

TEST PROJECT FASHION TECHNOLOGY

WSC2015_TP31_actual

Submitted by:

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INTRODUCTION

This Test Project consists of five modules. If Competitors complete any modules early they are permitted to move on to the next module. Competitors must submit work at the end of the maximum time, finished or not.

THE COMPETITOR HAS TO:

- Drape a garment on the mannequin – pins only – from a mystery sketch provided
- Sketch garments for different target market levels, according to the properties of a mystery swatch provided
- Create a jacket pattern with lining
- Mark, measure and cut
- Construct garments
- Use various industrial machines efficiently
- Finish some parts of the garment with hand sewing including mystery box application
- Pressing and finishing

MODULE 1: SKETCHING/TECHNICAL DRAWING – MAXIMUM TIME 2HRS (DAY 1)

Competitors will be required to create production/trade/flat sketches of garments in **black ink**, front and back, to be presented in A3 size.

They will be supplied with a template/croqui (available prior to the competition in the forum) as well as a random swatch of mystery fabric. They will be required to sketch garments according to the properties of the fabric as well as a particular target market.

The target market will be selected at random by the Jury President at the start of the module – it will be either:

- Fast fashion (low end, budget garments – 4 pieces) or
- Mid range (good quality, mid cost garments – 3 pieces) or
- Couture (high end, expensive garments – 2 pieces)

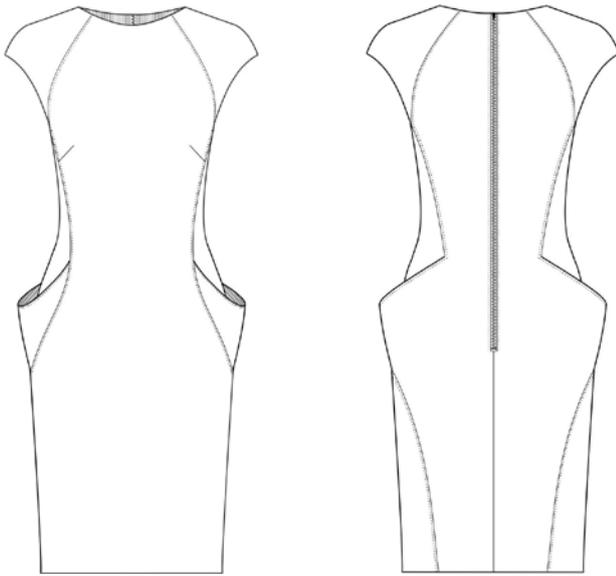
MODULE 2: DRAPING/MOULAGE - MAXIMUM TIME 1.5 HRS (DAY 1)

Competitors will be supplied with 3m of calico. They will be required to drape the calico on the dress form, pinning as they go, to create a copy of a mystery style to be supplied on day 1 at the start of the module.

The mystery style of a knee length dress will be sourced from a local magazine (unknown to any expert). 4-6 suitable styles will be selected from the magazine and put in a ballot draw. 1 will be selected at random by the Jury President. All Competitors will drape this style. They will be marked on their fabric handling skills and also the accuracy of their interpretation of the style.

MODULE 3: DRESS CONSTRUCTION – MAXIMUM TIME 6.5HRS (DAY 1 AND 2) - BLIND MARKING

Competitors will receive the full set of patterns for the dress. They will need to lay up and cut out the fabric, fusing and lining. They will then construct the dress with fusing and lining as shown in the sketch. Hem is finished by hand.



DESCRIPTION OF THE DRESS

- Raglan sleeve
- Fully lined (sewn by machine, no raw edges)
- Exposed metal zipper
- Two structured side pockets
- Topstitched seams (maximum 2mm)

LIST OF MATERIALS – MODULE 3

ITEM	QUANTITY	MATERIAL	DESCRIPTION
1	2.5mx1.25m wide	Fabric	Yellow Piquet
2	2.5mx1.2m wide	Lining	Matching lining
3	1m each	Fusing type 1 and 2	Pocket and sleeve (other parts optional)
4	2 reels	Thread	Matching colour
5	1 x 60cm	Metal Zipper	



MODULE 4: JACKET – PATTERN AND CONSTRUCTION - MAXIMUM TIME 10HRS (DAY 2, 3 AND 4)

Competitors will design, sketch and make a pattern (with seam allowance) for the jacket then cut, fuse and sew the jacket.

The jacket must co-ordinate with the dress and must have:

- A full lining
- A maximum length of 60cm
- Sleeves (any length)
- A collar
- At least one pleat
- Button closure
- **No** raw edges allowed

Competitors will receive a set of basic jacket blocks – front, back and sleeve.

Competitors will need to sketch the front and back of the jacket in ink (for expert reference when marking the pattern). Lining patterns will **not** be marked.

When patterns are complete the Competitor will lay up and cut the fabric, fusing and lining.

Competitors will then construct the jacket.



LIST OF MATERIALS – MODULE 4

ITEM	QUANTITY	MATERIAL	DESCRIPTION
1	2.5mx1.4m wide	Fabric	Blue Crepe
2	3m x1.20m wide	Lining	Matching lining
3	1.5m each	Fusing type 1 and 2	Light and medium weight
4	1m each	Lace type 1 and 2	Yellow and blue
5	2 x pair	Shoulder pad type1 and type 2	Raglan and square
6	1m	Armhole tape	Fusable
7	12 x 10	Buttons type 1 (small) and 2 (large)	Gold with shank
8	2 reels	Thread	Blue (plus yellow from module 3)
9	5m	Pattern paper	Rolled paper for jacket pattern



MODULE 5: MYSTERY BOX - MAXIMUM TIME 2HRS (DAY 4)

Competitors will receive a mystery box containing various trims and fabric to create an embellishment on the dress made in module 3. Embellishment may be anywhere on the dress but it must be wearable (**no raw edges**). Embellishment must be fully secure and co-ordinate with the overall design of the dress and jacket.

Left over fabric from previous modules may not be used in this module. Only items from the mystery box may be used, two of these items will be unknown fabrics, six will be notions/trims.

No alteration to the size and/or structure of the dress is allowed - only **existing** seams on the dress may be opened (if required). Elements may be applied by hand or machine.