



Australian Government

CUACOS509 Design costumes

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 2.0.

Application

This unit describes the skills and knowledge required to design costumes for screen, media and entertainment industry productions.

It applies to individuals who research costume styles, designs and construction methods relevant to the production's era. They design original costumes and oversee purchase and adaptation of ready-made outfits. They work with a high degree of autonomy and are also members of a creative production team, working closely with directors and other designers.

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. Interpret creative briefs	1.1 Analyse performance outlines or scripts to determine overall production concepts 1.2 Participate in preliminary concept meetings with relevant personnel to clarify costume design requirements and timelines 1.3 Identify factors that may impact the design process, including safety and copyright considerations 1.4 Refer to production documentation and itemise elements to be addressed during the design phase
2. Conduct research	2.1 Access reference material that may inform the design process

ELEMENT	PERFORMANCE CRITERIA
	2.2 Analyse reference materials in context of design projects 2.3 Consider the impact and potential of new and emerging technologies on the design process 2.4 Collect, collate and adapt materials to develop initial design concepts 2.5 Organise research material for ease of access by relevant personnel during the design process
3. Generate and assess ideas	3.1 Generate a range of costume design ideas in response to briefs and provide creative solutions to design issues 3.2 Assess ideas and collaborate with relevant personnel to maximise contribution of ideas to initial concepts 3.3 Appraise ideas, taking into account available budgets, technical feasibility and creative requirements
4. Develop and document designs	4.1 Collaborate with relevant personnel and incorporate additional requirements and ideas into design development 4.2 Consult with relevant personnel and agree on artistic interpretation 4.3 Discuss and evaluate initial concepts and select the most appropriate approach, taking into account budgets and research findings 4.4 Develop costume designs from initial concepts ensuring production and design factors are taken into account 4.5 Organise or undertake testing and experimentation with selected costume designs and adjust as required 4.6 Record the design development processes
5. Finalise designs	5.1 Prepare and present draft costume construction plans and specifications to relevant personnel in an appropriate format 5.2 Discuss and evaluate designs presented 5.3 Negotiate and agree to modifications and amend designs as required 5.4 Produce documentation to support implementation of designs 5.5 Present final designs, plans and specifications within agreed timelines and confirm production requirements have been met 5.6 Reflect on own role in the design process and note areas for future improvement

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, 1.3, 1.4, 2.2	Analyses textual information and interprets relevant production details to identify requirements
Writing	1.4, 4.4, 4.6, 5.1, 5.4	- Uses clear language and relevant terminology to list design criteria, record draft design concepts, construction plans and specifications in logical sequences - Prepares complex and detailed visual and written information required to implement final designs
Numeracy	3.3,	Uses basic mathematical processes to interpret budgets and estimate costs of costume designs
Oral Communication	1.2, 3.2, 4.1, 4.2, 5.1, 5.2, 5.3, 5.5	- Obtains information and confirms understanding by listening and questioning - Presents complex information using language, tone, and structure appropriate to audience and context
Navigate the world of work	1.3	Identifies and complies with relevant legislative requirements
Interact with others	1.2, 3.2, 4.1, 4.2, 5.1, 5.2, 5.5, 5.3	- Collaborates and negotiates with others to achieve shared goals and understanding of requirements and outcomes - Selects and uses appropriate communication methods and practices in discussions about concepts and final costume designs, and in their presentation
Get the work done	1.3, 1.4, 2.1, 2.3-2.5, 3.1, 3.3, 4.3-4.5, 5.3, 5.5	- Accepts responsibility for planning and sequencing relatively complex tasks and workload, negotiating key aspects with others - Assesses production information and research material inform decisions about suitable concepts and creative processes - Generates design concepts using regular evaluation of aesthetic aspects and technical criteria - Selects concepts for final development that satisfy all constraints and requirements

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUACOS509 Design costumes	CUFCOS504A Design costumes	Updated to meet Standards for Training Packages. Minor edits to performance criteria.	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 CUACOS509 Design costumes

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Performance Evidence

Evidence of the ability to:

- clarify creative requirements for costumes in consultation with production personnel
- interpret production documentation to identify issues to be considered in the design phase, including deadlines
- undertake and document research to inform the design process
- develop and discuss a range of design ideas and concepts to meet costume design requirements
- develop and document costume designs that take account of production factors
- use effective communication and negotiation skills to finalise costume designs
- prepare costume construction plans and supporting documentation to facilitate design implementation.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- outline the role of costume design within overall artistic direction of productions
- explain how production scheduling affects the design process
- outline how the role of costume designers can change depending on the nature of productions and personnel involved
- explain intellectual property issues to be taken into account when designing costumes
- describe how research informs the costume design process
- outline techniques for breaking down scripts and how script breakdowns are used in the costume design process
- explain how budgets can affect the costume design process
- outline construction methods and implementation issues associated with realising costume designs

- identify typical problems that may arise in context of designing costumes, and briefly describe solutions
- describe typical formats and techniques for documenting costume designs
- outline safety issues to be taken into account when designing 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:

- scripts and production documentation
- productions that require design of costumes
- research materials.

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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