



Australian Government

CUASET511 Design sets

Release: 1

CUASET511 Design sets

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 performance outcomes, skills and knowledge required to interpret creative briefs and develop set designs for productions in the screen, media, entertainment and events industries. It involves interpreting creative briefs, undertaking research and generating different ideas, developing designs for sets and presenting them to required personnel.

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 – sets

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 and scripts and determine overall production concepts 1.2 Participate in preliminary concept meetings with required personnel and discuss set requirements for productions 1.3 Identify factors that influence the process of designing sets 1.4 Discuss and agree on the role of designers in the production process
2. Conduct and evaluate research	2.1 Identify and source references that may inform the design process 2.2 Critically analyse sources and references in current design projects 2.3 Collect, collate and adapt required materials

ELEMENT	PERFORMANCE CRITERIA
	2.4 Obtain copyright clearance for material as required
3. Generate and assess ideas	3.1 Generate different design ideas that respond to briefs and provide creative solutions to technical issues 3.2 Discuss ideas and collaborate with required personnel 3.3 Evaluate ideas for implications on cost and time, technical feasibility, and suitability to meet briefs
4. Develop and document designs	4.1 Discuss additional and changed requirements with required personnel and contribute new ideas as required 4.2 Confirm that agreement is reached with required personnel in matters of artistic interpretation 4.3 Evaluate initial concepts and select concept that best meets set requirements 4.4 Develop technically feasible set designs that meet creative production requirements 4.5 Organise and undertake testing and experimentation with selected set designs 4.6 Document designs according to organisational policies and procedures
5. Finalise designs	5.1 Present draft set plans and specifications to required colleagues according to organisational policies and procedures 5.2 Participate in initial and ongoing evaluations of designs and construction plans 5.3 Negotiate and agree on modifications to designs and amend accordingly 5.4 Agree to final designs and produce accurate and comprehensive documentation to support implementation in line with production schedules 5.5 Present final designs, plans and specifications to required personnel within agreed timeframes and confirm that production requirements have been met 5.6 Communicate final design details to required personnel according to organisational policies and procedures

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
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SKILL	DESCRIPTION
Reading	• Organises, evaluates and critiques ideas and information from different complex written sources
Oral communication	• Seeks the views and opinions of others • Obtains information by listening and questioning • Discusses ideas and solutions • Contributes information and expresses requirements using clear language
Numeracy	• Performs numerical calculations when developing designs
Self-management	• Works independently and collaboratively with a strong sense of responsibility for goals, plans, decisions and outcomes • Takes responsibility for satisfying copyright requirements • Applies organisational procedures when designing sets
Teamwork	• Responds to and draws on others' perspectives when negotiating the design of sets • Collaborates to achieve joint outcomes in the design process, playing an active role in facilitating group interaction, influencing direction and taking leadership roles on occasion
Planning and organising	• Identifies applicable information and risk and evaluates alternative strategies and resources using different logical planning processes and an understanding of context • Considers whether, and how, others should be involved, often using consultative and collaborative processes during the decision-making process • Invests time in developing and shaping several options before making a final choice, using a combination of lateral and analytical thinking • Manages time efficiently to complete tasks within deadlines
Technology	• Applies knowledge of new and emerging technologies to the design process • Produces technical drawings using computer-aided design (CAD) applications • Prepares workplace documentation using standard word processing and spreadsheet applications

Unit Mapping Information

Supersedes and is equivalent to CUASET501 Design sets.

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 CUASET511 Design sets

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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 sets for productions according to at least two different creative briefs.

In the course of the above, the candidate must:

- interpret creative brief and meet their requirements that include:
 - deadlines
 - budgets
 - technical feasibility
- undertake research to inform the set design process and creative response to design briefs
- develop and document set plans and specifications
- work collaboratively with members of own and other organisations 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 production design
- industry trends and developments applicable to set design
- ethical standards and protocols that designers in the cultural industries should observe when designing sets
- principles and techniques of design and script breakdown applicable to set design
- relationship between production scheduling and the design process
- role of set design in the overall artistic direction of productions
- industry-standard technology used to design sets for productions
- relationship between set 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 and performance outlines on which set designs can be based
- technology used to design sets for productions
- interaction with others.

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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