



Australian Government

MSTAT6002 Design a garment range

Release: 1

MSTAT6002 Design a garment range

Modification History

Release 1. Unit Code, Title and Application changed. Title changed to broaden application. Element 1 removed. 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 MSTFD6006 Develop a fashion range.

Application

This unit describes the skills and knowledge required to design, cost and present concepts for a garment range of at least ten pieces. The range is based on a central idea such as the performance outcome of the garments, occasion, theme or storyline.

This unit applies to designers.

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

Pre-requisite Unit

Nil

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. Prepare to develop a fashion range	1.1 Interpret design brief and establish parameters of the project 1.2 Clarify roles of the design team and research fashion trends and relevant information, including availability of materials 1.3 Analyse styles, colours, stories or themes of fashion ranges, and fabric selection availability and performance characteristics 1.4 Identify supply chains for range development 1.5 Obtain profile of target market and analyse relevant current styles and fashion trends

Elements	Performance Criteria
Elements describe the essential outcomes.	Performance criteria describe the performance needed to demonstrate achievement of the element.
2. Develop initial concepts	2.1 Identify potential concepts based on research and analysis 2.2 Use testing and experimentation to develop concepts and their themes, fabrics and colours 2.3 Identify potential range styles, trims and accessories based on target market 2.4 Select appropriate concepts for development in consultation with other members of the team
3. Develop range	3.1 Research and confirm production feasibility based on the needs of the selected concepts 3.2 Refine range concepts for commercial and production feasibility using testing and experimentation 3.3 Prepare visual information, samples and other documentation in appropriate format to communicate range features
4. Cost range	4.1 Check and confirm all items and resources to be costed for range 4.2 Calculate accumulated time required for range to ascertain labour cost 4.3 Obtain material costs from relevant sources and compare and then calculate total range design costs 4.4 Negotiate amendments or modifications to range to ensure design is within budget
5. Present range	5.1 Use prepared materials and presentation techniques to create an effective presentation that is tailored to the target audience 5.2 Outline features and benefits of designs in a positive manner that encourages approval 5.3 Include all development brief and workplace requirements in the presentation 5.4 Produce and share records of sample and range development

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 source and interpret diverse conceptual and technical information about garment design and production
- Writing skills to structure and prepare cohesive reports about range development
- Oral communication skills to collaborate with others in a creative process
- Numeracy skills to make accurate calculations and evidence-based estimates about range costs

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

Unit Mapping Information

Supersedes and is equivalent to MSTFD6006 Develop a fashion range.

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 MSTAT6002 Design a garment range

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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:

- design, cost and present concepts for a garment range of at least 10 pieces, with concepts to demonstrate cohesion in use of the elements and principles of design and respond to all of the following aspects of the design brief:
 - business goals
 - end-use requirements
 - ethical, sustainability and product stewardship considerations
 - supply chain management
 - marketing-related issues, including target market characteristics
 - concept style and feature requirements
 - financial considerations
 - production capability
 - quality standards
 - timelines.
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Knowledge Evidence

Evidence must be provided that demonstrates knowledge of:

- elements and principles of design and how they are used to create good garment design and a cohesive range
- wider industry context, considerations and inspirations for range development, including current and emerging local and global trends
- ethical, sustainability and product stewardship considerations
- copyright and intellectual property obligations
- components of a design brief and project parameters and how these impact the design process for a range
- garment production, materials and processes

- design and production costs and how these are calculated and presented, including:
 - time
 - labour
 - materials
 - trims and accessories
 - overheads
 - fabrics
- tools and techniques for presenting range concepts.
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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:
 - a design brief
 - information technology for research and communication
 - fabrics and materials for testing and experimentation.

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

Links

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