



Australian Government

MSTFD2005 Identify design process for fashion designs

Release: 1

MSTFD2005 Identify design process for fashion designs

Modification History

Release 1. Supersedes and is equivalent to LMTFD2005B Identify design process for fashion designs

Application

This unit of competency covers the skills and knowledge required to identify design process for fashion designs.

The unit of competency applies to identifying the criteria for a fashion design brief, and how they impact on the process of producing fashion items. It includes the impact of colour on the design process in a production environment.

Work is conducted according to defined procedures, 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 Determine job requirements from specifications, job

sheets or work instructions

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| 2 | Prepare for fashion design process | 2.1 | Identify the elements and principles of fashion design |
| | | 2.2 | Identify the criteria of an identified fashion design brief |
| | | 2.3 | Investigate colour dimensions and colour combinations for fabrics, accessories and components |
| | | 2.4 | Identify commercial considerations in producing a design |
| | | 2.5 | Prepare tools, equipment and work space |
| | | | |
| 3 | Prepare colour design | 3.1 | Identify relationship between value and intensity and prepare a colour chart for a design brief |
| | | 3.2 | Use appropriate tools and equipment to prepare a colour wheel and shade scale according to colour mixing principles |
| | | 3.3 | Colour match all garment components with identified fabric to prepare colour design for production |
| | | | |
| 4 | Review colour design | 4.1 | Check that colour charts satisfy specifications and quality criteria |
| | | 4.2 | Carry out any changes or adjustments as required |
| | | 4.3 | Document and record design |

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
 - PPE
 - 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 requirements

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

- Criteria for a fashion design brief include three or more of the following:**
- subject matter/garment
 - style
 - effects
 - colour
 - size
 - fabric
 - quantity
 - timeframe

- Tools and equipment include one of more of the following:**
- digital equipment
 - software
 - fabrics
 - hand tools
 - pencils, crayons, pens, brushes and paints
 - paper and cardboard

Unit Mapping Information

Release 1. Supersedes and is equivalent to LMTFD2005B Identify design process for fashion designs

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 MSTFD2005 Identify design process for fashion designs

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Performance Evidence

Evidence required to demonstrate competence in this unit must be relevant to and satisfy all of the requirements of the elements and performance criteria, and include:

- following work instructions, standard operating procedures (SOPs) and safe work practices
- interpreting the criteria of a given fashion design brief
- investigating colour dimensions and colour combinations for a variety of fabrics, accessories and components in response to a design brief
- preparing a colour wheel and shade scale according to colour mixing principles
- preparing a colour chart for a design brief
- colour matching all garment accessories and components with identified fabric to prepare colour design for production
- checking colour chart against design brief and quality criteria, and making adjustments, as required
- documenting and recording design.

Knowledge Evidence

Evidence must be provided that demonstrates knowledge of:

- safe work practices and procedures and use of personal protective equipment (PPE)
- elements and principles of design:
 - repetition
 - gradation
 - rhythm
 - radiation
 - harmony
 - contrast
 - dominance
 - proportion
 - balance
 - unity
- role of colour in fashion design
- colour wheels

- dimensions of colour:
 - value/tone
 - hue
 - chroma/intensity/clarity/saturation
- attributes of colour:
 - mood
 - emotion
 - positive or negative
 - cool, warm or neutral
- colour combinations:
 - complementary or contrasting
 - analogous or harmonious
 - triad
 - monochromatic
- specifications of a design brief:
 - subject matter
 - style
 - effects
 - colour
 - size
 - fabric
 - quantity
 - timeframe
 - colour mixing principles
- components and accessories:
 - zips
 - buttons
 - thread
 - linings
 - trims
- materials, tools and equipment to experiment with colour
- commercial considerations in producing a design:
 - fabric quality
 - cost of fabrics, trims accessories
 - cost of components and accessories
 - single, small run or volume production
 - size range
 - overheads
 - labour
 - transport

- marketing and distribution
- quality criteria:
 - proportion
 - perspective
 - symmetry and balance
 - detailing
 - neatness.

Assessment Conditions

- Assessors must:
 - satisfy the assessor competency requirements that are in place at the time of the assessment, as set by the VET regulator
 - have vocational competency in fashion design at least to the level being assessed, with relevant industry knowledge and experience.
- Assessment should occur in operational workplace situations. Where this is not possible, or where personal safety or environmental damage are limiting factors, assessment must occur in a sufficiently rigorous simulated environment reflecting realistic operational workplace conditions. This must cover all aspects of workplace performance, including environment, task skills, task management skills, contingency management skills and job role environment skills.
- Assessment processes and techniques must be appropriate to the language, literacy and numeracy requirements of the work being performed and the needs of the candidate.
- Conditions for assessment must include access to all tools, equipment, materials and documentation required, including relevant workplace procedures, product and manufacturing specifications associated with this unit.
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