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AS 91358

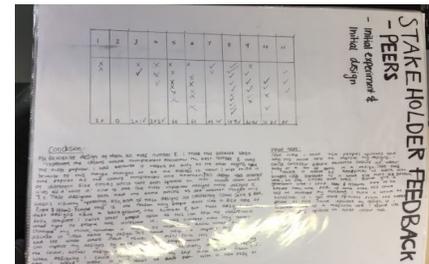
## Demonstrate understanding of how technological modelling supports risk management

### Overview

Throughout the year I have designed and developed my own fabric and made a garment as it final prototype. During this development, I have used functional modelling to develop an overall prototype. This can be shown through print tiles and designer research, mood board, illustrations, digital photoshop AUT visit, 1/2 scale mannequin draping, sketching, toile making and a prototype. Making a prototype is where i got a perfect sample right before i put it into production. This prototype has to be suitable for the school fashion show where many ethnicities and ages will attend. This making a risk high for people to be offended or my garment might not be suitable under lights but i will use functional modelling to be perfect.

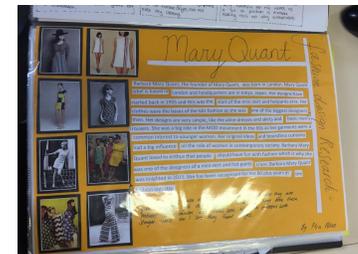
### My stakeholders

Throughout this report, two main groups of stakeholders that have giving me ongoing stakeholder feedback. I mainly used my peers as stakeholder feedback as they were more accessible than adults but it was good to see different views from different generations to see what they would adapt or improve. My peers are also have different ethnic backgrounds so it was easy to know if i was offending someone.



### Research - Print tiles and a fashion designer

Initially I researched a whole lot of online information and resources to discover three of my favourite print titles and one inspirational fashion designer. This widened my knowledge



on different types of print tiles and fashion designers. I was searching for 60s designs, which was the look I was going for. I have always been aware of the fashion designer Mary Quant and briefly searching other designers made know that I wanted to stick with Mary Quant. I thought she would be a great designer to research and widen my knowledge on the 60s fashion. This made me have a stronger opinion on what I liked and didn't like about the 60's fashion. I got to see a range of different styles and picked the one that I liked the most. The benefits of this were that I got to understand different sides to the 60s fashion and got a deeper understanding of what it wa like. Along with benefits, there

are disadvantages. Some of these includes plagiarism and not being original. Using other people's ideas to help me could lead to unoriginality in my design making. It could be easier and unintentionally been plagiarized. This is because I would have been exposed to certain designs and without realising. This can be a major disadvantage when certain groups of people start to realise plagiarism. Doing research minimises many risk across all borders but the main thing research minimising risks was print tiles in and out of fashion. I wanted to make a pattern that was 60's inspired but with a modern twist. So searching up what fashion was like in the 60's and what is up and coming in 2016, I was able to combine the two and make a pattern that I liked. As this pattern was 60s based, I got stakeholder feedback from different types of groups. I used my parents and my peers. I chose to use my parents as even though they didn't live through the 60's they are very much interested in that era of living. They were the closest possible people to the 60's that I could reach. One of the reasons I used my peers as well was because my parents aren't as fashionable as them. My parents dont know whats in fashion and upcoming trend, unlike my peers. They liked a lot of the fashion from the 60's and I thought they would know what would look good and what wouldn't. I used my peers as well as I wanted to make my garment also quite modern. As they are living in the fashion now, I thought these would be great candidates. Getting stakeholder feedback helped me to find a pattern that my friend and family would appreciate. I would have used my grandparents as feedback as they would know a lot about 60's fashion because they lived through it, however, I didn't use my grandparents as they live in England. Showing them my work is difficult as they are not familiar with technology! If I got the opportunity I would of liked to get their opinion. This would have decreased my risk of being disrespectful or unoriginal. I could have gotten advice from them with them knowing what was the fashion and how it was presented.

### **Mood board**

Doing a colour mood board helped me understand what colours of garments I like and what styles suit what colours. This helps lower my risk to get the wrong color as I had seen a lot of garments in the colour I wanted to use. I then realised what suited me and what didn't. The benefits of having a mood board helped expand my knowledge on what is already out and what I could develop new and different ideas. What I think one of the best things about doing an moodboard is that I get to make it my own. I get to put my own interests and make it very personalised which hopefully means that there is no plagiarism as there is a variety of options to combined. Doing a mood board earlier on in this topic made me have an open mind. This meant I wasn't just stuck on one idea and was able to



think of many ideas. Mood boards are good for establishing basic ideas. This allows me to then further developed on these ideas and make it that best ideas possible. Mood boards are also good to save time. By this I mean that I already have ideas put together and I know what i'm wanting in a garment. The consequences of not doing a mood board could include not having an open mind and also make a garment and have a pattern that actually won't suit me. Like my previous modelling, I made sure my research was thorough to know exactly what will look good. By making a colour mood board, I minimised the risk of a boring garment. I was able to get across what I was trying to say easily to my stakeholders as a moodboard is clear and easy to understand. For my stakeholders I used, like the my previous modelling, my peers and parents. These stakeholders were very useful as they already new what looked good and what didn't. If I had just used strangers for feedback, they wouldn't know what you suit me and how certain garments would look on me. However, strangers may have suggested ideas that my stakeholders did not suggest and that means I could have developed my garment and pattern more.

### **Illustrations - different techniques**

The latin word 'illustration' in the oxford dictionary is defined as "The action or fact of illustrating something." I used illustration to develop designs.

#### **Painting**

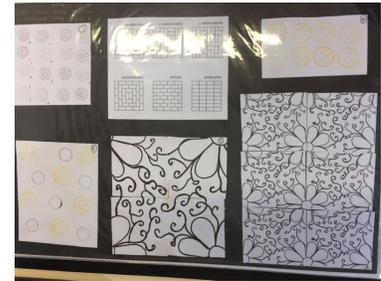
One way I used illustrations originally was panting from a zoomed in butterfly. This illustration didn't just involve me, but other members of my class contributed. This help me think outside the box as they would create new designs that I wouldnt originally think of. However, this can be a downside as I could potentially use others work. Using paint instead of coloured pencils allowed me to have make a design that was more opac. I got to experiment with opaque colours and their designs. I made sure this didn't happen by getting stakeholder feedback from my peers. My peers were a good use of stakeholders as they know what would look right. They made sure that they picked something that suited me and what didn't. If I didn't explore this type of illustration, I wouldn't have a wider range of knowledge. This is because other people were painting and experimenting too. This lowered my risk as I got to experiment with different types of textures when doing these illustrations. As a result I got to see what other people thought about what colours would suit me. If I didn't explore this way of illustration, I think I would have found it hard to think of new ideas. I would of had boring fabric and I wouldn't be thinking outside of the box.



#### **Eraser stamp**

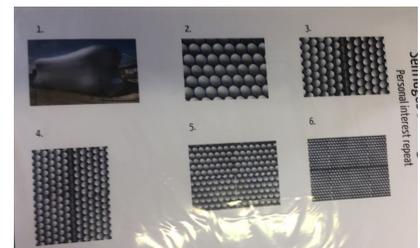
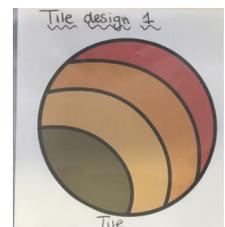
Another way I used illustrations was through making a stamp out of an eraser. This added texture to my designs and I got to experiment with them. The benefits of these enabled me

to experiment with texture and what I like and what I didn't like. I was able to explore different options for my overall fabric and garment. The disadvantages of this was that it was hard to get the right shape that I wanted. It needed a lot of practice to get used to cutting out of an eraser. This made it hard to get accurate and hard to get my desired shape. If I didn't explore this type of illustration, I wouldn't get a look into the texture that I gained from this. I also explored different ways to stamp these, like in a brick formation. As a result, I used this in my final design which as depends from the eraser stamp. For this illustration, I got stakeholder feedback from my peers. They were a good source of stakeholder feedback as they like a lot of the same things as I do. So when deciding on what formation of stamp my stakeholders agreed with me on what would suit me the best. For this, I didn't choose my parents as they don't like the same patterns as I do.



### Digital Photoshop

Once I had experimented with some basic illustration styles I then photographed my work and imported it into Adobe Photoshop. Photoshop allows me to get a more accurate and symmetrical version of the spotted design I liked best. This reduced the risk of my designs looking sloppy and messy. Also, Photoshop allowed me to select the right colour with ease and it produced a more even flat appearance - this is very difficult when doing it by hand using paper and paint for example. I had to be careful selecting my colours because if the settings on my screen were incorrect - when I printed it, it sometimes looks different to how I imagined. Later, when printing on fabric I will use the colour charts with the correct colour codes to minimise risk. Also, I have never used



photoshop before so it took me a long time to learn these new skills. One of my stakeholders were present while I was working so as I was asking for feedback, they also guided me in how to make the changes I needed. I was very lucky to have expert help to guide me. Working on Photoshop was great because I learnt a lot from working this was and it gave me ideas on how I could use these skills in other ways when designing. Also by working digitally, I was able to get feedback from people who weren't physically next to me because I could email them my work.

### Printed fabric at AUT - (Fabric swatches, fibres and yarns colour swatches)

The next stage was to test my design on fabric at the AUT Textile and Design lab. I tested my design at AUT as it allowed me to see the real size of the pattern, what the colours

looked like on cotton and how the ink reacted with this type of material. As it was printed, I got familiar with colour codes and to know which one I wanted for the fabric I was going to use. From this I was then able to decide if I liked the way it looked or if I wanted to alter the design. The benefits of testing my design was to allow me to know what the potential end product will look like and how it reacted to the fabric that I will use. I also got to see the true colours and how they looked when they were printed onto fabric.



Testing my fabric here first lowered my risk in many ways. It meant that I knew what the size of the pattern would be and if the colour on my computer screen was what the colour was on my fabric. This further lowered my risk as it made sure that I was confident in knowing what I was printing. Disadvantages of doing this was that the material that it was printed on could be slightly different to my actual fabric. Another disadvantage of printing on AUT was that my classes design was getting printed at the same time. This meant that the actual colour of the fabric had to be white. This restricted my knowledge of knowing what it would look like on another fabric color i.e black. As AUT specialises in digital printing I was able to get expert advice. Getting expert advice meant that my understanding of digital printing was thorough and wide.

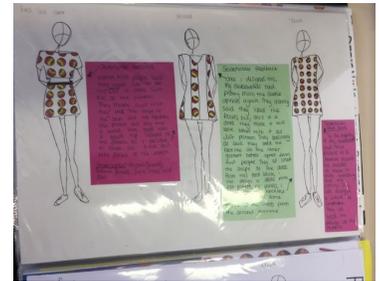
### **1/2 Scale Mannequin - drape**

Once my fabric was printed from AUT I got to get familiar with draping this on a ½ scale mannequin. A half scale mannequin is a small mannequin that is used primary to get ideas out. I did the half scale mannequin as I could experiment as I go and create new ideas quickly and easily. One of the reasons why I did a half scale mannequin was because I was lost for inspiration. Being able to physically come up with an outfit really helps me to develop my ideas. Another benefit I gained from doing this was to see if the scale of the pattern would look like for different garments. When I printed my fabric a AUT, I found it to be too small and thought this was perfect to ½ scale mannequin drape with as if it was blown up it would look like that in real life. A disadvantage to this is that draping is usually done quickly, which is great to get ideas out, but, if detail is wanted it is hard to create. As it is on a smaller scale, it is harder to know what the garment would look like blown up. If I didn't try ½ scale draping I would have never come up with the garment that I ended up making. It lead me to create and design new ideas quickly. Just like digital photoshop, I got feedback as I went a long. With the people beside me would tell me what they liked and didn't like as I was still designing. As a result this saved me time as if I had designed a whole garment and the next day asked for their opinions, I would have to start my draping again. I used these stakeholders rather than my family or peers that weren't in the class as it would be hard to show them. I would have to take a picture and then show them later

which would waste time and they wouldn't be able to see every single detail.

### **Sketching garment designs- shape on garment**

Sketching is a form of drawing that is generally done quickly or messily. It can then be developed into a final prototype. I used sketching after draping as a form to finalise my end garment. There are some benefits to sketching which include enabling the designer to quickly get their ideas on a page. It can express ideas well as it can show all the colours and exactly wanted in a design. This type of functional modelling is good for the initial idea too. Sketching can be easily adapted and can be very useful in design. However, there are still disadvantages to sketching. How well presenting you sketch is really due to you ability to sketch. This can then affect your overall look and how the garment can come across. As I am not the best sketcher, portraying the detail of my garment was hard.



Another disadvantage is that sketching can take time. This is not good when you are in a rush as the sketch might not be fully developed or clear. Although there are disadvantages to sketching, sketching really helped me to finalise my idea. I was able to develop easily, as I drew in pencil, and it was easy to experiment with many different styles. When sketching I minimised the risk of it not looking right on the body or patterns clashing. When sketching I tried to make the model as similar to my body shape as possible as I knew then what would suit me and what wouldn't.



As well as this, I got to know what patterns clashed and what didn't. I chose my family and peers for stakeholders for this as I wanted my garment to be liked by them.

### **Toile making**

A toile is a rough model of what the prototype will look like. According to 'Bura style' a toile is "the essential first test or trial run for any finished couture garment." A toile allows you to make adaptations to the garment that will be made. I made a toile as a commercial pattern aren't designed for my body. The sizing chart helps when pick what size but i still need to fit them. Another reason why i made a toile was because i could afford to make mistakes on calico, as this is a cheap fabric. I wanted to keep my actually fashion fabric neat and clean to it remains intact until i perfected the fit. This was because when making a toile it cuts down the sewing time to a minimum because I am able to learn the construction skills better. The last reason why i chose to make a toile first was because i didn't want to make a complex garment without having the fear that i would ruin my expensive fabric that i designed. As a result of this it is easy to experiment on calico. If i hadn't done this form of functional modelling, i would have ruined my fabric and then would have wasted time.

When i was making the toile, i realised it was too small, i asked my peers in my textiles class as they knew what would be the right fit and what would look good. I generally used my peers as stakeholder feedback as they knew what i liked and they would know what would suit me. With whatever feedback they gave me, i would always try to improve to fit their needs as well as mine.

### **Prototype**

The prototype is the outfit that i made for the catwalk at the school fashion show. It is a final sample which if i was going to put my collection into production, this is exactly how i would want it to look. I got to see what my garment looked like on the catwalk and i was able to tell if the colours looked any different under different light. I was limited by my technical skills and the machine available to me. When going into a commercial production, the finishings could change slightly due to the industrial machines that are available. For stakeholders i used the audience at the fashion show which were full of ethnicities and many different ages at the show. I got to see their reaction when i walked onto the catwalk. I also got to show my garment off to professionals who were judging the garments. I got to hear their feedback and that helped me a lot because that was another stakeholder group that i was showing. It was a risk to show off my design to such a wide range of people but it paid off due to the response i got onto the catwalk.



### **Conclusion**

Overall, i think that modelling is important to gain a successful outcome as less mistakes are made meaning a better overall outcome. Modelling allows you to get a wider range of knowledge and use it accordingly. I think it's important to ask a wide range of different stakeholders as i get to see their different view and opinions. Getting stakeholder feedback from an older generation and my peers that are my age really helped me combined both of their ideas to suit both. If i didn't collect stakeholder feedback i would just make something that i liked. I wouldn't be able to collect ideas that i don't think of which can improve my garment. These were both valid and reliable stakeholder feedback groups as they weren't afraid to say their opinion. It would of overall had a boring garment that wasn't developed very well. Technological modelling allowed me to always improve and make sure that in my garment there were no mistakes and make it the best possible garment possible. This was through ongoing testing of conceptual designs. Prototyping allowed me to evaluate the fitness for purpose of the final outcome which meant i was able to know if it was suitable in the social and physical environment. Modelling was essential for risk management because i was able to test if this type of modelling worked and to identify the benefits and the disadvantages. It help me explore alternative ideas and i could evaluate

what you be don't rather to what should be done. Although technological modelling enables me to take risk, it is also important as a fashion designer to take creative risks in order to be innovative.

### **Bibliography**

<http://www.creativeblog.com/graphic-design/7-reasons-why-mood-boards-are-worth-extra-time-4132367>

<http://www.burdastyle.com/blog/toile-anyone> toile definition

## Exemplar of Achievement

AS91358 – Demonstrate understanding of how technological modelling supports risk

management. Achieved Requirements

Demonstrating understanding of how technological modelling supports risk management

involves Explaining why different forms of modelling are used to manage risk

Explaining why different forms of modelling are used with different stakeholders

Describe the different forms of modelling that were used to decide what 'should' and 'could' be done at different states of technological practice.

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### Commentary

This is a good exemplar of a soft materials report written with a strong student voice. The writing at times isn't particularly articulate. The candidate has been able to explain and discuss all the points required to achieve. There is true evidence throughout the report of the candidate's understanding and of using technological modelling techniques in the classroom that have enabled them to manage risks to complete their required outcome.

Main points for achieved.

- Introduction is clear and concise with description of both functional modelling and prototypes.
- Stakeholders are identified and some reasons why they have been chosen – with more explanations throughout the report.
- Report covers each stage of the outcome development, discussing and explaining why each modelling type was used, risks are identified, stakeholder feedback is given and the decisions made from this type of modelling.
- The 'could', technically feasible, aspects are identified from the modelling. These are explained, i.e. identifying the benefits of a process, what procedures could be undertaken to complete the outcome. The candidate also identifies solutions that might benefit the brief's requirements or meet specifications.
- The 'should' have been described throughout the report with reference to a broader future focused context, i.e. socially acceptable and suitability for the show, mention of plagiarism, i.e. legal requirements, time saved, efficiently gaining stakeholder feedback at time of modelling process, reference to cost/expense, etc.
- Conclusion is concise and summarises well.
- Has bibliography.