

Title	Demonstrate and apply knowledge of costume design for an entertainment and event context		
Level	2	Credits	4

Purpose	People credited with this unit standard are able to: demonstrate knowledge of costume design for an entertainment and event context; and create a complete costume for a character or role to meet the design requirements for a specified entertainment and event context.
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Classification	Performing Arts General > Entertainment and Event Technology and Operations
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Available grade	Achieved, Merit and Excellence
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Criteria for Merit	In demonstrating and applying knowledge of costume design, the candidate must: <ul style="list-style-type: none"> – describe relationships between the technical requirements and purpose of costume, and costume design for the entertainment and event context, and; – demonstrate skilful technique in creating the costume.
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Criteria for Excellence	In demonstrating and applying knowledge of costume design, the candidate must: <ul style="list-style-type: none"> – explain relationships between the technical requirements and purpose of costume, and costume design for the entertainment and event context, and; – demonstrate command of technique in creating the costume.
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Guidance Information

- 1 This unit standard can be awarded with an *Achieved*, *Merit* or *Excellence*. For the *Achieved* grade to be awarded, all outcomes must be achieved as specified in the outcome statements. For *Merit* or *Excellence* grades to be awarded, the candidate must meet the *Merit* or *Excellence* criteria specified above.
- 2 All learning and assessment leading to this unit standard must be carried out in accordance with:
 - legislation including Health and Safety at Work Act 2015, Copyright Act 1994, and subsequent amendments;
 - safe working practices. These may include but are not limited to safe working practices in situations involving – working at heights, working with electricity,

lifting, securing equipment safely, replacing and storing equipment, use of tools, use of supplied safety equipment. Evidence of this may be provided by a teacher/tutor attestation or candidate's reflective statement. A useful reference for safe working practice is the Entertainment Technology New Zealand publication *A Guide for Safe Working Practices in the New Zealand Theatre and Entertainment Industry*, version 14 or subsequent amendments, which can be accessed at <http://www.etnz.org>.

3 Definitions

Audience proximity refers to the distance between the performer and their audience.

Command of technique refers to working efficiently and demonstrating sustained control over all techniques used when constructing, altering, or adapting source items or materials to create a costume to meet the design requirements.

Communicate image refers to using costume to visually enhance the shape and form of the performer and performance.

Create for the purpose of this unit standard, refers to constructing, sourcing, purchasing and altering, and/or proposing and justifying intended decisions to produce the requirements for a costume. It does not mean to purchase or source a pre-made costume or item to be worn with minimal or no adaptation.

Design requirements are included in a design concept, which has been developed in response to such aspects as: the script; the setting, culture, style or period of the production or event; the purpose of the production or event; technical requirements; the performers. Design requirements outline the design brief and parameters for costumes but do not detail exact specifications.

Entertainment and event context refers to a performance or event such as dance, kapa haka, scripted drama, music performance (live or recorded in-studio), moving image production, physical theatre, devised work, performance art, and cultural event, circus that can take place in a range of venues, for example, stadia, theatres, event and convention centres, studios, parks and sports grounds, outdoor spaces, museums and galleries, places of worship, cultural places (e.g. marae), specialist classrooms.

Skilful technique refers to demonstrating well-practised control of techniques when constructing, altering, or adapting source items or materials to create a costume to meet the design requirements.

4 Range

The entertainment and event context the candidate is being assessed in must be specified or agreed by the teacher/tutor.

The design requirements to be met must be supplied to the candidate.

5 Recommended for entry: Unit 26689, *Demonstrate and apply knowledge of costuming for an entertainment and event context*.

Outcomes and performance criteria

Outcome 1

Demonstrate knowledge of costume design for an entertainment and event context.

Performance criteria

- 1.1 Describe costume design in terms of technical requirements and purpose of costume for the entertainment and event context.

Range technical requirements include but are not limited to – audience proximity; appearance on stage such as colour, shine, texture; safety; material types and effects; quality of construction; special effects; historical or cultural setting, budget; purpose may include but is not limited to – character and/or role creation or enhancement; communicate themes, communicate time, communicate image, create mood, create texture.

Outcome 2

Create a complete costume for a character or role to meet the design requirements for a specified entertainment and event context.

Range one character requiring at least one significant costume or component change throughout a performance or event; significant change may include but is not limited to – a time change such as from day to night; a change in character trait such as from hero to villain.

Performance criteria

- 2.1 Create the costume through constructing, altering or adapting source items or materials according to the requirements of the design and safe working practices.

Range aspects of the costume may be visually presented through plans demonstrating how the design requirements will be met; visually present may include but is not limited to the use of – drawings, swatches, enlargements.

Planned review date	31 December 2025
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Status information and last date for assessment for superseded versions

Process	Version	Date	Last Date for Assessment
Registration	1	19 April 2012	31 December 2017
Rollover	2	21 April 2016	31 December 2022
Rollover and Revision	3	26 October 2017	31 December 2022
Review	4	29 April 2021	N/A

Consent and Moderation Requirements (CMR) reference	0099
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This CMR can be accessed at <http://www.nzqa.govt.nz/framework/search/index.do>.

Comments on this unit standard

Please contact Skills Active Aotearoa Limited info@skillsactive.org.nz if you wish to suggest changes to the content of this unit standard.