



Australian Government

MSTFD5017 Apply design studio processes to meet client brief

Release: 1

MSTFD5017 Apply design studio processes to meet client brief

Modification History

Release 1. Supersedes and is equivalent to LMTFD5017B Apply design studio processes to meet client brief

Application

This unit of competency covers the skills and knowledge required to apply design studio processes when working to a client brief to design and produce fashion garments.

The unit of competency applies to integrating skills across the design and production process and focuses on experimentation and continuous improvement in order to achieve desired design effects and meet a client brief for individual garments or a small range.

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 Identify job requirements from specifications, drawings,

job sheets or work instructions

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| 2 | Prepare for design and production | <div>2.1 Identify and confirm specifications of design brief, client needs and objectives and establish the purpose and parameters of the design with client</div> <div>2.2 Identify characteristics of target market and review relevant products previously developed by the enterprise in terms of similar specifications</div> <div>2.3 Establish communication requirements and channels with client</div> <div>2.4 Research relevant information to guide design and production process</div> <div>2.5 Analyse information, clarify brief, as required, and identify any additional expertise required for project</div> <div>2.6 Access and apply information on design techniques and processes used to achieve desired effects, as required throughout design and development processes to improve product</div> |
| 3 | Undertake design and production process | <div>3.1 Identify preliminary concept options, discuss with client or workplace design team and evaluate options against design brief specifications</div> <div>3.2 Apply principles and elements of design to experiment with design concepts</div> <div>3.3 Use selection processes to evaluate and refine concept options and scope out preliminary design concepts to present to client</div> <div>3.4 Present design concept to client and apply client's feedback to modify and improve design</div> <div>3.5 Scope production requirements and make preparations for production</div> <div>3.6 Identify sequence of operations and complete requirements to develop and confirm design pattern</div> <div>3.7 Complete required actions to produce finished fashion product</div> |

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| 4 | Review design and production processes | 4.1 | Assess finished product against quality criteria, design specifications and design brief |
| | | 4.2 | Evaluate design to identify opportunities for improvement |
| | | 4.3 | Analyse and evaluate production process to identify opportunities for improvement |
| | | 4.4 | Document process and improvements |
| | | 4.5 | Plan to present final product to client |
| 5 | Present finished product to client | 5.1 | Prepare finished product for presentation |
| | | 5.2 | Select accessories, fabric examples and components to convey range and style options of design |
| | | 5.3 | Select model as required |
| | | 5.4 | Organise presentation of finished product |
| | | 5.5 | Seek client response and assess for improvement possibilities |
| | | 5.6 | Assess further production and business opportunities |

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

- requirements prescribed by legislation, awards, agreements and

procedures include one or more of the following:	- 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
Specifications includes the following:	- budget - price point - type of garment - fabric type and quantity - range - style requirements - fit model specifications - size range - timeline - special effects or features - quality criteria - finishing details - design restrictions or conditions
Relevant information includes one or more of the following:	- trends - fabrics - production and construction processes - target market - resource availability - costs
Selection processes include one or more of the following:	- checking against design brief - discussing with client - testing with target market

	• testing with production team • discussing with patternmaker • testing with sales and marketing professionals
Experiment with design concepts includes one or more of the following:	• scoping out preliminary concepts using sketches, illustrations, models, samples, fibres and fabrics • using selected criteria and processes to evaluate design concepts by self and others • assessing feedback and analysis for potential to improve design concept • using further experimentation to develop design concepts • selecting concepts for presentation and testing with appropriate personnel
Present design concept to client includes the following:	• using communication tools to present design concept • emphasising features and benefits of design concepts • encouraging and promoting acceptance of design concept • assessing and responding to client response • modifying design concept and improving it where possible
Communication tools include one or more of the following:	• inspiration board • storyboard • research information • multimedia tools • print and audio tools • demonstration or exhibition
Presentation skills include one or more of the following:	• effective verbal and non-verbal communication • active listening • use of appropriate communication tools • positive language • clear statement of main points • interpersonal communication skills • seeking and responding to feedback • encouraging questions • responding effectively to questions
Preparations for production include	• identifying all components required for production • identifying technical aspects of production

the following:

- completing specification sheet to guide production
- identifying and sourcing resources and production requirements
- developing production plan to guide production
- confirming production plan with client

Sequence of pattern operations includes the following:

- selecting pattern base to meet design brief
- modifying blocks to create patterns that meet design requirements and specifications
- making pattern according to industry standards, including industry markings and lay plans
- creating toile to test accuracy of pattern
- confirming pattern against design specifications

Produce finished fashion product includes the following:

- preparing workplace according to WHS practices
- preparing materials and resources
- cutting fabric according to pattern directions
- sewing product according to specifications
- finishing product according to specifications

Unit Mapping Information

Release 1. Supersedes and is equivalent to LMTFD5017B Apply design studio processes to meet client brief

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 MSTFD5017 Apply design studio processes to meet client brief

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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
- confirming specifications of design brief, client needs and objectives and establishing the purpose and parameters of the design with client
- determining target market and preliminary concept options, discussing with client or workplace design team and evaluating options against design brief specifications
- applying principles and elements of design to experiment with design concepts and presenting design concept to client, using client's feedback to modify and improve design
- producing at least three (3) fashion design products or a small range that meets the client design brief specifications and Australian Standards
- presenting finished garment to client, to convey range and style options of design, and seeking client response
- evaluating completed product design and production processes to identify possible improvements
- preparing all relevant documentation and identifying further production and business opportunities.

Knowledge Evidence

Evidence must be provided that demonstrates knowledge of:

- safe work practices and procedures and use of personal protective equipment (PPE)
- Australian Standards for patterns and garment construction
- aspects of the design process:
 - applying elements and principles of design
 - developing inspiration boards and storyboards
 - assessing fibres and fabrics
 - reviewing relevant products, such as garment sample designs
- design, patternmaking and fashion production tools, equipment and processes:
 - blocks
 - dress form
 - scissors

- square rule
- marker pens
- hole punch
- pins
- fashion triangle
- French curve
- pattern notcher
- weights
- tape measure
- characteristics of target market:
 - age
 - gender
 - size and body characteristics
 - economic and social expectations
 - purchase pattern
- communication tools:
 - inspiration board
 - storyboard
 - research information
 - multimedia tools
 - print and audio tools
 - demonstration or exhibition
- communication skills and strategies:
 - effective verbal and non-verbal communication
 - oral, written and visual communication
 - active listening
 - positive language
 - recognising and adapting to cultural differences
 - negotiation and conflict resolution skills
- elements and principles of design and how they are used to create good design in the clothing industry:
 - repetition
 - gradation
 - rhythm
 - radiation
 - harmony
 - contrast
 - dominance
 - proportion
 - balance

- unity
- information sources and requirements for design and production
- structural anatomy impacting on design:
- skeletal development
- muscle development
- body morphology:
 - shape
 - form
 - fat distribution
- garment construction
- fabrics, fibres, trims and accessories, and their properties and characteristics
- personnel who can contribute to design brief and studio processes:
 - supervisor
 - trainer/mentor
 - designers
 - patternmakers
 - production supervisors
- quality criteria:
 - proportion
 - perspective
 - symmetry and balance
 - detailing
 - neatness
- 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 applying design studio processes, 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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