



El Camino College
COURSE OUTLINE OF RECORD – Official

Course Acronym:	FASH
Course Number:	4
Descriptive Title:	Computer Fashion Illustration
Division:	Industry and Technology
Department:	Fashion
Course Disciplines:	Fashion, Related Technologies
Catalog Description:	This course introduces the use of illustration (vector) and photo-editing (raster) software: Adobe Illustrator and Adobe Photoshop) to sketch, illustrate and design apparel flats and marketing material for fashion. Students will design and develop a library of clothing elements and notions, garment pieces, dressed croquis, apparel sketches and mood boards used in the fashion industry.
Prerequisite:	
Co-requisite:	
Recommended Preparation:	Fashion 15 or equivalent drawing skills
Enrollment Limitation:	
Hours Lecture (per week):	2
Hours Laboratory (per week):	4
Outside Study Hours:	4
Total Course Hours:	108
Course Units:	3
Grading Method:	Letter Grade only
Credit Status:	Credit, degree applicable
Transfer CSU:	Yes
Effective Date:	03/15/1999
Transfer UC:	No
Effective Date:	
General Education: ECC	
Term:	
Other:	
CSU GE:	
Term:	

Other:	
IGETC:	
Term:	
Other:	
Student Learning Outcomes:	<p>SLO #1 Graphic Computer Software</p> <p>Upon successful completion of the course, the student will be able to design various fashion products (i.e. garment flats, tags) using software currently used in the apparel industry.</p> <p>SLO #2 Digital Template</p> <p>Upon successful completion of the course, the student will be able to create a digital template from an existing croqui, and then use Illustrator's pen tools to render an accurate garment on this croqui template.</p> <p>SLO #3 Digital Versus Print Color Formats</p> <p>Upon successful completion of the course, the student will be able to explain why some digital colors can be recreated with CMYK inks or dyes, versus other colors that require special formulations, or colors that cannot be produced at all with existing pigments.</p>
Course Objectives:	<ol style="list-style-type: none"> 1. Operate a Macintosh (MAC) computer and understand its operating system, understand how and when to save files in different file formats, create directories, back-ups and properly name and store digital work. 2. Differentiate between vector and raster graphics and how to use them in a successful print design or illustration. 3. Revise fashion illustrations created on Adobe Photoshop or Adobe Illustrator. 4. Prepare the scanner and color printer to develop "color ways," textile patterns, advertising and dressed croquis. 5. Design and revise fashion illustrations using Adobe Illustrator. 6. Properly scan garment drawings and understand the issues of a digitizer. 7. Design simple flats, develop "color ways," textile patterns and dressed croquis using Adobe Illustrator. 8. Evaluate and discuss peer project critiques.
Major Topics:	<p>I. MAC COMPUTER FUNDAMENTALS (2 hours, lecture)</p> <ol style="list-style-type: none"> A. Basic hardware and operating system components B. Saving files in different file formats, using file extensions, backing up work, creating folders for projects and using system keyboard shortcuts C. Using cloud storage effectively D. Moving and using files between computer and online storage

II. MAC COMPUTER FUNDAMENTALS (8 hours, lab)

- A. Hardware and operating system components
- B. Saving files in different file formats, using file extensions, backing up work, creating folders for projects and using system keyboard shortcuts
- C. Using cloud storage effectively

III. INTRODUCTION TO VECTOR GRAPHICS: ADOBE ILLUSTRATOR (4 hours, lecture)

- A. The pen tool: bezier curves, creating and altering lines and shapes
- B. Importing and exporting files and using different vector file formats
- C. Capabilities and limitations of raster versus vector images

IV. INTRODUCTION TO VECTOR GRAPHICS: ADOBE ILLUSTRATOR (10 hours, lab)

- A. The pen tool: bezier curves, creating and altering lines and shapes
- B. Importing and exporting files and using different vector file formats
- C. Capabilities and limitations of raster versus vector images

V. INTRODUCTION TO RASTER GRAPHICS: ADOBE PHOTOSHOP (7 hours, lecture)

- A. Terminology related to bitmapped graphics
- B. Scanning hand-drawn sketches, printing work and fabrics
- C. Defining color relationships and use of different color modes
- D. Capabilities and limitations of raster images

VI. INTRODUCTION TO RASTER GRAPHICS: ADOBE PHOTOSHOP (10 hours, lab)

- A. Terminology related to bitmapped graphics
- B. Scanning hand-drawn sketches, printing work and fabrics
- C. Defining color relationships and use of different color modes
- D. Capabilities and limitations of raster images

VII. FASHION: SPECIFIC ONLINE RESOURCES (3 hours, lecture)

- A. Subscribing and use available online fashion resources
- B. Creating watch, brush and symbol libraries
- C. Strategies for finding and incorporating inspiration from online and other sources

VIII. FASHION: SPECIFIC ONLINE RESOURCES (12 hours, lab)

- A. Subscribing and use available online fashion resources
- B. Creating swatch, brush and symbol libraries
- C. Strategies for finding and incorporating inspiration from online and other sources

IX. CREATING ARTWORK IN VECTOR GRAPHICS PROGRAM: ADOBE ILLUSTRATOR (9 hours, lecture)

- A. Using the pen tool
- B. Creating and combining mechanical, calligraphic and brushstroke lines in compositions
- C. Using transformation tools

- D. Creating complex shapes by modifying and combining simple shapes
- E. Using layers, guides and grids
- F. Using templates for tracing
- G. Basic typography
- H. Creating type outlines
- I. Importing raster files for use as templates
- J. Rasterizing and manipulating a vector file in a raster program

X. CREATING ARTWORK IN VECTOR GRAPHICS PROGRAM: ADOBE ILLUSTRATOR (10 hours, lab)

- A. Using the pen tool
- B. Creating and combining mechanical, calligraphic and brushstroke lines in compositions
- C. Using transformation tools
- D. Creating complex shapes by modifying and combining simple shapes
- E. Using layers, guides and grids
- F. Using templates for tracing
- G. Basic typography
- H. Creating type outlines
- I. Importing raster files for use as templates
- J. Rasterizing and manipulating a vector file in a raster program

XI. CREATING ARTWORK IN RASTER GRAPHICS PROGRAM: ADOBE PHOTOSHOP (4 hours, lecture)

- A. Image creation using the pen tablet, filters, painting and drawing tools
- B. Image editing using software selection tools
- C. Using layers, merging layers, flattening

XII. CREATING ARTWORK IN RASTER GRAPHICS PROGRAM: ADOBE PHOTOSHOP (12 hours, lab)

- A. Image creation using the pen tablet, filters, painting and drawing tools
- B. Image editing using software selection tools
- C. Using layers, merging layers, flattening

XIII. CREATING, ORGANIZING AND CRITIQUING THE FASHION PORTFOLIO (7 hours, lecture)

- A. Fashion portfolio contents: Opening statements, logo, hang tag, flats hand drawn sketches, dressed croquis and mood boards (photo collages)
- B. Applying traditional two-dimensional design concepts of line, value, texture, pattern, scale and various compositional strategies to computer generated images
- C. Creating a total look from hand drawing to final vector drawing on a croqui
- D. Using color to enhance aesthetic and expressive content (mood board and garment)
- E. Originating concepts for clothing based on intent, purpose and use of assigned project
- F. Organizing formal elements in fashion designs so as to support conceptual content

	<p>G. Recognizing content, purpose and scope of design</p> <p>XIV. CREATING, ORGANIZING AND CRITIQUING THE FASHION PORTFOLIO (10 hours, lab)</p> <p>A. Fashion portfolio contents: Opening statements, logo, hang tag, flats hand-drawn sketches, dressed croquis and mood boards (photo collages)</p> <p>B. Applying traditional two-dimensional design concepts of line, value, texture, pattern, scale and various compositional strategies to computer generated image</p> <p>C. Creating a total look from hand drawing to final vector drawing on a croqui</p> <p>D. Using color to enhance aesthetic and expressive content (mood board and garment)</p> <p>E. Originating concepts for clothing based on intent, purpose and use of assigned project</p> <p>F. Organizing formal elements in fashion designs so as to support conceptual content</p> <p>G. Recognizing content, purpose and scope of design</p>
Total Lecture Hours:	36
Total Laboratory Hours:	72
Total Hours:	108
Primary Method of Evaluation:	3) Skills demonstration
Typical Assignment Using Primary Method of Evaluation:	Using a combination of raster and vector graphic software, create a fashion mood board which is a digital collage, reflecting the mood or theme of a (real or proposed) fashion collection. Visually tell a story through inspirational images, color, design, fabric swatches, etc. Submit mood board to the instructor.
Critical Thinking Assignment 1:	Use a vector graphic program to create an outfitted fashion model that you have created (hand-sketched). Translate the design, as needed, from your hand-drawn sketch to a precise, complete, vector-based illustration. Submit illustration to the instructor.
Critical Thinking Assignment 2:	Using a raster graphic program, combine digital photos, scanned images and fabric swatches to create a cohesive, layered design that reflects your style as a fashion designer. Submit design on photo paper to the instructor.
Other Evaluation Methods:	Class Performance Completion Homework Problems Multiple Choice Quizzes True/False
Instructional Methods:	Demonstration Discussion Lab Lecture Multimedia presentations
If other:	
Work Outside of Class:	Observation of or participation in an activity related to course content (such as theatre event, museum, concert, debate, meeting) Problem solving activity

	Required reading Study
If Other:	Skill practice on the computer with Photoshop and Illustrator
Up-To-Date Representative Textbooks:	Robin Schneider, <u>Adobe for Fashion: Illustrator CS6</u> , lulu.com, 2013.
Alternative Textbooks:	DISCIPLINE STANDARD
Required Supplementary Readings:	Handouts supplied by the instructor
Other Required Materials:	Access to cloud storage to save digital work
Requisite:	
Category:	
Requisite course(s): List both prerequisites and corequisites in this box.	
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(s). If applicable	
Requisite course:	Fashion 15
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	<p>Ability to render fabrics in various mediums.</p> <p>FASH 15 -Render different types of fabric with pencil, paint, pen and ink, felt tip pen and/or markers or combinations of art supplies.</p> <p>Familiarity with rendering garments on the human form.</p> <p>FASH 15 - Understand the correct use of proportion and exaggeration to illustrate a fashion design on the human form as required by the apparel industry.</p> <p>FASH 15 - Illustrate accurately a fleshed in robot structure of a female, male and child.</p>
Requisite Skill:	or equivalent drawing skills
Requisite Skill and Matching skill(s): Bold the requisite skill. List	If a student has basic drawing skills, it would be helpful in completing drawing assignments required on the computer software. It is recommended that students have basic drawing skills to enhance their success in this course.

the corresponding course objective under each skill(s). If applicable	
Enrollment Limitations and Category:	
Enrollment Limitations Impact:	
Course Created by:	Chris Moran-Wisdom
Date:	11/05/2015
Original Board Approval Date:	03/15/1999
Last Reviewed and/or Revised by:	Annette Owens
Date:	03/02/2022
Last Board Approval Date:	04/18/2022