



Australian Government

Department of Education, Employment and Workplace Relations

CUECOS13B Create theatrical millinery

Revision Number: 1

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Modification History

Not applicable.

Unit Descriptor

Unit descriptor	This unit describes the skills and knowledge to create a range of theatrical millinery items. As such it builds on the basic skills found in units from the LMT07 Textiles, Clothing and Footwear Training Package to capture the specific context of theatrical millinery production. No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.
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Application of the Unit

Application of the unit	Costume makers and milliners apply the skills and knowledge outlined in this unit. They could be working in a range of contexts - from large commercial productions in the entertainment and screen industries to amateur theatre. This unit has linkages to a range of other costume units and combined assessment and/or training with those units may be appropriate. It is strongly recommended that this unit be assessed with or after relevant millinery units from the LMT07 Textiles Clothing and Footwear Training Package.
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Licensing/Regulatory Information

Not applicable.

Pre-Requisites

Prerequisite units		

Employability Skills Information

Employability skills	This unit contains employability skills.
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Elements and Performance Criteria Pre-Content

Elements describe the essential outcomes of a unit of competency.	Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.
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Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
1. Confirm brief for theatrical millinery	1.1. Liaise with the relevant colleagues to confirm millinery requirements and gain approvals where required 1.2. Read and correctly interpret the costume production schedule, specifications and lists 1.3. Interpret design into practical plans for <i>making millinery</i> in accordance with production requirements 1.4. Select <i>materials</i> and methods of construction in accordance with production and <i>performance requirements</i> 1.5. Correctly identify style and fabric characteristics which influence construction of headwear and clarify any queries with relevant colleagues
2. Construct and fit theatrical millinery	2.1. Take and record accurate measurements of performers to ensure correct fitting of headwear 2.2. Use appropriate <i>millinery construction techniques</i> to create specialised <i>theatrical millinery</i> 2.3. Conduct fittings with performers and identify, record and action required adjustments and alterations 2.4. Attach all required trimmings, fasteners and decorations using appropriate techniques to achieve a quality finish 2.5. Identify and action modifications to millinery in consultation with performer/cast and/or designer, where necessary

Required Skills and Knowledge

REQUIRED SKILLS AND KNOWLEDGE

This section describes the skills and knowledge required for this unit.

Required skills

- construction techniques for specialised millinery items

Required knowledge

- the role of millinery within the overall costume design and production process
- the scope of specialised millinery items that may be required for a cultural production, e.g. period, fantasy
- materials and fabrics used to create different effects and structures for specialised millinery items
- the link between performance requirements and the selection of construction processes and materials, e.g. physical movement, climate
- safety issues associated with the use of particular materials for millinery construction

Evidence Guide

EVIDENCE GUIDE	
The Evidence Guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.	
Overview of assessment	
Critical aspects for assessment and evidence required to demonstrate competency in this unit	The following evidence is critical to the judgement of competence in this unit: • ability to use a range of techniques and materials to create specialised theatrical millinery items • knowledge of the range and type of specialised headwear that may be required by a production.
Context of and specific resources for assessment	The assessment context must provide for: • practical demonstration of skills through the creation of specialised millinery items for a production.
Method of assessment	Assessment may incorporate a range of methods to assess performance and the application of essential underpinning knowledge, and might include: • direct observation of the candidate using techniques to create theatrical millinery items • evaluation of items made by the candidate in terms of suitability for production and quality of construction and finishing • case studies to assess ability to suggest construction processes in response to different types of costume brief • oral or written questioning to assess knowledge of safety issues, scope of theatrical millinery and different construction techniques • review of portfolios of evidence or third party workplace reports of on-the-job performance by the candidate. Assessment methods should closely reflect workplace demands and the needs of particular groups (e.g. people with disabilities, and people who may have literacy or numeracy difficulties such as speakers of languages other than English, remote communities and those with interrupted schooling).

EVIDENCE GUIDE**Guidance information for
assessment**

Assessment of this unit requires access to:

- specialised materials and equipment for theatrical millinery.

Range Statement

RANGE STATEMENT

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) may also be included.

Equipment used in ***making millinery*** may include:

- blocks
- glue guns
- hand-held cutting machine
- industrial/domestic irons and steamers
- industrial/domestic sewing machines and overlockers
- scissors
- steamer
- tools, e.g. wire cutters, bolt cutters, hammers, pliers

Materials for constructing hats may include:

- buckram
- fabrics, e.g. felt, cloth
- foam
- found objects
- latex
- leather
- millinery canvas/Paris net
- plastics
- straw
- vinyl
- wire

Performance requirements may include:

- continuity
- lighting
- movement
- physical attributes of performers
- quick changes
- special considerations, e.g. use of harness on performer during performance
- special effects
- use of doubles/second cast

Millinery construction techniques may include:

- blocking felt hoods and capelines
- building a hat from straw braid
- covering and lining a moulding material

RANGE STATEMENT	
	• fitting the hats • making a wire foundation hat • making period costume hat trimmings
<i>Theatrical millinery</i> refers to the range of specialised items that could be used in a production and may include:	• bridal headdresses • fantasy headwear • head-dresses • helmets • period headwear • special-purpose hats, e.g. military • street hats

Unit Sector(s)

Unit sector	
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Competency field

Competency field	Visual communication - costume
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Co-requisite units

Co-requisite units		