



Australian Government

MSTFD4002 Apply principles of colour theory to fashion design development

Release: 2

MSTFD4002 Apply principles of colour theory to fashion design development

Modification History

Release 2. Supersedes and is equivalent to MSTFD4002 Apply principles of colour theory to fashion design development (Release 1).

Pre-requisite unit, MSTGN2011 Identify fibres, fabrics and textiles used in the TCF industry, is **superseded by** MSTGN2013 Identify fibres, fabrics and textiles used in the TCF industry.

Release 1. Supersedes and is equivalent to LMTFD4002B Apply principles of colour theory to fashion design development.

Application

This unit of competency covers the skills and knowledge required to apply principles of colour theory to fashion design development.

The unit of competency applies to identifying the elements and principles of colour theory, and how they impact on the design process when developing fashion products. It includes the development of a colour wheel and a colour chart for an identified design concept. It applies to using colour in any area of the fashion design process, to create visual effects, influence mood and develop design directions based on colour choices.

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

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

Pre-requisite Unit

MSTGN2013 Identify fibres, fabrics and textiles used in the TCF industry

MSTFD2005 Identify design process for fashion designs

Competency Field

Fashion design and technology

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 | <ul style="list-style-type: none">1.1 Follow standard operating procedures (SOPs)1.2 Comply with work health and safety (WHS) requirements at all times1.3 Use appropriate personal protective equipment (PPE) in accordance with SOPs1.4 Determine job requirements from specifications, job sheets or work instructions |
| 2 | Investigate colour and colour theory | <ul style="list-style-type: none">2.1 Identify sources of information on colour and colour theory2.2 Identify the attributes and dimensions of colour2.3 Identify the application of colour theory to the fashion design process |
| 3 | Experiment with colour for fashion design | <ul style="list-style-type: none">3.1 Identify the criteria of an identified fashion design brief3.2 Investigate colour combinations and relationships for use in fashion design3.3 Identify visual or optical effects of colour and colour schemes3.4 Investigate colour forecasting options3.5 Mix colours to create new combinations or schemes3.6 Use appropriate tools and equipment to prepare a colour wheel and shade scale or chart according to colour mixing principles3.7 Identify fabric and colour-match all components for production |
| 4 | Use colour to communicate concept or idea | <ul style="list-style-type: none">4.1 Identify different uses of colour and compare impact on concept or idea4.2 Apply colour to fashion templates and use colour to develop fashion storyboards and reflect design concept |

- 4.3 Check colour chart complies with design brief and quality criteria
- 4.4 Document and store colour investigations for future reference

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 requirements

- Australian Standards include:**
- the relevant industry or Australian Standards that are current at the time this unit is being undertaken

- Visual or optical effects include two or more of the following:**
- size
 - density
 - value
 - visual mixing
 - simultaneous contrast

- motion
- texture

Criteria for a fashion design brief include two or more of the following:

- subject matter/garment
- style
- effects
- colour
- size
- fabric
- quantity
- timeframe

Tools and equipment include two or more of the following:

- digital equipment
- software
- fabrics
- hand tools
- pencils, crayons, pens, brushes and paints
- paper and cardboard

Unit Mapping Information

Release 2. Supersedes and is equivalent to MSTFD4002 Apply principles of colour theory to fashion design development (Release 1).

Release 1. Supersedes and is equivalent to LMTFD4002B Apply principles of colour theory to fashion design development.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a203ec5c-de7d-406b-b3e1-8fla9b76e92e>