

FASH 56A Course Outline as of Fall 1997

CATALOG INFORMATION

Dept and Nbr: FASH 56A Title: FASHDES&ILLUST
Full Title: Fashion Design and Illustration
Last Reviewed: 9/25/2023

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	2.00	Lecture Scheduled	1.00	17.5	Lecture Scheduled	17.50
Minimum	2.00	Lab Scheduled	3.00	17.5	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	4.00		Contact Total	70.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 35.00

Total Student Learning Hours: 105.00

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: FASHN 56A

Catalog Description:
An introduction to the principles of fashion design, drawing and illustration. The basic principles of design as they apply to fashion are covered, and then utilized in creating sketches and renderings of fashion designs. Principles of figure drawing of women, men and children included. Students will create a portfolio of renderings using various techniques including pencil, ink and markers.

Prerequisites/Corequisites:

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: An introduction to the principles of fashion design, drawing and illustration. Basic principles of design, figure drawing and rendering techniques are included. Creation of a portfolio of sketches and renderings required. (Grade Only)
Prerequisites/Corequisites:

Recommended:

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 1981	Inactive:
UC Transfer:		Effective:	Inactive:

CID:

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

The students will:

1. Understand the principles of body movement and balance and will translate this knowledge into numerous sketches of posed men, women, and children.
2. Apply the principles of light, shadow and draping as they draw garments that appear lifelike.
3. Be able to render sketches in a variety of media including pencil, pen and ink.
4. Be able to draw from various sources such as magazines, T.V., pattern books and personal observations to compile ideas which they will then synthesize into original designs.
5. Understand the 5 elements of design and be able to use and interpret them in fashion designs.
6. Understand the principles of color in design, and apply these principles in fashion designs.

Topics and Scope:

1. Sketching Techniques
 - A. Drawing female croquis (Croquis - french for mannequin)
 - B. Drawing male
 - C. Drawing children
 - D. Drawing flats
 - E. Drawing clothing
2. Design Elements
 - A. Color
 - B. Line

- C. Design principles
- D. Fabric
- E. Pattern
- 3. Rendering Techniques
 - A. Pencil
 - B. Pen and markers
 - C. Watercolor/paint
 - D. Computer generated sketches

Assignment:

1. Students will produce a portfolio of sketches including:
 - A. Women's sportswear
 - B. Women's formal wear
 - C. Men's sportswear
 - D. Men's formal wear
 - E. Children's clothing
 - F. Computer generated sketches
2. Students will compile a notebook containing:
 - A. Class notes
 - B. Handouts
 - C. Fashion clippings
3. Two exams are given.

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.

Written homework, Reading reports, CLASS NOTES

Writing
10 - 30%

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

Field work, Exams

Problem solving
10 - 30%

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

Class performances, Performance exams, PORTFOLIO

Skill Demonstrations
25 - 50%

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

Completion, SHORT ANSWER

Exams
10 - 30%

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

None

Other Category
0 - 0%

Representative Textbooks and Materials:
Illustrating Fashion: Concept to Creation, by Steven Stipelman, 1996.
Fashion Sketchbook, 2nd edition by Bina Abling, 1995.