



Australian Government

Department of Education, Employment and Workplace Relations

CUECOS14B Construct hard and soft sculptured costume accessories

Revision Number: 1

CUECOS14B Construct hard and soft sculptured costume accessories

Modification History

Not applicable.

Unit Descriptor

Unit descriptor	This unit describes the skills and knowledge required to create costume accessories for any production within the cultural industries. It involves the creation of 2-dimensional (2D) and 3-dimensional (3D) objects constructed from materials other than fabric. No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.
------------------------	---

Application of the Unit

Application of the unit	Costume makers 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 and design units and combined assessment and/or training with those units may be appropriate, e.g.: • CUECOS11B Make character costumes As this unit requires drawing skills it is recommended that it be assessed with or after the following unit: • CUVCOR07A Use drawing techniques to represent the object or idea.
--------------------------------	---

Licensing/Regulatory Information

Not applicable.

Pre-Requisites

Prerequisite units		

Employability Skills Information

Employability skills	This unit contains employability skills.
-----------------------------	--

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.
---	--

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
1. Determine costume accessory requirements	1.1. Interpret design sketches and other production documentation and liaise with other production personnel to determine the type of accessories required 1.2. Undertake research to establish the broad parameters for accessory construction, including availability of materials 1.3. Use research material appropriately to adapt styles for the particular production
2. Develop specifications for accessories	2.1. Conduct experimentation and testing to determine the appropriate equipment, tools, materials and techniques 2.2. Determine correct quantity and cost of materials required for construction with consideration of efficient use of resources 2.3. Produce accurate working drawings and specifications for accessories 2.4. Negotiate requirements for assistance with manufacture by other departments or personnel where necessary
3. Construct hard and/or soft sculpture accessories	3.1. Construct accessories in accordance with design specification and requirements 3.2. Use appropriate methods and techniques to achieve required dimensions and shape in accordance with the style of accessory to be constructed 3.3. Use all equipment, tools and materials in accordance with occupational health and safety procedures and environmental considerations 3.4. Liaise with appropriate colleagues to evaluate accessories
4. Complete accessories and costumes	4.1. Conduct fittings and identify, record and action required adjustments 4.2. Attach trims and finish accessories and costumes in accordance with specifications and the run of the show

Required Skills and Knowledge

REQUIRED SKILLS AND KNOWLEDGE

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

Required skills

- typical materials used to create hard and soft sculptured accessories, including their use and properties
- producing and modifying technical drawings and illustrations

Required knowledge

- techniques for working with materials used for hard and soft sculptured accessories
- sources for materials typically used in a performance context
- innovative and experimental pattern making techniques in 2D and 3D

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 construction techniques to produce 2D and 3D products for use as accessories - knowledge of materials and techniques typically used in the construction of different types of accessories.
Context of and specific resources for assessment	The assessment context must provide for: practical demonstration of skills through the production of hard and soft sculptured accessories 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: - evaluation of accessories created by the candidate in relation to creative and production quality - oral questioning/interview aimed at evaluating the processes used in developing accessory specifications - evaluation of sketches, drawings or specifications developed by the candidate - third party reports and portfolios of evidence. 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).
Guidance information for assessment	Assessment of this unit requires access to: - costume designs from which the candidate can develop specifications and undertake construction - equipment, tools and materials used for construction of 2D and 3D objects.

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.

<i>Production documentation</i> may include:	• breakdown lists • call sheets • design specifications • performance outline, eg script • plots
Relevant colleagues/ <i>personnel</i> may include:	• designers • performers • technical and production staff
Hard and soft sculptured <i>accessories</i> may include:	• badges/medals • bags • belts • codpieces • cravats • footwear • gloves • jewellery • patch boxes • pins • snuffboxes
<i>Research</i> may include:	• contact with specialist associations and organisations • reading newspapers, books and other references • talking and listening to experts • use of the internet • watching films and videos
<i>Materials</i> used in hard and soft sculpture may include:	• clay • foam • knitted • latex • leather • non-woven

RANGE STATEMENT	
	• plastics • recycled materials/objects • vinyl • wire • woven
Research materials may include:	• books and references • film • Internet • painting and illustrations • photographs • specific writings • video
Performance and performers' costume requirements may relate to:	• continuity • harnesses • lighting • movement • physical attributes of performers • quick changes • use of doubles/second cast
Production requirements may relate to:	• budgetary and time constraints • considerations such as harnesses • lighting • maintenance • performance requirements • physical attributes of the performers • run of the show • use of multiples

Unit Sector(s)

Unit sector	
--------------------	--

Competency field

Competency field	Visual communication - costume
------------------	--------------------------------

Co-requisite units

Co-requisite units		