

MSTFD4016 Sew design prototypes

Release: 1

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Modification History

Release 1. Supersedes and is equivalent to LMTFD4016B Sew design prototypes

Application

This unit of competency covers the skills and knowledge required to assemble a prototype garment using commercial machines.

The unit of competency applies to producing a garment that is not designed to be worn but will be used for the purposes of confirming elements of design and production requirements.

This unit covers sewing and assembly skills only.

Work 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

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.

- 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

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2	Prepare for garment assembly	2.1	Collect and organise relevant information on design concept
		2.2	Prepare work pieces according to design concept
		2.3	Lay out pattern pieces and pin or tack to the fabric to match fabric pattern, nap and weave
		2.4	Lay out garment components according to sequence of assembly operations
		2.5	Set up workbench and seating and adjust machines according to specifications for work
3	Assemble garment components	3.1	Assemble components according to WHS practices and accepted garment assembly techniques
		3.2	Check garment for sizing and appearance
		3.3	Adjust garment to better display design characteristics and correct fabric alignment, garment fitting and other features
4	Complete prototype	4.1	Complete required hand sewing and finishing according to design concept requirements
		4.2	Press garment according to fabric requirements and garment construction details
		4.3	Check quality and impact of finished garment against original design concept
		4.4	Note any assembly issues and inform appropriate personnel

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.

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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
- 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

Australian Standards include:

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

Work pieces include one or more of the following:

- pieces of fabric which have been cut according to the pattern requirements
- a range of fabric types, including cottons, woollens, synthetics, velvets, lace, stretch and knitted
- single and multi-directional prints
- interfacings and linings

Fabric includes one or more of the following:

- lace
- · woven and knitted fabrics and threads, such as denim
- single knits
- tricot
- gabardine

Garment components include the following:

- sleeves
- waistbands (straight/shaped)
- collars
- cuffs
- plackets
- facings (neck and armhole)

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- binds
- zips (dress, skirt, trouser and invisible)
- buttons and buttonholes

Machines include one or more of the following: commercial sewing machine

three thread overlocker

zigzag sewing machine

Appropriate personnel include one or more of the following:

patternmakers

designers

production personnel

sample machinists

Unit Mapping Information

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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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