

CS63 Patternmaker / Digital Patternmaker

Disclaimer

These Occupational Frameworks and Skill Profiles have been developed as workforce planning, occupational mapping and skills reference resources for the Australian textile, clothing and footwear (TCF) industry. They are intended to describe the typical functions, responsibilities, skills and capabilities associated with occupations across the industry.

These documents are not intended to replace or override industrial instruments or employment arrangements, including awards, enterprise agreements, employment contracts, position descriptions, classification structures, licensing or regulatory requirements, or other statutory obligations. Where differences arise, the relevant industrial, legislative or regulatory requirements take precedence. The Skill Profiles should be used as complementary reference documents to support workforce planning, career development, training and skills recognition.

1. Job role

TCF sub-sector	Cross-sector
Job role	CS63 Patternmaker / Digital Patternmaker
Job role description	Develops patterns for products using manual drafting techniques and/or digital pattern making systems to meet design, fit and production requirements. The role interprets design specifications, creates and modifies patterns, supports sampling and prototyping, and ensures patterns are production ready. Increasingly, the role involves digital pattern making, grading and integration with Computer-Aided Design and Computer-Aided Manufacturing (CAD/CAM) systems to support efficient, scalable and accurate manufacturing.
Performance expectations	- Producing accurate patterns aligned with design specifications. - Ensuring correct fit, sizing and proportions. - Supporting efficient sampling and prototyping processes. - Maintaining consistency across graded sizes. - Minimising material waste through efficient pattern layout. - Ensuring patterns are production-ready and technically accurate. - Supporting integration with digital design and production systems. - Maintaining documentation and version control of patterns. - Meeting development timelines. - Collaborating effectively with design and production teams.
Specialisation (optional)	Manual pattern drafting, digital pattern making (CAD), grading, marker making, fit development, technical pattern engineering.
Application in other TCF sectors	- Apparel production supporting garment development and sizing. - Textile product development supporting soft goods and technical textiles. - Footwear production supporting component pattern development.

	• Leather goods production supporting bags, accessories and small goods. • Uniform and workwear production supporting functional garment development. • Costume and bespoke production supporting custom-fit garments. • Manufacturing industries supporting pattern-based product design.
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2. Key tasks and critical work functions

Key tasks	• Interpreting design specifications and technical drawings. • Drafting patterns manually or using CAD software. • Developing and modifying patterns for fit and production. • Grading patterns across multiple sizes. • Creating markers for efficient fabric usage. • Supporting sample development and prototyping. • Testing fit and making pattern adjustments. • Maintaining pattern documentation and version control.
Critical work functions	• Ensuring accuracy of pattern dimensions and specifications. • Maintaining consistency across size ranges. • Supporting correct garment fit and functionality. • Minimising material waste through efficient pattern design. • Ensuring patterns are production ready. • Supporting collaboration between design and production. • Maintaining data integrity in digital systems.

3. Technical skills

Pattern drafting	Creating patterns using manual and digital methods.
Digital pattern making (CAD)	Using CAD systems for pattern development and grading.
Grading	Scaling patterns across size ranges.
Marker making	Creating layouts for efficient material usage.
Fit analysis	Evaluating garment fit and making adjustments.
Technical documentation	Maintaining accurate pattern records.
CAD/CAM integration	Integrating patterns with production systems.

4. Generic Skills

Attention to detail	Ensuring precision in measurements and specifications.
Analytical thinking	Evaluating fit and technical requirements.
Problem solving	Resolving fit and production issues.
Communication	Working with designers and production teams.
Time management	Meeting development timelines.
Collaboration	Supporting cross-functional development processes.

5. Emerging skills

Emerging skills	• Using advanced 3D pattern making and simulation software. • Integrating digital patterns with automated cutting systems. • Supporting mass customisation and digital sizing systems. • Using cloud-based collaboration platforms. • Applying sustainability principles in pattern efficiency. • Using AI-assisted design and pattern development tools.
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6. VET Qualifications and Skill Sets

Entry-level preparation	MST20722 Certificate II in Apparel, Fashion and Textiles or equivalent.
Advanced development	MST50122 Diploma of Apparel, Fashion and Textiles or equivalent.

7. Job progression

Possible job progression	Production Assistant → Pattern Maker → Senior Pattern Maker → Technical Designer → Product Development Manager.
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8. Classification

Australian Qualifications Framework	AQF Level 2-5.
Australian Bureau of Statistics (ABS) Skill Levels	Skill Level 3.
Open Source Classification of Occupations for Australia (OSCA)	399434 Garment Technician.



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