



Australian Government

Department of Education, Employment and Workplace Relations

CUFCOS402A Construct costume components

Revision Number: 1

CUFCOS402A Construct costume components

Modification History

Not applicable.

Unit Descriptor

Unit descriptor	This unit describes the performance outcomes, skills and knowledge required to construct typical components for costumes. 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 construction often involves the integration of individualised sewing and construction techniques with a variety of other independent classic or standard techniques that are common to many costume designs. This unit focuses on the use of systematic and efficient methods of constructing classic and individualised costume components suitable for use in costumes for screen, media and entertainment productions, with particular emphasis on functionality, durability, comfort for the wearer and compliance of the finished component with design specifications. More complex costume making skills and knowledge are covered in: • CUECOS10A Make period costumes • CUECOS11A Make character costumes.
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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
Prepare for construction of costume components	1. In consultation with relevant personnel, identify costume component requirements, including the relationship of components to whole costumes 2. Determine and confirm the functionality of components 3. Confirm costume specifications and production schedule 4. Select construction techniques appropriate to costumes, fabrics and functionality 5. Plan a sequence of operations 6. Select and prepare appropriate machinery and equipment
Produce a range of costume components	7. Use sequence of operations in the construction process 8. Apply OHS procedures in the workroom when using sewing and cutting machinery to produce components 9. Use efficient construction methods that promote quality outcomes 10. Handle combinations of various fabrics and notions during the construction process 11. Produce sample components using a range of specific costume construction techniques 12. Ensure that components meet functional requirements 13. Seek feedback on samples from relevant personnel and agree on modifications or improvements 14. Finish costume components within agreed timeframes
Document costume construction techniques	15. Compile work samples showing the development of techniques and components 16. Document techniques and methods of achieving components for future reference 17. Include completed components and the sequence of operations for components in a reference portfolio 18. Reflect on process of constructing components and note areas for future improvement

Required Skills and Knowledge

REQUIRED SKILLS AND KNOWLEDGE

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

Required skills

- communication, literacy and teamwork skills sufficient to:
 - interpret production documentation, costume component specifications and instructions
 - work collaboratively as a member of a production team
 - develop a sequence of operations for the construction of costume components
 - complete workplace documentation
 - compile a portfolio of work samples with documentation
- initiative and flexibility in the context of:
 - contributing ideas about the most efficient way to construct costume components to meet specifications
 - modifying and adjusting costume components
- problem solving skills in the context of using the most efficient and effective construction methods that will meet the functional requirements of costumes within a production context
- planning and organising skills sufficient to construct costume components in a logical manner according to the sequence of operations
- technical skills sufficient to:
 - use sewing machines and relevant equipment to construct costume components
 - cut fabrics and materials for components
- self-management skills sufficient to:
 - work under pressure and meet deadlines
 - follow manufacturer specifications and enterprise policies and procedures
 - seek expert advice when problems arise
- numeracy skills sufficient to measure materials and estimate quantities of and sizes of materials and notions

Required knowledge

- industry knowledge, including:
 - structure of the relevant industry sector
 - sources of supply of materials, accessories and notions
 - roles and responsibilities of personnel in the relevant industry sector
 - broad understanding of the artistic and technical elements of productions
- well-developed understanding of the properties and characteristics of different fabrics
- principles and techniques of sewing textiles

REQUIRED SKILLS AND KNOWLEDGE

- OHS procedures as they relate to the safe use of equipment and machinery to make costume components

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

Evidence of the following is essential:

- ability to determine and source fabrics and notions required for construction of costume components
- construction of costume components that meet specifications and production requirements and demonstrate an ability to:
 - use sewing machinery competently and safely
 - develop and follow a sequence of operations
 - sew and finish costume components that meet aesthetic and functional requirements
- ability to meet deadlines
- attention to detail.

Context of and specific resources for assessment

Assessment must ensure:

- practical demonstration of skills through the making of a wide range of costume components
- access to fabrics, notions and equipment as listed in the range statement
- access to appropriate learning and assessment support when required
- use of culturally appropriate processes and techniques appropriate to the language and literacy capacity of learners and the work being performed.

Method of assessment

A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:

- direct questioning combined with review of portfolios of evidence and third-party workplace reports of on-the-job performance
- evaluation of costume components made by the candidate to determine whether costume requirements and specifications have been met and whether the sequence of operations was logical and efficient
- observation of the candidate during construction

EVIDENCE GUIDE	
	sessions to assess safe and confident use of machinery and equipment and problem solving skills • written or verbal questioning to test knowledge as listed in the required skills and knowledge section of this unit.
Guidance information for assessment	Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended, for example: • CUFCOS401A Make costumes.

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.

Costume components may include:

- aesthetic and functional costume features, e.g.:
 - binds
 - boning channels
 - casings
 - decorative closures
 - decorative custom-made trims
 - eyelets
 - fastenings
 - frills
 - hem finishes
 - lace edgings
 - lace insertions
 - panes/slashes
 - plackets
 - pockets
 - rouleau
 - standard closures
 - tabs and bands
 - Tudor ruffs
- mounted fabrics, interlinings and linings.

Functionality may include:

- a 'decorative' component
- a 'working' component
- care requirements
- comfort for the wearer
- compatibility of materials used for component with complete costume
- durability according to the performance and production
- manufacturer specifications/instructions.

Sequence of operations may include:

- efficiencies
- fabric handling requirements

RANGE STATEMENT	
	• fabric positioning • machinery and equipment required • systems • techniques • timing.
Equipment may include:	• clothing storage and transportation bag • coat hangers • conversion tables • cutting boards and tables • dressmaker's dummies • dyeing facilities • glue guns • hand-held cutting machines • hanging racks • industrial or domestic irons, presses and steamers • laundry facilities, e.g. washing machines, dryers • measuring tapes • overlockers • portable or fixed sewing machines, industrial or domestic • scissors and cutters • spray guns • tools, e.g. wire cutters, hammers, pliers • wardrobe base: studio/location or production office.
Fabrics and notions may include:	• commercial trims • custom-made trims • fastenings • haberdashery • sewing threads • textiles, e.g.: • costume fabrics • base fabrics • interlinings/backings • linings • interfacings • wadding.
Relevant personnel may include:	• costume designer • costume production staff

RANGE STATEMENT

	• make-up and hair personnel • other specialist staff • production manager • wardrobe department personnel • wardrobe supervisor/manager.
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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		