

<b>Title</b>	<b>Develop a costume design for a given work in an entertainment and event context</b>		
<b>Level</b>	<b>3</b>	<b>Credits</b>	<b>5</b>

<b>Purpose</b>	People credited with this unit standard are able to develop a costume design for a given work in an entertainment and event context.
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<b>Classification</b>	Performing Arts General > Entertainment and Event Technology and Operations
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<b>Available grade</b>	Achieved, Merit, and Excellence
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<b>Criteria for Merit</b>	<p>The candidate must develop a costume design for a given work efficiently by:</p> <ul style="list-style-type: none"> <li>– explaining the relationships between their research, the given work, and their costume design;</li> <li>– refine their costume design by considering and incorporating feedback from creative collaborators.</li> </ul>
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<b>Criteria for Excellence</b>	<p>The candidate must develop a costume design for a given work skilfully by:</p> <ul style="list-style-type: none"> <li>– justifying the relationships between their research, the given work, and their costume design;</li> <li>– refining their costume design by evaluating and incorporating feedback from creative collaborators.</li> </ul>
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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 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

*Appropriate conventions and presentation techniques* refer to 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.

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

*Creative collaborators* refer to production roles such as director, stage manager; set designer, choreographer, or make up designer.

*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.

*Given work* refers to a whole or substantial piece of a text, choreography, event, or production for an entertainment and event context.

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

4 Evidence of research may be collected via written, visual or oral methods such as a video diary, annotated sketches, diagrams, or written description.

### 5 Range

The given work must be agreed or specified by the teacher/tutor.

6 Recommended for entry: Unit 26689, *Demonstrate and apply knowledge of costuming for an entertainment and event context*; and Unit 27699, *Demonstrate and apply knowledge of costume design for an entertainment and event context*.

## Outcomes and performance criteria

### Outcome 1

Develop a costume design for a given work in an entertainment and event context.

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

### Performance criteria

1.1 Analyse the given work in preparation for initial meeting with creative collaborators.

1.2 Undertake research to inform the costume design in terms of the requirements for the given work.

Range requirements may include but are not limited to – 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; evidence of six requirements is required.

1.3 Use input and feedback from creative collaborators to inform the costume design.

Range evidence of two creative collaborators is required.

1.4 Incorporate solutions to practical considerations within the costume design.

Range practical considerations include but are not limited to – performer relationship(s), movement and/or action; costume changes; safety; budget; stylistic choices; interpretation of colour and fabric; level of detailing; audience proximity.

1.5 Develop, document, and visually communicate the costume design.

Range documentation may include but is not limited to – draft(s) and final costume design; planning chart for entire given work; character and costume chart for each performer; visually communicate may include but is not limited to – annotated sketches or journal, colour indications, texture indications, fabric swatches, close-up of particular detail(s).

1.6 Evaluate the design in terms of the extent to which it meets the requirements for the given work, the input from creative collaborators, and the practical considerations, and make amendments in response to any identified areas for improvement.

<b>Replacement information</b>	This unit standard and unit standard 32367 replaced unit standard 28002.
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<b>Planned review date</b>	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	29 April 2021	N/A

**Consent and Moderation Requirements (CMR) reference**

0099

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](mailto:info@skillsactive.org.nz) if you wish to suggest changes to the content of this unit standard.