

Test Project

Fashion Technology

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Introduction

The Test Project consists of 4 modules – 18 hours

1. Sketching
2. Patternmaking and lay up
3. Construction
4. Draping

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:

- Create a skirt pattern (not including lining)
- Mark and measure the skirt on a lay
- Drape on the dress form (pins only) to copy a mystery image provided
- Sketch garments for different target market levels, according to the properties of a mystery swatch provided
- Design, pattern make and sew a coat according to the ballot draw
- Use various industrial machines efficiently
- Finish some parts of the garment with hand sewing
- Pressing and finishing

Description of project and tasks

MODULE 1: 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 and present them in A3 size.

They will be supplied with a template/croqui, 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 a particular target market. The target market and fabric swatch will be selected at random by the Skill Competition Manager at the start of the module.

It will be either:

- Fast fashion Spring/Summer (4 pieces front & back) or
- Fast fashion Autumn/Winter (4 pieces front & back) or
- Couture Spring/Summer (2 pieces front & back) or
- Couture Autumn/Winter (2 pieces front & back)

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

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

Sketches must be submitted at the end of the module, they will be assessed on day 2.

MODULE 2: Patternmaking and lay up

Maximum time – 3 hours - Day 1

The Skill Competition Manager will provide measurements and a technical drawing for the skirt at the start of the module. There will be no block provided.

Competitors will make a set of patterns for the skirt (no lining) according to the technical drawing, technical information, and the measurements provided at the start of the module.

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

When the pattern is complete, competitors must do a pattern layout on the fabric for Module 3 and submit it for assessment.

The skirt will not be cut or constructed.

Pattern must be pinned to the lay but **MUST NOT BE CUT**.

The lay will be assessed on day 1, and the patterns on day 2

MODULE 3: Construction

Maximum time – 12.5 hours

(Day 2 – 6.5 hrs, Day 3 – 6 hrs)

Competitors will design and construct a lined coat according to the theme 'Royal Russia'.

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:

1. Asymmetrical **OR** Symmetrical
2. Stand Collar **OR** Roll/Shawl Collar **OR** Collar and Lapel
3. Pockets – Patch **OR** Welt **OR** Jetted (with or without flap, at least 2)
4. Turnback Cuff **OR** Faced Sleeve Hem

Competitors must follow the ballot draw. The element selected must be used. If the wrong element is used the Competitor will not receive any marks for that criteria.

The pattern for the coat can be made using any method (draping or flat patternmaking). Patterns will **NOT** be assessed.

Competitors will receive a basic block and 2m of calico.

Competitors do not need to sketch the coat.

The coat and must have:

- Full lining (attached or separate)
- Min length of coat - 100cm, max length - 130cm from the Centre Back neck
- Contrast fabric somewhere in the design
- 2 Sleeves – Minimum length 55cm from neck, Maximum 90cm
- Separate sleeve with shoulder pads (any design)
- A functioning frog closure (at least one)
- No raw edges allowed

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

Competitors must close the lining, (unless lining is separate at the hem). Coat will be assessed at the end of day 3 and 4.

MODULE 4: Draping/Moulage

Maximum time 1.5 hours – Day 4

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 dress, which will come from a ballot draw, selected by the Skill Competition Manager at the start of the module. 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.

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.

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

The Drape will be assessed on day 4.

Materials required

ITEM	QUANTITY	MATERIAL	DESCRIPTION	NOTES
MAIN FABRIC	4M	HEAVY WEIGHT	Approx. 140cm wide	MODULE 3
ACCENT/ CONTRAST FABRIC	1.5M	MID WEIGHT	Approx. 140cm wide	MODULE 3
FUSING - A	2M	LIGHT WEIGHT		MODULE 3
FUSING - B	2M	MID WEIGHT		MODULE 3
LINING	3.5M	MID WEIGHT	140cm wide	MODULE 3
THREADS MAIN COLOUR	2 X REELS			MODULE 3
THREADS ACCENT/CONTRAST COLOUR	1 X REEL			MODULE 3
THREADS LINING COLOUR	1 X REEL			MODULE 3
BRAID	1M		5CM WIDE	MODULE 3
CORD	2M	GOLD	3MM DIAMETER	MODULE 3
SHOULDER PADS - A	1 PR		RAGLAN	MODULE 3
SHOULDER PADS - B	1 PR		SQAURE	MODULE 3
SLEEVE HEAD	80CM			MODULE 3
CALICO	3M + 2M	COTTON		MODULE 4 AND 3
FUSING TAPE - A	3M		STRAIGHT	MODULE 3
FUSING TAPE - B	3M		BIAS	MODULE 3
PATTERN PAPER	3x1M + 5x1M	80g/m2	WHITE	MODULE 2 AND 3

Marking summary (WSSS)

- Work Organization and Management – 7%
- Communication and Interpersonal Skills – 5%
- Problem Solving, Innovation and Creativity – 7%
- Fashion Design – 15%
- Technical Drawing – 10%
- Pattern Construction and Draping – 20%
- Cutting, Sewing and Finishing Techniques – 36%

Timetable

DAY	
DAY 1	BRIEFING OPEN COMMUNICATION 15MINS – MODULE 1 – Sketching (1 HOUR) OPEN COMMUNICATION 15 MINS – MODULE 2 – Patternmaking and lay up (3 HOURS) OPEN COMMUNICATION 15 MINS
DAY 2	BRIEFING OPEN COMMUNICATION 15 MINS – MODULE 3 – Construction (6.5 HOURS) OPEN COMMUNICATION 15MINS
DAY3	BRIEFING OPEN COMMUNICATION 15 MINS– MODULE 3 – Construction (6 HOURS) OPEN COMMUNICATION 15 MINS
DAY4	BRIEFING OPEN COMMUNICATION 15 MINS– MODULE 4 – Draping (1.5 HOURS) OPEN COMMUNICATION 15 MINS SKILLS EXCHANGE (2.5 HOURS)

Skills exchange

Day 4 – At the conclusion of the competition Competitor will participate the skills exchange. This will **NOT** be assessed and is not part of competition time.

2.5 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.