



Australian Government

Assessment Requirements for CUASFX401 Create special effects items

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 2.0.

Performance Evidence

Evidence of the ability to:

- interpret special effects design documentation
- contribute to planning construction of physical special effects to meet production requirements
- select and use the most appropriate tools, equipment and techniques to safely construct special effects items that meet production requirements
- complete work within agreed timelines
- contribute to solving problems with special effects items identified in trials
- work collaboratively with others on special effects construction projects.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- describe roles and responsibilities of art and construction personnel involved in design and construction of physical special effects
- explain how artistic and technical elements of productions affect the process of constructing physical special effects items
- identify typical problems of constructing physical special effects for screen and entertainment industry productions, and briefly describe solutions
- outline principles and techniques for constructing physical special effects items
- describe properties, applications and durability of different materials used to construct physical special effects
- describe behaviours of different materials, finishes, painting techniques and colours under lighting
- explain techniques for trialling special effects items during the construction phase

- describe health and safety procedures and safety guidelines that relate to the safe use of equipment and materials to create physical special effects.

Assessment Conditions

Assessment must be conducted in a safe environment where evidence gathered demonstrates consistent performance of typical activities experienced in creative arts industry environments. The assessment environment must include access to:

- productions that require creation of special effects items
- materials and equipment required to make special effects items
- interaction with others
- production and safety documentation.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational educational and training legislation, frameworks and/or standards.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>