



Australian Government

Department of Education, Employment and Workplace Relations

LMT60307 Advanced Diploma of Applied Fashion Design and Technology

Revision Number: 1

LMT60307 Advanced Diploma of Applied Fashion Design and Technology

Modification History

Not applicable.

Description

Job roles/employment outcomes

The Advanced Diploma of Applied Fashion Design and Technology covers occupations such as fashion designers and design management. A pathway can also be packaged to cover employment outcomes in advanced patternmaking, product development and management of fashion design systems.

Application

This qualification is designed to be an advanced level qualification in technical, management and design skills within fashion enterprises.

Pathways into the qualification

Direct entry into this qualification requires completion of a total of forty five (45) units according to the rules described below.

Credit may be granted towards this qualification by those who have completed Diploma of Applied Fashion Design and Technology or achieved equivalent industry experience.

Pathways from the qualification

Further training pathways from this qualification include other relevant graduate certificate and further qualifications.

Licensing considerations

There are no specific licences that relate to this qualification. However, some units in this qualification may have licensing or regulatory requirements in some environments. Local regulations should be checked for details.

Pathways Information

Not applicable.

Licensing/Regulatory Information

Not applicable.

Entry Requirements

Not applicable.

Employability Skills Summary

EMPLOYABILITY SKILLS QUALIFICATION SUMMARY

Employability Skills Summary - Advanced Diploma of Applied Fashion Design and Technology

The following table contains a summary of the Employability Skills as identified by the fashion design industries for this qualification. This table should be interpreted in conjunction with the detailed requirements of each unit of competency packaged in this qualification. The outcomes described here are broad industry requirements that reflect skill requirements for this level.

Employability Skill	Industry/enterprise requirements for this qualification include:
Communication	<ul style="list-style-type: none"> • use information and communication technology to gather and interpret data related to the development of fashion items and designs • research process and products using a range of information sources • develop design specifications in consultation with client and design team • make calculations to determine production specifications • communicate with clients and design team • complete documentation and maintain records • produce detailed patterns to guide production • negotiate designs with clients • interact with and negotiate with industry representatives
Teamwork	<ul style="list-style-type: none"> • exchange information with clients and design team • provide support to production team • gather and provide feedback on design and production processes • work with others throughout the design and production process • provide leadership and direction to others in the design and production team • participate in sustainability improvements
Problem-solving	<ul style="list-style-type: none"> • analyse suitability of materials for design concept • analyse and apply design influences to determine trends and opportunities • evaluate information to guide design development and processes • make modifications to designs or techniques based on

EMPLOYABILITY SKILLS QUALIFICATION SUMMARY

	<ul style="list-style-type: none">client requirements or resource issues• identify and address design and production problems• determine specifications to meet objectives• assess commercial viability of designs• identify and report potential environmental hazards• identify and report environmental features, regulations, insurance requirements, legal requirements and other factors which may affect the product or service to be provided
Initiative and enterprise	<ul style="list-style-type: none">• develop new fashion designs for a target market• identify design opportunities• sell ideas to clients• determine promotional opportunities for work• explore creative possibilities for fashion designs• identify opportunities for improvement to environmental performance
Planning and organising	<ul style="list-style-type: none">• plan processes to achieve desired outcomes within agreed time-frames• ensure work station and equipment are set up so that work requirements are met• manage design and production processes• monitor resource use• produce and test fashion design samples• develop and implement contingency plans when responding to incidents and problems
Self-management	<ul style="list-style-type: none">• monitor own work against workplace, industry and quality standards• adjust processes or techniques as required according to variations in requirements• implement and apply OHS practices in the workplace• seek feedback on own work to assess areas for improvement• test quality and viability of own work• conduct work in a manner which minimises waste• maintain currency of knowledge of fashion trends, techniques and influences• monitor use of resources
Learning	<ul style="list-style-type: none">• assess own skill requirements and seek further development if required• develop or adjust processes based on new information• maintain current knowledge and skill in fashion

EMPLOYABILITY SKILLS QUALIFICATION SUMMARY

	<p>trends, techniques and influences</p> <ul style="list-style-type: none"> • seek feedback from target market on fashion designs and products • use design tools to explore and test design concepts • experiment with fabrics, design concepts and production techniques • learn about sustainability developments relating to work practice
Technology	<ul style="list-style-type: none"> • use information and communication technology to acquire, manage and share data and information • use computer-aided design technology in the development of fashion designs • use machinery and equipment efficiently in the production of samples

Packaging Rules**Packaging Rules**

To be awarded the Advanced Diploma of Applied Fashion Design and Technology, competency must be achieved in forty-five (45) units of competency.

- Fifteen (15) core units of competency
- Thirty (30) elective units of competency as specified below.

If the Diploma of Applied Fashion Design and Technology has been achieved, an additional ten (10) units are required to gain the Advanced Diploma of Applied Fashion Design and Technology. All core units must be achieved and any Advanced Diploma core units not achieved at the Diploma must be completed as part of the additional 10 units required for the Advanced Diploma. Units that have been credited towards lower level qualifications must not be selected in the additional ten (10) unit requirement.

Note: Where prerequisite units apply, these have been noted, and must be considered in the total number of units.

CORE UNITS

Complete all fifteen (15) units from this list

Unit code	Unit title
LMTCL2003B	Identify fibres and fabrics
LMTCL2010B	Modify patterns to create basic styles
LMTCL2011B	Draw and interpret a basic sketch
LMTCL3001B	Identify fabric performance and handling requirements
LMTFD2005B	Identify design process for fashion designs
LMTFD4001B	Apply design studio process
LMTFD4006B	Interact and network with fashion industry participants
LMTFD4012B	Develop product specifications for fashion design
LMTFD6001B	Evaluate commercial viability of designs
LMTFD6002B	Manage product development of fashion designs
LMTFD6003B	Manage fashion design process
LMTFD6006B	Develop a fashion range
LMTFD6008B	Apply studio processes to create and produce designs for commercial production
LMTGN2001B	Follow defined OH&S policies and procedures
MSAENV272B	Participate in environmentally sustainable work practices

ELECTIVE UNITS

Select thirty (30) units as specified below.

- A minimum of twenty-three (23) units must be selected from Group A
- A maximum of eight (8) units may be selected from Group B
- The remainder must be selected from Group A.
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GROUP A

Unit code	Unit title	Prerequisites
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Unit code	Unit title	Prerequisites
LMTCL3009B	Develop patterns from a block using basic patternmaking principles	
LMTFD3004B	Draw a trade drawing for fashion design	
LMTFD4002B	Apply principles of colour theory to fashion design development	LMTCL2003B LMTFD2005B
LMTFD4003B	Assist in preparation of preliminary design concepts	
LMTFD4004B	Calculate cost estimates for fashion products	
LMTFD4005B	Communicate and sell design concepts	
LMTFD4007B	Conduct quality assurance for patterns	
LMTFD4008B	Construct stock size block for garment to meet size and fit specifications	
LMTFD4010B	Create pattern to meet design specifications applying advanced patternmaking principles	LMTCL3009B
LMTFD4011B	Cut fabrics for prototype designs	
LMTFD4013B	Grade 2D patterns	
LMTFD4014B	Identify influences on contemporary fashion designs and construction	

Unit code	Unit title	Prerequisites
	techniques	
LMTFD4015B	Create pattern from block to meet customer specifications	LMTCL3009B LMTFD4010B
LMTFD4016B	Sew design prototypes	
LMTFD4017B	Source materials and resources for production of fashion design	
LMTFD4018B	Use and apply sizing systems appropriate for fashion design	
LMTFD4020B	Use electronic fashion design tools	
LMTFD4021B	Drape fabrics to make patterns	
LMTFD5001B	Design bras and swimwear	LMTCL2010B LMTFD4003B
LMTFD5002B	Develop and test patterns for bras and swimwear	LMTCL2004B LMTCL3009B
LMTFD5003B	Analyse fit model	
LMTFD5004B	Develop marketing plans for fashion products	
LMTFD5005B	Manipulate fabrics to create new finishes	LMTCL2003B LMTCL3001B
LMTFD5006B	Evaluate fashion designs against set criteria	
LMTFD5007B	Analyse influences on contemporary fashion	LMTFD4014B

Unit code	Unit title	Prerequisites
	designs	
LMTFD5008B	Conduct fashion design purchasing	
LMTFD5009B	Cost design production	
LMTFD5010B	Develop and present design concepts within specific guidelines	
LMTFD5011B	Produce fashion illustrations	
LMTFD5012B	Perform contour draping	LMTFD4021B
LMTFD5013B	Develop merchandising plans for fashion products	
LMTFD5014B	Construct complex blocks for fashion garments	LMTFD4008B
LMTFD5015B	Develop patterns for complex fashion garments	LMTCL3009B LMTFD4010B LMTFD4015B
LMTFD5016B	Grade shaped patterns	LMTFD4013B
LMTFD5017B	Apply design studio processes to meet client brief	
LMTFD5018B	Determine and specify advanced construction processes	
LMTFD5019B	Analyse individual fit and make pattern alterations	LMTCL3009B LMTFD4010B
LMTFD6004B	Manage advanced	LMTFD4013B LMTFD5016B

Unit code	Unit title	Prerequisites
	patternmaking processes	
LMTFD6005B	Drape structured over-garments	LMTFD4021B LMTFD5012B
LMTFD6007B	Implement specialised patternmaking technologies	
LMTFD6009B	Analyse fashion industry textiles to guide commercial development	
LMTGN2009B	Operate computing technology in a Textiles, Clothing and Footwear workplace	
LMTGN5001B	Participate in production planning processes	
LMTGN5002B	Coordinate quality assurance for textiles, clothing and footwear products and services	
LMTGN5003B	Work with international textiles, clothing and footwear supply chains	
LMTGN6001B	Develop and implement a sales and marketing strategy	
LMTGN6002B	Manage quality system and procedures	
LMTGN6003B	Research and evaluate processes and products	
LMTGN6004B	Negotiate and manage	

Unit code	Unit title	Prerequisites
	contracts to produce finished design products	

GROUP B

Other Fashion Design and Technology units that are available at Certificate IV (maximum 1), Diploma (maximum 7) and Advanced Diploma (maximum 1)
Other TCF Training Package units that are available at Certificate IV (maximum 1), Diploma (maximum 7) and Advanced Diploma (maximum 1)
Units from other endorsed Training Packages and accredited courses at Certificate IV (maximum 1), Diploma (maximum 7) and Advanced Diploma (maximum 1)