

## Access to Higher Education Unit

This unit forms part of an Access to HE Diploma. If delivering the graded version of this unit, please refer to the Provider Handbook for details on grading descriptors and the application of these across units within your programme.

**Unit Title:** 3D Make Up Artistry

**Graded Unit Reference Number:** GA33MMU03

**Ungraded Unit Reference Number:** UA33MMU03

**Module:** Media Make Up

**Level:** Three (3)

**Credit Value:** Three (3)

**Minimum Guided Learning Hours:** 30

| Learning Outcome (The Learner will):                                                     | Assessment Criterion (The Learner can):                                                                                                                                                                                                                              |
|------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. 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<br><br><b>It is essential that research MUST be from a variety of sources and Harvard referencing MUST be used</b>                                                            |
| 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<br><br><b>It is essential that research MUST be from a variety of sources and Harvard referencing MUST be used</b>                                       |
|                                                                                          | 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.<br><br><b>A reflective journal must be submitted that demonstrates clear and considered judgements of your skills</b> |

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**

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3.3 Critically evaluate the effectiveness of your final pieces of work