



Australian Government

MSTFD3005 Use skin, fur or leather to create fashion or textile products

Release: 1

MSTFD3005 Use skin, fur or leather to create fashion or textile products

Modification History

Release 1. Supersedes and is equivalent to LMTML3005A Use skin, fur or leather in millinery products

Application

This unit of competency covers the skills and knowledge to use skin, fur or leather to create or embellish fashion, textiles or textile products, such as simple garments, accessories and millinery.

Skills and knowledge in design and production will include the required dimensions of the animal skin or pelt, the techniques and resources required to carry out production according to the design, the intended purpose of the finished product, and the views of the customer in using particular animal skins or pelts.

Skin, fur and leather may be incorporated by hand or simple machining. Work may be conducted in small to large scale enterprises and may involve individual and team activities. Work is performed within defined procedures under direct supervision.

The unit does not include working with footwear.

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 Identify job requirements from specifications, drawings, job sheets or work instructions
2	Prepare to use skin, fur or leather	2.1 Determine requirements of design brief
		2.2 Draft pattern or select existing pattern according to design and performance requirements
		2.3 Select materials according to design and production requirements
		2.4 Select materials according to legal and environmental regulations and considerations
		2.5 Identify production resource requirements and prepare work area and equipment
3	Produce components	3.1 Make up pattern as a toile for testing, as required
		3.2 Prepare materials according to the requirements for the type of material and the production requirements
		3.3 Dampen animal materials, stretch, thin, block and dry, as appropriate
		3.4 Cut materials to selected pattern
		3.5 Comply with relevant workplace procedures
4	Produce product and finalise production	4.1 Join pieces, sew or bond appropriately for design and material
		4.2 Trim and finish product
		4.3 Check product against design and production requirements
		4.4 Produce product ready for packaging, storage or despatch

4.5 Complete production process, including housekeeping and required 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
- 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 practices

Australian Standards include:

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

Performance requirements include one or more of the following:

- purpose of textile product, including utility, decoration, artistic creation, protection, warmth, durability and embellishment
- purpose of garments or millinery items, including sportswear, fashion, theatre, work-wear, sun protection, wet weather protection and warmth
- the durability/wearability and social sensitivity of various skins and pelts
- how the material will perform in various situations, such as heat, wet, cold and sun

- how the selected material will respond to dampening, cutting, stretching, drying, sewing and other production processes

Resource requirements include one or more of the following:

- well-ventilated and lit work area
- facilities and equipment for:
 - measuring and cutting
 - dampening
 - stretching
 - blocking
 - dyeing and working with chemicals
 - drying
 - sewing and bonding
- PPE

Unit Mapping Information

Release 1. Supersedes and is equivalent to LMTML3005A Use skin, fur or leather in millinery products

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 MSTFD3005 Use skin, fur or leather to create fashion or textile products

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Performance Evidence

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

- reading and following work instructions, standard operating procedures (SOPs), safe work practices
- applying relevant standards
- selecting materials and processes to make fashion or textile products that incorporate fur, skin or leather
- developing designs and/or patterns for fashion or textile products that incorporate fur, skin or leather, according to design and performance requirements
- conducting handling and production operations and processes on selected fur, skin or leather and complying with relevant legal and environmental regulations
- applying relevant procedures to produce at least two (2) products using skin, fur or leather
- checking products meet specifications and production requirements
- applying workplace procedures
- completing required documentation

Knowledge Evidence

Evidence must be provided that demonstrates knowledge of:

- safe work practices and procedures and use of personal protective equipment (PPE)
- relevant Australian Standards
- production techniques for identified product
- patternmaking and cutting for accessories, simple garments or millinery
- performance requirements of various finished products
- performance and handling requirements of two (2) or more treated and processed animal skins and pelts, such as:
 - leather
 - suede
 - chamois
 - fur
 - feather
 - reptile

- fish
- man-made alternatives with similar handling/characteristics (such as faux fur and vinyl)
- resource requirements for a range of design, preparation and production techniques using animal skins and pelts
- legal requirements and obligations related to the use of animal skins and pelts, such as:
 - quarantine, importation and exportation issues relating to the use of furs, skins and hides
 - treatment and preservation requirements of animal pelts
 - social sensitivity
 - animal protection
- required documentation, such as:
 - item or batch number and date of finished item
 - customer order information
 - dispatch information
 - customer invoicing
- safety and environmental aspects of related to workplace operation and handling
- quality standards
- workplace procedures
- recording and reporting procedures

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 using skin, fur or leather in fashion or textile production, 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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