

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: Creative Effects in Make Up Artistry

Graded Unit Reference Number: GA36MMU04

Ungraded Unit Reference Number: UA36MMU04

Module: Media Make Up

Level: Three (3)

Credit Value: Nine (9)

Minimum Guided Learning Hours: 90

Learning Outcome (The Learner will):	Assessment Criterion (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
	1.2 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
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