



El Camino College
 COURSE OUTLINE OF RECORD – Official

Course Acronym:	FASH
Course Number:	18
Descriptive Title:	Advanced Fashion Illustration Portfolio Techniques
Division:	Industry and Technology
Department:	Fashion
Course Disciplines:	Fashion, Related Technologies
Catalog Description:	This advanced fashion illustration and costume design course covers the development of a professional portfolio for presentation to employers and to qualify for university transfer. Through lecture and lab, advanced research, rendering and media techniques, fashion design and merchandising skills are emphasized for perfecting portfolio presentations.
Prerequisite:	Fashion 16 with a minimum grade of C or equivalent
Co-requisite:	
Recommended Preparation:	Art 217
Enrollment Limitation:	
Hours Lecture (per week):	1
Hours Laboratory (per week):	3
Outside Study Hours:	2
Total Course Hours:	72
Course Units:	2
Grading Method:	Letter Grade only
Credit Status:	Credit, degree applicable
Transfer CSU:	Yes
Effective Date:	02/17/2015
Transfer UC:	Yes
Effective Date:	
General Education: ECC	
Term:	
Other:	
CSU GE:	
Term:	

Other:	
IGETC:	
Term:	
Other:	
<p>Student Learning Outcomes:</p>	<p>SLO #1 Content Knowledge</p> <p>Students will be able to creatively illustrate and fabricate a cohesive, professionally prepared and mounted apparel or costume design presentation portfolio.</p> <p>SLO #2 Critical, Creative, and Analytical Skills</p> <p>Students will have the ability to research, discuss and appraise differences in style, while accessing if an illustration or concept project fulfills a specific design problem and is portfolio worthy.</p> <p>SLO #3 Communication and Comprehension</p> <p>Students will have the ability to positively analyze and learn from each other's unique and artistic design forms while participating in a class discussion and critique.</p>
<p>Course Objectives:</p>	<ol style="list-style-type: none"> 1. Understand the correct application of historic research details for a cohesive fashion or costume design as illustrated on the human form. 2. Illustrate a contemporary or historical garment by accurately drawing flat garment sketches that can be used as a guide for a patternmaker. 3. Discuss and appraise differences in style and access if a swimwear "rack and stack" illustration fulfills a specific design problem. 4. Re-work or define a lingerie design concept and set of illustrations for the portfolio. 5. Render different types of fabric for use within a Couture collection with pencil, paint, pen and ink, felt tip pen and/or markers or combinations of art supplies. 6. Design four unique seasonal groups using the fashion illustration process as visual communication. 7. Construct a professional portfolio of 20-30 fashion illustrations. 8. Use traditional and non-traditional art supplies to illustrate an extreme or avant-garde apparel group. 9. Evaluate existing trends in the niche category of contemporary sportswear to prepare a unique group concept illustrations. 10. Analyze and research admission criteria to various universities and manufacturers' hiring criteria. 11. Professionally mount a fashion illustration to a display board using correct cropping, dimensions, color swatches, research photos and gluing technique.
<p>Major Topics:</p>	<p>I. FASHION ILLUSTRATION PORTFOLIO OVERVIEW (3 hours, lecture)</p> <p style="padding-left: 40px;">A. Introduction to careers B. College transfer criteria or job placement</p> <p>II. RESEARCH PROJECT (3 hours, lab)</p> <p style="padding-left: 40px;">A. Researching admission to universities' or manufacturers' hiring criteria B. Reworking past illustrations</p>

III. RESEARCH PROJECT CRITIQUE (1 hour, lecture)

- A. Preparing portfolio guidelines
- B. Artwork placement and flow within the portfolio
- C. Reworking past illustrations

IV. RE-WORKING TWO PAST FASHION ILLUSTRATIONS (3 hours, lab)

- A. Drawing
- B. Reworking past illustrations
- C. Mounting approved artwork for portfolio

V. RE-WORKING TWO PAST ILLUSTRATIONS CRITIQUE (1 hour, lecture)

- A. Group assessment
- B. Proportion and visual corrections
- C. "Rack and Stack" technique swimwear

VI. RACK AND STACK SWIMWEAR COLLECTION (3 hours, lab)

- A. Drawing
- B. "Rack and Stack" swimwear collection illustrations
- C. Mounting approved artwork for portfolio

VII. RACK AND STACK SWIMWEAR COLLECTION CRITIQUE (1 hour, lecture)

- A. Group assessment
- B. Proportion and visual corrections
- C. Illustration selection for portfolio
- D. The four seasons and action/performance wear collection

VIII. FOUR SEASONS ACTION WEAR COLLECTION (3 hours, lab)

- A. Drawing
- B. Four seasons and action/performance wear collection illustrations
- C. Mounting approved artwork for portfolio

IX. FOUR SEASONS ACTION WEAR COLLECTION CRITIQUE (1 hour, lecture)

- A. Group assessment
- B. Proportion and visual corrections
- C. Illustration selection for portfolio
- D. Toddler's and Tiara's collection

X. TODDLER'S AND TIARA'S COLLECTION (3 hours, lab)

- A. Drawing
- B. Toddler's and Tiara's party collection illustrations
- C. Mounting approved artwork for portfolio

XI. TODDLER'S AND TIARA'S COLLECTION CRITIQUE (1 hour, lecture)

- A. Group assessment
- B. Proportion and visual corrections
- C. Illustration selection for portfolio
- D. Toddler's and Tiara's collection illustrations

XII. PARTY WEAR COLLECTION (3 hours, lab)

- A. Drawing
- B. Proportion and structure
- C. Unique party wear collection illustration
- D. Mounting approved artwork for portfolio

XIII. PARTY WEAR COLLECTION CRITIQUE (1 hour, lecture)

- A. Group assessment
- B. Proportion, detail and visual corrections
- C. Illustration selection for portfolio
- D. Historic costume collection

XIV. HISTORIC COSTUME COLLECTION (3 hours, lab)

- A. Drawing
- B. Historic costume collection illustration
- C. Mounting approved artwork for portfolio

XV. HISTORIC COSTUME COLLECTION CRITIQUE (1 hour, lecture)

- A. Group assessment
- B. Proportion and visual corrections
- C. Illustration selection for portfolio
- D. Portfolio progression review
- E. Historic details for contemporary design

XVI. HISTORIC DETAILS FOR CONTEMPORARY DESIGN COLLECTION (3 hours, lab)

- A. Drawing
- B. Historic details contemporary design collection illustration
- C. Mounting approved artwork for portfolio

XVII. HISTORIC DETAILS FOR CONTEMPORARY DESIGN CRITIQUE (1 hour, lecture)

- A. Group assessment
- B. Proportion and visual corrections
- C. Illustration selection for portfolio
- D. The 1/3, 1/3, 1/3 concept identity guide to apparel success -
Manufacturer's collection

XVIII. MANUFACTURER'S COLLECTION (3 hours, lab)

- A. Drawing
- B. Manufacturers collection illustrations
- C. Mounting approved artwork for portfolio

XIX. MANUFACTURER'S COLLECTION CRITIQUE (1 hour, lecture)

- A. Group assessment
- B. Proportion and visual corrections
- C. Illustration selection for portfolio
- D. Niche retail marketing collections

XX. NICHE RETAIL COLLECTION (3 hours, lab)

- A. Drawing
- B. Niche retail collection illustrations
- C. Mount approved artwork for portfolio

XXI. NICHE RETAIL CRITIQUE (1 hour, lecture)

- A. Group assessment
- B. Proportion and visual corrections
- C. Illustration selection for portfolio
- D. knowledge-garde or extreme design collection

XXII. AVANT-GARDE OR EXTREME DESIGN COLLECTION (3 hours, lab)

- A. Drawing
- B. Non-traditional art mediums
- C. Avant-garde or extreme design collection illustration
- D. Mounting approved artwork for portfolio

XXIII. AVANT- GARDE OR EXTREME DESIGN COLLECTION CRITIQUE (1 hour, lecture)

- A. Group assessment
- B. Proportion and visual corrections
- C. Illustration selection for portfolio
- D. Couture design collection

XXIV. COUTURE DESIGN (3 hours, lab)

- A. Drawing
- B. Couture design collection illustrations
- C. Mounting approved artwork for portfolio

XXV. COUTURE DESIGN CRITIQUE (1 hour, lecture)

- A. Group assessment
- B. Proportion, detail accuracy and visual corrections
- C. Key design elements
- D. Illustration selection for portfolio
- E. Fashion illustration collection

XXVI. FASHION ILLUSTRATION COLLECTION (3 hours, lab)

- A. Drawing
- B. Men's or women's collection illustrations

	<p>C. Mounting approved illustrations for portfolio</p> <p>XXVII. FASHION ILLUSTRATION COLLECTION CRITIQUE (1 hour, lecture)</p> <p>A. Group assessment B. Proportion and visual corrections C. Illustration selection for portfolio D. Assembling portfolio</p> <p>XXVIII. ASSEMBLING PORTFOLIO (15 hours, lab)</p> <p>A. Drawing B. Reworking past illustrations C. Mounting approved illustrations for portfolio D. Choosing the best illustrations E. Portfolio organization of 20-30 illustrations</p> <p>XXIX. FINAL PORTFOLIO CRITIQUE (2 hours, lecture)</p> <p>A. Portfolio presentation B. Group assessment</p>
Total Lecture Hours:	18
Total Laboratory Hours:	54
Total Hours:	72
Primary Method of Evaluation:	3) Skills demonstration
Typical Assignment Using Primary Method of Evaluation:	Evaluate existing trends in the niche category of contemporary sportswear, manufacturer's imagery and how a design concept fulfills a specific need (men's breakaway pants, missy petites, junior extra tall). Prepare three unique concept illustrations and submit illustrations to the instructor.
Critical Thinking Assignment 1:	Research criteria for transfer to upper division college or university design programs or job placement opportunities you would like to pursue. Write a two-page research paper that outlines this criteria and your career goals. Discuss your plans to achieve these goals. Submit research paper to the instructor.
Critical Thinking Assignment 2:	Using the proper criteria, professionally mount a series of 20-30 diverse fashion design illustrations to be added to your body of work to develop a professional portfolio. Submit illustrations to instructor.
Other Evaluation Methods:	Performance Exams Field Work Class Performance Homework Problems Presentation
Instructional Methods:	Demonstration Discussion Group Activities Laboratory Lecture

If other:	Illustration presentations In-class clothed student models Critiques
Work Outside of Class:	Skill practice Research Drawing projects
If Other:	
Up-To-Date Representative Textbooks:	Caroline Tatham, Wynn Armstrong, Jemi Armstrong, <u>Fashion Design Drawing Course: Principles, Practice, and Techniques: The New Guide for Aspiring Fashion Artists, 2nd ed.</u> , Barron's Educational Series, 2011. (Discipline Standard) Sue Jenkyn Jones, <u>Fashion Design Portfolio</u> , Lawrence King Publishers, 2011. (Discipline Standard)
Alternative Textbooks:	
Required Supplementary Readings:	Davies, Hywel. <u>FASHION DESIGNERS SKETCHBOOKS 2</u> . Laurence King Publishers, 2013. (Discipline Standard) Kiper, Anna. <u>FASHION ILLUSTRATION</u> . David and Charles Publications, 2011, (Discipline Standard) Barrett, Joanne. <u>DESIGNING YOUR FASHION PORTFOLIO</u> . Fairchild Publications, 2012, (Discipline Standard) Women's Wear Daily California Apparel News National and international fashion magazines Trend reports Fashion web sites
Other Required Materials:	Research materials Art supplies
Requisite:	Prerequisite
Category:	sequential
Requisite course(s): List both prerequisites and corequisites in this box.	Fashion 16
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	Knowledge of how a garment fits the body and should look on the illustrated figure. FASH 16 - Illustrate, accurate and unique historical and contemporary fashion illustrations using various at mediums (pencil, paint, pen and ink, felt tip pen, and/or markers).

	<p>Knowledge of illustrating fabrics, folds and patterns.</p> <p>FASH 16 - Accurately render different types of fabrics from the 1920s.</p> <p>Knowledge of drawing apparel details, Croqui's and technical flats.</p> <p>FASH 16 - Formulate quick coquis and accurate flat technical sketches from historical and contemporary fashion design.</p> <p>Knowledge of the correct drawing proportions, color choices, design applications, fabrication and structure for a quick design group concept presentation.</p> <p>FASH 16 - Design, render, and present a cohesive apparel collection from the Egyptian, Greek, or Roman era along with contemporary design versions.</p> <p>FASH 16 - Create fashion illustrations that are portfolio ready.</p>
Requisite Skill:	or equivalent
Requisite Skill and Matching Skill(s): Bold the requisite skill(s). If applicable	<p>If students have not taken Fashion 16 but have taken a similar course at another college, they will have the skills needed to take this course. Students will unlikely be successful in Fashion 18 without the following skills:</p> <ol style="list-style-type: none"> 1. The ability to illustrate a series of proportional and clothed historic fashion figures and technical flats for men, women and children in a design presentation, in terms of visual accuracy, appeal, cohesive design plan and visual display principles. 2. The ability to research, discuss, utilize, and render differences in period styles as they apply to both historical and contemporary apparel design presentations. 3. The ability to critique artistic design forms.
Requisite course:	ART-217
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	<p>Working knowledge of illustrating a clothed life drawing or fashion figure.</p> <p>ART 217 - Exhibit perceptual awareness and drawing skills as they pertain to portraying the human figure.</p> <p>ART 217 - Determine the proportions of the figure based on comparisons of head heights and other parts of the form.</p> <p>ART 217 - Recognize and describe the anatomical structure of the model.</p>
Requisite Skill:	
Requisite Skill and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s). If applicable	
Enrollment Limitations and Category:	

Enrollment Limitations Impact:	
Course Created by:	Gayle Baizer
Date:	09/24/2013
Original Board Approval Date:	02/17/2015
Last Reviewed and/or Revised by:	Gayle Baizer
Date:	10/06/2023
Last Board Approval Date:	06/17/2024 effective FALL 2025