Assessment Requirements for MSTAT3001 Produce technical drawings of garments

Release: 1

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Modification History

Release 1. Unit code, Title and Application changed. Title changed to reflect broader context beyond fashion design. Elements and Performance Criteria simplified with Elements 1 and 2 combined. Foundation Skills field populated. Range of Conditions removed with relevant information moved to Knowledge Evidence. Assessment Requirements clarified with generic foundation skills statements moved to appropriate section and duplication with Performance Criteria removed. Supersedes and is equivalent to MSTFD3004 Draw a trade drawing for fashion design.

Performance Evidence

There must be evidence the candidate has completed the tasks outlined in the elements and performance criteria of this unit, and demonstrated the ability to:

- produce technical drawings of at least three different garment types that are accurate, in proportion and include:
  - both front and back view
  - accurate labelling
  - required annotations.
- for the three product drawings:
  - include six of the following garment features in any combination:
    - buttons
    - collar
    - dart
    - design lines
    - neckline
    - pockets
    - silhouette
    - sleeve
    - waistband
    - zip
  - include two of the following detailing and embellishment features in any combination:
    - bow or tie
    - drape
    - elastication
    - fabric effect (lace or fur or knitwear)
    - frill or gather
    - pin tuck or tuck

- pleat
- quilting
- stitching, top or edge.
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Knowledge Evidence

There must be evidence the candidate has knowledge of:

- role of technical drawings in garment design and production
- information required to create a technical drawing
- mathematical processes for creating a technical drawing
- role and use of templates and different types of templates:
  - front and back full body view
  - adult and children's templates for different body types
  - upper torso/lower torso
  - swimwear/lingerie
  - full body with arms and legs extended from torso
  - ½ turn / side view
- types and features of drawing tools and equipment for both manual and computer-aided drawing
- fabric performance characteristics that affect the way garments are drawn
- how to present different garment features, detailing and special effects on drawings
- types of lines used to represent garment specifications
- technical drawing standards in garment production:
  - proportion
  - perspective
  - symmetry and balance
  - fabric performance
  - inclusion of detailing
  - neatness
- types of additional information that may be needed to support sketches.
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Assessment Conditions

Skills must have been demonstrated in the workplace or in a simulated environment that reflects workplace conditions and contingencies. The following conditions must be met for this unit:

- use of suitable facilities, equipment and resources, including:
  - garment design documentation
  - drawing equipment.

Assessors must satisfy the NVR/AQTF mandatory competency requirements for assessors.

Links

Companion Volume implementation guides are found in VETNet - https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a203ec5c-de7d-406b-b3e1-8f1a9b76e92e