



Australian Government

**MSTFD3005 Use skin, fur or leather to
create fashion or textile products**

Release: 1

MSTFD3005 Use skin, fur or leather to create fashion or textile products

Modification History

Release 1. Supersedes and is equivalent to LMTML3005A Use skin, fur or leather in millinery products

Application

This unit of competency covers the skills and knowledge to use skin, fur or leather to create or embellish fashion, textiles or textile products, such as simple garments, accessories and millinery.

Skills and knowledge in design and production will include the required dimensions of the animal skin or pelt, the techniques and resources required to carry out production according to the design, the intended purpose of the finished product, and the views of the customer in using particular animal skins or pelts.

Skin, fur and leather may be incorporated by hand or simple machining. Work may be conducted in small to large scale enterprises and may involve individual and team activities. Work is performed within defined procedures under direct supervision.

The unit does not include working with footwear.

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

Pre-requisite Unit

Nil

Competency Field

Fashion design and technology

Unit Sector

Not applicable

Elements and Performance Criteria

Elements describe the essential outcomes.

Performance criteria describe the performance needed to demonstrate achievement of the element.

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|---|-----------------------------------|-----|---|
| 1 | Determine job requirements | 1.1 | Follow standard operating procedures (SOPs) |
| | | 1.2 | Comply with work health and safety (WHS) |

- requirements at all times
- 1.3 Use appropriate personal protective equipment (PPE) in accordance with SOPs
 - 1.4 Identify job requirements from specifications, drawings, job sheets or work instructions
- 2 **Prepare to use skin, fur or leather**
- 2.1 Determine requirements of design brief
 - 2.2 Draft pattern or select existing pattern according to design and performance requirements
 - 2.3 Select materials according to design and production requirements
 - 2.4 Select materials according to legal and environmental regulations and considerations
 - 2.5 Identify production resource requirements and prepare work area and equipment
- 3 **Produce components**
- 3.1 Make up pattern as a toile for testing, as required
 - 3.2 Prepare materials according to the requirements for the type of material and the production requirements
 - 3.3 Dampen animal materials, stretch, thin, block and dry, as appropriate
 - 3.4 Cut materials to selected pattern
 - 3.5 Comply with relevant workplace procedures
- 4 **Produce product and finalise production**
- 4.1 Join pieces, sew or bond appropriately for design and material
 - 4.2 Trim and finish product
 - 4.3 Check product against design and production requirements
 - 4.4 Produce product ready for packaging, storage or despatch

4.5 Complete production process, including housekeeping and required documentation

Foundation Skills

This section describes those required skills (language, literacy and numeracy) that are essential to performance.

Foundation skills essential to performance are explicit in the performance criteria of this unit of competency.

Range of Conditions

This field allows for different work environments and conditions that may affect performance. Essential operating conditions that may be present (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) are included.

Workplace procedures include one or more of the following:

- requirements prescribed by legislation, awards, agreements and conditions of employment
- SOPs
- work instructions
- PPE
- 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
- WHS practices
- the relevant industry or Australian Standards that are current at the time this unit is being undertaken

Australian Standards include:

Performance requirements include one or more of the following:

- purpose of textile product, including utility, decoration, artistic creation, protection, warmth, durability and embellishment
- purpose of garments or millinery items, including sportswear, fashion, theatre, work-wear, sun protection, wet weather protection and warmth
- the durability/wearability and social sensitivity of various skins and pelts
- how the material will perform in various situations, such as heat, wet, cold and sun

- how the selected material will respond to dampening, cutting, stretching, drying, sewing and other production processes

Resource requirements include one or more of the following:

- well-ventilated and lit work area
- facilities and equipment for:
 - measuring and cutting
 - dampening
 - stretching
 - blocking
 - dyeing and working with chemicals
 - drying
 - sewing and bonding
- PPE

Unit Mapping Information

Release 1. Supersedes and is equivalent to LMTML3005A Use skin, fur or leather in millinery products

Links

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