

# FASH A256: FASHION ILLUSTRATING TECHNIQUES 2

Item	Value
Curriculum Committee Approval Date	03/10/2021
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

Use current computer software to design and refine fashion garment proportions, textile textures and shapes, and garment construction elements to gain a clear understanding of design standards in the fashion industry. PREREQUISITE: FASH A255. Transfer Credit: CSU.

## Course Level Student Learning Outcome(s)

1. Understand and apply computer design applications to design professional apparel lines incorporating style, pricing, fabrics, and selling methods.
2. Develop effective portfolio quality projects according to current employment standards.

## Course Objectives

- 1. Create several classifications of garment silhouettes using current computer software.
- 2. Design and develop a variety of textiles for the current fashion industry.
- 3. Understand and master the tools needed to complete professional fashion flats.
- 4. Demonstrate the steps involved using computer applications to design fabric and apparel.
- 5. Develop a professional apparel line list for all seasons in a fashion year, incorporating demographic and market research.
- 6. Analyze the effect of computer-assisted design on "speed to market."
- 7. Create garment silhouettes in colors and patterns using Adobe Illustrator at an advanced level.
- 8. Customize garment silhouettes using PhotoShop to create layers and masks.
- 9. Create portfolio quality work using Adobe Creative Suite.
- 10. Research current market expectations of a professional fashion designer.

## Lecture Content

I.Refine Garment proportions A.Woven and knit tops B.Dresses/Pants/Walk shorts C.Outerwear D. Accessories II.Textile

Rendering A. Professional digital textile library B. Textures and shapes C. Embellishments III.Spring/Summer Fashion line A. Garment Construction B. Design Elements C. Selling potential of each fashion garment IV.Fall/Winter Fashion line A. Garment Construction B. Design Elements C. Selling potential of each fashion garment V.Advanced garment and construction details A. Label placement B. Custom Trims VI.Story boards A. Professional design components B. Price, fabric, size factors VII.Professional presentation, composition and format A. Lay-out skills B. Designer expectations VIII.Refine understanding of computer-assisted design A. Fabric print design B. Garment design C. Trim / accessory design IX. PhotoShop A. Introduction to toolbox B. Palettes, layers and image modes C. Techniques to customize garments X. Design career in Fashion Industry A. Research careers available B. Guest speakers / field trips C. Portfolio pages

## Lab Content

Lab time for the following: I.Refine Garment proportions II.Textile Rendering III.Spring/Summer Fashion line IV.Fall/Winter Fashion line V.Advanced garment and construction details VIII.Refine understanding of computer-assisted design IX. PhotoShop A. Introduction to toolbox B. Palettes, layers and image modes C. Techniques to customize garments

## 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, lab, guest speakers, fieldtrips

## Reading Assignments

Readings related to computer aided design and fashion illustration from text and handouts. 1-2 hours per week.

## Writing Assignments

Written project description and development based upon research of demographic and current market expectations. Applied skill demonstration of computer-generated illustration techniques. 2-3 hours per week.

## Out-of-class Assignments

Research and readings related to design process and brand development. 1-2 hours per week.

## Demonstration of Critical Thinking

Teacher/student critique of projects and written research and development; trade sketching and computer illustration demonstrations; problem-solving exercises, storyboards illustrating clothing line development; digital textile library

## Required Writing, Problem Solving, Skills Demonstration

Written project description and development based upon research of demographic and current market expectations. Applied skill demonstration of computer-generated illustration techniques.

## **Eligible Disciplines**

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, B.. Fashion Sketchbook, latest ed. New York: Fairchild  
Books, 2012 Rationale: . 2. Required Fashionary. Fashionpedia, ed. Hong  
Kong: Fashionary International Ltd, 2016