

# FASH A255: FASHION ILLUSTRATING TECHNIQUES 1

Item	Value
Curriculum Committee Approval Date	11/04/2020
Top Code	130310 - Fashion Design
Units	3 Total Units
Hours	108 Total Hours (Lecture Hours 27; Lab Hours 81)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S)

## Course Description

Presentation and promotion of fashion and garment design through elementary trade sketching, use of the 'croqui', and current computer design software as used in the fashion industry. Transfer Credit: CSU.

## Course Level Student Learning Outcome(s)

1. Demonstrate elementary trade sketching techniques of figure and poses, fabric patterns, textures, and design and construction details.
2. Use skills and techniques of computer illustration to develop fashion industry specific projects incorporating pricing, fabrics, and size ranges and line list.

## Course Objectives

- 1. Demonstrate fashion figure proportions and poses, fabric patterns, textures, design and construction details through the use of elementary trade sketching techniques.
- 2. Distinguish between flat garment designs and 2-dimensional garment draping on a fashion figure.
- 3. Using CAD, apply effectively the mediums of charcoal, water color, and marking pen to enhance fashion sketches.
- 4. Demonstrate the steps involved in the use of computer applications in fabric and apparel design.
- 5. Estimate/Projection of apparel design products.
- 6. Develop an apparel line list.
- 7. State benefits of computer applications in textile design.
- 8. Use Adobe Illustrator to create garment silhouettes in colors and patterns.
- 9. Use PhotoShop to customize garment silhouettes using layers and filters.
- 10. Create a portfolio level project to demonstrating skills learned in Adobe Illustrator and PhotoShop.

## Lecture Content

Fashion figure proportions Female Male Balancing and posing the fashion figure Garment and construction details Flat - one dimensional Draped - two dimensional Textile rendering Patterns Textures Embellishments Medium application Charcoal Water color Marking pen

Composition and format Lay out skills Design elements Introduction to computer assisted design Fabric print design Garment design Story boards Adobe Illustrator Introduction to menus and palettes Create and move objects Use tools to create garments and fill with color/pattern PhotoShop Introduction to toolbox Use palettes, layers and image modes Customize garments with techniques learned Story board Designing a line of clothing Factoring pricing, fabrics, and size ranges

## Lab Content

Garment and construction details Flat - one dimensional Draped - two dimensional Textile rendering Patterns Textures Embellishments Medium application Charcoal Water color Marking pen Composition and format Lay out skills Design elements Introduction to computer assisted design Fabric print design Garment design Story boards Adobe Illustrator Introduction to menus and palettes Create and move objects Use tools to create garments and fill with color/pattern PhotoShop Introduction to toolbox Use palettes, layers and image modes Customize garments with techniques learned

## Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)
- Lab (04)
- DE Live Online Lab (04S)
- DE Online Lab (04X)

## Instructional Techniques

Lecture, demonstration, slides, lab, field trip, guest speakers, and sketching

## Reading Assignments

Handouts provided in-class related to course information and computer programs. 1-2 hours per week.

## Writing Assignments

Brief project description/ branding information and applied demonstration of computer program knowledge acquired. 1-2 hours per week.

## Out-of-class Assignments

Fashion sketching. Research related to target market, design inspiration, and branding. 2-3 hours per week.

## Demonstration of Critical Thinking

Teacher/student critique of projects; skill demonstrations; problem solving exercises, storyboard, fashion dictionary

## Required Writing, Problem Solving, Skills Demonstration

Brief project description Applied demonstration

## Eligible Disciplines

Family and consumer and studies/home economics: Masters degree in family and consumer studies, life management/home economics, or home economics education OR bachelors degree in any of the above AND masters degree in child development, early childhood education, human development, gerontology, fashion, clothing and textiles, housing/interior design, foods/nutrition, or dietetics and food administration OR the equivalent. Masters degree required. Fashion and related technologies (merchandising, design, production): Any bachelors degree and two years

of professional experience, or any associate degree and six years of professional experience.

### **Textbooks Resources**

1. Required Abling, Bina. Fashion Sketchbook, 6th ed. New York: Fairchild Books, 2012 Legacy Textbook Transfer Data: latest 2. Required Fashionary. Fashionpedia, ed. Hong Kong: Fashionary International Ltd, 2016