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| Title | Research, develop and visually communicate a costume design concept for a given work | | |
| Level | 3 | Credits | 6 |

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| Purpose | People credited with this unit standard are able to research, develop and visually communicate a costume design concept for a given work. |
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| Classification | Performing Arts General > Entertainment and Event Technology |
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| Available grade | Achieved, Merit, and Excellence |
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| Criteria for Merit | <p>In researching, developing and visually communicating a costume design concept for a given work, the candidate:</p> <ul style="list-style-type: none"> • describes the links between their research, the given work, and their costume design concept; • refines their costume design concept by considering and incorporating feedback from a creative collaborator(s); • demonstrates creativity in visually communicating their costume design concept. |
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| Criteria for Excellence | <p>In researching, developing and visually communicating a costume design concept for a given work, the candidate:</p> <ul style="list-style-type: none"> • justifies the links between their research, the given work, and their costume design concept; • refines their costume design concept by evaluating and incorporating feedback from a creative collaborator(s); • demonstrates creativity and originality in visually communicating their costume design concept. |
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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, the outcome must be achieved as specified in the outcome statement. For *Merit* or *Excellence* grades to be awarded, the candidate must meet the *Merit* or *Excellence* criteria specified above.
- 2 Definitions
Appropriate conventions and presentation techniques means the generally understood ways in which costume design concepts are visually communicated e.g. the materials used in rendering drawings or sketches (watercolour, pencil, collage);

the size, scale and clarity of drawings and/or samples; print quality; relevance and detail of annotations.

Given work is a whole or substantial piece of a text or choreography for a performance context. The performance context may include – dance, kapa haka, scripted drama, music performance, moving image production, physical theatre, devised work, performance art. The text or choreography used must be specified by the teacher/tutor.

Originality means either the creation of a unique design concept, or a unique interpretation and adaptation of a pure style.

- 3 Evidence of research may be collected via written, visual or oral methods such as a video diary, annotated sketches, diagrams, or written description.
- 4 Legislation
Copyright Act 1994.
- 5 Recommended for entry: Unit 26689, *Demonstrate knowledge of costuming for a performance context*; and Unit 27699 *Research and design a costume for a specified performance context*.

Outcomes and performance criteria

Outcome 1

Research, develop and visually communicate a costume design concept for a given work.

Range a given work with a minimum of four performers each requiring different costume designs.

Performance criteria

- 1.1 Research informs the development of the costume design concept in terms of the performance requirements for the given work.

Range performance requirements may include – idea(s) in the given work themes; choreographic intention; action; movement; period; style; mood; time (day, season, climate, time span); character given circumstances (gender, age, socioeconomic status, occupation); interpretation of period and/or genre; character evolution emotional quality and interrelationships; desired effect; a minimum of six performance requirements are required.
- 1.2 Research informs the development of the costume design concept through consultation and feedback from a creative collaborator(s).

Range creative collaborator(s) may include – director; set designer, choreographer, lighting designer; a minimum of one creative collaborator is required.

- 1.3 Research informs the development of the costume design concept in terms of conceptual and practical considerations.

Range conceptual and practical considerations may include – performer relationship(s), movement and/or action; costume changes; safety; budget; stylistic choices; interpretation of colour and fabric; level of detailing; audience proximity;
a minimum of six conceptual or practical considerations.

- 1.4 The costume design concept is communicated visually using appropriate conventions and presentation techniques, and meets the researched needs of the performance requirements, creative collaborator(s) and conceptual and practical requirements of the given work.

Range costume design concept includes – draft(s) and final set design concept; planning chart for entire given work; character and costume chart for each performer;
visual communication may include – annotated sketches or journal, colour indications, texture indications, fabric swatches, close-up of particular detail(s).

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| Replacement information | This unit standard replaced unit standard 14956. |
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| Planned review date | 31 December 2019 |
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Status information and last date for assessment for superseded versions

| Process | Version | Date | Last Date for Assessment |
|-----------------------|---------|-----------------|--------------------------|
| Registration | 1 | 18 April 2013 | N/A |
| Rollover and Revision | 2 | 26 October 2017 | N/A |

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| 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.