FASH 56B Course Outline as of Fall 2000

CATALOG INFORMATION

Dept and Nbr: FASH 56B   Title: ADV FASHDES & 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	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: 05 - May Be Taken for a Total of 4 Units
Also Listed As:
Formerly: FASHN 56B

Catalog Description:
Further development of student's designing and illustrating skills. Several color rendering techniques are explored, and a special emphasis placed on developing a professional quality portfolio.

Prerequisites/Corequisites:
FASH 56A (formerly FASHN 56A).

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: Refinement of student's designing and illustrating skills. Exploration of several color rendering techniques and assembly of a professional portfolio. (Grade Only)
Prerequisites/Corequisites: FASH 56A (formerly FASHN 56A).
Recommended:
Limits on Enrollment:
Transfer Credit: CSU;

Repeatability: May Be Taken for a Total of 4 Units

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:
The 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 color combinations and applications.
3. Study designs of the past to gain a knowledge of the basic sillouettes and design features that are constantly being recombined to form new fashion trends.
4. Experiment with various rendering techniques to include:
    A. pen and ink
    B. watercolor
    C. felt tip marker
    D. colored pencil or chalk
5. Study the elements that make up a successful portfolio and role play using their portfolio to get a job.

Topics and Scope:

1. Design elements.
2. History of fashion.
3. Rendering techniques.
4. Designing technique of the future.
5. Portfolio presentation.
6. Special design projects.

Assignment:

Students will compile a class notebook which will include:
1. Class assignments.
2. Sketches.

3. Reference readings.
4. Fashion clippings.
5. A term project will also be required.

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, Term papers

Writing 5 - 20%

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

Homework problems, Field work

Problem solving 5 - 20%

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

Performance exams

Skill Demonstrations 30 - 50%

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

Multiple choice, True/false, Completion

Exams 10 - 30%

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

PORTFOLIO

Other Category 20 - 35%

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