FASH 62A Course Outline as of Fall 2011

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	l	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: 39 - Total 2 Times

Also Listed As:

Formerly: CLTX 50A

Catalog Description:

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

Prerequisites/Corequisites:

Recommended Preparation:

Course Completion or Concurrent Enrollment in FASH 70A (or CLTX 70A or CLTX 7A)

Limits on Enrollment:

Schedule of Classes Information:

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

Recommended: Course Completion or Concurrent Enrollment in FASH 70A (or CLTX 70A or

CLTX 7A)

Limits on Enrollment: Transfer Credit: CSU;

Repeatability: Total 2 Times

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

Outcomes and Objectives:

Upon completion of the course, students will be able to:

- 1. Apply the basic skills of flat pattern making to interpret a garment design and successfully translate it into a paper pattern and a final, completed garment.
- 2. Compare body measurements to pattern pieces in order to make necessary alterations for a proper fit, for themselves or for others.
- 3. Create a basic sloper used for pattern design which will fit their personal body proportions.
- 4. Interpret three-dimensional garment designs into two-dimensional "flat" pattern pieces.
- 5. Manipulate the basic sloper pattern to create patterns for various parts of a garment, including, but not limited to: bodices, skirts, pants, sleeves, collars, and dresses.
- 6. Create a final pattern with accurate markings, including grainlines and seam allowances, which could be used and understood by others.
- 7. Demonstrate the above processes by designing 2 full-scale garments from their personal sloper and completing one garment in fashion fabric.
- 8. Research some ways in which computers are used in flat pattern development in the fashion industry.
- 9. Based on subsequent repeats, students will be able to apply techniques to:
 - a. increasingly complex applications
 - b. increasingly complex patterns
 - c. fabric manipulation with a variety of fabric textures
 - d. increasingly complex fitting issues and adjustments
 - e. gain confidence and speed

Topics and Scope:

- I. Measurements for Proper Fitting
- II. Alterations of Basic Pattern

- III. Fitting and Final Adjustments of Basic Fitting Shell
- IV. Interpreting 3-D Design into Flat Pattern Pieces
- V. Creation and Use of Basic Cardboard Sloper from Fitted Shell
- VI. Using Sloper to Create Basic Designs:
 - A. Bodices
 - B. Skirts and pants
 - C. Dresses
 - D. Sleeves
 - E. Collars
 - F. Coats and jackets
- VII. Flat Pattern Techniques for Personal and Industry Use
- VIII. Basic Demonstration of Computer Use for Flat Pattern Design
- IX. Repeating students will be receive advanced techniques and more complex concepts.

Assignment:

- 1. Practice pattern designs in 1/4" or 1/2" scale (6-half scale; 1-sloper/foundation; 1-final full scale pattern fashion garment)
- 2. Complete a fitting shell and personal cardboard sloper
- 3. Complete 2 garment designs including 2 full scale paper patterns with complete and accurate markings
- 4. Create a garment in fabric using one of the 2 patterns
- 5. Read from text; 5 to 15 pages per week
- 6. Quizzes (2 to 3), mid-term
- 7. Repeating students will be expected to produce more complex projects

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: practice pattern design

Problem solving 10 - 30%

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

Fitting shell and cardboard sloper, full-scale garments with patterns, final garment in fabric

Skill Demonstrations 50 - 70%

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

Exams: multiple choice, true false, matching, completion, short essay

Exams 10 - 20%

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, Helen J. Armstrong, 5th Edition, Prentice-Hall 2009.