MSTAT4016 Cut and sew design prototypes

Release: 1

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Modification History

Release 1. Merges MSTFD4011 and MSTFD4016. Unit Code and
Application changed. Elements and Performance Criteria simplified with Element 1 removed. Foundation Skills field populated. Range of Conditions removed. Assessment Requirements clarified with generic foundation skills statements moved to appropriate
section and duplication with Performance Criteria removed. Supersedes and is not equivalent to MSTFD4011 Cut fabrics for prototype designs or MSTFD4016 Sew design prototypes.

Application

This unit describes the skills and knowledge required to cut and assemble prototype garments using commercial machines and varied fabrics. This includes garment finishing techniques. The garment is used for the purposes of confirming elements of design and production requirements.

This unit applies to individuals working in accordance with an existing design concept but who contribute to the design process by testing design feasibility and providing feedback and input on practical production issues.

No licensing or certification requirements exist at the time of publication. Relevant legislation, industry standards and codes of practice within Australia must be applied.

Pre-requisite Unit

Nil

Competency Field

Apparel and Textile Production

Elements and Performance Criteria

Elements	Performance Criteria
Elements describe the essential outcomes.	Performance criteria describe the performance needed to demonstrate achievement of the element.
1. Prepare for prototype cutting and sewing	1.1 Collect and organise relevant information on design prototype 1.2 Review information and identify potential construction challenges and constraints 1.3 Prepare and adjust machines according to specifications for work
2. Cut fabrics	2.1 Obtain and check pattern pieces against specification

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Elements	Performance Criteria
Elements describe the essential outcomes.	Performance criteria describe the performance needed to demonstrate achievement of the element.
	2.2 Check fabric width, quality and layout in preparation for pattern placement
	2.3 Lay out pattern pieces on fabric for most efficient fabric use and secure or chalk to the fabric to match fabric pattern, nap and weave
	2.4 Identify issues and options to achieve best outcome and liaise with others involved in the design and production process
	2.5 Safely use equipment to cut fabric to specifications
3. Sew garment components	3.1 Lay out garment components according to sequence of operations
	3.2 Select and use sewing techniques to assemble components
	3.3 Check garment for sizing and appearance
	3.4 Identify issues and options to achieve best outcome and liaise with others involved in the design and production process
	3.5 Adjust garment to better display design characteristics and other features
4. Complete prototype	4.1 Select and use garment finishing techniques specified in the design
	4.2 Press garment according to fabric requirements and garment construction details
	4.3 Complete final quality check against original design concept
	4.4 Note any assembly issues and inform appropriate personnel

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

- Reading skills to interpret design specifications
- Oral communication skills to liaise with others on operational matters
- Numeracy skills to work with spatial concepts and take accurate measurements.

Other foundation skills essential to performance are explicit in the performance criteria of this unit.

Unit Mapping Information

Supersedes and is not equivalent to MSTFD4011 Cut fabrics for prototype designs or MSTFD4016 Sew design prototypes.

Links

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

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