

FASH 56B Course Outline as of Fall 2005**CATALOG INFORMATION**

Dept and Nbr: FASH 56B Title: ADV FASH DES & ILLUS

Full Title: Advanced Fashion Design and Illustration

Last Reviewed: 9/20/2010

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	17.5	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: 39 - Total 2 Times

Also Listed As:

Formerly: FASHN 56B

Catalog Description:

Further application of aesthetic, functional, and structural principles of design to fashion drawing and illustration. Development of design and illustration skills through design board presentation styles and formats. Several color and paint rendering techniques are explored, with emphasis on developing a professional quality portfolio.

Prerequisites/Corequisites:

Course Completion of FASH 56 (or FASH 56A or FASHN 56A)

Recommended Preparation:

Eligibility for ENGL 100 or ESL 100

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

Description: Further application of aesthetic, functional, and structural principles of design to fashion drawing and illustration. Development of design and illustration skills through design board presentation styles and formats. (Grade Only)

Prerequisites/Corequisites: Course Completion of FASH 56 (or FASH 56A or FASHN 56A)

Recommended: Eligibility for ENGL 100 or ESL 100

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 1981	Inactive:	Fall 2014
UC Transfer:		Effective:		Inactive:	

CID:

Certificate/Major Applicable:
Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

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

1. Further refine their skills in design development and artistic interpretation of fashion design.
2. Further refine use of color in fashion design and experiment with various media combinations and applications.
3. Analyze designs of the past to gain knowledge of the basic silhouettes and design features that are constantly being recombined to form new fashion trends.
4. Experiment with various rendering techniques to include:
 - A. Fabric collage.
 - B. Watercolor, gouache, and acrylic paints.
 - C. Colored and metallic markers.
 - D. Colored pencil and pastels
5. Develop design presentations incorporating key principles of design and targeting specific client markets.
6. Examine the elements that make up a successful portfolio and develop a portfolio to get a job.

Topics and Scope:

Topics will include but not be limited to:

- I. Design elements
- II. Historical design elements in fashion
- III. Color
 - A. Media combinations
 - B. Applications design elements in fashion
- IV. Rendering techniques
 - A. Fabric collage

- B. Paint
 - 1. Watercolor
 - 2. Gouache
 - 3. Acrylic
- C. Markers
 - 1. Color
 - 2. Metallic
- V. Design presentation
 - A. Key principles of design
 - B. Target markets
- VI. Portfolio
 - A. Elements
 - B. Using the portfolio to get a job

Assignment:

- Representative assignments:
1. Weekly design assignments.
 2. Fashion reading reports (1-2 pages) commenting on clippings about designers and fashion trends.
 3. Design and resource notebook, including fashion reports and clippings.
 4. Midterm: Design an original line of clothing for a target market; write a 1-3 page paper on the project; in-class design presentation.
 5. Several objective tests.
 6. Weekly reading from the text.
 7. Final project.
 8. Portfolio.

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.

Reading reports, Mid-term paper	Writing 5 - 20%
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Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None	Problem solving 0 - 0%
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Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Performance exams, Oral presentation; portfolio.	Skill Demonstrations 50 - 85%
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Exams: All forms of formal testing, other than skill performance exams.

Multiple choice, Completion

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:

Inside Fashion Design, 4th edition. Tate, Sharon Lee. 1999.
9 Heads. Riegelman, Nancy. Prentice Hall. 2002.