



Australian Government

CUACOS510 Realise costumes

Release: 1

CUACOS510 Realise costumes

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 manage the costume realisation process for screen, media and entertainment productions.

It applies to individuals who work in pre-production and determine the number of characters and costumes required. They develop costume plots and manage the process of constructing or acquiring costumes. They work independently and in a supervisory role to achieve the required costume outcomes.

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. Plan costume realisation	1.1 Confirm costume requirements in consultation with relevant personnel, referencing production documentation 1.2 Develop a preliminary plan for achievement of costume requirements according to production genre and factors that may impact realisation of costumes 1.3 Agree, allocate and communicate responsibilities including timelines and budgets 1.4 Discuss with relevant personnel, and agree methods to monitor progress against production schedules 1.5 Seek feedback from relevant personnel and make adjustments to

ELEMENT	PERFORMANCE CRITERIA
	plans as required 1.6 Document final plans to realise costumes 1.7 Provide relevant information on final plans and costume studio processes to production colleagues
2. Coordinate costume realisation	2.1 Source materials and components required for costume construction within available budgets 2.2 Participate in and/or supervise costume studio processes 2.3 Participate in production meetings or costume parades to evaluate work in progress on costumes 2.4 Identify and resolve problems promptly in consultation with relevant personnel 2.5 Monitor effectiveness of chosen solutions 2.6 Conduct trials, evaluate results and modify costumes as required 2.7 Update and distribute documentation promptly throughout the pre-production and production phases 2.8 Monitor costume issues during productions and keep relevant personnel informed of changes as required
3. Evaluate costume realisation process	3.1 Assess costumes and costume studio processes against key creative objectives of production 3.2 Share information from assessment with relevant personnel and incorporate information and conclusions into planning for future productions 3.3 Evaluate own role in costume realisation 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	Analyses detailed information in production documentation to identify costume requirements
Writing	1.1-1.3, 1.5, 1.6, 2.6,	Develops plans containing logically sequenced information detailing costume production requirements

	2.7, 3.2, 3.3	and timelines using industry-specific terminology and conventions • Updates information in documentation according to work progress
Oral Communication	1.1, 1.3-1.5, 1.7, 2.2-2.4, 2.8, 3.2	• Seeks views and opinions of others • Obtains information by listening and questioning • Discusses ideas and solutions • Uses clear language to provide information and express requirements
Interact with others	1.1, 1.3-1.5, 1.7, 2.2-2.4, 2.8, 3.2	• Collaborates, cooperates and negotiates with others to achieve joint outcomes • Establishes and uses appropriate communication methods and practices during discussions with personnel about planning, production and evaluation of costumes
Get the work done	1.2, 1.3, 1.5, 1.7, 2.1, 2.3-2.8, 3.1, 3.3	• Takes responsibility for planning and sequencing complex tasks in own workload, and negotiating and allocating the work of others • Manages problems promptly using analysis and consultation and determines processes required to monitor solutions • Tests costume function and quality to identify unresolved issues • Assesses contribution of costume to creative goals of the production

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUACOS510 Realise costumes	CUFCOS505A Realise costumes	Updated to meet Standards for Training Packages. Performance criteria edited.	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 CUACOS510 Realise costumes

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Performance Evidence

Evidence of the ability to:

- discuss and determine costume requirements for a production
- develop and confirm a plan that includes costume break-downs and costume studio processes to be followed
- organise construction of costumes in a logical sequence
- manage the process of constructing or acquiring costumes according to plans and within available budgets
- participate in costume design processes and meetings, discussing progress with others
- review the costume realisation process and note improvements for future.

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:

- describe specialist costume construction requirements for different performance genres
- explain principles and techniques of costume design, construction and alteration
- describe properties of different fabrics and costume components
- outline the purpose and timing of costume trials
- outline roles and responsibilities of personnel involved in the process of constructing and acquiring costumes for productions
- explain the communication, monitoring and reporting requirements at each stage of the costume realisation process
- identify typical problems that arise in context of realising costumes, and briefly describe solutions.

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:

- a costume studio
- materials, components and equipment.

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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