



El Camino College
COURSE OUTLINE OF RECORD – Approved

I. GENERAL COURSE INFORMATION

Subject and Number: Fashion 15
Descriptive Title: Beginning Fashion Illustration
Course Disciplines: Fashion and Related Technologies
Division: Industry and Technology

Catalog Description:

This course explores beginning creative sketching and illustration techniques for fashion design and merchandising students. Instruction includes the development of the fashion figure, quick sketches and technically detailed flat apparel sketches. Students will creatively illustrate fashion design concepts for men, women and children in relation to correct proportion and scale. Various art supplies will be utilized to create cohesive group presentations targeted at various segments of the apparel industry.

Conditions of Enrollment:

Recommended Preparation: Art 217

Course Length:	X Full Term	Other (Specify number of weeks):
Hours Lecture:	1.00 hours per week	TBA
Hours Laboratory:	3.00 hours per week	TBA
Course Units:	2.00	

Grading Method: Letter
Credit Status: Associate Degree Credit

Transfer CSU: X Effective Date: Prior to July 1992
Transfer UC: No

General Education:

El Camino College:

CSU GE:

IGETC:

II. OUTCOMES AND OBJECTIVES

A. COURSE STUDENT LEARNING OUTCOMES (The course student learning outcomes are listed below, along with a representative assessment method for each. Student learning outcomes are not subject to review, revision or approval by the College Curriculum Committee)

1. **SLO #1 Series Illustration**

Upon completion of this course a student will be able to illustrate a series of proportional and clothed fashion figures for men, women and children.

2. **SLO #2 Drawing Styles**

Students will have the ability to discuss, appraise, and apply differences in drawing styles while understanding the correct use of proportion and exaggeration to sketch a garment concept on the human form as required by the apparel industry.

3. **SLO #3 Classmate Design Critique**

Students will have the ability to positively analyze each other's unique and artistic design forms while participating in class discussion and critiques.

The above SLOs were the most recent available SLOs at the time of course review. For the most current SLO statements, visit the El Camino College SLO webpage at <http://www.elcamino.edu/academics/slo/>.

B. Course Student Learning Objectives (The major learning objective for students enrolled in this course are listed below, along with a representative assessment method for each)

1. Understand the correct use of proportion and exaggeration to illustrate a fashion design on the human form as required by the apparel industry.

Performance exams

2. Illustrate a sportswear collection with fashion accessories using pen, pencil and various color mediums.

Performance exams

3. Draw concise technical flats, coqui's and apparel accessories of a garment design that can be used as a guide for the patternmaker.

Performance exams

4. Render different types of fabric with pencil, paint, pen and ink, felt tip pen and/or markers or combinations of art supplies.

Performance exams

5. Evaluate different fashion styles and assess if a fashion illustration fulfills a design problem.

Performance exams

6. Compile an inspirational resource file that includes current market concepts and unique design ideas.

Written homework

7. Illustrate accurately a fleshed-in skeletal structure of a female, male and child.
Performance exams
8. Create a cohesive fashion collection that is marketable.
Performance exams

III. OUTLINE OF SUBJECT MATTER (Topics are detailed enough to enable a qualified instructor to determine the major areas that should be covered as well as ensure consistency from instructor to instructor and semester to semester.)

Lecture or Lab	Approximate Hours	Topic Number	Major Topic
Lecture	2	I	OVERVIEW OF FASHION ILLUSTRATION A. What is fashion illustration and why it is important B. Student introductions and discussion of goals C. Purchasing art supplies
Lab	3	II	STUDENT SKILL ASSESSMENT A. Class discussion - Designing and student skills B. Drawing student skill assignment
Lecture	1	III	STUDENT SKILL ASSESSMENT ILLUSTRATION CRITIQUE A. Assessing class skill level B. Female skeletal structure
Lab	4	IV	FEMALE SKELETAL STRUCTURE A. Drawing exercises B. Basic female fashion skeletal structure illustration
Lecture	1	V	FEMALE SKELETAL STRUCTURE CRITIQUE A. Group assessment B. Proportion and visual corrections C. Different views of the female skeletal structure and face
Lab	3	VI	FEMALE SKELETAL VIEWS AND FACIAL DETAILS A. Drawing exercises B. Proportions and structure C. Female skeletal and facial structure illustration
Lecture	1	VII	FEMALE SKELETAL VIEW WITH FACIAL DETAILS CRITIQUE A. Group assessment B. Proportion and visual corrections C. Female hands and feet D. Fleshing-in the female skeletal structure
Lab	3	VIII	FLESHED-IN FEMALE SKELETAL STRUCTURE, HANDS AND FEET A. Drawing exercises B. Proportions and structure C. Female skeletal structure, hands and feet illustration

Lecture	1	IX	FLESHED-IN FEMALE SKELETAL STRUCTURE, HANDS AND FEET CRITIQUE A. Group assessment B. Proportion and visual corrections C. Male and child skeletal structures
Lab	3	X	MALE AND CHILD SKELETAL STRUCTURES A. Drawing exercises B. Proportions and structure C. Male and child robot skeletal structure illustration
Lecture	1	XI	MALE AND CHILD SKELETAL STRUCTURES CRITIQUE A. Group assessment B. Proportion and visual corrections C. Apparel details 1. Button/buttonholes 2. Crotch seams 3. Stitching D. Quick idea sketches (croquis) and technical flats
Lab	3	XII	APPAREL DETAILS, CROQUIS AND TECHNICAL FLATS A. Drawing exercises B. Apparel design, croquis and technical flats illustrations
Lecture	1	XIII	SPORTSWEAR CROQUI'S AND TECHNICAL FLATS CRITIQUE A. Group assessment B. Proportions and visual corrections C. Fabrics, folds and textures
Lab	3	XIV	FABRICS, FOLDS AND TEXTURES A. Drawing exercises B. Rendering folds and textures C. Rendering fabric – 2" x 2" fabric squares D. Fabric rendering dress illustration
Lecture	1	XV	FABRICS, FOLDS AND TEXTURES CRITIQUE A. Group assessment B. Accuracy and visual corrections C. Sportswear – In class project
Lab	4	XVI	IN CLASS PROJECT – SPORTSWEAR A. Drawing exercises B. Proportions and structure C. Sportswear presentation
Lecture	1	XVII	SPORTSWEAR CRITIQUE A. Group assessment B. Proportion, accuracy and visual corrections C. "Rack and Stack" swimwear
Lab	3	XVIII	THE "RACK AND STACK" SWIMWEAR A. Drawing exercises B. Proportion and structure C. Swimwear "Rack and Stack" presentation

Lecture	1	XIX	THE "RACK AND STACK" SWIMWEAR CRITIQUE A. Group assessment B. Proportion, detail accuracy and visual corrections C. Art mediums 1. Torn paper 2. Charcoal 3. Crayon 4. Color pens 5. Watercolor 6. Pencils 7. Pens
Lab	3	XX	ART MEDIUMS A. Drawing exercises B. Proportion and structure C. Dress illustration in various art mediums
Lecture	1	XXI	ART MEDIUMS CRITIQUE A. Group assessment B. Proportion, detail accuracy and visual corrections C. Target market store advertisement
Lab	3	XXII	TARGET MARKET ADVERTISEMENT A. Drawing exercises B. Proportion and structure C. Store advertisement
Lecture	1	XXIII	TARGET MARKET ADVERTISEMENT CRITIQUE A. Group assessment B. Proportion, detail accuracy and visual corrections C. Lingerie and extreme design
Lab	3	XXIV	LINGERIE AND EXTREME DESIGN A. Drawing exercises B. Proportion and structure C. Lingerie and extreme design presentation
Lecture	1	XXV	LINGERIE AND EXTREME DESIGN CRITIQUE A. Group assessment B. Proportion, detail accuracy and visual corrections C. Party or bridal
Lab	3	XXVI	PARTY OR BRIDAL A. Drawing exercises B. Proportion and structure C. Bridal and party dress presentation
Lecture	1	XXVII	PARTY OR BRIDAL CRITIQUE A. Group assessment B. Proportion, detail accuracy and visual corrections C. Researching historic dress
Lab	3	XXVIII	HISTORIC DRESS A. Drawing exercises B. Proportion and structure

			C. Historic apparel group
Lecture	1	XXIX	HISTORIC DRESS CRITIQUE A. Group assessment B. Proportion, detail accuracy and visual corrections C. Seasonal active sportswear
Lab	3	XXX	SEASONAL ACTIVE SPORTSWEAR A. Drawing exercises B. Proportion and structure C. Seasonal active sportswear illustrations
Lecture	1	XXXI	SEASONAL ACTIVE SPORTSWEAR CRITIQUE A. Group assessment B. Proportion, detail accuracy and visual corrections C. The Four Seasons project
Lab	3	XXXII	FOUR SEASONS A. Drawing exercises B. Proportion and structure C. The Four Seasons presentation
Lecture	1	XXXIII	FOUR SEASONS CRITIQUE A. Group assessment B. Proportion, detail accuracy and visual corrections C. Students' Design Passion project- Final critique
Lab	4	XXXIV	STUDENT DESIGN PASSION PROJECT – FINAL ASSESSMENT IN CLASS PROJECT A. Drawing exercises B. Proportion and structure C. Students' Design Passion presentation illustrations D. Group assessment E. Discussion of final project display
Total Lecture Hours		18	
Total Laboratory Hours		54	
Total Hours		72	

IV. PRIMARY METHOD OF EVALUATION AND SAMPLE ASSIGNMENTS

A. PRIMARY METHOD OF EVALUATION:

Skills demonstrations

B. TYPICAL ASSIGNMENT USING PRIMARY METHOD OF EVALUATION:

Illustrate a sportswear fashion figure and ten technical flats into a cohesive apparel group for display and critique. Apply the correct and accurate drawing of apparel details such as buttons/buttonholes, waistbands, armhole and crotch seam placement and types of stitching. Submit illustrations to the instructor.

C. COLLEGE-LEVEL CRITICAL THINKING ASSIGNMENTS:

1. Research, design and properly illustrate a unique five-piece lingerie or extreme design group using creative art mediums and the key design elements of color, texture, mass, shape and line. Submit illustrations to the instructor.
2. Research existing retail trends and how a design concept fulfills a specific marketing need. Submit findings in a two-page report, including an advertisement illustration for Macy's that targets menswear. Submit report and advertisement to the instructor.

D. OTHER TYPICAL ASSESSMENT AND EVALUATION METHODS:

Performance exams
Quizzes
Written homework
Class Performance
Multiple Choice
Matching Items
True/False
Other (specify):
Work habits, lab evaluation

V. INSTRUCTIONAL METHODS

Demonstration
Discussion
Group Activities
Laboratory
Lecture
Multimedia presentations
Other (please specify)
Critiques
Student modeling for clothed live drawing in class

Note: In compliance with Board Policies 1600 and 3410, Title 5 California Code of Regulations, the Rehabilitation Act of 1973, and Sections 504 and 508 of the Americans with Disabilities Act, instruction delivery shall provide access, full inclusion, and effective communication for students with disabilities.

VI. WORK OUTSIDE OF CLASS

Study
Answer questions
Skill practice
Required reading
Problem solving activities
Observation of or participation in an activity related to course content
Retail research report

Estimated Independent Study Hours per Week: 2

VII. TEXTS AND MATERIALS

A. UP-TO-DATE REPRESENTATIVE TEXTBOOKS

Carol Tatham and Julian Seaman. FASHION DESIGN DRAWING COURSE. Barron's Educational Series Incorporated, 2011

Qualifier Text: Industry Standard

Anna Kipner FASHION ILLUSTRATION – Inspiration and Technique - David and Charles Publications – 2011

Qualifier Text: INDUSTRY STANDARD

B. ALTERNATIVE TEXTBOOKS

C. REQUIRED SUPPLEMENTARY READINGS

THE FASHION SKETCHBOOK by Bina Albing, Fairchild Publications, 2012 - Industry Standard

MARKER RENDERING by Bina Albing, Fairchild Publications Incorporated, 2006

FROM PENCIL TO PEN TOOL by Jemi Armstrong, Fairchild Publications Incorporated, 2006

California Apparel News

Womens Wear Daily

Fashion Magazines

Trend Reports

D. OTHER REQUIRED MATERIALS

Art supplies for in class drawings, projects and homework assignments

VIII. CONDITIONS OF ENROLLMENT

A. Requisites (Course and Non-Course Prerequisites and Corequisites)

Requisites	Category and Justification
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B. Requisite Skills

Requisite Skills

C. Recommended Preparations (Course and Non-Course)

Recommended Preparation	Category and Justification
Course Recommended Preparation Art-217	

D. Recommended Skills

Recommended Skills
Working knowledge of illustrating a life drawing figure.
ART 217 -Observe and draw the movement of the primary elements of a given pose that is related to mass, the distribution of weight, and the turning of anatomical parts as indicated by the midline.
ART 217 - Determine the proportions of the figure based on comparisons of head heights and other parts of the form.

ART 217 - Demonstrate an ability to represent the figure accurately employing both linear and tonal approaches.

ART 217 - Recognize and describe the anatomical structure of the model.

Ability to select and employ artistic strategies to interpret the human form into a fashion illustration concept.

ART 217 - Exhibit perceptual awareness and drawing skills as they pertain to portraying the human figure.

ART 217 - Demonstrate an ability to represent the figure accurately employing both linear and tonal approaches.

ART 217 - Recognize and render the light-dark structure of the form by utilizing light logic as represented by high-light, core shadow, reflected light and cast shadow.

ART 217 - Observe and draw contours by employing techniques that reveal the subtleties of curves and edges such as no-look contour drawing and the reduction of curves into faceted planes.

ART 217 - Employ a variety of drawing media such as Conte Crayon, Nupastels, graphite, India Ink and other more experimental media.

E. Enrollment Limitations

Enrollment Limitations and Category	Enrollment Limitations Impact
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Course created by Chris Moran-Wisdom on 12/01/1989.

BOARD APPROVAL DATE:

LAST BOARD APPROVAL DATE: 11/19/2018

Last Reviewed and/or Revised by: GAYLE BAIZER
19590

Date: September 17, 2018