



Higher National Unit specification

General information

Unit title: Creating Costume Design from Text (SCQF level 8)

Unit code: HD7J 35

Superclass: LE

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Unit purpose

This Unit is designed to develop the learner's capacity to manage and combine the many different contributing elements of costume design, and interpretation of text. In addition it will consolidate the learner's professional, management and organisational skills. Where feasible, designs will inform production.

Outcomes

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

- 1 Research and analyse information sources and play texts to aid design interpretation.
- 2 Create designs within a given budget.
- 3 Keep appropriate records of costs, quantities and suppliers for each original design.

Credit points and level

1 Higher National Unit credit at SCQF level 8: (8 SCQF credit points at SCQF level 8)

Recommended entry to the Unit

Access will be at the discretion of the centre and the following recommendations are for guidance only.

Where a learner has achieved the course entry criteria for HNC Costume for Stage and Screen, they will have shown sufficient knowledge and skills for access to this Unit. For this Unit, although it is not necessary for learners to have had previous experience as professional production staff, artistic ability, and knowledge of the industry would be an advantage.

Higher National Unit Specification: General information (cont)

Unit title: Creating Costume Design from Text (SCQF level 8)

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

Research and analyse information sources and play texts to aid design interpretation.

Knowledge and/or Skills

- ◆ Scenario, period and costume requirements
- ◆ Character profiles
- ◆ Costume plots
- ◆ Vision statements
- ◆ Professional discussion
- ◆ Statements of intent
- ◆ Mood boards

Outcome 2

Create designs within a given budget.

Knowledge and/or Skills

- ◆ Preliminary drawings
- ◆ Finished designs
- ◆ Budget decisions
- ◆ Show bibles
- ◆ Practical and quick change solutions
- ◆ Specific drawing
- ◆ Industry rules and regulations
- ◆ Design modification
- ◆ Diplomacy, negotiation and collaboration

Higher National Unit specification: Statement of standards

Unit title: Creating Costume Design from Text (SCQF level 8)

Outcome 3

Keep appropriate records of costs, quantities and suppliers for each original design.

Knowledge and/or Skills

- ◆ Calculations
- ◆ Accounting
- ◆ Record keeping
- ◆ Costume sources
- ◆ Fabric suppliers

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:

Extract information and ideas from the text of a play (selected from a list of options) and produce:

- ◆ A costume plot using IT table functions.
- ◆ Costume breakdowns for all 'designs' created.
- ◆ Research into play, period, context.
- ◆ Character profiles for all designed costumes.
- ◆ Statement of design intent.
- ◆ Reference materials.

From this research into the play, learners will create a minimum of three costume designs suitable for production, depicting accessories and detail. These fully rendered and coloured designs should be submitted together with:

- ◆ Preliminary drawings and ideas in sketchbook form.
- ◆ Practical solutions for quick changes.
- ◆ Technical reference and cutting detail.
- ◆ Budget estimates.

The designs submitted will show wholly practical costumes which:

- ◆ Comply to regulations and individual contracts.
- ◆ Would be comfortable.
- ◆ Can be kept clean.

Learners will then make decisions about costume sources by submitting:

- ◆ Ideas for using stock costume.
- ◆ Producing fabric swatches for costumes to be made.
- ◆ Sources of stockists and hire companies.



Higher National Unit Support Notes

Unit title: Creating Costume Design from Text (SCQF level 8)

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 40 hours.

Guidance on the content and context for this Unit

The aim of this Unit is to enable the learner, in the role of a costume designer, to work from a script/ text, beginning with reading and understanding which will lead to the mapping of a costume plot taken directly from the playwright's information and stage directions. The learner will use this information together with research into time, place and context to inform written character profiles. The development of initial ideas, sketchbooks, detailed drawings or costume maquettes and decorative samples will follow and should inform and support final designs and purchase decisions suitable for costume construction and performance. Practical decisions regarding maintenance, health and safety and the performers comfort must be considered throughout for the variable requirements of stage and screen.

Having arrived at design concepts, (through careful and thorough study and research of the text); produced a costume plot, breakdowns, informed character analysis, and costume and scenic research, the learner will then produce finished design 'plates'.

Learners are expected to show a high level of personal initiative and imagination to meet the Outcomes. Finished designs will be presented, exhibited, and evaluated by the group, lecturers and stakeholders and learners should expect to justify and explain personal design decisions, together with fabric choices and budgetary implications. It is advised that at least 3 of the suggested texts are read before choosing.

Guidance on approaches to delivery of this Unit

If this Unit is being delivered as part of the HNC/HND Costume for Stage and Screen, it is recommended that it comes after *Theatrical Professional Practice*, which will ensure that learners have knowledge of Approved Codes of Practice (ACOP), designers copyright and also of costume-specific information about the designing and wearing of costume for performance.

It is suggested that this Unit will be supported by visits to the theatre and cinema and especially to performances where costume plays a key role, so that learners can appreciate the possibilities, objectives and rationale behind costume and clothing to a performer in a staged or filmed production.

Higher National Unit Support Notes (cont)

Unit title: Creating Costume Design from Text (SCQF level 8)

Also essential are Design workshops where learners experiment with background treatments; class exercises with tutor demonstration of how to format costume plots; team working in devising cost sheets and costume breakdowns and working in pairs to assess fabric quantities.

Visits to exhibitions of cinematic and theatrical designs and costumes will help learners appreciate the wide range of design styles and devices employed by professionals working in the industry.

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.

This Unit could be assessed by means of two instruments of assessment, with formative assessment undertaken periodically throughout the Unit. Learners should submit a folder/sketchbook of written, compiled and drawn evidence and could present finished designs in an exhibition. Although some of the work will be completed in self-directed study, it is important that most of the work is carried out in class so that Assessors are sure that designs are the candidates own work.

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

This Unit will provide opportunities to develop a number of Core Skills and/or Core Skills components including *Problem Solving* (Planning and Organising and Critical Thinking), *Oral/written Communication*, *Information and Communication Technology* skills, and *Working with Others*.

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.

The aim of this Unit is to enable you, in the role of a costume designer, to work from a script/text, beginning with reading and understanding which will lead to the mapping of a costume plot taken directly from the playwright's information and stage directions. You will use this information together with research into time, place and context to inform written character profiles.

The development of initial ideas, sketchbooks, detailed drawings, costume maquettes and decorative samples will follow and should inform and support final designs and purchase decisions suitable for costume construction and performance. Practical decisions regarding maintenance, health and safety and the performers comfort must be considered throughout.

Having arrived at design concepts, (through careful and thorough study and research of the text); produced a costume plot, breakdowns, informed character analysis, and costume and scenic research, you will then produce finished design 'plates'.

You will be expected to show a high level of personal initiative and imagination to meet the Outcomes. Finished designs will be presented, exhibited, and evaluated by the group, lecturers and stakeholders and you should expect to justify and explain your personal design decisions, together with fabric choices and budgetary implications. Your tutor will provide you with a list of suggested texts and it is advised that you read at least three of the suggested texts before choosing.