## Access to H.E. **National Programme Unit**



Unit Title:	3D Make Up Artistry		
Graded Unit Code:	GA33MMU03	Ungraded Unit Code:	UA33MMU03
Pathway(s):	Creative and Performing Arts		
Module(s):	Media Make Up		
Level:	3	Credit Value:	3
Valid from:	1 <sup>st</sup> August 2017	Valid to:	31st July 2027

## The following QAA grade descriptors must be applied if you are delivering the graded version of this unit:

1	Understanding of the subject
3	Application of skills
5	Communication and presentation
7	Quality

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
Understand the factors that affect planning, designing and creating a 3D make-up look	1.1 Investigate and analyse a range of 3D ideas and materials using a range of sources
	It is essential that research MUST be from a variety of sources and Harvard referencing MUST be used
2 Be able to create design ideas from research	2.1 Carry out research into 3D make-up and art; analyse the requirements and generate creative design ideas
	It is essential that research MUST be from a variety of sources and Harvard referencing MUST be used

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	2.2 Produce a series of creative and innovative 3D make-up design ideas that capture the full requirements of a brief (Minimum: 4 designs)
3 Be able to realise a 3D make-up look on a model working from research and designs	3.1 Experiment with a range of products, tools and techniques for 3D make-up artistry and demonstrate this through pictorial & video evidence. A reflective journal must be submitted that demonstrates clear and considered judgements of your skills
	3.2 Working from a brief, create a 3D make-up look on a model that shows attention to detail and demonstrates a sense of style and creativity
	Learners MUST complete the following practical assessments on a model:
	2 Pre-observations
	• 1 Final
	Completed looks must be presented creatively
	3.3 Critically evaluate the effectiveness of your final pieces of work