

# TEST PROJECT FASHION TECHNOLOGY

WSC2017\_TP31\_actual

Submitted by:

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## INTRODUCTION

The Test Project consists of five modules – 18 hours

1. Draping
2. Sketching
3. Patternmaking
4. Construction
5. Embellishment

If Competitors complete module 3 early they are permitted to move on to the module 4.

All other modules must start at the same time.

Competitors must submit each module at the end of the maximum time for that module, finished or not.

The Competitor has to:

- Sketch garments for different target market levels, according to the properties of a mystery swatch of fabric provided
- Drape a complete garment on the dress form – pins only, no sewing – from a mystery design provided
- Create a dress pattern (including lining)
- Mark, measure and cut the dress
- Construct the dress
- Use various industrial machines efficiently
- Finish some parts of the garment with hand sewing including mystery box application
- Pressing and finishing

## DESCRIPTION OF PROJECT AND TASKS

### MODULE 1: DRAPING/MOULAGE - MAXIMUM TIME **1.5 HOURS** (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 below knee length dress will be sourced locally and unknown to any Expert. 3-5 suitable styles will be selected and put in a ballot draw. 1 will be selected at random by the Jury President at the start of module 1. 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 2: SKETCHING – MAXIMUM TIME - **1 HOUR** (DAY 1)

Competitors will be required to create production/trade/flat sketches of coordinated 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 – four pieces front and back) or
- Mid-range (good quality, mid cost garments – three pieces front and back) or
- Couture (high end, expensive garments – two pieces front and back)



## **MODULE 3 AND 4: DRESS - PATTERN AND CONSTRUCTION MAXIMUM TIME 14 HOURS PATTERN MAXIMUM TIME - 8.5 HOURS (DAY 1, 2, AND 3)**

### **MODULE 3: PATTERNS**

Competitors will design a dress according to the criteria randomly selected by the Jury President from a ballot draw, they will sketch the dress (sketch will not be marked but is for reference when patterns are marked). They will then make the pattern for the dress. Patterns and sketch must be submitted at the end of day two.

The dress must have:

- Full lining;
- Minimum length 65cm from the waist. Maximum length 110 cm;
- 2 Sleeves - Minimum length 17cm from neck maximum 37 cm;
- Minimum hem circumference of 200 cm;
- A zipper closure;
- No raw edges allowed.

Competitors will receive a set of basic dress blocks - front, back, and sleeve.

Lining patterns will not be marked or submitted.

Criteria for the dress design to be selected randomly by ballot will be as follows:

- Ballot number 1 – Symmetrical design **OR** Asymmetrical design
- Ballot number 2 – Empire line **OR** Waistline **OR** Dropped waist line
- Ballot number 3 – Collar and Lapel **OR** Shawl Collar **OR** Stand Collar
- Ballot number 4 – Pleats **OR** Gathers
- Ballot number 5 – Pocket/s **OR** Sleeve Cuffs (2)

### **MODULE 4: CONSTRUCTION**

Competitors will lay up and cut the pattern prepared in module 3. Competitors must call Experts for marking before they cut their pattern pieces. Only the main fabric and contrast fabric lay will be marked.

Competitors will then fuse and sew the lined dress.

### **MODULE 5: MYSTERY BOX - MAXIMUM TIME 1.5 HOUR (DAY 4)**

Competitors will receive a mystery box containing fabric (at least 2 types) and trim. They will use the fabrics and/or trim to create an embellishment on the dress made in module 4. Embellishment should enhance the overall design of the dress.



# INSTRUCTIONS TO THE COMPETITOR

## MODULE 1

The Jury President will select the draping picture at the start of module 1.

All Competitors will drape the same picture.

Competitors will be able to press their calico and tape their dress stand in the Familiarization time but all other work will take place during the competition time.

Competitors may cut or fold the edges of the calico - whichever will create the best finish and cleanest line.

Ease may or may not be added, according to the Competitor's choice and their desire to reflect the appropriate fit and finish.

## MODULE 2

Competitors must use the template/croquis provided.

All sketches must be in ink only (ink shading allowed).

All competitors will sketch for the same target market and have the same fabric swatch.

The target market and swatch will be drawn by ballot on the day of competition.

## MODULE 3:

Competitors will create their design using both fabrics according to the elements selected in each of the ballot draws, for example after ballot draw number 1, the design will be either Symmetrical or Asymmetrical. If it is Symmetrical, the next ballot draw will decide if it has an Empire line, Waistline or Dropped waist. If dropped waist is drawn, then the dress will be a Symmetrical design with a dropped waist. The ballot draw continues until all elements for the design have been selected. Competitors will then design their dress according to these elements.

Patterns must be submitted on pattern paper at the end of day two.

1.5m of calico will be available for testing and working pieces if required.

Pattern pieces must have **English only** for all pattern information. Pattern information must be in ink only.

Pattern cutting instructions must include fabric information (main fabric or contrast/accent fabric)

## MODULE 4:

Competitors must use the contrast fabric somewhere in the design.

Competitors must alert Experts for assessment **before** they cut, and then leave the area. Time taken for assessment will be added to the end of the day.

Competitors must lay up all patterns to be cut for main fabric and contrast/accent fabric. Fusing and lining lay will not be assessed.

Competitors may cut the fabric to allow for some of the lay to be folded and some of it to be flat if required.

If grainlines on the pattern are too short for assessment, competitors will be asked to extend the grainlines while the patterns are pinned to the fabric whilst experts are preparing to assess.

Competitors must share fusing presses and overlockers with other competitors. All competitors will have access to all shared equipment.

All left over materials must be handed in at the end of module 4 (end of day 3).



## **MODULE 5:**

Embellishment may be anywhere on the dress but it must be wearable and fully secure.

Left over fabric from previous modules may not be used in this module. Only items from the mystery box may be used.

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.



## EQUIPMENT, MACHINERY AND MATERIALS REQUIRED

ITEM	QUANTITY	MATERIAL	DESCRIPTION	NOTES
Main Fabric	5m	Cotton (97%) Spandex (3%)	Light weight 150GSM	125cm wide
Accent/Contrast Fabric	1m	Cotton (100%) Sateen	Mid weight 190GSM	145cm wide
Lining Fabric	3m	Cotton (100%) voile	Light weight 70GSM	140cm wide
Invisible Zipper	x1		60cm	
Fusing	X2m	1m x type 1 1m x type 2	White	Light weight and mid weight
Thread	X4	2x main 2x accent		

## MARKING SCHEME

Work Organisation and Management – 5%

Communication and Interpersonal Skills – 5%

Problem Solving, Innovation and Creativity – 5%

Fashion Design – 10%

Technical Drawing - 10%

Pattern Construction and Draping – 20%

Cutting, Sewing and Finishing Techniques – 45%



## TIMETABLE

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DAY 1	5.5 Hours - Module 1, 2 and 3 (competitors can progress straight to module 4) Module 1 and 2 must be submitted at the end of the module time
DAY 2	5.5 Hours – Module 3 and 4 Module 3 must be submitted at the end of day 2
DAY 3	5.5 Hours - Module 4 Module 4 must be submitted at the end of day 3
DAY 4	1.5 hours – Module 5 Module 5 must be submitted at the end of day 4 3 hours Skills exchange (see below)

## DAY 4 – SKILLS EXCHANGE – 3 HOURS.

### A NEW ACTIVITY FOR WS2017 ABU DHABI

On day 4 there will be a skills exchange between teams of competitors as well as and expert team. This will **NOT** be assessed or part of the competition time.

Competitors will work in teams to create garments using left over materials, four hours will be used to promote an exchange of skills and to share in a cultural experience in the true spirit of WorldSkills. We will all enjoy some time together showing each other and the world what we do, without the pressure of competition!