

Access to H.E. National Programme Unit



Unit Title:	Creative Effects in Make Up Artistry		
Graded Unit Code:	GA33MMU04	Ungraded Unit Code:	UA33MMU04
Pathway(s):	Creative and Performing Arts		
Module(s):	Media Make Up		
Level:	3	Credit Value:	9
Valid from:	1 st August 2017	Valid to:	31 st July 2027

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

2	Application of knowledge
3	Application of skills
4	Use of information
5	Communication and presentation
7	Quality

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1 Understand the range of special effects products and application procedures	1.1 Identify a range of special effects products and respective application procedures
	1.1 Evaluate the effectiveness of identified products and procedures
2 Be able to apply prosthetic pieces and bald caps	2.1 Produce own design using prosthetics and bald caps for a brief, including research, character analysis and planning documentation
	2.2 Create and apply prosthetic pieces and bald caps from their own design brief
	2.3 Analyse the effectiveness of the results of your creation

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3 Be able to apply camouflage make-up	3.1 Discuss the origins of skin camouflage make-up
	3.2 Discuss why professionalism and a considered approach is important when dealing with clients undergoing camouflage make up application
	3.3 Produce own designs using camouflage make-up for a briefs, tattoo cover up, skin blemish's that could include scars, burns, pigmentation and erythema
	3.4 Create and apply camouflage make-up from their own design briefs
	3.5 Analyse the effectiveness of the results of your creation
4 Be able to apply casualty make-up	4.1 Produce own design using casualty make-up, including research, character analysis and planning documentation
	4.2 Create and apply casualty make-up from their own design brief
	4.3 Analyse the effectiveness of the results of your creation
5 Be able to design and create a make-up look using airbrushing and body art techniques	5.1 Produce own design using airbrushing and body art techniques for a brief including research and character analysis
	5.2 Create and apply airbrushing and body art from their own design brief
	5.3 Analyse the effectiveness of the results of your creation