

FASH 56A Course Outline as of Fall 2015**CATALOG INFORMATION**

Dept and Nbr: FASH 56A Title: FASH DESIGN & ILLUST

Full Title: Fashion Design and Illustration

Last Reviewed: 9/25/2023

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

Also Listed As:

Formerly: FASHN 56A

Catalog Description:

An introduction to the aesthetic, functional, and structural principles of fashion design and their application to fashion drawing and illustration. Principles of figure drawing of women, men, and children included.

Prerequisites/Corequisites:**Recommended Preparation:**

Eligibility for ENGL 100 or ESL 100

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

Description: An introduction to the aesthetic, functional, and structural principles of fashion design and their application to fashion drawing and illustration. Principles of figure drawing of women, men, and children included. (Grade Only)

Prerequisites/Corequisites:

Recommended: Eligibility for ENGL 100 or ESL 100

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:

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

1. Identify the five elements of design and be able to use and interpret them in fashion designs.
2. Analyze the principles of body movement and balance and translate this information into numerous sketches of posed men, women, and children.
3. Apply the principles of light, shadow, and draping to the drawing of garments that appear lifelike.
4. Create renderings and sketches in a variety of media including pencil, markers, colored pencils, and pastels.
5. Compile ideas from various sources, such as magazines, TV, pattern books, and personal observations and synthesize into original designs.
6. Integrate the principles of color in design into fashion designs.

Topics and Scope:

Topics will include but not be limited to:

- I. Design Elements
 - A. Color
 - B. Line
 - C. Design principles - silhouette
 - D. Value
 - E. Texture
- II. Principles of Body Movement and Balance
- III. Sketching Principles and Techniques
 - A. Light, shadow and draping
 - B. Drawing female croquis (Croquis - French for mannequin)
 - C. Drawing male croquis
 - D. Drawing children
 - E. Drawing flats
 - F. Drawing clothing

- G. Drawing various fabrics
- IV. Rendering Techniques
 - A. Pencil
 - B. Gray value and color markers
 - C. Color pencils
 - D. Pastels
- V. Portfolio Development

Assignment:

1. Reading 20-25 pages pre week
2. Two exams
3. Students will compile a notebook containing:
 - A. Class notes
 - B. Handouts
 - C. Fashion clippings
 - D. Fashion style articles
4. Students will produce a portfolio of 18-20 sketches in pencil, ink, and markers, including:
 - A. Women's sportswear
 - B. Women's formal wear
 - C. Men's sportswear
 - D. Men's formal wear
 - E. Children's clothing

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.

Class Notes/Note Book.

Writing
15 - 25%

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

None

Problem solving
0 - 0%

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

Portfolio

Skill Demonstrations
25 - 40%

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

Two exams

Exams
20 - 30%

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

Participation

Other Category
10 - 20%

Representative Textbooks and Materials:

Fashion Illustration for Designers, 2nd Edition, by Kathryn Hagan. 2010