



Australian Government

MSTFD6003 Manage fashion design process

Release: 1

MSTFD6003 Manage fashion design process

Modification History

Release 1. Supersedes and is equivalent to LMTFD6003B Manage fashion design process

Application

This unit of competency covers the skills and knowledge required to develop fashion design briefs and manage the development of design concepts for commercial production.

The unit of competency applies to skills associated with guiding the development of fashion product designs to meet client and business goals and strategies. Work may be applied for own processes or to direct activities of others.

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

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|---|---|--|
| 2 | Prepare to manage fashion design process | <div>2.1 Research global fashion trends and identify emerging themes</div> <div>2.2 Review product range and previous designs developed by the business to assess relevance to current design directions</div> <div>2.3 Identify business and client goals and relate these to design objectives</div> <div>2.4 Identify production capacity and processes of the business</div> <div>2.5 Research key criteria according to the needs of the design</div> |
| 3 | Develop and confirm design brief | <div>3.1 Determine key criteria and confirm requirements with client</div> <div>3.2 Facilitate the development of the design brief so it clearly conveys all guidelines for development of design concepts</div> <div>3.3 Encourage interchange of ideas and consult design development personnel to confirm design brief is feasible and appropriate</div> <div>3.4 Use sketches, drawings and samples to illustrate design requirements and finalise design brief</div> |
| 4 | Facilitate design process | <div>4.1 Specify design concept development processes</div> <div>4.2 Specify communication protocols and determine monitoring procedures and checking points</div> <div>4.3 Identify, select and brief all design development personnel required for the design process</div> <div>4.4 Brief design personnel to develop design concepts and monitor development to ensure budget and time constraints are met</div> <div>4.5 Promote a cooperative approach to identify and address problems or inconsistencies in the development of the</div> |

design concept

5	Evaluate and finalise design development process	5.1	Evaluate design concepts against design brief and seek suggestions to modify or improve concepts
		5.2	Finalise design concept and gain client 's agreement to develop design
		5.3	Evaluate design development processes to assess their effectiveness in achieving design brief
		5.4	Document design brief, development processes and outcomes
		5.5	File and store documentation according to workplace practices

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

Key criteria for managing design brief include the following:

- business goals
- quality standards for designs
- target market
- intended uses
- design themes
- style requirements
- budget
- cost points
- timing constraints
- fabrics and materials
- suppliers
- production processes
- marketing materials

Design concept development processes include one or more of the following:

- research
- purchasing trips
- teamwork
- event participation
- attendance at fashion shows
- experimentation with fabrics, materials and designs
- draping
- adaptation of designs
- inspiration boards
- storyboards
- use of models for original creation
- adaptation of designs
- interpretation of sketches within contexts related to single or multiple production styles and ranges
- made-to-measure
- theatre costuming

Design brief includes one of the following:

- two or more specialised garments with advanced styling
- a small range of 3–5 items, including at least one advanced styling garment and one complex garment
- three or more complex garments
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Specialised garments includes two or more of the following

- special purpose garments (e.g. wetsuits and corsetry)
- garments with advanced styling, such as:
 - tailored suit
 - eveningwear
 - bridal wear
 - couture
 - stretch trousers
 - corsetry
 - raglans
 - kimonos
 - overcoats
 - jackets
 - theatrical costumes
 - capes

Design development personnel include one or more of the following:

- patternmakers
- designers
- design assistants
- production personnel

Unit Mapping Information

Release 1. Supersedes and is equivalent to LMTFD6003B Manage fashion design process

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 MSTFD6003 Manage fashion design process

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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 (SOPs) and safe work practices
- applying relevant standards
- researching and generating ideas to generate a design brief for one (1) of the following:
 - at least two (2) specialised garments
 - a small range, of 3–5 items, including at least one (1) specialised garment and one (1) complex garment
 - at least three (3) complex garments
- consulting with team members and facilitating process to determine appropriate concept for development
- coordinating and facilitating development of the design brief so it clearly conveys all guidelines for development of design concepts
- specifying communication protocols, determining monitoring procedures and checking points, and briefing design personnel to develop design concepts
- monitoring development to ensure budget and time constraints are met
- encouraging interchange of ideas/designs, facilitating development of design concepts, and assessing design process and outcomes
- communicating effectively with design and production personnel and client
- evaluating and finalising design concepts and gaining client 's agreement to develop design
- documenting design brief, development processes and outcomes, and filing and storing documentation according to workplace procedures.

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 garment construction
- 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
- fashion industry context, such as codes of practice, and global and local trends
- copyright obligations
- resource sources
- range of typical garment fabrics, including weight and other characteristics
- detailed knowledge of garment construction, marker making and cutting procedures
- detailed knowledge of a range of fabrics
- design concept development techniques and processes:
 - research
 - purchasing trips
 - teamwork
 - event participation
 - attendance at fashion shows
 - experimentation with fabrics, materials and designs
 - draping
 - adaptation of designs
 - inspiration boards
 - storyboards
 - use of models for original creation
 - adaptation of designs
 - interpretation of sketches within contexts related to single or multiple production styles and ranges
 - made-to-measure
 - theatre costuming
- expertise of personnel
- colour/colour mix and interpretation
- properties and characteristics of fabrics, fibres, trims and accessories
- fashion costing processes
- quality criteria and processes
- communication channels and tools:
 - sketches, drawings, illustrations and photographs
 - samples of fabrics and specifications
 - written descriptions and rationale

- multimedia forms, such as DVD
- charts, diagrams and specification sheets
- storyboards and inspiration boards
- meetings
- electronic communication tools
- displays, demonstrations and events
- mass media channels
- communication 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
- presentation, recording and reporting practices
- workplace 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 managing fashion design process, 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.

Links

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