



Australian Government

Department of Education, Employment and Workplace Relations

CUVDSP13B Research and apply techniques for the design of wearable objects

Release: 1

CUVDSP13B Research and apply techniques for the design of wearable objects

Modification History

Not Applicable

Unit Descriptor

Unit descriptor

This unit describes the skills and knowledge required to research and apply techniques for the design of wearable objects. As this unit is introductory in nature, the outcome of the work could be a completed object, but is more likely to be a prototype or model for the object or an aspect of the object. The focus of the unit is on a general knowledge of the design techniques for wearable objects and the practical application of those techniques. This is a specialisation unit and refers to a specific design form.

This work requires some guidance.

No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.

Application of the Unit

Not Applicable

Licensing/Regulatory Information

Refer to Unit Descriptor

Pre-Requisites

Prerequisite units

It is highly recommended that this unit be assessed with or after the following units:

- CUVDES05B Interpret and respond to a brief
- Core Design Units
- At least one of the drawing units relating to the representation of concept.

This unit also has strong linkages to units within the Textiles, Clothing and Footwear Training Package and the Costume units within the Entertainment Training Package. Depending on the context, combined assessment and/or training with those units would also be appropriate.

Employability Skills Information

Employability skills

This unit contains employability skills.

Elements and Performance Criteria Pre-Content

Elements describe the essential outcomes of a unit of competency.

Performance criteria describe the performance needed to demonstrate achievement of the element. Where ***bold italicised*** text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
1 Interpret the brief for the design of a wearable object.	<p>1.1 Correctly interpret the specifications of <i>the brief</i>.</p> <p>1.2 Determine the user or client for the proposed <i>object</i> to inform design decisions.</p> <p>1.3 Clarify <i>specifications, parameters or constraints</i> of the brief in consultation with relevant colleagues.</p> <p>1.4 Source and evaluate <i>information pertinent</i> to the brief.</p>
2 Organise resources for wearable object design.	<p>2.1 Correctly identify the resources required for the design of wearable objects, including <i>work space, materials, tools and equipment</i>.</p> <p>2.2 Prepare and care for resources in accordance with <i>safety requirements</i> and organisational requirements.</p> <p>2.3 Follow storage and inventory procedures in accordance with organisational procedures.</p>
3 Test design approaches for wearable objects.	<p>3.1 Produce a preliminary visual representation of the brief.</p> <p>3.2 Identify possible approaches to the design and establish <i>criteria for the selection</i> of the final <i>approach</i>.</p> <p>3.3 Select appropriate materials, tools and equipment for the testing of approaches and <i>techniques</i>.</p> <p>3.4 Test and experiment with a range of techniques and materials which might meet the requirements of the brief.</p> <p>3.5 Evaluate <i>testing processes</i> against selection criteria and select the preferred approach based on the requirements of the brief.</p> <p>3.6 <i>Refine</i> and accurately <i>document</i> the design approach based on testing processes.</p>
4 Make the wearable object, prototype or model.	<p>4.1 Evaluate the need for object fabrication and the scope of work required.</p> <p>4.2 Select and organise materials, tools and equipment for fabrication in accordance with the design approach.</p>

ELEMENT

PERFORMANCE CRITERIA

- 4.3 Safely make the object, prototype or sample ensuring consistency with the concept and the brief.
- 4.4 Present the object, prototype or model in accordance with the brief specifications.

ELEMENT **PERFORMANCE CRITERIA****Required Skills and Knowledge****Required Skills and knowledge**

This section describes the skills and knowledge required for this unit.

Required skills:

- literacy skills sufficient to interpret a brief and communicate design ideas
- numeracy skills sufficient to calculate quantities, proportions, costs.

Required knowledge:

- work and ideas of other designers of wearable objects
- formal elements and principles of design in relation to the design of wearable objects
- techniques materials, tools and equipment and their application to the designing and making of wearable objects
- capabilities of different types of equipment used in the manufacture of wearable objects
- common formats and features of briefs relating to the design of wearable objects
- history and theory of design in relation to the design of wearable objects
- copyright, moral rights and intellectual property issues and legislation and their relevance to the design of wearable objects.

Evidence Guide**EVIDENCE GUIDE**

The evidence guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.

Critical aspects for assessment and evidence required to demonstrate

The following evidence is critical to the judgement of competence in this unit:

- testing and use of a range of approaches and

EVIDENCE GUIDE

competency in this unit in this unit

techniques for the design of a wearable object which are suited to the requirements of the brief

- knowledge of the processes and techniques used in the process of designing wearable objects.

Context of and specific resources for assessment

The assessment context must provide for:

- practical demonstration of skills through the design of a wearable object to meet a brief.

Method of assessment

Assessment may incorporate a range of methods to assess performance and the application of essential underpinning knowledge, and might include:

- evaluation of objects designed by the candidate
- questioning and discussion
- review of visual documentation for the object
- review of portfolios of evidence
- third party workplace reports of performance by the candidate.

Assessment methods should closely reflect workplace demands (e.g. literacy) and the needs of particular groups (e.g. people with disabilities and people who may have literacy or numeracy difficulties such as speakers of languages other than English, remote communities and those with interrupted schooling).

Assessment of this unit requires access to the materials, resources and equipment needed to design and make wearable objects.

Range Statement

RANGE STATEMENT

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. ***Bold italicised*** wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation needs of the candidate, accessibility of the item, and local industry and regional contexts) may also be included.

The brief:

- describes and specifies the work to be completed
- is usually prepared by commissioning body or organisation, e.g. supervisor, client, community organisation
- may be written, diagrammatic, visual, verbal.

The wearable ***object*** to be designed and made may be the whole object, part of the object, a prototype or model and may include but is not limited to:

- accessories
- costumes
- fashion clothing
- footwear
- jewellery
- millinery.

Specifications would be articulated in the brief and may refer to:

- audience
- medium
- purpose
- style.

Parameters or constraints may refer to:

- budgeting and financing requirements
- cost of production
- number of items
- outlets
- time frames.

Information pertinent to the brief may be about:

- design standards
- health and safety
- industry standards

RANGE STATEMENT

- legal, contractual, ethical and copyright considerations
- material characteristics and capabilities
- stylistic considerations
- technological considerations.

RANGE STATEMENT

Work space needs may include:

- dry areas
- dust extraction
- lighting
- process specific space needs
- ventilation
- wet areas.

Materials may include:

- fabric, fibre, spun fibre, felt, straw
- found objects
- leather
- metal, wire, plastics, latex, acrylic, rubber
- paints, inks, dyes
- paper
- paper, cardboard, pulp
- plastics
- stones
- wood.

Tools and **equipment** relate to requirements for dressmaking, shoemaking and leather work, millinery and jewellery making and include among others:

- blocks
- hand tools
- lasts
- leather working tools
- metal working tools
- painting and dying equipment
- sewing machines for fabric and leather
- weaving equipment
- wood working tools.

Safety requirements are in accordance with:

- Federal, State and Territory legislation, regulation and standards.

Preliminary visual representation may involve:

- computer-aided drawing
- sketching
- mock-up.

RANGE STATEMENT

Criteria for the selection of the approach may include:

- access to materials, tools and equipment required for the making of the object
- access to specialist fabricators
- consistency with the brief for the wearable object
- ease of manufacture
- personal affinity with medium and materials.

The **approach** may encompass:

- aesthetic and stylistic considerations
- choice of medium and materials
- design solutions
- the parameters of the brief.

Techniques may include:

- crimping, lasting, inseaming, bottoming, treeing and finishing
- leather work
- metal work, casting, embossing, etching, engraving, stone setting
- painting, printing, dying
- sewing, knotting, weaving, knitting, stitching
- straw and felt blocking, weaving, trimming, embellishing, millinery stitching.

Testing processes may involve:

- exploring techniques by making practice pieces, test pieces, mock-ups or samples
- testing materials by applying stress tests, colour tests etc.

Refining the approach may include:

- adjustment to design
- adjustment to design considerations
- adjustment to utilise the capabilities of the techniques
- no change.

Documenting the concept may involve:

- final drawings
- illustrations, photographs
- material samples
- models

RANGE STATEMENT

- specifications for fabrication
- written rationale or description.

Unit Sector(s)

Not Applicable