FASH 142 Course Outline as of Fall 2014

CATALOG INFORMATION

Dept and Nbr: FASH 142 Title: COMPUTER FASH ILLUST Full Title: Computer-Aided Fashion Illustration Last Reviewed: 9/20/2010

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00	Lab Scheduled	3.00	6	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	5.00		Contact Total	87.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00

Total Student Learning Hours: 157.50

Title 5 Category:	AA Degree Applicable
Grading:	Grade Only
Repeatability:	00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:	
Formerly:	

Catalog Description:

An intensive course designed to teach students to use Adobe Illustrator software to create technical flats, represent fabric prints and garment details. Students learn computer skills on both the PC and Macintosh platforms.

Prerequisites/Corequisites: Course Completion of FASH 56 (or FASH 56A or FASHN 56A)

Recommended Preparation:

Completion of CIS 101A OR CIS 105A or previous experience with computer platform being used.

Limits on Enrollment:

Schedule of Classes Information:

Description: An intensive course designed to teach students to use Adobe Illustrator software to create technical flats, represent fabric prints and garment details. Students learn computer skills on both the PC and Macintosh platforms. (Grade Only)

Prerequisites/Corequisites: Course Completion of FASH 56 (or FASH 56A or FASHN 56A) Recommended: Completion of CIS 101A OR CIS 105A or previous experience with computer

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree: CSU GE:	Area Transfer Area	Effective: Effective:	Inactive: Inactive:
IGETC:	Transfer Area	Effective:	Inactive:
CSU Transfer	Effective:	Inactive:	
UC Transfer:	Effective:	Inactive:	

CID:

Certificate/Major Applicable:

Both Certificate and Major Applicable

COURSE CONTENT

Outcomes and Objectives:

Upon completion of this course, students will be able to:

1. Create technical flats and fashion illustrations utilizing Adobe Illustrator's tools, menus, and palettes.

- 2. Construct a template layer portfolio for preparing technical flats and fashion illustrations.
- 3. Translate designer sketches into technical flats with production specifications for patternmakers and sewing contractors.

4. Demonstrate proficient use of Adobe Illustrator's pen tool, stroke lines, and dashed lines in the development of technical flats in various apparel categories.

5. Interpret apparel trims, fabric prints, and fabric textures from samples using Adobe Illustrator's brushes, swatches and symbols palettes.

- 6. Based on subsequent repeats, students will be able to apply techniques to:
 - a. increasingly complex applications
 - b. increasingly complex patterns
 - c. gain confidence and speed

Topics and Scope:

- I. Tools, Menus and Palettes
 - A. Selections and arranging objects
 - B. Reflect and transform
 - C. Color, transparency, and gradient
- II. Fashion Flats
 - A. Pen tool
 - B. Stroke and dashed lines
 - C. Text tool
 - 1. Sewing and pattern specifications
 - 2. Logo designs

III. Trims, Fabric Patterns and Textures

- A. Brushes
- B. Swatches
- C. Symbols
- IV. Scanning Images
 - A. Figure templates
 - B. Face libraries
 - C. Managing layers
- V. Fashion Presentation Boards

Assignment:

- 1. Presentation boards of technical flats and illustrations including:
 - A. Basic flats
 - B. Flats with prints
 - C. Flats with fabric textures
 - D. Flats with trims
 - E. Labels, logos, and type styles
 - F. Presentation fashion illustrations
- 2. Assemble a sketchbook containing:
 - A. Class notes
 - B. Handouts
 - C. Fashion clippings
 - D. Design ideas
 - E. Collection of fabric samples
- 3. Midterm and final two-part exam
 - A. Objective
 - B. Performance computer drawing
- 4. Field Work research and analyze designer lines in retail stores (part of final project)
- 5. Read 25-30 pages per week
- 6. Repeating students will apply detailed and advanced techniques.

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because skill demonstrations are more appropriate for this course.

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Field work

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Writing 0 - 0%

> Problem solving 10 - 20%

Performance exams, presentation boards; sketchbook	Skill Demonstrations 40 - 50%
Exams: All forms of formal testing, other than skill performance exams.	
Exams: multiple choice, short answer; true/false	Exams 15 - 20%
Other: Includes any assessment tools that do not logically fit into the above categories.	
Participation and attendance	Other Category 10 - 20%

Representative Textbooks and Materials: Hints for Creating Fashion Flats Using Adobe Illustrator. Werdann, Terry. 2009. Adobe Illustrator for Fashion Design 1st Edition, Susan Lazar, 2008.