



Australian Government

CUASFX411 Create special effects items

Release: 1

CUASFX411 Create special effects items

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 prepare, construct and finalise special effects items for productions in creative arts industry environments.

The unit applies to those 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 required personnel 1.2 Prepare production documentation according to special effects requirements 1.3 Suggest changes to specifications where appropriate 1.4 Discuss with required personnel a range of construction methods and techniques that could be used to meet design and production requirements 1.5 Consider the effect of lighting on materials and finishes when choosing methods and techniques 1.6 Select methods, techniques, equipment and materials that will provide the best visual interpretation of requirements whilst

ELEMENT	PERFORMANCE CRITERIA
	considering budget and time constraints
2. Construct special effects	2.1 Confirm special design requirements are being met throughout the construction process 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 Solve problems that arise during the construction phase through the use of ongoing production technique trials 2.5 Label and store partially completed special effects items in a safe and efficient manner
3. Finalise special effects	3.1 Evaluate and check special effects items for accuracy and compliance with design and production specifications with required personnel 3.2 Adjust special effects items where required 3.3 Label and store finished special effects in readiness for productions

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
Writing	Records clear and detailed identification information
Oral Communication	- Uses specific industry-related terminology when conveying ideas and information - Uses listening and questioning to confirm understanding
Self-management	- Follows 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
Teamwork	Collaborates with others to achieve joint outcomes
Planning and organising	Plans and sequences special effects design and construction tasks to achieve safe and effective outcomes

Unit Mapping Information

Supersedes and is equivalent to CUASFX401 Create special effects items.

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 CUASFX411 Create special effects items

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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:

- create special effects items according to at least two different special effect requirements.

In the course above, the candidate must:

- interpret special effects design 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.

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:

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

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

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:

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

Links

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