



Australian Government

MSTAT3001 Produce technical drawings of garments

Release: 1

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Modification History

Release 1. Unit code, Title and Application changed. Title changed to reflect broader context beyond fashion design. Elements and Performance Criteria simplified with Elements 1 and 2 combined. Foundation Skills field populated. Range of Conditions removed with relevant information moved to Knowledge Evidence. Assessment Requirements clarified with generic foundation skills statements moved to appropriate section and duplication with Performance Criteria removed. Supersedes and is equivalent to MSTFD3004 Draw a trade drawing for fashion design.

Application

This unit describes the skills and knowledge required to create technical drawings that are accurate, symmetrical and to scale and accurate based on garment design documentation. Technical drawings are used to support the design and production process and may be created using manual or computer-aided techniques.

The unit applies to individuals working in accordance with established procedures and technical drawing conventions.

No licensing or certification requirements exist at the time of publication. Relevant legislation, industry standards and codes of practice within Australia must be applied.

Competency Field

Apparel and Textile Production

Elements and Performance Criteria

Elements	Performance Criteria
Elements describe the essential outcomes.	Performance criteria describe the performance needed to demonstrate achievement of the element.
1. Determine drawing requirements	1.1 Identify all garment characteristics, components and specifications from design documentation 1.2 Select and prepare drawing tools, equipment and workstation 1.3 Select appropriate templates to prepare technical drawing
2. Produce drawing	2.1 Create drawing that meets accurately represents garment and its features 2.2 Use established drawing conventions 2.3 Identify and accurately label drawing and include required notes on construction and design features to support production

Elements	Performance Criteria
Elements describe the essential outcomes.	Performance criteria describe the performance needed to demonstrate achievement of the element.
3. Check and finalise drawing	3.1 Assess drawing against design specifications and required drawing standards 3.2 Make adjustments to sketch based on assessment 3.3 Process and store drawing in accordance with workplace procedures

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

- Reading skills to interpret design documentation
- Writing skills to use drawing symbols and notations and provide simple factual information to support drawings
- Numeracy skills to take accurate measurements, make calculations related to scale and work with geometric concepts.

Other foundation skills essential to performance are explicit in the performance criteria of this unit.

Unit Mapping Information

Release 1. Supersedes and is equivalent to MSTFD3004 Draw a trade drawing for fashion design.

Links

Companion Volume implementation guides are found in VETNet -

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

Assessment Requirements for MSTAT3001 Produce technical drawings of garments

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Performance Evidence

There must be evidence the candidate has completed the tasks outlined in the elements and performance criteria of this unit, and demonstrated the ability to:

- produce technical drawings of at least three different garment types that are accurate, in proportion and include:
 - both front and back view
 - accurate labelling
 - required annotations.
- for the three product drawings:
 - include six of the following garment features in any combination:
 - buttons
 - collar
 - dart
 - design lines
 - neckline
 - pockets
 - silhouette
 - sleeve
 - waistband
 - zip
 - include two of the following detailing and embellishment features in any combination:
 - bow or tie
 - drape
 - elasticsation
 - fabric effect (lace or fur or knitwear)
 - frill or gather
 - pin tuck or tuck

- pleat
- quilting
- stitching, top or edge.
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Knowledge Evidence

There must be evidence the candidate has knowledge of:

- role of technical drawings in garment design and production
- information required to create a technical drawing
- mathematical processes for creating a technical drawing
- role and use of templates and different types of templates:
 - front and back full body view
 - adult and children's templates for different body types
 - upper torso/lower torso
 - swimwear/lingerie
 - full body with arms and legs extended from torso
 - ½ turn / side view
- types and features of drawing tools and equipment for both manual and computer-aided drawing
- fabric performance characteristics that affect the way garments are drawn
- how to present different garment features, detailing and special effects on drawings
- types of lines used to represent garment specifications
- technical drawing standards in garment production:
 - proportion
 - perspective
 - symmetry and balance
 - fabric performance
 - inclusion of detailing
 - neatness
- types of additional information that may be needed to support sketches.
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Assessment Conditions

Skills must have been demonstrated in the workplace or in a simulated environment that reflects workplace conditions and contingencies. The following conditions must be met for this unit:

- use of suitable facilities, equipment and resources, including:
 - garment design documentation
 - drawing equipment.

Assessors must satisfy the NVR/AQTF mandatory competency requirements for assessors.

Links

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