



Australian Government

CUAPRP511 Design props

Release: 1

CUAPRP511 Design props

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 interpret creative briefs and develop prop designs for productions in the screen, media, entertainment and events industries.

The unit applies to those who display a high level of initiative, judgement and responsibility as they negotiate creative solutions to design briefs with clients and production personnel.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Visual Communication – Props

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 Determine production concepts through analysis of performance outlines 1.2 Discuss prop requirements with required personnel 1.3 Identify factors that may affect the process of designing props 1.4 Discuss and agree on the role of designers in the production process
2. Conduct and evaluate research	2.1 Source and analyse credible information sources that may inform the design process 2.2 Consider the impact and potential of new and emerging technologies when informing design concepts 2.3 Collect, collate and adapt materials to develop initial design concepts

ELEMENT	PERFORMANCE CRITERIA
	2.4 Obtain copyright clearance for material as required
3. Generate and assess ideas	3.1 Generate a range of design ideas that respond to briefs 3.2 Discuss ideas with required personnel and seek contributions of ideas to initial concepts 3.3 Reflect on and appraise ideas for budget and time implications, technical feasibility, and suitability to meet brief
4. Develop and document designs	4.1 Monitor additional or changed requirements to design process and discuss changes with required personnel 4.2 Reach agreement with required personnel on artistic interpretation of design 4.3 Evaluate initial concepts and select approach that is most appropriate to project specifications and constraints 4.4 Develop technically feasible prop designs that meet creative production requirements 4.5 Organise or undertake testing and experimentation with selected prop designs 4.6 Document designs according to organisational procedures
5. Finalise designs	5.1 Present draft prop construction plans and specifications to required personnel in an appropriate format 5.2 Participate in initial and ongoing evaluations of designs and construction plans based on discussion outcomes 5.3 Agree to final designs and produce accurate and comprehensive documentation to support implementation in line with production schedules 5.4 Present final designs, plans and specifications within agreed timeframe and confirm that 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	Organises, evaluates and critiques ideas and information from a range of complex written sources
Oral communication	- Seeks the views and opinions of others - Obtains information by listening and questioning - Contributes information and expresses requirements using clear

SKILL	DESCRIPTION
	language
Numeracy	- Calculates size, volume and ratio when developing designs - Calculates cost of planned approach based on identified unit prices for required material
Self-management	- Works with a strong sense of responsibility for goals, plans, decisions and outcomes - Applies knowledge of new and emerging technologies to the design process
Teamwork	- Responds to and draws on others' perspectives when negotiating the design of props - Achieves joint outcomes through collaborating with others in the design process, facilitating effective group interaction, influencing direction and taking a leadership role where required
Planning and organising	- Uses a combination of logical planning processes and an understanding of context when completing tasks - Invests time in developing and shaping several options before making a final choice, using a combination of lateral and analytical thinking to tailor an idea to suit needs, resources and constraints - Manages time efficiently to complete tasks within deadlines
Technology	- Produces technical drawings using computer-aided design (CAD) applications - Uses standard word processing and spreadsheet applications to prepare workplace documentation

Unit Mapping Information

Supersedes and is equivalent to CUAPRP501 Design props.

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 CUAPRP511 Design props

Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package Version 5.0.

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 props for at least two different productions.

In the course of the above, the candidate must:

- undertake research to inform the prop design process and creative response to design briefs
- satisfy production requirements and technical, budget and time constraints
- work collaboratively with others during the design process.

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:

- copyright, moral rights and intellectual property legislation applicable to prop design
- industry trends and developments relevant to prop design
- ethical standards and protocols that designers in the cultural industries must observe when designing props
- principles and techniques of design and script breakdown and how they apply when designing props
- relationship between production scheduling and the design process
- role of prop design within the overall artistic direction of productions
- relationship between prop designers and other production personnel.

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:

- production scripts or performance outlines on which prop designs can be based.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational education and training legislation, frameworks and/or standards.

Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>