



Australian Government

MSTFD5010 Develop and present design concepts within specific guidelines

Release: 1

MSTFD5010 Develop and present design concepts within specific guidelines

Modification History

Release 1. Supersedes and is equivalent to LMTFD5010B Develop and present design concepts within specific guidelines

Application

The unit of competency covers the skills and knowledge required to develop and present fashion design concepts to the client, in response to a brief. It applies to a garment or small range for adult or children's market which includes some distinctive style and features. Work is conducted according to workplace practices and procedures as a member of a team or under supervision.

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

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
2	Prepare to develop design concepts	2.1	Identify and confirm design brief details and relevant design information, and clarify parameters of the project
		2.2	Research principles of good fashion design, design trends, availability of materials and other relevant information
		2.3	Identify a range of possible design concepts and prepare storyboard themes related to fabrics and colours
		2.4	Consult with other members of the design team to modify ideas and select appropriate concepts for development
3	Develop design concepts	3.1	Determine appropriate styles and trims or accessories
		3.2	Research and confirm production feasibility
		3.3	Prepare artwork and provide specifications in appropriate format, and include any additional documentation required
		3.4	Prepare design concepts and relevant support materials for presentation according to agreed presentation strategy
4	Estimate production costs	4.1	Collaborate with team to check and confirm all items and resources required for the designs
		4.2	Obtain costs for all materials from relevant sources, compare where necessary, and identify preferred suppliers
		4.3	Calculate total design costs
		4.4	Negotiate amendments or modifications as required to ensure design concept is within budget
5	Present design	5.1	Prepare materials and equipment to create an effective

concepts**presentation**

- 5.2 Outline features and benefits of designs in a positive manner that encourages approval
- 5.3 Include all client brief and workplace requirements in the presentation
- 5.4 Document process and costings and store documentation according to workplace procedures

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

Design brief details include:

- garment or range details
- target market

- end uses of product
- cost point
- fabrics and materials
- size
- production requirements
- timelines
- client requirements
- workplace requirements
- quality requirements
- style and feature requirements

Garments include one or more of the following:

- skirts
- trousers/pants
- shirts/blouses
- dresses
- coats
- lingerie

Style features include one or more of the following:

- garment type
- collar
- sleeves
- yoke
- sides
- openings
- neckline
- buttons
- seams
- zips
- gathers
- pleats
- panels
- tucks

Parameters of the project include:

- team members and their roles
- chain of command
- timelines
- budget constraints
- reporting processes
- workplace practices
- technical requirements of production

- constraints
- project plan and critical path
- additional expertise
- influence of previous projects

Storyboards include:

- trade sketches of new garment designs
- illustrations
- magazine extracts
- fabric swatches
- trim or accessory samples
- colour palette
- specifications

Prepare artwork includes one or more of the following:

- manually
- computer-aided design (CAD) system

Presentation strategy includes one or more of the following:

- illustrated talk
- digital presentation
- meeting with client
- fashion event
- trade display

Unit Mapping Information

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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 MSTFD5010 Develop and present design concepts within specific guidelines

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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:

- reading and following work instructions, standard operating procedures and safe work practices
- applying relevant standards
- generating ideas in response to a design brief, identifying at least three possible design concepts and preparing storyboard themes related to fabrics and colours
- consulting with team members to determine appropriate concept for development
- incorporating distinctive style and features, trims or accessories, and confirming production feasibility
- preparing artwork manually or using computer-aided design (CAD) systems and detailing specifications and other relevant documentation as required, in appropriate format
- researching potential sources and suppliers, comparing costs and identifying preferred option
- calculating total design costs and preparing detailed costings sheets, and estimating of all costs for at least three (3) garments or a small range
- negotiating amendments or modifications as required to ensure design concept is within budget
- creating an effective presentation to present design concept, for at least three (3) garments or a small range, that meets all requirements of the brief and outline features and benefits
- preparing and storing completed 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
- elements and principles of design and how they are used to create good design in the fashion industry:
 - repetition
 - gradation
 - rhythm
 - radiation

- harmony
- contrast
- dominance
- proportion
- balance
- unity
- design information:
 - customer requirements
 - work specifications
 - fashion reports and trade journals
 - stock records
 - summaries of materials, labour and overhead costs
 - organisation work procedures
 - organisational or external personnel
 - quality
 - Australian Standards and procedures
- design costs:
 - time
 - labour
 - materials
 - trims and accessories
 - overheads
 - fabrics
- fashion industry context, such as codes of practice, global and local trends, copyright obligations and resource sources
- range of typical garment fabrics, including weight and other characteristics
- detailed knowledge of garment construction, marker making and cutting procedures
- colour/colour mix and interpretation
- properties and characteristics of fabrics, fibres, trims and accessories
- fashion costing processes
- presentation, recording and reporting practices.

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 developing design concepts, 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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