**FASH 56 Course Outline as of Fall 2024**

# CATALOG INFORMATION

Dept and Nbr: FASH 56       Title: FASH DESIGN & ILLUST

Full Title: Fashion Design and Illustration

Last Reviewed: 9/25/2023

| 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 | 8 | 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:          FASH 56A

**Catalog Description:**

This course examines the ways that garment designs are developed and communicated in the fashion industry. Students will study all aspects of the design process from the initial inspiration and market research to the sketches and technical illustrations that communicate the specifics of the garment to the production team. An introduction to both Adobe Photoshop and Adobe Illustrator allows students to create industry-quality digital illustrations and design presentations.

**Prerequisites/Corequisites:**

**Recommended Preparation:**

Course Completion of FASH 70A

**Limits on Enrollment:**

**Schedule of Classes Information:**

Description: This course examines the ways that garment designs are developed and communicated in the fashion industry. Students will study all aspects of the design process from the initial inspiration and market research to the sketches and technical illustrations that communicate the specifics of the garment to the production team. An introduction to both Adobe

Photoshop and Adobe Illustrator allows students to create industry-quality digital illustrations and design presentations. (Grade Only)
Prerequisites/Corequisites:
Recommended: Course Completion of FASH 70A
Limits on Enrollment:
Transfer Credit: CSU;
Repeatability: Two Repeats if Grade was D, F, NC, or NP

# ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

| | | | Effective: | Inactive: |
|---|---|---|---|---|
| **AS Degree:** | **Area** | | Effective: | Inactive: |
| **CSU GE:** | **Transfer Area** | | Effective: | Inactive: |
| **IGETC:** | **Transfer Area** | | Effective: | Inactive: |
| **CSU Transfer:** | Transferable | Effective: Fall 1981 | Inactive: | |
| **UC Transfer:** | | Effective: | Inactive: | |

**CID:**

**Certificate/Major Applicable:**
Both Certificate and Major Applicable

# COURSE CONTENT

**Student Learning Outcomes:**
At the conclusion of this course, the student should be able to:
1. Develop a collection of garment designs ready for presentation.
2. Create correctly proportioned and detailed technical illustrations known as flats.
3. Demonstrate the drawing skills needed to accurately illustrate garment designs on a body.

**Objectives:**
At the conclusion of this course, the student should be able to:
1. Identify the elements of design and interpret them in the context of fashion apparel.
2. Create original inspiration and mood boards to guide the design process.
3. Design garments specifically for a target market and customer.
4. Demonstrate an understanding of color theory.
5. Select fabrics appropriate to specific garment designs.
6. Interpret existing and original garment designs into technical flats both by hand and using Adobe Illustrator.
7. Create sketches showing realistic fabric drape and texture in addition to accurate garment construction details.
8. Demonstrate a variety of skills in Adobe Photoshop to create fashion presentations.

**Topics and Scope:**

I. Principles of Design
   A. Color
   B. Line
   C. Silhouette

D. Value
E. Texture
II. Technical Garment Illustrations (Flats)
   A. How flats are used in the fashion industry
   B. Flats body template proportion
   C. Analyze proportion and fit
   D. Convey accurate construction detail
   E. Notations for tech packs
III. Fashion Design Process
   A. Mood boards
   B. Analysis of target markets and customers
   C. Color and fabric selection
   D. Garment design ideation
   E. Editing your designs
   F. Illustrations and flats
   G. Composing a design presentation
IV. Fashion Sketching Techniques
   A. Body proportion in fashion illustration
   B. Creating and using fashion croquis (body templates)
   C. Drawing clothes on bodies
      1. Wraparounds
      2. Drapes and folds
      3. Shading the 3D form
   D. Drawing hands and feet
   E. Drawing faces
V. Adobe Illustrator Tools for Flats
   A. Pen tool, paths, strokes, swatches
   B. Rotate, reflect, and transform
   C. Group, average, join
   D. Align and distribute
   E. Pathfinder panel
   F. Brushes, swatches, and symbols
   G. Clipping masks
VI. Adobe Photoshop Tools for Fashion Designers
   A. Selection tools
   B. Layer masks
   C. Adjustment layers
   D. Brushes

All topics are covered in the lecture and lab portions of the course.

**Assignment:**

1. Reading from textbook or other sources (20-30 pages per week)
2. Quizzes (2-4)
3. Weekly drawing and design assignments (1-4 per week), such as:
   A. Hand drawn flats
   B. Digital flats
   C. Physical or digital collage
   D. Croquis development
   E. Garment design sketches
   F. Other

4. Garment design project(s) (1-3) containing elements such as:
   A. Mood board
   B. Market and/or customer profile
   C. Color and fabric swatches
   D. Garment illustrations and flats
   E. Technical garment details with notations
   F. Other

All assignments are covered in the lecture and lab portions of the course.

## 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.

| | |
|---|---|
| Garment design project(s) | Writing<br>0 - 10% |

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

| | |
|---|---|
| None | Problem solving<br>0 - 0% |

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

| | |
|---|---|
| Weekly drawing and design assignments; garment design project(s) | Skill Demonstrations<br>40 - 60% |

**Exams:** All forms of formal testing, other than skill performance exams.

| | |
|---|---|
| Quizzes | Exams<br>20 - 30% |

**Other:** Includes any assessment tools that do not logically fit into the above categories.

| | |
|---|---|
| Participation | Other Category<br>10 - 20% |

## Representative Textbooks and Materials:
Adobe for Fashion Illustrator CS6, The Ultimate Guide to Drawing Flats. Schneider, Robin. Lulu.com. 2013 (classic).
Fashion By Design. 2nd ed. Greenberg, Janice Ellinwood. Fairchild Books. 2021.
Fashion Design Course. 3rd ed. Faerm, Steven. Sourcebooks. 2022.