



**Australian Government**

**Department of Education, Employment and Workplace Relations**

# **CUF50607 Diploma of Scenery and Set Construction**

**Revision Number: 1**

## **CUF50607 Diploma of Scenery and Set Construction**

### **Modification History**

Not applicable.

## Description

### Descriptor

This qualification reflects the role of individuals who possess a sound theoretical knowledge base and use a range of specialised, technical or managerial competencies in the context of constructing sets, props or scenery for productions, events or exhibitions in the film, television, and entertainment industries. They plan, carry out and evaluate their own work and are often responsible for the output of team members under their supervision.

### Job roles

- Workshop manager.
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## Pathways Information

### Qualification pathways

#### *Pathways into the qualification*

Candidates may enter the qualification with limited vocational experience and without a relevant lower-level qualification.

## Licensing/Regulatory Information

### Licensing, legislative, regulatory and certification considerations

There is no direct link between this qualification and licensing, legislative and/or regulatory requirements. However, where required, a unit of competency will specify relevant licensing, legislative and/or regulatory requirements that impact on the unit.

### *National Standard for Licensing Persons Performing High Risk Work*

The National Standard for Licensing Persons Performing High Risk Work applies to persons performing dogging and rigging work. Completion of the following units is required for certification at either basic, intermediate or advanced levels.

CPCCLDG3001A Licence to perform dogging

CPCCLRG3001A Licence to perform rigging basic level

CPCCLRG3002A Licence to perform rigging intermediate level

CPCCLRG4001A Licence to perform rigging advanced level.

### *National Code of Practice for Induction for Construction Work*

Sets and staging for some performances or events may fall within the definition of construction work. If so, people entering the construction site are required to complete the general induction training program specified by the National Code of Practice for Induction Training for Construction Work (Australian Safety Compensation Council, May 2007). Achievement of the unit 'CPCCOHS1001A Work safely in the construction industry' from the CPC08 Construction and Plumbing Integrated Framework Training Package fulfils this requirement.

## **Entry Requirements**

Not applicable.

## Employability Skills Summary

### EMPLOYABILITY SKILLS QUALIFICATION SUMMARY

The following table contains a summary of the employability skills required by a workshop manager based on the units listed above. Using this employability skills summary as an example, trainers and assessors can work out how employability skills would apply to other job roles relevant to the qualification to include important industry application of employability skills in learning and assessment strategies.

Employability Skill	Industry/enterprise requirements for this qualification include:
Communication	<ul style="list-style-type: none"> <li>• interpreting and completing workplace documentation</li> <li>• interpreting design briefs, scripts and design and technical specifications</li> <li>• negotiating solutions to problems that arise in the workplace</li> <li>• presenting options for discussion with colleagues and/or clients and responding to feedback</li> <li>• compiling both written and verbal reports in relation to production requirements</li> <li>• negotiating with a wide range of production personnel and external suppliers and service providers</li> <li>• negotiating terms and agreements</li> <li>• presenting ideas and generating critical discussion among colleagues</li> </ul>
Teamwork	<ul style="list-style-type: none"> <li>• demonstrating leadership qualities in the context of managing a production team</li> <li>• recruiting and selecting personnel for production teams</li> <li>• interacting effectively with people with diverse interests and needs</li> <li>• fostering a cooperative team environment</li> </ul>
Problem-solving	<ul style="list-style-type: none"> <li>• taking action to ensure a safe work environment</li> <li>• assessing and responding to challenges and risks around innovation at an operational and management level</li> <li>• working out arrangements for the transport of fragile objects</li> <li>• calculating space requirements</li> <li>• rescheduling work to take account of emergency situations</li> </ul>
Initiative and enterprise	<ul style="list-style-type: none"> <li>• contributing ideas for and participating in quality improvement activities</li> <li>• developing a range of feasible set, scenic art and props construction options that take account of budgetary and other constraints</li> <li>• developing ideas and concepts for inclusion in design briefs</li> <li>• making innovation a part of leadership and management activities</li> </ul>

**EMPLOYABILITY SKILLS QUALIFICATION SUMMARY**

Planning and organising	<ul style="list-style-type: none"> <li>critically analysing reference material to inform the development of construction plans for props, scenic art and sets</li> <li>managing projects</li> <li>establishing and managing production requirements, resources and transport arrangements</li> <li>identifying and managing risk factors</li> <li>estimating project costs and managing budgets</li> <li>implementing wide-ranging practical processes and procedures that support innovation</li> <li>overseeing all aspects of pre-production and production in specific areas of responsibility</li> </ul>
Self-management	<ul style="list-style-type: none"> <li>working to deadlines</li> <li>providing appropriate and timely documentation</li> <li>managing work calmly and effectively to achieve goals and results</li> </ul>
Learning	<ul style="list-style-type: none"> <li>identifying and participating in professional development activities</li> <li>improving performance/products through experimentation</li> <li>promoting a culture of ongoing learning and development in the workplace</li> </ul>
Technology	<ul style="list-style-type: none"> <li>using the internet for research</li> <li>using common features of word processing, spreadsheet, presentation and database applications</li> <li>using a range of hand and power tools</li> <li>assessing options for the use of different technologies</li> </ul>

**Packaging Rules****Packaging Rules****Total number of units = 20****6 core units****14 elective units****11 elective** units must be selected from the list below.The remaining **3 elective units** may be selected from the elective units listed any

**Packaging Rules**

endorsed Training Package or accredited course at the same qualification level.

No more than **5 elective units** previously achieved can be counted towards the qualification.

Electives must be relevant to the work outcome, local industry requirements and the qualification level.

**Core units****Industry context**

CUFIND301B            Work effectively in the screen and media industries

**or**

CUEIND01C    Source and apply entertainment industry knowledge

*And the following units:*

**Management**

BSBRSK501A            Manage risk

BSBWOR502A            Ensure team effectiveness

**OHS**

BSBOHS509A            Ensure a safe workplace

**Production management**

CUETEM01C            Coordinate production operations

CUETEM03C            Establish and manage production requirements and resources

**Elective units****Communication**

BSBCMM401A            Make a presentation

**Construction**

CPCCOHS1001A    Work safely in the construction industry

**Creative thinking**

BSBCRT401A            Articulate, present and debate ideas

BSBCRT403A            Explore the history and social impact of creativity

BSBCRT501A            Originate and develop concepts

**Design**

**Packaging Rules**

BSBDES402A	Interpret and respond to a design brief
BSBDES403A	Develop and extend design skills and practice
BSBDES501A	Implement design solutions

**Drawing**

CUVCOR09B	Select and apply drawing techniques and media to represent and communicate the concept
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**Financial management**

BSBFIM501A	Manage budgets and financial plans
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**Human resource management**

BSBHRM402A	Recruit, select and induct staff
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**Industry context**

BSBCON401A	Work effectively in a business continuity context
CUEIND02B	Research and evaluate theatrical references to inform industry practice
CUFIND401A	Provide services on a freelance basis

**Innovation**

BSBINN501A	Establish systems that support innovation
BSBINN502A	Build and sustain an innovative work environment

**Management**

BSBMGT515A	Manage operational plan
BSBPMG510A	Manage projects

**OHS**

BSBOHS505B	Manage hazards in the work environment
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**Production management**

CUETEM06B	Organise and monitor bump in/bump out
CUETEM08B	Realise productions

**Props**

CUESET04C	Use research, innovation and experimentation to create props
CUESET17B	Develop props construction plans to meet design requirements

**Rigging/Dogging**

CPCCLRG3001A	Licence to perform rigging basic level
CPCCLRG3002A	Licence to perform rigging intermediate level
CPCCLRG4001A	Licence to perform rigging advanced level



## Packaging Rules

CPCCLDG3001A Licence to perform dogging

### Scenic art

CUESCE04C Use research, innovation and experimentation to produce scenic art

CUESCE08B Realise scenic art designs

### Sets

CUESET07C Use research, innovation and experimentation to create sets

CUESET11B Develop set construction plans to meet design requirements

### Special effects

CUFSFX401A Create special effects items

CUFSFX402A Coordinate the logistics of special effects operations

### Sustainability

BSBSUS301A Implement and monitor environmentally sustainable work practices

## Selecting electives for different outcomes

The context for this qualification varies, and this must guide the selection of elective units. Examples of appropriate elective units for particular outcomes at this level follow.

## Workshop manager

Core units plus:

- BSBDES402A Interpret and respond to a design brief
- BSBFIM501A Manage budgets and financial plans
- BSBHRM402A Recruit, select and induct staff
- BSBINN502A Build and sustain an innovative work environment
- CUETEM06B Organise and monitor bump in/bump out
- CUETEM08B Realise productions
- BSBPMG510A Manage projects
- CUEIND02B Research and evaluate theatrical references to inform industry practice
- CUESET17B Develop props construction plans to meet design requirements
- CUESET04C Use research, innovation and experimentation to create props
- CUESCE08B Realise scenic art designs
- CUESCE04C Use research, innovation and experimentation to produce scenic art
- CUESET11B Develop set construction plans to meet design requirements
- CUESET07C Use research, innovation and experimentation to create sets.

