



**Australian Government**

**Department of Education, Employment and Workplace Relations**

# **LMTFD5010B Develop and present design concepts within specific guidelines**

**Revision Number: 1**

## **LMTFD5010B Develop and present design concepts within specific guidelines**

### **Modification History**

Not applicable.

### **Unit Descriptor**

**Unit descriptor** This unit covers the skills and knowledge for the development and presentation of fashion design concepts to the client within specified guidelines.

### **Application of the Unit**

**Application of the Unit** The unit covers design development and presentation conducted as a member of a team or under supervision. Design concept development processes will be conducted according to workplace practices and procedures.

Work may be conducted in small to large scale enterprises and may involve individual and team-related activities.

The application of this unit is according to OHS practices of the enterprise and workplace practices, which may include:

- requirements prescribed by legislation, awards agreements and conditions of employment
- standard operating procedures
- work instructions
- oral, written and visual communication
- quality practices, including responsibility for maintenance of own work quality and contribution to quality improvement of team or section output
- housekeeping
- tasks related to environmental protection, waste disposal, pollution control, and recycling

This unit requires communication skills to interpret brief, conduct research and present ideas to others. Planning and organising and problem solving skills are required to apply design processes and initiative and enterprise are required to develop design ideas.

## **Licensing/Regulatory Information**

Not applicable.

## **Pre-Requisites**

**Prerequisites**

## **Employability Skills Information**

**Employability Skills** This unit contains employability skills.

## **Elements and Performance Criteria Pre-Content**

Not applicable.

## Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
1 Interpret design brief	<p>1.1 Design brief is reviewed and <i>details</i> checked to ensure correct interpretation.</p> <p>1.2 <i>Parameters of the project</i> are established.</p> <p>1.3 Roles of design team members are clarified.</p>
2 Research fashion design trends	<p>2.1 Fashion design trends are researched and <i>relevant information</i> relating to design project is obtained, including availability of materials.</p> <p>2.2 Workplace practices and previous projects are identified and assessed for relevance to project.</p>
3 Generate and select initial concepts	<p>3.1 Concepts are developed to identify range of possibilities.</p> <p>3.2 Range of storyboard themes is prepared related to fabrics and colours.</p> <p>3.3 Ideas are discussed and modified in consultation with other design team members.</p> <p>3.4 Appropriate concepts are selected for development in consultation with design team.</p>
4 Develop design concepts	<p>4.1 Appropriate styles and trims or accessories are identified.</p> <p>4.2 Production feasibility is researched and confirmed.</p> <p>4.3 Artwork/drawings/specifications are prepared in appropriate format, including any additional documentation required.</p> <p>4.4 Design concepts are prepared for presentation according to agreed presentation strategy.</p>
5 Cost designs in conjunction with production area	<p>5.1 All items and resources required for the designs are checked and confirmed.</p> <p>5.2 Accumulated time is calculated to ascertain labour cost.</p> <p>5.3 Material costs are obtained from relevant sources and compared, where necessary.</p> <p>5.4 Total design costs are calculated, which include labour, material and overhead cost estimates.</p> <p>5.5 Amendments or modifications to design are negotiated and agreed upon as required to ensure design is within budget.</p>
6 Present designs	<p>6.1 Features and benefits of designs are presented in a manner that encourages acceptance.</p> <p>6.2 Client or workplace brief requirements are addressed in the presentation.</p> <p>6.3 Records are maintained and stored and documentation completed.</p>

## Required Skills and Knowledge

This describes the essential skills and knowledge and their level, required for this unit.

Demonstrates knowledge of:

- the elements and principles of design and how they are used to create good design in the fashion industry
- the industry, global and local trends and detailed knowledge of garment construction
- range of typical garment fabrics, including weight and other characteristics
- marker making and cutting procedures
- research sources
- colour/colour mix and interpretation
- fabrics, fibres, trims, accessories and their properties and characteristics
- proposals, the detail required and issues associated with terms and conditions
- costing processes
- relevant OHS legislation, regulatory requirements, copyright obligations and codes of practice
- OHS practices, including hazard identification and control measures
- quality practices
- workplace practices
- recording and reporting practices

Demonstrates skills to:

- effectively develop and present design concepts within prescribed guidelines
- generate ideas
- produce sketches manually or using CAD systems
- compile information
- cost a range of garment
- communicate effectively with individuals, work groups and supervisors
- select, interpret and apply procedures and processes
- prepare and present reports and information in appropriate formats
- read, interpret and follow information on work specifications, standard operating procedures and work instructions, and other reference material
- maintain accurate records
- communicate within the workplace
- sequence operations
- meet specifications
- clarify and check task-related information
- carry out work according to OHS practices

## Evidence Guide

The Evidence Guide provides advice on assessment and must be read in conjunction with the Performance Criteria, Required Skills and Knowledge, the Range Statement and the Assessment Guidelines for the Training Package.

<b>Critical aspects of evidence</b>	Demonstrates skills and knowledge to: <ul style="list-style-type: none"><li>• research trends and other relevant information</li><li>• develop/select concepts and storyboard themes</li><li>• prepare artwork/drawings/specifications</li><li>• present design concepts</li><li>• calculate costs</li><li>• communicate effectively with design team, customers, etc.</li><li>• apply OHS practices in work operations</li><li>• maintain accurate records</li></ul>
<b>Consistency in performance</b>	Consistently applies skills and knowledge when: <ul style="list-style-type: none"><li>• organising work</li><li>• completing tasks</li><li>• identifying improvements</li><li>• using workplace practices</li><li>• using OHS practices</li><li>• recording and reporting accidents and incidents</li><li>• assessing operational readiness of equipment used and work processes</li><li>• recognising and adapting to cultural differences in the workplace, including modes of behaviour and interactions</li><li>• completing work systematically with attention to detail without damage to goods and equipment</li></ul>
<b>Resource implications</b>	Access is required to real or appropriately simulated situations, including work areas, materials and equipment, and to information on workplace practices and OHS practices.
<b>Context for assessment</b>	Assessment may occur on the job or in an appropriately simulated environment.
<b>Interdependent assessment</b>	This unit may be assessed independently or in combination with other relevant units.

## 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. Add any 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.

**Legislative/regulatory requirements** All work must comply with relevant Federal and State or Territory legislative or regulatory requirements.

**Relevant information may include:**

- customer requirements
- work specifications
- fashion reports, trade journals, etc.
- stock records
- summaries of materials, labour and overhead costs
- organisation work procedures
- organisational or external personnel
- quality and Australian Standards and procedures

**Details of the design brief may include:**

- target market
- end uses of product
- cost point
- production requirements
- timelines
- client requirements
- workplace requirements
- quality requirements
- style, feature requirements

**Parameters of the project may include:**

- team members
- chain of command
- timelines
- budget constraints
- reporting processes

**OHS practices** OHS practices must include hazard identification and control, risk assessment and implementation of risk reduction measures specific to the tasks described by this unit and may include:

- manual handling techniques
- standard operating procedures
- personal protective equipment
- safe materials handling
- taking of rest breaks
- ergonomic arrangement of workplaces

- following marked walkways
- safe storage of equipment
- housekeeping
- reporting accidents and incidents
- other OHS practices relevant to the job and enterprise

## **Unit Sector(s)**

Sector Fashion Design and Technology