

TEST PROJECT FASHION TECHNOLOGY – INDIA SKILLS 2018





INTRODUCTION

This Test Project consists of 5 modules.

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

If Competitors complete module 2 early they are permitted to move on to the module 3. 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 is required to:

- Sketch garments for different target market levels, according to the properties of a mystery swatch provided
- Create a dress pattern with lining
- Mark, measure and cut the dress
- Construct the dress
- Use various industrial machines efficiently
- Drape a garment on the dress form – pins only – from a mystery sketch provided
- Finish some parts of the garment with hand sewing including mystery box application
- Pressing and finishing
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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, 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 AND 3: DRESS - PATTERN AND CONSTRUCTION

MAXIMUM TIME - 14 HOURS (DAY 1, 2 AND 3)

MODULE 2: PATTERNS

Competitors will design a dress according to the criteria randomly selected by the Jury President from a ballot draw. Competitors 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.

The dress and must have:

- Full lining and sleeve self lined
- Minimum length of 90 cm from high point shoulder.
- 2 Sleeves – Minimum length 17 cm
- Maximum hem circumference of 200 cm
- A zipper closure
- 2 Buttons sew -on
- 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** Dropped waist line
- Ballot number 3 – Shawl Collar **OR** Stand Collar
- Ballot number 4 – Pleats **OR** Gathers
- Ballot number 5 – Pocket/s **OR** Ruffles

MODULE 3: CONSTRUCTION

Competitors will lay up and cut the pattern prepared in module 2, including lining and fusing. Only the main fabric lay will be marked.

Competitors will then fuse and sew the lined dress.

MODULE 4: DRAPING/MOULAGE - MAXIMUM TIME 1.5 HOURS (DAY 3)

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 3 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. One will be selected at random by the Jury President 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.

MODULE 5: MYSTERY BOX - MAXIMUM TIME 1.5 HOUR (DAY 3)

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 3. Embellishment should enhance the overall design of the dress.



INSTRUCTIONS TO THE COMPETITOR

MODULE 1

Competitors must use the template/croqui provided.

All sketches must be in ink only (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.

Sketches will be marked at the end of the module

MODULE 2

Competitors will create their design 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 design have been selected. Competitors will then design their dress according to these elements.

Patterns may be submitted on pattern paper.

Tissue paper and calico will be available for testing and working pieces if required.

Pattern pieces must have English only for all pattern information.

Patterns will be marked at the end of Day 3 – competitors must lay out their pattern on their cutting table

MODULE 3

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

Competitors must alert Experts for marking before they cut, and leave the area. Time taken will be added to the end of the day. Dress will be marked at the end of day 3

MODULE 4

The draping picture will be sourced by the Jury President before the competition.

Competitors will drape the same picture.

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

Ease may be added or not according to the Competitor's choice and their desire to reflect the appropriate fit and finish. Drape will be marked at the end of the module

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.

Embellishment will be marked at the end of Day 3



EQUIPMENT, MACHINERY AND MATERIALS REQUIRED

ITEM	QUANTITY	MATERIAL	DESCRIPTION	NOTES
Main Fabric	5 m	Cotton (100%)	Light weight	
Accent Fabric	1 m	Polyester Georgette	Mid weight	
Lining Fabric	3 m	Cotton (100%) voile	Light weight	
Invisible Zipper	1		60 cm	
Buttons sew-on	2			
Fusing	2 m	1 m x type 1 1 m x type 2	White	Different weights
Thread	4	2x main 2x accent		

MARKING SCHEME

- Work Organization 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	6 Hours - Module 1, 2 and 3 (competitors can progress to 3, if they finish in time) Module 1 must be submitted at the end module 1
DAY 2	6 Hours – Module 3 Module 3 must be submitted at the end of day 2
DAY 3	6 Hours - Module 3, 4 and 5 Module 3, 4 and 5 must be submitted at the end of day 3