



Australian Government

MSTFD4009 Create and edit digital embroidery designs

Release: 2

MSTFD4009 Create and edit digital embroidery designs

Modification History

Release 2. Supersedes and is equivalent to MSTFD4009 Create and edit digital embroidery designs (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Pre-requisite unit, MSTGN2011 Identify fibres, fabrics and textiles used in the TCF industry, is **superseded by** MSTGN2013 Identify fibres, fabrics and textiles used in the TCF industry.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 LMTFD4009B Create and edit digital embroidery designs.

Application

This unit of competency covers the skills and knowledge required to create and edit digital embroidery designs using specialised software programs.

This unit of competency applies digital embroidery effects on a wide range of garments and fabrics.

This unit requires the use of computers.

Work 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

MSTGN20 Identify fibres, fabrics and textiles used in the TCF
13 industry

MSTCL30 Set and produce digital embroidery
08

Competency Field

Unit Sector

Not applicable

Elements and Performance Criteria

Elements describe the Performance criteria describe the performance needed to

essential outcomes.	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 create and edit digital embroidery designs	2.1 Identify specifications in design brief and determine embroidery characteristics 2.2 Select available equipment, software program and embroidery tools 2.3 Identify machine requirements and garment considerations
3 Create original embroidery design	3.1 Create design concept and prepare for presentation to client 3.2 Review design concept against brief and modify as required to gain approval for development 3.3 Develop design using appropriate tools and equipment 3.4 Develop design specifications to guide production
4 Edit embroidery design	4.1 Select suitable designs or images for editing 4.2 Import designs into software programs 4.3 Edit designs and adjust characteristics to achieve design objectives 4.4 Determine production specifications
5 Review and store	5.1 Seek feedback and check design satisfies design

**embroidery
design****objectives**

- 5.2 Modify design and improve where possible
- 5.3 Store, organise and protect designs

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
- 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

Embroidery specifications include one or more of the following:

- content
- colour
- dimensions
- stitch type and size
- font
- fill

Garment considerations include one or more of the following:

- type of fabric
- fabric characteristics
- colour of fabric
- positioning of design
- suitability of size, design, colour

Equipment include one or more of the following:

- desk top computer
- ipad
- laptop
- notebook computer

Embroidery tools and equipment include the following:

- software programs and templates
- hardware peripherals, such as scanners and printers
- paper and pens

Unit Mapping Information

Release 2. Supersedes and is equivalent to MSTFD4009 Create and edit digital embroidery designs (Release 1).

Release 1. Supersedes and is equivalent to LMTFD4009B Create and edit digital embroidery 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 MSTFD4009 Create and edit digital embroidery designs

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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) and safe work practices
- applying relevant standards
- interpreting design brief
- using equipment and appropriate software in conjunction with other embroidery tools as to workplace procedures to achieve design specification
- creating at least two (2) original embroidery designs
- editing at least two (2) existing embroidery designs
- communicating effectively to confirm satisfactory performance
- storing, organising and protecting digital designs.

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
- digital embroidery characteristics:
 - height
 - scale
 - skew
 - rotation
 - width
 - length
 - font
 - fill
 - baseline

- envelopes
- borders
- spacing
- needle penetration
- stitch size and type
- colour
- content
- style
- finish
- characteristics of typical fabrics, threads and other materials
- features of digital embroidery programs
- machine requirements:
 - thread type
 - needle type
 - stitch settings
 - spool requirements
- operating procedures for digitiser machines
- storage and recording of designs.

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 digital embroidery, 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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