millinery according to the style of productions 1.4 Select materials and construction methods according to

	production and performance requirements 1.5 Identify style and fabric characteristics that influence construction of headwear and clarify queries with relevant personnel
2. Construct theatrical millinery	2.1 Take and record accurate measurements of performers to ensure correct fitting of headwear 2.2 Use appropriate millinery construction techniques to create specialised theatrical millinery 2.3 Conduct fittings with performers and record and action required adjustments and alterations
3. Finish off theatrical millinery	3.1 Attach required trimmings, fasteners and decorations using appropriate techniques to achieve a quality finish 3.2 Identify and action modifications to millinery in consultation with relevant personnel as required

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	1.2, 1.3	- Interprets designs and written material to inform the process of making theatrical millinery - Interprets production documentation in relation to own duties
Writing	2.1, 2.3	Completes workplace documentation
Oral communication	1.1, 1.5, 2.3, 3.2	Obtains information by listening and questioning
Numeracy	2.1	Takes and records measurements of performers
Navigate the world of work	1.1, 1.3	Follows workplace procedures
Interact with others	1.1, 1.5, 2.3, 3.2	Works collaboratively with a range of personnel to create theatrical millinery
Get the work done	1.1, 1.2, 1.3, 1.4, 1.5, 2.1,	Plans work tasks to achieve required outcomes efficiently

	2.2, 2.3, 3.1, 3.2	• Adopts a methodical and logical approach when creating theatrical millinery of the required quality
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Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUACOS503 Create theatrical millinery (Release 2)	CUACOS503 Create theatrical millinery (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 CUACOS503 Create theatrical millinery

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Performance Evidence

Evidence of the ability to:

- use a range of techniques and materials to create specialised theatrical millinery items for at least one production
- follow safety procedures when using equipment and materials to make millinery
- 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 role of millinery in the overall costume design and production process
- describe the range and type of specialised headwear that may be required in period and fantasy productions
- describe construction techniques used to make specialised millinery items
- provide examples of materials and fabrics used to create different effects and structures for specialised millinery items
- describe the link between performance requirements and the selection of construction processes and materials.

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 millinery 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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