



Australian Government

Department of Education, Employment and Workplace Relations

CUVDES403A Research and apply techniques for the design of wearable objects

Release: 1

CUVDES403A Research and apply techniques for the design of wearable objects

Modification History

Version	Comments
CUVDES403A	This version first released with <i>CUV11 Visual Arts, Craft and Design Training Package version 1.0</i>

Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to research and apply techniques for the design of wearable objects. It involves interpreting work briefs, organising resources, testing ideas, and refining approaches to a range of design challenges. The unit covers the design process to the point of producing prototypes of wearable objects.

Application of the Unit

Individuals who generate design ideas and solutions for wearable objects, such as fashion accessories and clothing, costumes, footwear, millinery and jewellery, apply the skills and knowledge in this unit.

Skills associated with producing the final wearable objects can be found in units related to specific disciplines, e.g. making costumes or jewellery. These units can be found elsewhere in CUV11 Visual Arts, Craft and Design Training Package, or in other Training Packages such as CUF07 Screen and Media or LMT07 Textiles, Clothing and Footwear.

At this level, research, experimentation and ongoing refinement are used to produce a range of design work where an individual is beginning the process of finding an individual style. Work is undertaken independently with supervision and guidance as required.

Licensing/Regulatory Information

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

Pre-Requisites

Not applicable.

Employability Skills Information

This unit contains employability skills.

Elements and Performance Criteria Pre-Content

Element

Elements describe the essential outcomes of a unit of competency.

Performance Criteria

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

<p>1. Interpret briefs for the design of wearable objects</p>	<p>1.1 Interpret the <i>specifications</i> of design <i>briefs</i> 1.2 Take user or client requirements into account when making decisions about designing <i>wearable objects</i> 1.3 Clarify issues about specifications, <i>parameters and constraints</i> with <i>relevant people</i> as required 1.4 Research and evaluate <i>information</i> pertinent to briefs</p>
<p>2. Organise resources</p>	<p>2.1 Identify resources required to develop prototypes of wearable objects, including <i>work space, materials, tools and equipment</i> 2.2 Prepare and care for resources according to requirements 2.3 Follow storage and inventory procedures</p>
<p>3. Test design approaches for wearable objects</p>	<p>3.1 Produce <i>preliminary visual representations</i> 3.2 Identify possible <i>approaches</i> and establish <i>criteria</i> for selecting final approach 3.3 Select appropriate materials, tools and equipment and <i>test</i> approaches and <i>techniques</i> 3.4 Evaluate testing processes against criteria and select the approach that best meets the requirements of briefs 3.5 Critique own work and seek feedback as required 3.6 <i>Refine</i> and <i>document the design approach</i> based on testing and evaluation</p>
<p>4. Make prototypes of wearable objects</p>	<p>4.1 Evaluate the need for object fabrication and the scope of work required 4.2 Select and organise materials, tools and equipment for fabrication according to design approach 4.3 Make the prototype or sample ensuring consistency with design concepts and briefs 4.4 Respond positively to feedback and refine work as required 4.5 Present prototypes within agreed timeframes</p>

Required Skills and Knowledge

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

Required skills

- communication skills to engage with others about approaches to the design of wearable objects
- initiative and enterprise skills to experiment with techniques to produce effects that enhance wearable objects
- learning skills to refine and improve a range of techniques
- literacy skills to:
 - interpret design briefs
 - research information to support graphic design work
- numeracy skills to:
 - calculate costs and quantities
 - take measurements
- self-management and planning skills to plan work tasks
- technical skills to evaluate, adapt and integrate a range of techniques into the design and prototyping of wearable objects

Required knowledge

- role of experimentation in the design process
- work and ideas of other designers of wearable objects
- formal elements and principles of design and their application to the design of wearable objects
- techniques, materials, tools and equipment and their application to designing and making 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
- intellectual property issues and legislation and their relevance to the design of wearable objects
- sustainability considerations for wearable object design
- OHS requirements relevant to the design of wearable objects

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.

Overview of assessment	
Critical aspects for assessment and evidence required to demonstrate competency in this unit	<p>Evidence of the ability to:</p> <ul style="list-style-type: none"> • test and use a range of approaches and techniques for the design of wearable objects in response to the requirements of a brief • produce a prototype of at least one wearable object • apply knowledge of processes and techniques used to design wearable objects.
Context of and specific resources for assessment	<p>Assessment must ensure access to:</p> <ul style="list-style-type: none"> • briefs on which to base the design of wearable objects • equipment and tools used to produce prototypes of wearable objects.
Method of assessment	<p>A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:</p> <ul style="list-style-type: none"> • direct observation of design or prototyping work in progress, including exploration of, and experimentation with, techniques • evaluation of objects designed by the candidate • questioning and discussion about the candidate’s intentions and the work outcome • review of visual documentation for wearable objects • review of portfolios of evidence • review of third-party reports from experienced practitioners. <p>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).</p>
Guidance information for assessment	<p>Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended, for example:</p> <ul style="list-style-type: none"> • BSBDES401A Generate design solutions • BSBDES402A Interpret and respond to a design brief.

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.

Specifications may refer to:	<ul style="list-style-type: none"> • medium • purpose • style • target group.
Briefs are usually prepared by a commissioning body or organisation and may be:	<ul style="list-style-type: none"> • diagrammatic • verbal • visual • written.
Wearable objects may include:	<ul style="list-style-type: none"> • accessories • costumes • fashion clothing • footwear • jewellery • millinery.
Parameters and constraints may refer to:	<ul style="list-style-type: none"> • budgeting and financing requirements • cost of production • number of items • outlets • timeframes.
Relevant people may include:	<ul style="list-style-type: none"> • clients • colleagues • industry practitioners • managers • mentors • supervisors.
Information may be about:	<ul style="list-style-type: none"> • design standards • health and safety • industry standards • considerations, such as: <ul style="list-style-type: none"> • contractual • copyright • ethical • legal

	<ul style="list-style-type: none">• technology• material characteristics and capabilities.
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<p>Work space needs may include:</p>	<ul style="list-style-type: none"> • dry and wet areas • dust extraction • lighting • process-specific space needs • ventilation.
<p>Materials may include:</p>	<ul style="list-style-type: none"> • acrylic • cardboard • dyes • fabric • felt • fibre • found objects • inks • latex • leather • metal • paints • paper • plastics • pulp • rubber • spun fibre • stones • straw • wire • wood.
<p>Tools and equipment relate to requirements for dressmaking, shoemaking and leatherwork, millinery and jewellery making, and include:</p>	<ul style="list-style-type: none"> • blocks • hand tools • lasts • leather-working tools • metal-working tools • painting and dying equipment • sewing machines for fabric and leather • weaving equipment • woodworking tools.
<p>Preliminary visual representations may involve:</p>	<ul style="list-style-type: none"> • computer-aided drawing • mock-up • sketching.
<p>Approaches may include:</p>	<ul style="list-style-type: none"> • aesthetic considerations • choice of medium and materials • design solutions

	<ul style="list-style-type: none"> parameters of the brief.
Criteria may relate to:	<ul style="list-style-type: none"> access to materials, tools and equipment required to make objects access to specialist fabricators consistency with briefs for wearable objects ease of manufacture personal affinity with medium and materials.
Strategies to test techniques may involve:	<ul style="list-style-type: none"> exploring techniques by making practice pieces, test pieces, mock-ups or samples testing materials by applying stress tests and colour tests.
Techniques may include:	<ul style="list-style-type: none"> bottoming casting crimping dying embellishing embossing engraving etching finishing in-seaming knitting knotting lasting leatherwork metalwork millinery stitching painting printing sewing stitching stone setting straw and felt blocking trimming weaving.
Process to refine design approach may involve:	<ul style="list-style-type: none"> adjustment to design and design considerations adjustment to use the extended capabilities of the techniques.
Process used to document the design approach may involve:	<ul style="list-style-type: none"> final drawings illustrations material samples models photographs

	<ul style="list-style-type: none">• specifications for fabrication• written rationale or description.
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Unit Sector(s)

Design – design process