

Test Project

Fashion Technology

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Introduction

The Test Project consists of four modules – 18 hours

1. Patternmaking and Layout (3 hours)
2. Draping/Moulage (1.5 hours)
3. Construction (12 hours)
4. Design and Sketching (1.5 hours)

All 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 shall:

- Design/Sketch garments for different target market levels, according to the properties of a mystery swatch provided
- Create a skirt pattern (not including lining)
- Make a pattern layout of the skirt pattern on fabric
- Drape on the dress form (pins only) to copy a mystery image provided
- Design, pattern make and sew a Jacket according to the theme “Equestrian” and according to the elements from ballot draw
- Use various industrial machines/equipment efficiently
- Finish some parts of the garment with hand sewing
- Pressing and finishing

Description of project and tasks

Module one: Patternmaking and Layout

Maximum time – 3 hours – Day 1

The Skill Competition Manager will provide measurements (waist, hip, hip-length and skirt-length) and a technical drawing for the skirt at the start of the module. **There will be no block provided.**

The pattern must show the seam and hem allowances. All pattern instructions must be in ink only.

Competitors must submit the full set of pattern for assessment at the end of the module.

When the pattern is completed, competitors must do a pattern layout on the fabric (calico) from Module 3 and submit for assessment.

The skirt will not be cut or constructed.

Pattern must be pinned secure to the lay, but **MUST NOT BE CUT**. The lay will be assessed right after the module.

Module two: Draping/Moulage

Maximum time – 1.5 hours – Day 1

Competitors will be supplied with 3 m of calico and 1 roll of draping tape. They will be required to drape the calico on the dress form, pinning as they go, to create a copy of a mystery dress, which will come from a ballot draw, selected by the Skill Competition Manager at the start of the module. All the competitors will drape this style from the ballot draw.

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

Competitors may cut or fold 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. Competitors must mark the opening of the dress (e.g. zipper, buttons, etc.).

The dress form will be brought to the marking area at the end of the module.

The Drape will be assessed on their fabric handling skills and also the accuracy of their interpretation of the style, and will be assessed after the module.

Module three: Construction

Maximum time – 12 hours – Day 2 and Day 3

Competitors will design and construct a lined jacket according to the theme "Equestrian".

The Skill Competition Manager will select elements for the design by a ballot draw at the start of the module.

Elements of the Ballot Draw include:

- Roll/Shawl Collar **OR** Collar and Lapel
- Patch pockets **OR** Welt pockets (with or without flap, at least 2)
- Slit **OR** Vent (at least 1)

Competitors must follow the results of the ballot draw, the elements selected must be used. If the wrong element is used, **the Competitor will not receive any marks for that criteria.**

Competitors will receive a basic bodice block, pattern paper and calico, the pattern of the Jacket can be made using any method (draping or flat patternmaking). Patterns will NOT be assessed.

Competitors do not need to sketch the jacket.

The jacket must include:

- Full lining (jacket hem and sleeve-hems must be closed and must be finished by hand-sewn)
- Minimum back length of the jacket is 60 cm, maximum length is 100 cm from center back neck, no specific length requirement for the front panels
- Contrast fabric **must** be used somewhere in the design
- 2 separate long sleeves with shoulder pads (any design)
- Buttons and buttonhole closures
- No raw edges allowed

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

Module four: Design and Sketching

Maximum time – 1.5 hours – Day 4

Competitors will be required to create production/trade/flat sketches of coordinated ladies' garments, front and back, and present them in A3 size paper.

Competitors will be supplied with a A3 size template-watermark paper, as well as a swatch of mystery fabric. They will be required to sketch garments according to the properties of the fabric as well as particular target market and wearing occasion. The target market, wearing occasion and fabric swatch will be ballot drawn by the Skill Competition Manager at the start of the module.

It will be either:

- Target Market – Wearing Occasion: Fast fashion – Business (4 pieces front and back)
- Target Market – Wearing Occasion: Fast fashion – Party (4 pieces front and back)
- Target Market – Wearing Occasion: Couture – Red carpet (2 pieces front and back)
- Target Market – Wearing Occasion: Couture – Cocktail Party (2 pieces front and back)

All sketches must be in black ink only (ink shading is allowed). Sketches must be drawn on the A3 size template-watermark paper provided.

All Competitors will sketch for the same target market, same wearing occasion and the same fabric swatch.

Sketches must be submitted at the end of the module.

Marking Summary (WSOS)

Work Organization and Management – 6%

Communication and Interpersonal Skills – 5%

Problem Solving, Innovation and Creativity – 8%

Fashion Design – 13%

Technical Drawing – 8%

Pattern Construction and Draping – 22%

Cutting, Sewing, and Finishing Techniques – 38%

Materials required

Module one: Patternmaking and Layout

ITEM	QUANTITY	MATERIAL	DESCRIPTION	NOTES
PATTERN PAPER	3 M		80G/M2 WHITE	
CALICO	2 M	COTTON	APPROX. 140 WIDE	SHARE WITH MODULE 3

Module two: Draping/Moulage

ITEM	QUANTITY	MATERIAL	DESCRIPTION	NOTES
CALICO	3 M	COTTON		
DRAPING TAPE	1 ROLL		3 MM RED	

Module three: Construction

ITEM	QUANTITY	MATERIAL	DESCRIPTION	NOTES
MAIN FABRIC	2.5 M	HEAVY WEIGHT	APPROX. 140 WIDE	MATCHING COLOUR WITH CONTRAST FABRIC
CONTRAST FABRIC	1.5 M	MID WEIGHT	APPROX. 140 WIDE	MATCHING COLOUR with MAIN FABRIC
FUSING - A	2 M	LIGHT WEIGHT		
FUSING - B	2 M	MID WEIGHT		
LINING	2.5 M	MID WEIGHT		
THREADS FOR MAIN FABRIC COLOUR	2 ROLLS			
THREADS FOR CONTRAST FABRIC COLOUR	1 ROLL			
THREADS FOR LINING COLOUR	1 ROLL			
SILK THREAD FOR HAND-SEWN	1 ROLL			MATCHING COLOUR with MAIN FABRIC
SHOULDER PADS - A	1 PAIR		RAGLAN	
SHOULDER PADS - B	1 PAIR		SQUARE	
SLEEVE HEAD	1 PAIR			

FUSING TAPE - A	3 M		STRAIGHT	
FUSING TAPE - B	3 M		BIAS	
BUTTON - A	8 PCS	25 -28 MM	SHANK BUTTONS	
BUTTON - B	12 PCS	14-15 MM	SHANK BUTTONS	
CALICO	2 M	COTTON	APPROX. 140 WIDE	
PATTERN PAPER	5 M	80 G/M2	WHITE	
BASIC BLOCK	1 SET		BODICE FRONT/BACK and SLEEVES	

Module four: Designing and Sketching

ITEM	QUANTITY	MATERIAL	DESCRIPTION	NOTES
TEMPLATE-WATERMARK PAPER	3-5 PCS		A3 SIZE 80G/M2 WHITE	

Timetable

DAY 1	<ul style="list-style-type: none"> BRIEFING OPEN COMMUNICATION 15 MINS MODULE 1: Patternmaking and Layout (3 hours) BRIEFING MODULE 2: Draping/Moulage (1.5 hours) OPEN COMMUNICATION 15 MINS
DAY 2	<ul style="list-style-type: none"> BRIEFING OPEN COMMUNICATION 15 MINS MODULE 3: Construction (6 hours) OPEN COMMUNICATION 15 MINS
DAY 3	<ul style="list-style-type: none"> OPEN COMMUNICATION 15 MINS MODULE 3: Construction (6 hours) OPEN COMMUNICATION 15 MINS
DAY 4	<ul style="list-style-type: none"> BRIEFING OPEN COMMUNICATION 15 MINS MODULE 4: Design and Sketching (1.5 hours) OPEN COMMUNICATION 15 MIN