

FASH 62A Course Outline as of Fall 2017**CATALOG INFORMATION**

Dept and Nbr: FASH 62A Title: FLAT PATTERN DESIGN 1

Full Title: Flat Pattern Design 1

Last Reviewed: 2/24/2020

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	6	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: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: CLTX 50A

Catalog Description:

The student will learn the Flat Pattern Method in which a basic fitting pattern is developed and used to create patterns for original, individual designs. Patterns for tops, skirts, dresses, sleeves, and collars are discussed. Construction of a garment from an original design and pattern required.

Prerequisites/Corequisites:

Course Completion of FASH 70A

Recommended Preparation:

Course Completion of FASH 60

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

Description: The student will learn the Flat Pattern Method in which a basic fitting pattern is developed and used to create patterns for original, individual designs. Patterns for tops, skirts, dresses, sleeves, and collars are discussed. Construction of a garment from an original design and pattern required. (Grade or P/NP)

Prerequisites/Corequisites: Course Completion of FASH 70A

Recommended: Course Completion of FASH 60

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:

CSU Transfer: Transferable Effective: Fall 1987 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. Classify garment design utilizing the basic principles of flat patternmaking: dart manipulation, added fullness and contouring.
2. Apply basic techniques of flat patternmaking on a variety of garment slopers in order to develop design patterns.
3. Implement the basic principles of flat patternmaking to design and produce an original pattern and garment.

Objectives:

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

1. Interpret three-dimensional garment designs into two-dimensional pattern pieces.
2. Compare body measurements, pattern piece dimensions, fitting ease, and style ease in order to calculate alterations for a proper fit.
3. Create a basic sloper on tag paper in order to use for developing original design patterns.
4. Manipulate the basic sloper pattern to create design patterns for garments and their various parts including, but not limited to: tops, skirts, dresses, sleeves, collars, pockets, and button plackets.
5. Produce a production-ready garment pattern, with accurate labeling and markings, which can be used in the apparel industry.
6. Implement the basic principles of flat patternmaking using both artistic and technical skills to manipulate their sloper to produce production-ready patterns.
7. Identify ways in which computers are used in flat pattern development in the industry.

Topics and Scope:

- I. Measurements for Proper Fitting

- II. Alterations of Basic Pattern
- III. Transferring the basic garment sloper to tag paper
- IV. Interpreting 3-D Design into Flat Pattern Pieces
- V. Methods of Flat Patternmaking
 - A. Slash method
 - B. Pivot/transfer method
- VI. Basic Flat Pattern Techniques
 - A. Dart manipulation
 - B. Adding fullness
 - C. Contouring
- VII. Using Sloper to Create Basic Designs
 - A. Tops and bodices
 - B. Skirts
 - C. Dresses
 - D. Sleeves
 - E. Collars
 - F. Jackets and coats
- VIII. Flat Pattern Computer Technology
 - A. Digitizing
 - B. Grading
 - C. Marker development

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

Assignment:

Lecture Related Assignments:

1. Read from text (5 - 15 pages per week)
2. Quizzes: Short-answer written quizzes on pattern-making techniques and theories (2 - 3)

Lab Related Assignments:

1. Complete half scale design exercises and compile in a reference binder (18 - 20)
2. Complete full scale 5-piece basic pattern sloper on tag paper
3. Complete 1 garment design and 1 full scale paper pattern with complete and accurate markings

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.

Final Project (Design of original garment)

Problem solving
10 - 20%

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

Design Exercises; Basic Sloper; Final Project (Completed garment & paper pattern)

Skill Demonstrations
50 - 70%

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

Quizzes

Exams
10 - 15%

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

Attendance and participation

Other Category
10 - 20%

Representative Textbooks and Materials:

Patternmaking for Fashion Design. 5th ed. Armstrong, Helen J. Prentice-Hall. 2009 (classic)