



Australian Government

Department of Education, Employment and Workplace Relations

CUFCOS505A Realise costumes

Revision Number: 1

CUFCOS505A Realise costumes

Modification History

Not applicable.

Unit Descriptor

Unit descriptor	This unit describes the performance outcomes, skills and knowledge required to manage the costume realisation process. 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 designers working on productions in the screen, media and entertainment industries apply the skills and knowledge described in this unit. During pre-production, they are responsible for breaking down scripts scene by scene, in order to work out how many characters are involved, and what costumes are required. They then begin the more complex task of developing costume plots for each character and managing the whole process of constructing or acquiring costumes. A thorough understanding of costume studio processes is essential, along with the ability to work independently and to supervise the work of others to achieve the required costume outcomes.
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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
Plan costume realisation	1. Confirm costume requirements in consultation with relevant personnel and with reference to production documentation 2. Develop a preliminary plan for the achievement of costume requirements, taking account of the production genre and factors that may impact on the process of realising costumes 3. Agree, allocate and communicate responsibilities, including timelines and budgets 4. Reach agreement on suitable progress evaluation mechanisms 5. Seek feedback on plans with relevant personnel and make adjustments as required 6. Accurately document final plans to realise costumes and provide relevant information to production colleagues, including details of costume studio processes to be undertaken
Coordinate costume realisation	7. Source materials and components required for costume construction 8. Participate in and/or supervise costume studio processes 9. Participate in ongoing production meetings or costume parades and evaluation of costumes 10. Identify and respond to problems promptly 11. Analyse problems and assess and action potential solutions in consultation with relevant personnel 12. Take appropriate follow-up action to monitor the effectiveness of chosen solutions 13. Conduct trials, evaluate results and modify costumes as required 14. Update and distribute documentation in a timely manner throughout the pre-production and production phases 15. Monitor costume issues during productions and keep relevant personnel informed of changes as required
Evaluate costume realisation process	16. Assess costume aspects of productions in relation to key creative objectives 17. Evaluate own role in costume realisation process and note areas for future improvement 18. Share information from evaluations with relevant personnel and incorporate information and conclusions into planning for future productions

Required Skills and Knowledge

REQUIRED SKILLS AND KNOWLEDGE

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

Required skills

- initiative and flexibility in the context of:
 - finding creative solutions to problems associated with constructing and finishing costumes to meet production requirements
 - making adjustments to costumes after dress parades
- problem solving skills in the context of making costumes that fit and can be worn comfortably during productions
- communication, literacy and teamwork skills sufficient to:
 - research, analyse and break-down scripts
 - do character and costume break-downs
 - document plans for the realisation of costumes
 - source and evaluate materials and components
 - provide leadership to a costume production team
 - communicate effectively with performers during costume fitting sessions
 - complete workplace documentation
- planning and organising skills sufficient to:
 - develop and work to a project plan
 - organise the construction of costumes in a logical sequence
- technical skills sufficient to:
 - use a variety of machinery and equipment to make costumes
 - use computer applications in the context of producing a project plan and associated documentation
- self-management skills sufficient to:
 - work under pressure and meet deadlines
 - keep fitting appointments with performers
 - follow manufacturer specifications and enterprise policies and procedures
- numeracy skills sufficient to measure materials and fit costumes and keep within agreed budgets

Required knowledge

- industry knowledge, including:
 - structure of the relevant industry sector
 - roles and responsibilities of personnel in the relevant industry sector
 - broad understanding of the artistic and technical elements of productions
 - specialist costume construction requirements for a range of performance genres

REQUIRED SKILLS AND KNOWLEDGE

- protocols and techniques in relation to fitting performers
- well-developed understanding of the properties of different fabrics and costume components
- principles and techniques of costume design and construction
- purpose and timing of costume parades
- techniques for making alterations to costumes
- OHS procedures as they relate to the safe use of equipment and materials to make costumes

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:

- realisation of a costume for a performance or production that involves the development of a plan that:
 - includes critical milestones to ensure that production deadlines are met
 - demonstrates an ability to do script and costume break-downs
 - meets costume requirements for a performance or production
 - documents costume studio processes to be followed
 - demonstrates attention to detail
- observance of protocols when measuring and fitting performers
- ability to meet deadlines
- collaborative approach to work.

Context of and specific resources for assessment

Assessment must ensure:

- practical demonstration of the application of costume studio processes through the realisation of a costume for a specific character
- access to a costume studio
- 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 realisation plans developed by

EVIDENCE GUIDE	
	the candidate to determine whether production requirements have been met and correct procedures followed • evaluation of costumes at a dress rehearsal to determine whether the production brief has been met • evaluation of a project involving the realisation of a costume for a performance or production to determine whether the candidate has successfully managed all stages of the process • observation of the candidate during fitting sessions with performers to assess communication and problem solving skills, and to determine whether correct protocols have been observed • 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: • CUFCOS504A Design costumes • CUECOS405A Coordinate costume manufacture.

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.

Costumes may include:

- accessories
- basic styles, e.g.:
 - pants
 - shorts
 - skirts
 - blouses
- contemporary wear
- corsetry
- costume jewellery
- dance wear
- female, male, child and animal costumes
- millinery
- padding
- pre-production toiles
- tailored costumes
- undergarments.

Relevant personnel may include:

- costume production staff
- director
- director of photography
- floor manager
- make-up and hair personnel
- other specialist staff
- performers
- producer
- production designer
- production manager
- stage manager
- wardrobe department personnel
- wardrobe supervisor/manager.

Production documentation may include:

- call sheets
- character break-downs
- computer generated

RANGE STATEMENT	
	• costume break-down lists • costume patterns • costume plots • descriptive costume checklists • manually written • manufacture schedules • manufacturer specifications/instructions • measurement charts • memos of instruction • operational/project plan • production schedules • research findings • running sheets • scripts.
<i>Production genre</i> may include:	• ballet • commercials • film • physical theatre • stage productions, e.g.: • opera • pantomime • drama • musicals • recitals • concerts • street parades • television productions.
<i>Costume studio processes</i> may include:	• accessories and millinery • art finishing • constructing underpinnings • costume break-down • costume construction • costume finishing • descriptive costume checklists • fitting and alterations • identifying performers' requirements, e.g.: • comfort, fit, durability • ease of movement • requirements for physical movement

RANGE STATEMENT	
	• safety • laying and cutting fabrics • pattern cutting • sourcing materials and components • taking and calculating measurements.
<i>Trials</i> may include:	• costume parades • testing of costumes for durability • testing of fabrics under lighting • toiles to test fit • toiles to test proportion and design.

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		