



Australian Government

MSTGN3006 Draw 3-D designs

Release: 1

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Modification History

Release 1. Supersedes and is equivalent to LMTGN3008A Draw 3D designs

Application

This unit of competency covers the skills and knowledge required to draw 3-D designs for custom-made and production textile, clothing and footwear (TCF) products.

The unit of competency applies to the illustration or drawing of designs from the designer or rough sketch. The 3-D drawings feature all perspectives of the product, and are used as a communication tool for construction or promotional purposes. The drawing may be done manually or by computer.

This unit of competency is applicable to all sectors of the TCF industry.

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

Generic

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
- 2 **Prepare for drawing**
 - 2.1 Select and prepare drawing tools and equipment
 - 2.2 Set up workbench and seating according to WHS practices
 - 2.3 Interpret designer or rough sketch based on workplace procedures and input from client, designer, producer or a record of an existing product
 - 2.4 Identify features, specifications and quality criteria for drawing
- 3 **Apply 3-D drawing techniques**
 - 3.1 Accurately draw design of product using templates, where required, and showing relevant viewing or placement angles
 - 3.2 Draw front, back and profile views of the product
 - 3.3 Confirm drawing with customer or designer and make necessary adjustments to meet requirements
- 4 **Finalise 3-D designs**
 - 4.1 Render finalised drawing according to requirements by hand or computer
 - 4.2 Select presentation materials, tools and equipment
 - 4.3 Apply visual presentation techniques to final illustration
 - 4.4 Present final illustration of 3-D design to client
 - 4.5 File and store 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
 - 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

- Input includes, but is not limited to, one or more of the following:**
- verbal description from client
 - discussion between client and producer
 - discussion and description between producer and designer
 - a record of an existing product

- Interpret includes, but is not limited to, three or more of the following:**
- parts or sections of the product
 - trims or features
 - shape and silhouette
 - colour
 - textures
 - balance
 - how the product is worn
 - traditional and non-traditional materials

- Product includes, but is not limited to, one or more of the following:**
- headwear
 - footwear
 - accessories
 - garment

- other textile product

Angles include, but are not limited to, one or more of the following:

- side
- front
- back
- square

Unit Mapping Information

Release 1. Supersedes and is equivalent to LMTGN3008A Draw 3D designs

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a203ec5c-de7d-406b-b3e1-8f1a9b76e92e>