



Higher National Unit Specification

General information

Unit title: Designing and Creating Costume Embellishment
(SCQF level 7)

Unit code: HD79 34

Superclass: LE

Publication date: April 2016

Source: Scottish Qualifications Authority

Version: 01

Unit purpose

This Unit is designed to give learners a wide knowledge of 2D surface embellishment skills, together with relevant design and craft skills. These will provide the learner with a vocabulary and sample compilation from which they can develop the capacity to successfully create, interpret and experiment with the textile elements of constructed costume.

Outcomes

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

- 1 Use materials and techniques to create effects.
- 2 Interpret and create design.
- 3 Research and produce design examples.

Credit points and level

2 Higher National Unit credits at SCQF level 7; (16 SCQF credit points at SCQF level 7)

Recommended entry to the Unit.

Access will be at the discretion of the centre. However, it would be beneficial if learners had relevant Art and Design Units at SCQF level 6 and basic machine and hand sewing skills.

Higher National Unit Specification: General information (cont)

Unit title: Designing and Creating Costume Embellishment
(SCQF level 7)

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

Unit title: Designing and Creating Costume Embellishment
(SCQF level 7)

Outcome 1

Use materials and techniques to create effects.

Knowledge and/or Skills

- ◆ Materials and techniques
- ◆ Interpret 2D design
- ◆ Present design samples

Outcome 2

Interpret and create design.

Knowledge and/or Skills

- ◆ Interpretation of textile techniques
- ◆ Design samples
- ◆ Using equipment safely
- ◆ Health and Safety guidelines

Outcome 3

Research and produce design samples.

Knowledge and/or Skills

- ◆ Research and sample decorative techniques
- ◆ Antiquity
- ◆ Reconstructed costume
- ◆ Textiles
- ◆ Costs involved in recreation

Higher National Unit specification: Statement of standards (cont)

Unit title: Designing and Creating Costume Embellishment
(SCQF level 7)

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 carry out the following costume embellishment techniques:

- ◆ Block printing and hand painting fabric
- ◆ Dyeing
- ◆ Pleating
- ◆ Irregular decorative edges
- ◆ Breaking down techniques
- ◆ Leatherwork and chainmail
- ◆ Fabric flowers
- ◆ Tassels
- ◆ Pompoms
- ◆ Applique and reverse applique
- ◆ Embroidery — hand and machine
- ◆ Quilting
- ◆ Ruching and frilling
- ◆ Rouleaux and frogging
- ◆ Cartridge pleating

Details of the research undertaken must be Included in the compilation and must include:

- ◆ historical dress from antiquity and how it has been adapted to costume reproduction and textile/craft.
- ◆ health and safety. (To include safe use of machinery, tools, fabrics and chemicals).
- ◆ a time log.
- ◆ an estimate of costs.
- ◆ an evaluation of the method and the outcome of the decorative sampling.



Higher National Unit Support Notes

Unit title: Designing and Creating Costume Embellishment

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 designed to give learners a wide knowledge of 2D surface embellishment skills, together with relevant design and craft skills.

Decoration techniques should be demonstrated and learners given the opportunity to use and explore the techniques to create samples suitable for application and integration on costume for both stage and screen.

Learners should create samples based on traditional craft methods, theatrical methods of replication and innovative practice. Samples should be compiled in a portfolio together with pictorial evidence showing the decorative techniques as applied in antiquity and also on replicated costume examples for both stage and screen.

Learners should annotate images and supply a list of materials and sequence of processes.

Any health and safety implications for designer/maker with regard to chemicals, equipment and processes should be noted, and comfort for the wearer taken into consideration.

Learners should be encouraged to experiment with fabrics and processes which are effective, speedily executed and economic. Progression in this Unit leads to successful integration and application of decorative elements on all constructed costume and accessories. Thorough understanding of the process, cost and speed of the techniques informs choices and decisions in design Units.

The learners' 2D compilation is a body of research and reference, together with practical examples. It will contain samples of 2D embellishment and craft examples, and learners are advised to use a hard backed sketch book with good quality, firm paper of a type which will withstand the application of adhesives, staples, paints and inks without tearing or wrinkling. The size of the sketch book is a matter of personal choice, but learners should be asked to bear in mind that some of the exercises they will undertake will need to be mounted and may well be heavy.

Higher National Unit: Support Notes (cont)

Unit title: Designing and Creating Costume Embellishment
(SCQF level 7)

Learners should be encouraged to regard their 2D compilation as a recipe book — in that it ought to contain a full list of ingredients necessary to complete the craft or sample. This could be a recipe for a particular colour of dye or stain — together with manufacturers' colour codes and addresses of suppliers; or it could be a list of suitable fabric, beads and embroidery threads. The list of 'ingredients' will depend on the technique the learner is practicing. Secondly, learners should explain the 'method' — how did they utilise these 'ingredients'. The samples should show traditional methods, accepted theatrical techniques, and personal experiments with innovative fabrics and processes.

Embellishment may need to look aged and distressed — learners should consider methods of breaking down and decorative dying techniques. Learners should be encouraged to experiment at every level to achieve effect, cost and time friendly decorative solutions and to present their findings. The documentation should show that the learner can select and skilfully use materials and processes by producing a minimum of three samples of each technique which are neatly executed. The learners' examples should show both historical and modern practice and include annotation indicating where they might feasibly use this method of decoration or effect. When designing samples for embellishment learners should consider the practical needs of a costume in performance with health and safety aspects identified, together with cost and costume maintenance. Evaluations should be made on the suitability of replicated craft methods for filmed performances and close-ups.

Illustrative content showing effective decoration may be from personal sources such as photographs, or taken from books, the internet and magazines.

The learners' compilation should be submitted with all samples held firmly in position. It should also be compiled in sequence, following their schedule. Presentation is very important. The compilation should be both easy to read and pleasing to the eye. It is a personal record of the learners' own experiments and research into costume decoration and embellishment which can be used as a resource.

Guidance on approaches to delivery of this Unit

Techniques for embellishment using traditional, and theatrical methods should be demonstrated and examples shown of the finished integration on garments of the correct era, costume replication and recent or current fashion, where appropriate.

Learners should be encouraged to visit museums to identify techniques on ancient and historical garments and to observe costume on stage and on film for evaluation of recent and current decorative methods.

If learners are undertaking this Unit as part of the HNC/HND Costume for Stage and Screen it is suggested that it be delivered with *History of Costume — Biblical-1800* and *Costume Design Method*. It is also suggested that it be taught in advance of *Designing and Creating Theatrical Headwear* and *Costume Design Interpretation*, so that learners can incorporate embellishment skills into their own design ideas for costume and headwear.

Higher National Unit: Support Notes (cont)

Unit title: Designing and Creating Costume Embellishment
(SCQF level 7)

Guidance on approaches to assessment of this Unit

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

Assessment will be on submission of a compilation of embellishment samples. All samples should be presented appropriately referenced and the learners' commentary should augment and illustrate samples.

The final work could be presented in the form of a sketchbook, album or file.

The following checklist could be used to comment on samples and information compiled.

Technique Name	Sampling(neatness and finish)	Reference and images	Recipe	Evaluation/commentary
Block printing and hand painting fabric				
Dyeing				
Pleating				
Irregular decorative edges				
Breaking down techniques				
Leatherwork and chainmail				
Fabric flowers				
Tassels				
Pompoms				
Applique and reverse applique				
Embroidery – hand and machine				
Quilting				
Ruching and frilling				
Rouleaux and frogging				
Cartridge pleating				

Higher National Unit: Support Notes (cont)

Unit title: Designing and Creating Costume Embellishment
(SCQF level 7)

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

There are opportunities to develop the following Core Skills in this Unit:

- ◆ *Communication* can be developed by question and answer session in groups and in one to one coaching session to observe the learner in discussion with their peers and lecturers. Additionally learners will be making notes on the techniques and design and reference sources used, when compiling their portfolios.
- ◆ *Critical Thinking* can be developed through encouraging the learner to reflect on their design, effect and period accuracy, evaluation of their process with regard to speed and cost and evaluation of their strengths and limitations against the project requirements.
- ◆ *Working with Others* can be developed throughout this Unit as learners have to share limited resources in the studio/workshop area and negotiate their use with other learners. They will have to discuss and negotiate the development of design ideas with their tutor who will take the role of costume supervisor.

History of changes to Unit

Version	Description of change	Date

© Scottish Qualifications Authority 2016

This publication may be reproduced in whole or in part for educational purposes provided that no profit is derived from reproduction and that, if reproduced in part, the source is acknowledged.

Additional copies of this Unit specification can be purchased from the Scottish Qualifications Authority. Please contact the Business Development and Customer Support team, telephone 0303 333 0330.

General information for learners

Unit title: Designing and Creating Costume Embellishment (SCQF level 7)

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 covers the design and creation of costume decoration and embellishment and allows you to sample many of the key decorative techniques commonly integrated and applied to costume. Sometimes, these techniques use ancient crafts and materials in order to replicate garments which resemble those from antiquity. Frequently, these ancient methods and materials are either too time consuming or fabrics are no longer available, which necessitates an innovative and creative approach to design and production.

In this Unit you will experiment with colour, shape, line, rhythm and texture using a wide variety of materials and techniques. This will be supported by research into design in other periods and places as a source of design ideas today. In sampling these techniques you will have the opportunity to both interpret and create decorative design in a way that is suitable for use on costume for performance with the object of producing a quality, durable effect and product which can be integrated into costume production.

Techniques and processes will be demonstrated in class and suggestions given in advance for appropriate fabrics and likely amounts required. You will also be shown examples of these decorative techniques using fine art, film and actual clothing and costume (where this is available and appropriate) as a springboard to further research of your own. Compilation will be in self-directed study time.

This Unit will be assessed on an ongoing basis using a checklist and at summative assessment of a completed compilation.