



Australian Government

CUASFX401 Create special effects items

Release: 1

CUASFX401 Create special effects items

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 construct physical special effects items for productions in creative arts industry environments.

It applies to individuals who usually work collaboratively on projects with some supervision and guidance. They may use specialist electronic or engineering skills to create a broad range of items including models, miniatures, electronic devices, animatronics and creatures.

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

Unit Sector

Media and Entertainment Production – Special Effects

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. Prepare to create special effects	1.1 Confirm special effects requirements and timelines in consultation with relevant personnel and with reference to production documentation 1.2 Based on analysis of special effects requirements, suggest changes to specifications if appropriate, and confirm final requirements with relevant personnel 1.3 Discuss with relevant personnel a range of construction methods and techniques that could be used to meet design and production requirements 1.4 Consider the effect of lighting on materials and finishes when choosing methods and techniques

ELEMENT	PERFORMANCE CRITERIA
	1.5 Agree on methods and techniques that will provide the best visual interpretation of script requirements, taking into account budget and time constraints 1.6 Select required equipment and materials according to design and production requirements
2. Construct special effects	2.1 Participate in ongoing discussions throughout the construction process to ensure special effects design requirements are met 2.2 Create special effects items using selected materials and production techniques 2.3 Observe health and safety and industry safety guidelines throughout the construction phase 2.4 Participate in ongoing production technique trials to achieve the best results and solve problems that arise during the construction phase 2.5 Label and store partially completed special effects items to enable easy retrieval and to avoid loss or damage during the production phase
3. Finalise special effects	3.1 In consultation with relevant personnel, evaluate and check special effects items for accuracy and compliance with design and production specifications 3.2 Adjust special effects items as required 3.3 Label and store finished special effects in readiness for productions 3.4 Evaluate own performance in the process of creating special effects items and note areas for 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, 1.2	Interprets production documentation and extracts and analyses relevant information to establish special effects design requirements

Writing	2.5, 3.3	Records clear and detailed identification information
Oral Communication	1.1-1.3, 2.1, 3.1	- Uses specific and relevant language suitable to audience to convey information and ideas - Uses listening and questioning to confirm understanding
Navigate the world of work	2.3, 3.4	- Takes personal responsibility for adherence to legal and regulatory safety requirements during construction of effects - Understands own role and associated responsibilities and uses evaluation of own performance to identify potential improvements
Interact with others	1.1-1.3, 2.1, 3.1	- Collaborates with others to achieve joint outcomes - Selects and uses appropriate communication methods and practices to clarify and provide information and engage in discussions with others about the realisation of special effects concepts
Get the work done	1.2, 1.4, 1.5, 1.6, 2.2-2.5, 3.1-3.3	- Plans and sequences special effects design and construction tasks to achieve safe and effective outcomes, within production timelines - Analyses task requirements to select appropriate materials and techniques - Identifies technical construction problems through testing processes and selects the most effective solution - Evaluates special effects effectiveness, functionality and compliance against requirements to decide on final adjustments needed

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUASFX401 Create special effects items	CUFSFX401A Create special effects items	Updated to meet Standards for Training Packages. Minor edits to elements and 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 CUASFX401 Create special effects items

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Performance Evidence

Evidence of the ability to:

- interpret special effects design documentation
- contribute to planning construction of physical special effects to meet production requirements
- select and use the most appropriate tools, equipment and techniques to safely construct special effects items that meet production requirements
- complete work within agreed timelines
- contribute to solving problems with special effects items identified in trials
- work collaboratively with others on special effects construction projects.

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 roles and responsibilities of art and construction personnel involved in design and construction of physical special effects
- explain how artistic and technical elements of productions affect the process of constructing physical special effects items
- identify typical problems of constructing physical special effects for screen and entertainment industry productions, and briefly describe solutions
- outline principles and techniques for constructing physical special effects items
- describe properties, applications and durability of different materials used to construct physical special effects
- describe behaviours of different materials, finishes, painting techniques and colours under lighting
- explain techniques for trialling special effects items during the construction phase

- describe health and safety procedures and safety guidelines that relate to the safe use of equipment and materials to create physical special effects.

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:

- productions that require creation of special effects items
- materials and equipment required to make special effects items
- interaction with others
- production and safety documentation.

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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