



Australian Government

MSTFD4002 Apply principles of colour theory to fashion design development

Release: 2

MSTFD4002 Apply principles of colour theory to fashion design development

Modification History

Release 2. Supersedes and is equivalent to MSTFD4002 Apply principles of colour theory to fashion design development (Release 1).

Pre-requisite unit, MSTGN2011 Identify fibres, fabrics and textiles used in the TCF industry, is **superseded by** MSTGN2013 Identify fibres, fabrics and textiles used in the TCF industry.

Release 1. Supersedes and is equivalent to LMTFD4002B Apply principles of colour theory to fashion design development.

Application

This unit of competency covers the skills and knowledge required to apply principles of colour theory to fashion design development.

The unit of competency applies to identifying the elements and principles of colour theory, and how they impact on the design process when developing fashion products. It includes the development of a colour wheel and a colour chart for an identified design concept. It applies to using colour in any area of the fashion design process, to create visual effects, influence mood and develop design directions based on colour choices.

Work is supervised and may be conducted 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

MSTGN2013 Identify fibres, fabrics and textiles used in the TCF industry

MSTFD2005 Identify design process for fashion designs

Competency Field

Fashion design and technology

Elements and Performance Criteria

Elements describe the essential outcomes.

Performance criteria describe the performance needed to demonstrate achievement of the element.

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|---|--|---|
| 1 | Determine job requirements | <div>1.1 Follow standard operating procedures (SOPs)</div> <div>1.2 Comply with work health and safety (WHS) requirements at all times</div> <div>1.3 Use appropriate personal protective equipment (PPE) in accordance with SOPs</div> <div>1.4 Determine job requirements from specifications, job sheets or work instructions</div> |
| | | |
| 2 | Investigate colour and colour theory | <div>2.1 Identify sources of information on colour and colour theory</div> <div>2.2 Identify the attributes and dimensions of colour</div> <div>2.3 Identify the application of colour theory to the fashion design process</div> |
| | | |
| 3 | Experiment with colour for fashion design | <div>3.1 Identify the criteria of an identified fashion design brief</div> <div>3.2 Investigate colour combinations and relationships for use in fashion design</div> <div>3.3 Identify visual or optical effects of colour and colour schemes</div> <div>3.4 Investigate colour forecasting options</div> <div>3.5 Mix colours to create new combinations or schemes</div> <div>3.6 Use appropriate tools and equipment to prepare a colour wheel and shade scale or chart according to colour mixing principles</div> <div>3.7 Identify fabric and colour-match all components for production</div> |
| | | |
| 4 | Use colour to communicate concept or idea | <div>4.1 Identify different uses of colour and compare impact on concept or idea</div> <div>4.2 Apply colour to fashion templates and use colour to develop fashion storyboards and reflect design concept</div> |

- 4.3 Check colour chart complies with design brief and quality criteria
- 4.4 Document and store colour investigations for future reference

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

- Visual or optical effects include two or more of the following:**
- size
 - density
 - value
 - visual mixing
 - simultaneous contrast

- motion
- texture

Criteria for a fashion design brief include two or more of the following:

- subject matter/garment
- style
- effects
- colour
- size
- fabric
- quantity
- timeframe

Tools and equipment include two or more of the following:

- digital equipment
- software
- fabrics
- hand tools
- pencils, crayons, pens, brushes and paints
- paper and cardboard

Unit Mapping Information

Release 2. Supersedes and is equivalent to MSTFD4002 Apply principles of colour theory to fashion design development (Release 1).

Release 1. Supersedes and is equivalent to LMTFD4002B Apply principles of colour theory to fashion design development.

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 MSTFD4002 Apply principles of colour theory to fashion design development

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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
- applying relevant standards
- creating a portfolio of fashion pictures and illustrations that reflect different visual or optical effects, moods and colour schemes
- interpreting the criteria of a given fashion design brief
- identifying at least 2 colour forecasting sources
- preparing a colour wheel and shade scale according to colour mixing principles
- preparing a colour chart for a story board for a design concept
- 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 if 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)
- relevant Australian Standards
- sources of information on colour and colour theory
- 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
- role of colour in fashion design
- 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
- components of a storyboard:
 - fabrics
 - colours
 - sketches
 - illustrations
 - shapes
 - textures
 - specifications
 - fabric swatches
- commercial considerations in producing a design
 - fabric quality

- cost of fabrics, trims and accessories
- cost of components and accessories
- single, small run or volume production
- size range
- overheads
- labour
- transport
- marketing and distribution
- colour forecasting
- 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 colour 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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