

FASH 56 Course Outline as of Fall 2017**CATALOG INFORMATION**

Dept and Nbr: FASH 56 Title: FASH DESIGN & ILLUSTRATION
 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	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: FASH 56A

Catalog Description:

An introduction to the aesthetic and functional principles of fashion and technical drawing. Principles of drawing using croquis to present designs and technical illustration techniques used for garment production.

Prerequisites/Corequisites:**Recommended Preparation:**

Eligibility for ENGL 100 or ESL 100

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

Description: An introduction to the aesthetic and functional principles of fashion and technical drawing. Principles of drawing using croquis to present designs and technical illustration techniques used for garment production. (Grade Only)

Prerequisites/Corequisites:

Recommended: Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Transfer Credit: CSU;

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

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

IGETC:	Transfer Area	Effective:	Inactive:
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CSU Transfer:	Transferable	Effective:	Fall 1981	Inactive:
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UC Transfer:		Effective:		Inactive:
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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 properly proportioned fashion illustrations and flats using croquis, in pencil, marker and using computer drawing software.
2. Produce and present a series of technical illustrations used for garment production.

Objectives:

In order to achieve these learning outcomes, during the course the student will:

1. Identify the elements of design and interpret them in fashion illustrations.
2. Analyze the principles of body movement and balance to develop croquis.
3. Interpret original designs into technical flats.
4. Create sketches and technical flats in a variety of media.
5. Demonstrate a variety of drawing techniques using computer drawing software to create technical drawings.
6. Render fabric effects and textures in various categories of fashion design.
7. Interpret and illustrate garment drape and construction details accurately.

Topics and Scope:

I. Design Elements

A. Color

B. Line

C. Silhouette

D. Value

E. Texture

II. Principles of Body Movement and Balance

A. Stylized proportions

B. Figure balance

C. Female croquis

III. Sketching Principles and Techniques

- A. Flats
 - B. Clothing drape
 - C. Garment construction
 - D. Fabric textures
- IV. Tools, Menus and Palettes
- A. Selection and arrangements of objects
 - B. Reflect and transform
 - C. Color and transparency

V. Fashion Flats

- A. Pen tool
- B. Stroke and dashed lines
- C. Text tool

VI. Trims, Closures and Fabric Textures

- A. Brushes
- B. Swatches
- C. Symbols

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

Assignment:

Lecture Assignments:

1. Reading 20-25 pages per week
2. Written exams (1-2)
3. Skills demonstration exams (1-2)

Lab Assignments:

1. Students will compile a sketchbook containing:
 - a. Garment constructions details
 - b. Basic flats
 - c. Fashion clippings
 - d. Original designs
2. Weekly drawing assignments; 2-4 drawings per week, including;
 - a. Figures
 - b. Croquis
 - c. Flats
 - d. Technical illustration
3. Students will produce a series of technical illustrations used for garment production including;
 - a. Digital portfolio containing illustrations
 - b. Notations for tech packs
 - c. Clipping masks

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.

Class notes and notation for tech packs

Writing 15 - 25%

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

None

Problem solving
0 - 0%

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

Digital portfolio and skills demonstration exams

Skill Demonstrations
25 - 40%

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

Written exams

Exams
20 - 30%

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

Participation

Other Category
10 - 20%

Representative Textbooks and Materials:

Adobe for Fashion Illustrator CS6, The Ultimate Guide to Drawing Flats. Schneider, Robin. Lulu.com. 2013

Figure poses for Fashion Illustrators. Tahmasebi, Sha. Barron's Educational Series. 2011