Course Acronym:	FASH
Course Number:	26B
Descriptive Title:	Basic Dress Design through Draping Process
Division:	Industry and Technology
Department:	Fashion
Course Disciplines:	Fashion, Related Technologies
	This course is the study of draping techniques to create original garment designs. The draping process is the development of a garment through fabric manipulation, directly on a dress form. To maintain design integrity, the course emphasizes the relationship of the fabric hand, texture and structure in order for students to be able to solve unfamiliar design problems.
	Fashion 10 with a minimum grade of C or equivalent experience
Co-requisite:	
Recommended Preparation:	
<b>Enrollment Limitation:</b>	
Hours Lecture (per week):	2
Hours Laboratory (per week):	3
Outside Study Hours:	4
Total Course Hours:	90
Course Units:	3
Grading Method:	Letter Grade only
Credit Status:	Credit, degree applicable
Transfer CSU:	Yes
Effective Date:	Prior to July 1992
Transfer UC:	No
Effective Date:	
General Education: ECC	
Term:	
Other:	
CSU GE:	
Term:	
Other:	

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IGETC:	
Term:	
Other:	
	SLO #1 Developing a Pattern
- Cassonies	Given lectures, demonstrations and textbook readings, the student will be able to draft a pattern from a sketch.
	SLO #2 Dart Variations
	Upon successful completion of this course, the student will be able to construct mini versions of dart variations.
	SLO #3 Draped Garment to Pattern Paper
	Upon successful completion of this course, the student will be able to transfer a draped garment to pattern paper.
Course Objectives:	<ol> <li>Manipulate muslin by using techniques in basic draping for the creation of darts, yokes, shirring, princess line, flare, and/or pleats.</li> </ol>
	2. Create a variety of designs appropriate to the fabric selected.
	3. Based on a major idea sparked by interaction with other designers, design and construct a full scale original garment.
	4. Drape a muslin copy from a fashion forecasting photo or an illustration.
Major Topics:	I. DRAPING PRINCIPLES (6 hours, Lecture)
	A. Draping basics
	B. Textile principles
	C. Industry tools
	II. DRAPING PRINCIPLES (11 hours, Lab)
	A. Draping basics
	B. Textile principles
	C. Industry tools
	III. DRAPING PRINCIPLES AND TECHNIQUES (9 hours, Lecture)
	A Stude lines
	A. Style lines  B. Basic bodice
	C. Skirt sloper
	D. Shirt waist
	E. Cowl neckline
	F. Strapless top
	IV. DRAPING PRINCIPLES AND TECHNIQUES (11 hours, Lab)
	A. Style lines

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	B. Basic bodice
	C. Skirt sloper
	D. Shirt waist
	E. Cowl neckline
	F. Strapless top
	V. DRAPE TO DRESS FORM (10 hours, Lecture)
	A. Design challenges
	B. Design solutions
	VI. DRAPE TO DRESS FORM (12 hours, Lab)
	A. Design challenges
	B. Design solutions
	VII. FINAL GARMENT IDEA DESIGN REPORT/RESEARCH PAPER (6 hours, Lecture)
	A. Presentation concepts
	B. Research paper critique
	VIII. FINAL GARMENT IDEA DESIGN REPORT/RESEARCH PAPER (8 hours, Lab)
	A. Presentation concepts
	B. Research paper critique
	IX. FINAL DESIGN PROJECT (5 hours, Lecture)
	A. Design evaluation
	B. Project construction
	C. Garment critique
	X. FINAL DESIGN PROJECT (12 hours, Lab)
	A. Design evaluation
	B. Project construction
	C. Garment critique
Total Lecture Hours:	36
Total Laboratory	54
Hours:	
Total Hours:	90
Primary Method of Evaluation:	3) Skills demonstration
	Construct a basic draped muslin using hand manipulation techniques to develop darts, yokes, ease and gores for a specified silhouette. Consult instructor for evaluation.
_	Prepare and submit a two-page "thought" paper for your final design garment. Include an

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**Assignment 1:** illustrative trade sketch including both front and back views of the design. Attach a fabric

	swatch (2" x 2"), as well as fabric swatch and identify interfacing, trims and notions. In the body of your paper, discuss the lines of your garment in relation to your target customer. Submit "thought" paper to the instructor.
_	Working from a garment photograph, drape a muslin (toile) copy of the garment on the dress form. Consult instructor for evaluation.
	Performance Exams Other Exams Written Homework Field Work Class Performance Multiple Choice Completion Other (specify): Projects reflecting class demonstrations
Instructional Methods:	Demonstration Guest Speakers Laboratory Lecture
If other:	
Work Outside of Class:	
	Answer questions  Skill practice  Required reading  Written work
If Other:	
Up-To-Date	Connie Amaden-Crawford. <u>THE ART OF FASHION DRAPING</u> . 5th Edition, Fairchild Publications, 2018.  eBook + Studio - Connie Amaden-Crawford. <u>THE ART OF FASHION DRAPING</u> . 5 <sup>th</sup> edition, Fairchild Books, 2018
<b>Alternative Textbooks:</b>	
Supplementary	Design Forecast Services  California Apparel News  European Design magazines
Other Required Materials:	Tailors square  Number 17 french curve  Vary form

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	Hip curve
	Notcher
	Pattern shears
	Drafting pencil
	2" x 18" plastic
	2" ruler (transparent)
	Awl
	Muslin
Requisite:	Prerequisite
Category:	sequential
Requisite course(s): List both prerequisites	Fashion-10
and corequisites in this box.	
	Identify each major part of the sewing machine and discuss its use and care.
Matching skill(s):Bold	identify each major part of the sewing machine and discuss its use and care.
	FASH 10 - Distinguish and differentiate between each major part of the sewing machine
the corresponding	and discuss its use and care.
course objective under	
each skill(s).	Follow a pattern guide sheet.
	FASH 10 - Use commercial and/or industry patterns to construct technique samples demonstrated in the textbook and in lecture/demonstrations and to conduct basic pattern alterations.
	Apply basic clothing construction techniques.
	FASH 10 - Construct technique samples demonstrated in the textbook and in lecture/demonstrations and conduct basic pattern alterations.
	Make necessary pattern adjustments for proper fit.
	FASH 10 - Use commercial and/or industry patterns to construct technique samples demonstrated in the textbook and in lecture/demonstrations and to conduct basic pattern alterations.
	Complete a project that is equivalent to Ready-To-Wear (RTW).
	FASH 10 - Use commercial and/or industry patterns to construct technique samples demonstrated in the textbook and in lecture/demonstrations and to conduct basic pattern alterations.
Paguisita Skill:	or equivalent experience

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Matching Skill(s): Bold the requisite skill(s). If	If a student has taken an equivalent course at another college or has the basic skills in using a sewing machine and knows how to use patterns, the student can be successful in this course. It is important that students have clothing construction experience to succeed in this course.
Requisite course:	
Requisite and Matching skill(s):Bold the requisite skill. List the corresponding course objective under each skill(s).	
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:	Chris Moran-Wisdom
Date:	09/01/1989
Original Board Approval Date:	
Last Reviewed and/or Revised by:	Vera Bruce
Date:	05/14/2022
Last Board Approval Date:	11/21/2022

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