



Higher National Unit specification

General information

Unit title: Designing and Creating Sculptural Elements for Costume (SCQF level 8)

Unit code: HD7H 35

Superclass: LE

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Unit purpose

This Unit will provide learners with the opportunity to develop and integrate 3D design skills into a successful production and interpretation of sculptural costume design, utilising traditional and innovative materials and methods in a simulated professional working environment.

Outcomes

On successful completion of the Unit the learner will be able to:

- 1 Select products and processes to interpret sculptural design.
- 2 Create designs which are both practical and effective.
- 3 Produce components which complement the costume.
- 4 Manage changes to achieve a practical result.
- 5 Apply relevant health and safety guidelines and codes of practice.

Credit points and level

2 Higher National Unit credits at SCQF level 8: (16 SCQF credit points at SCQF level 8)

Recommended entry to the Unit

While access is at the discretion of the centre, learners would benefit from having prior knowledge and interest in costume history, sculpture, costume design and development. These skills could be developed from studying appropriate Units at SCQF level 7.

Higher National Unit Specification: General information (cont)

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Core Skills

Opportunities to develop aspects of Core Skills are highlighted in the Support Notes for this Unit specification.

There is no automatic certification of Core Skills or Core Skill components in this Unit.

Context for delivery

If this Unit is delivered as part of a Group Award, it is recommended that it should be taught and assessed within the subject area of the Group Award to which it contributes.

Equality and inclusion

This Unit specification has been designed to ensure that there are no unnecessary barriers to learning or assessment. The individual needs of learners should be taken into account when planning learning experiences, selecting assessment methods or considering alternative evidence.

Further advice can be found on our website www.sqa.org.uk/assessmentarrangements.

Higher National Unit specification: Statement of standards

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Acceptable performance in this Unit will be the satisfactory achievement of the standards set out in this part of the Unit specification. All sections of the statement of standards are mandatory and cannot be altered without reference to SQA.

Outcome 1

Select products and processes to interpret sculptural design.

Knowledge and/or Skills

- ◆ Interpreting a given brief
- ◆ Initiative and inventiveness
- ◆ Range of media and techniques
- ◆ Properties of materials
- ◆ Innovative and sophisticated solutions

Outcome 2

Create designs which are both practical and effective.

Knowledge and/or Skills

- ◆ Practical and achievable design ideas.
- ◆ Modern and traditional methods
- ◆ Current designers and practitioners
- ◆ Methods and processes
- ◆ Laundry and maintenance

Outcome 3

Produce components which complement the costume.

Knowledge and/or Skills

- ◆ Integrate processes to ensure a sequential build
- ◆ Production process
- ◆ Complimentary components

Higher National Unit specification: Statement of standards (cont)

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Outcome 4

Manage changes to achieve a practical result.

Knowledge and/or Skills

- ◆ Synthesise all costume components
- ◆ Carry out fittings in a professional manner
- ◆ Balance structure and form

Outcome 5

Apply relevant health and safety guidelines and codes of practice.

Knowledge and/or Skills

- ◆ Rules pertinent to the wearing of certain costumes
- ◆ Equipment and materials which may be hazardous
- ◆ Hazard warnings and codes
- ◆ Solutions to guarantee safe practice for creator and wearer

Evidence Requirements for this Unit

Learners will need to provide evidence to demonstrate their Knowledge and/or Skills across all Outcomes by showing that they can explore, design and create a sculptural costume or costume component for an original design from a given brief.

The learner will:

- ◆ design a costume component which either underpins or augments a costume.
- ◆ show evidence of research into a chosen sculptural 'accessory'.
- ◆ experiment and sample a range of methods and processes relevant to the accessory.
- ◆ work in a sequence integrating the props element to costume production as a whole.
- ◆ choose materials and processes which are experimental and innovative.
- ◆ realise sculptural technique and effect.
- ◆ create a costume accessory which is lightweight, comfortable, robust and able to be cleaned.

Initial designs must show the design process from primary and secondary sources. All items must show an awareness of and have fully observed the Approved Code of Practice (ACOP) throughout the planning, design and production process.



Higher National Unit Support Notes

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Unit Support Notes are offered as guidance and are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 80 hours.

Guidance on the content and context for this Unit

This Unit is a mandatory Unit in the HND Costume for Stage and Screen.

Wardrobe staff require a range of costume production skills and costume designers are expected to produce designs and specifications for accessories, millinery, masks and all three dimensional costume components which are integrated into the costume as a whole.

A large theatre, opera or ballet company may have a specialised department dedicated to the sole production of costume props and accessories, but it is expected and more general for wardrobe staff to be able to handle and create all manner of costume accessories suitable for performance and involving a range of fabrics and media.

This sculptural costume, accessory or component may be designed and made to complement the final cutting and construction project. Learners will be encouraged to supplement and accessorise their costume with a suitable finishing accessory, which could include — wings/fans/bags/fans/jewellery, masks, heads and body paddings.

Studio time will involve workshops which will give learners knowledge of specialist materials and techniques. This will encourage experimental approaches which will enable learners to explore original ways of producing Outcomes.

Assignments for this Unit should be themed and could be linked to costumes being constructed in other practical Units of the HND Costume for Stage and Screen or commissioned for theatrical/film productions or exhibition.

It is important that learners gain a thorough understanding of historical, theatrical and contemporary professional practice through visiting museums, galleries, costume collections and staged productions. In addition, practical workshops, and work placement in theatre wardrobe departments, will contextualise practical studies.

The rules and regulations pertaining to costume should be taught within this Unit. The following websites provide information on Equity rules and regulations:

<http://ssmu.mcgill.ca/wp-content/uploads/2013/09/Report-4-Floors-2013-11-21.pdf>

Equity Members' Guide to Health and Safety (section 14 Make-up, Props and Costumes)
<https://www.equity.org.uk/documents/equity-guide-to-health-and-safety/>

Higher National Unit Support Notes (cont)

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Guidance on approaches to delivery of this Unit

This Unit builds on skills used for the HNC Unit 'Designing and Creating Theatrical Headwear'. If it is being delivered as part of the HND costume for Stage and Screen, it is recommended that it be delivered after *Theatrical Professional Practice*.

Delivery for this Unit should be largely workshop based with sessions devoted to experiment and innovation with a wide and diverse range of products and materials pertinent to the brief. These could include both traditional products such as paper, card, plaster, adhesives, paints, wire, balsa wood etc. and modern plastic and silicone based products such as *Fosshape*, *Worbla*, *Wonderflex*, *Silica gel*, *Plastizote*.

Prior to designing and producing these sculptural components, learners should be given the opportunity to see previously designed and constructed samples of work, either by visiting a wardrobe hire department or visiting a retail outlet which deals in fancy dress costume and sculptural costume properties. This will help them to understand the importance of weight to comfort, size and balance to movement and design factors which enable the wearer to see, hear and be heard.

Learners should be taught safe use of equipment, which in this Unit might be heavy duty and potentially dangerous, eg steam generating equipment, drying ovens, heat guns, drills, sanders, glue guns, welding equipment.

Similarly, time should be taken to explain the hazards of paints and paint treatments, glazes and varnishes, adhesives and corrosive chemicals and the necessity of protective masks and other clothing.

The work processes should be broken into stages so that equipment can be shared and hazards controlled. Learners should be encouraged to plan regular fittings of their work on the person who will be wearing it and for whom it is being designed and made.

Guidance on approaches to assessment of this Unit

Evidence can be generated using different types of assessment. The following are suggestions only. There may be other methods that would be more suitable to learners.

From a given brief the learner will explore, design and create a 3 dimensional sculptural costume or costume component to an original design and personal plan, using standard theatrical processes and integrating new methods and materials. Learners will be required to write a personal statement to support their personal design decisions and submit a working log of process.

Assessment could be accompanied by a centre-devised checklist, which notes the learner's ongoing progress throughout the Unit. Formative assessment should check research, preliminary planning, experimentation, sampling and design development. Summative assessment could be a presentation of the finished accessory being worn with the opportunity to take photographs and ask questions of the creator and wearer. A record of the

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learner's creative process, together with an evaluation of the experience and the end result should be submitted with the sculptural element/component.

Centres are reminded that prior verification of centre-devised assessments would help to ensure that the national standard is being met. Where learners experience a range of assessment methods, this helps them to develop different skills that should be transferable to work or further and higher education.

Opportunities for e-assessment

E-assessment may be appropriate for some assessments in this Unit. By e-assessment we mean assessment which is supported by Information and Communication Technology (ICT), such as e-testing or the use of e-portfolios or social software. Centres which wish to use e-assessment must ensure that the national standard is applied to all learner evidence and that conditions of assessment as specified in the Evidence Requirements are met, regardless of the mode of gathering evidence. The most up-to-date guidance on the use of e-assessment to support SQA's qualifications is available at www.sqa.org.uk/e-assessment.

Opportunities for developing Core and other essential skills

Opportunities occur to develop the Core Skills of *Communication (Written and Oral)*, *Problem Solving*, *Working with Others*, *Information and Communication Technology (ICT)* and *Numeracy* in this Unit.

Communication and Working with Others at SCQF level 5 can be developed by the candidate's contribution at production meetings and by working with others in the construction of sculptural costume and props.

Problem Solving at SCQF level 5 can be developed throughout Outcomes 1, 2 and 3 where solutions are sought to meet deadlines, work within a budget and the constraints of materials/equipment available.

ICT at SCQF level 5 can be developed as elements of evidence could be produced by word processing and may include electronically produced images for Outcome 2.

Numeracy at SCQF level 5 could be demonstrated by the candidate's production of a plan/elevation to scale or actual size of the prop(s) made.

History of changes to Unit

Version	Description of change	Date

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General information for learners

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This section will help you decide whether this is the Unit for you by explaining what the Unit is about, what you should know or be able to do before you start, what you will need to do during the Unit and opportunities for further learning and employment.

This Unit is part of the HND Costume for Stage and Screen.

Through the process of research, design and construction, you will develop an understanding of the potential of traditional and contemporary accessory making materials and techniques.

This Unit allows you to study specialist materials and practices pertinent to sculpture and costume. Using a variety of research methods, you will explore and create a component or element of costume from a given brief to an original design and personal plan, using standard theatrical processes and integrating new methods and materials.

To accessorise the final cutting and construction project, you will be encouraged to supplement and accessorise your costume with a suitable finishing accessory, which could include — wings, fans, bags, jewellery and masks.

You will be required to write a personal statement to support selected design outcomes and to complete personal research.

Studio time will involve workshops which will give you knowledge of specialist materials and techniques. This will encourage experimental approaches which will enable you to explore original ways of producing Outcomes.

Assignments for this Unit will be themed and could be linked to costume being constructed in other practical Units or commissioned for theatrical/film productions or exhibition.

It is important that you gain a thorough understanding of historical, theatrical and contemporary professional practice through visiting museums, galleries, costume collections and staged productions. In addition, practical workshops, and work placement in theatre wardrobe departments, will contextualise practical studies.