



Australian Government

CUACOS519 Design costumes

Release: 1

CUACOS519 Design costumes

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 skills and knowledge required to design costumes for screen, media and entertainment industry productions. It involves research and creative application of costume design techniques for various productions.

The unit applies to those who research costume styles, designs and construction methods required 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 required personnel to confirm costume design requirements and timelines 1.3 Identify factors that may impact the design process 1.4 Select elements to address during the design phase
2. Conduct research	2.1 Access reference material that may inform the design process 2.2 Analyse reference materials in context of design projects 2.3 Consider the impact and potential of new and emerging

ELEMENT	PERFORMANCE CRITERIA
	technologies on the design process 2.4 Collect and adapt materials to develop initial design concepts 2.5 Organise research material for ease of access by required personnel during the design process
3. Generate and assess ideas	3.1 Generate a range of creative costume design ideas 3.2 Assess ideas and collaborate with personnel 3.3 Evaluate ideas according to production requirements
4. Develop and document designs	4.1 Collaborate with personnel and incorporate additional requirements and ideas into design development as required 4.2 Consult with personnel and agree on artistic interpretation of designs 4.5 Experiment with selected costume designs and adjust as required 4.6 Record the design development process
5. Finalise designs	5.1 Prepare and present draft costume construction plans and specifications to required personnel 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

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	Analyses textual information and interprets production details to identify requirements
Writing	- Uses clear language and 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	Uses basic mathematical processes to interpret budgets and estimate costs of costume designs

SKILL	DESCRIPTION
Oral Communication	- Obtains information and confirms understanding using listening and questioning techniques - Presents complex information using language, tone, and structure to audience and context
Self-management	Identifies and complies with legislative requirements
Teamwork	- Collaborates and negotiates with others to achieve shared goals and understanding of requirements and outcomes - Selects and uses communication methods and practices in discussions about concepts and final costume designs, and in their presentation
Initiative and enterprise	- Manages assigned tasks and workload - Makes informed 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

Supersedes and is equivalent to CUACOS509 Design costumes.

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 CUACOS519 Design costumes

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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:

- design at least two costumes for at least one production.

In the course of the above, the candidate must:

- 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 conduct a discussion with others to gain feedback on 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 plan and supporting documentation to facilitate design implementation.

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:

- role of costume design within overall artistic direction of productions
- how production scheduling affects the design process
- how the role of costume designers can change depending on the nature of productions and personnel involved
- intellectual property requirements relating to designing costumes
- how research informs the costume design process
- techniques for breaking down scripts and for using script breakdowns in the costume design process
- effect of budgets on the costume design process

- construction methods and implementation issues associated with realising costume designs
- typical problems that may arise in context of designing costumes, and strategies to resolve them
- typical formats and techniques for documenting costume designs
- safety issues to be taken into account when designing costumes.

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:

- 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 education and training legislation, frameworks and/or standards.

Links

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