

FASH 62B Course Outline as of Fall 1997**CATALOG INFORMATION**

Dept and Nbr: FASH 62B Title: FLAT PATTERN DSGNII

Full Title: Flat Pattern Design II

Last Reviewed: 9/20/2010

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	2.00	Lecture Scheduled	1.50	17.5	Lecture Scheduled	26.25
Minimum	2.00	Lab Scheduled	1.50	17.5	Lab Scheduled	26.25
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 52.50

Total Student Learning Hours: 105.00

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 05 - May Be Taken for a Total of 4 Units

Also Listed As:

Formerly: CLTX 50B

Catalog Description:

Further studies in patternmaking techniques, with an emphasis on professional skills, unique styling details, and more complex design components. Patterns for jackets, coats, activewear, men and children are discussed. Development of specialized slopers (such as pants, jackets, etc.) included.

Prerequisites/Corequisites:

Course Completion of FASH 62A (or CLTX 50A or CLTX 5A or CLTX 5 or CLTX 175)

Recommended Preparation:

Previous or concurrent enrollment in FASH 60 (formerly CLTX 60, CLTX 6, CLTX 176). Pattern development using flat pattern & draping methods.

Limits on Enrollment:**Schedule of Classes Information:**

Description: Further studies in patternmaking techniques, with an emphasis on professional skills and more complex design components. Patterns for jackets, coats, activewear, men and children included. (Grade or P/NP)

Prerequisites/Corequisites: Course Completion of FASH 62A (or CLTX 50A or CLTX 5A or

CLTX 5 or CLTX 175)

Recommended: Previous or concurrent enrollment in FASH 60 (formerly CLTX 60, CLTX 6, CLTX 176). Pattern development using flat pattern & draping methods.

Limits on Enrollment:

Transfer Credit: CSU;

Repeatability: May Be Taken for a Total of 4 Units

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:
IGETC:	Transfer Area	Effective:	Inactive:
CSU Transfer:	Transferable	Effective: Fall 1981	Inactive: Fall 2014
UC Transfer:		Effective:	Inactive:

CID:

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

In this course, the student will develop the necessary skills to enable them to:

Create new, original designs using a variety of patternmaking and draping techniques.

Make accurate, workable patterns using industry standards.

Interpret complicated designs and decide which pattern development technique is most appropriate for that design.

Adapt patterns for a variety of fabrics, including knits.

Develop a series of standard alopers for pants, jackets, coats and knits.

Discuss the role of computer technology in apparel design.

Topics and Scope:

Content will include:

1. Review of basic flat pattern techniques
2. Review of basic draping techniques
3. Discussion of current trends in apparel design
4. Discussion of specific patternmaking topics including:
 - a. jackets and coats
 - b. complicated details in collars, pockets, cowls, sleeves, and other details pertinent to the student's designs
 - c. pants and jumpsuits
 - d. activewear, including leotards and bathing suits
 - e. working with varying degrees of stretch in fabric

5. Overview of computer applications in patternmaking and apparel design.
6. Discussion of professional standards.

Assignment:

1. Completion of one specialty sloper (i.e., pants, leotard. basic knit, jacket).
2. Completion of practice problems in utilizing both flat pattern and/or draping for unusual or complicated designs, utilizing industry standards.
3. Development of a series of original designs and a completed garments of those designs utilizing advanced pattern development techniques. Patternmaking and draping processes must be done and evaluated in class.

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 problem solving assessments and skill demonstrations are more appropriate for this course.

Writing
0 - 0%

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

Homework problems

Problem solving
30 - 50%

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

Class performances, Performance exams

Skill Demonstrations
40 - 75%

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

None

Exams
0 - 0%

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

ATTENDANCE

Other Category
5 - 10%

Representative Textbooks and Materials:

PATTERN-MAKING FOR FASHION DESIGN, Armstrong, 2nd edition, 1994

