Subject:	FASH
Course Number:	5
Descriptive Title:	Intermediate Computer Fashion Illustration
Division:	Industry and Technology
Department:	Fashion
Course Disciplines:	Art, Fashion
Catalog Description:	This course advances the skills taught in the beginning illustrator course. Students complete intermediate level projects concluding with a capstone project to showcase advanced skills.
Prerequisite:	Fashion 4 or Art 141 and Fashion 10 with a minimum grade of C or equivalent
Co-requisite:	
Recommended Preparation:	
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 and Pass/No Pass
Credit Status:	Credit, degree applicable
Transfer CSU:	Yes
Effective Date:	
Transfer UC:	No
Effective Date:	not UC transferable
General Education ECC:	
Term:	
Other:	
CSU GE:	
Term:	
Other:	
IGETC:	
Term:	
Other:	
Student Learning Outcomes:	SLO #1 Use of Pen Tool

	As a result of taking this class, the student will be able to demonstrate use of the Adobe Illustrator pen tool with 90 percent accuracy.

SLO #2 Drawing of Clothing Articles

As a result of taking this class, the student will be able to use Adobe Illustrator to draw an article of clothing including layers, text, and imported swatches.

SLO #3 Design of New Garments

As a result of taking this course, the student will be able to design a new garment with colorways, call-outs and accurate descriptions. |
| **Course Objectives:** | 1. Demonstrate understanding of raster and vector images.
2. Demonstrate the Adobe Illustrator transformation tools.
3. Draw an image using the pen tool with 90% accuracy.
4. Understand how to edit existing paths and objects.
5. Demonstrate how to abut and overlap shapes within the layer groups.
6. Demonstrate how to edit pattern swatches.
7. Provide rationale on when to use Adobe Photo Shop in the management of images.
8. Demonstrate how to build common fashion symbols and create a symbols library.
9. Explain how to export documents for web presentation. |
| **Major Topics:** | I. **Review of the Adobe Illustrator Workspace (1.5 hours, lecture)**

    A. Raster vs. Vector Graphics

    B. Illustrator Workspace

    C. Managing Documents

    D. Artboards

    E. Tools and Panels

    F. Layers

II. **Review of the Adobe Illustrator Workspace (5 hours, lab)**

    A. Raster vs. Vector Graphics

    B. Illustrator Workspace

    C. Managing Documents

    D. Artboards

    E. Tools and Panels

III. **Adobe Illustrator CC Essentials (1.5 hours, lecture)** |

A. The Shape Tool

B. Groups and Paths

C. Layers

D. Objects

E. Transformation

IV. Adobe Illustrator CC Essentials (5 hours, lab)

A. The Shape Tool

B. Groups and Paths

C. Layers

D. Objects

E. Transformation

V. Drawing Tools (2 hours, lecture)

A. Pen Tool

B. Editing Existing Paths

C. Brushes

D. Stroke Options

E. Clipping Masks

F. Compound Shapes

VI. Drawing Tools (5 hours, lab)

A. Pen Tool

B. Editing Existing Paths

C. Brushes

D. Stroke Options

E. Clipping Masks

F. Compound Shapes

VII. Adding Color (2 hours, lecture)

A. Appearance Panel

B. Color Systems

C. Using Live Paint

D. Adding/Exporting Symbols

E. Color Guide & Swatches

VIII. Adding Color (5 hours, lab)

A. Appearance Panel

B. Color Systems

C. Using Live Paint

D. Adding/Exporting Symbols

E. Color Guide & Swatches

IX. Tracing Fashion Artwork (2 hours, lecture)

A. Image importing

B. Image Trace

C. Method Option

D. Abutting vs. Overlapping Shapes

X. Tracing Fashion Artwork (6 hours, lab)

A. Image Importing

B. Image Trace

C. Method Option

D. Abutting vs. Overlapping Shapes

XI. Patterns (2 hours, lecture)

A. Pattern Creation and Application

B. Pattern Swatch Editing

C. Visual Editing

XII. Patterns (5 hours, lab)

A. Pattern Creation and Application

B. Pattern Swatch Editing

C. Visual Editing

XIII. Organizing with Layers (1.5 hours, lecture)

A. Complex Uses of Layers

B. Using Multiple-Artboard Documents

C. Layers Management

XIV. Organizing with Layers (5 hours, lab)

A. Complex Uses of Layers

B. Using Multiple-Artboard Documents

C. Layers Management

XV. Working with Symbols (2 hours, lecture)

A. The Symbol Library

B. Creating and Editing symbols

C. Using Symbolism Tools

D. Editing Nested Symbols

XVI. Working with Symbols (6 hours, lab)

A. The Symbol Library

B. Creating and Editing Symbols

C. Using SymbolismTools

D. Editing Nested Symbols

XVII. Correcting and Troubleshooting (2 hours, lecture)

A. Appearance vs. Preview Modes

B. Changing Color

C. Clearing Stray Paths

D. Organizing and Labeling

E. Printing

XVIII. Correcting and Troubleshooting (5 hours, lab)

    A. Appearance vs. Preview Modes

    B. Changing Color

    C. Clearing Stray paths

    D. Organizing and Labeling

    E. Printing

XIX. Complex Tracing (1.5 hours, lecture)

    A. Editing and Correcting

    B. Using PhotoShop to Manage images

    C. Embedding vs. Linking

    D. Using Croqui/Figure Forms

    E. Capstone Project

       1. Independently design a new garment with color ways, call-outs andaccurate descriptions

       2. Exporting for presentation, web, and style sheets

XX. Complex Tracing (7 hours, lab)

    A. Editing and Correcting

    B. Using PhotoShop to Manage Images

    C. Embedding vs. Linking

    D. Using Croqui/Figure Forms

    E. Capstone Project

       1. Independently designing a new garment with color ways, call-outs and accurate descriptions

       2. Exporting for presentation,web, and style sheets

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:	Demonstrate how to create a call-out for a pair of women's shorts by drawing the shorts and inserting the call-out. Submit to the instructor for evaluation.
Critical Thinking Assignment 1:	Import a croqui image into a document. Trace the croqui with the proper tools and print out the results. Submit the original croqui along with the traced copy to the instructor for evaluation
Critical Thinking Assignment 2:	Draw a women's tank top and duplicate it three times to create four blank tank tops. Import four different print swatches into the swatch library. Provide a different print to each garment and submit to the instructure for evaluation.
Other Evaluation Methods:	Completion, Homework Problems
If Other:	
Instructional Methods:	Demonstration, Lab, Lecture
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), Skill practice
If Other:	
Up-To-Date Representative Textbooks:	Robin Schneider, <u>Adobe for Fashion: Illustrator CS6</u>, Paperback, 2013. (Discipline Standard)
Alternative Textbooks:	
Required Supplementary Readings:	
Other Required Materials:	Flash drive (minimum size of 32GB)
Requisite	Prerequisite
Category	sequential
Requisite course:	Fashion 4 Art 141 Fashion 10
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	**An understanding of the Adobe Illustrator landscape and manipulations.** FASH 4 - Design and revise fashion illustrations using Adobe Illustrator. **Ability to use of various tools, such as the pen tool and layers.** FASH 4 - Design and revise fashion illustrations using Adobe Illustrator. **An understanding of the method of coloring drawn objects.** FASH 4 - Prepare the scanner and color printer to develop "color ways," textile patterns, advertising and dressed croqui.

	FASH 4 - Create a logo and hang tag for advertising. Design simple flats, develop "color ways," textile patterns and dressed croquis using Adobe Illustrator.
	An understanding of the Adobe Illustrator landscape and manipulations.
	ART 141 - Demonstrate use of typography in designs, define typographic terms.
	Ability to use of various tools, such as the pen tool and layers.
	ART 141 - Produce digital images and time-based work through various digital media input and output methods using vector and raster software.
	ART 141 - Apply the elements and principles of design in finished digital images and time-based works.
	An understanding of the method of coloring drawn objects.
	ART 141 - Define color relationships and use different color modes reflecting both additive and subtractive color systems.
	Ability to construct a garment.
	FASH 10 - Distinguish and differentiate between each major part of the sewing machine and discuss its use and care.
	FASH 10 - Construct technique samples demonstrated in the textbook and in lecture/demonstrations and conduct basic pattern alterations."
	FASH 10 - Select appropriate notions suitable for the fashion fabric to achieve the intended garment design.
	FASH 10 - Select appropriate fashion fabrics for an intended garment design.
Requisite Skill:	
Requisite Skill and Matching skill(s): Bold the requisite skill(s). if applicable	If students have taken equivalent courses at other colleges or have computer illustration and clothing construction experience, students will be prepared to enroll in this course. Students will be sketching garment details. Constructing garments provide the foundation for an accurate understanding of what to draw and it is recommended that students have these skills 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).	
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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:	Annette Owens
Date:	12-05-2022
Original Board Approval Date:	3/20/2023