

FASH 0008 - FASHION ILLUSTRATION

Catalog Description

Hours: 108 (36 lecture, 72 laboratory)

Description: Illustration techniques with emphasis on figure proportions used in the fashion industry. Various media used to communicate fashion and apparel details. Illustration software presented with focus on technical drawings. (CSU)

Course Student Learning Outcomes

- CSLO #1: Apply knowledge of drawing materials by using each to create fashion illustrations and develop freehand drawing skills.
- CSLO #2: Create fashion illustration sketches using watercolor and colored pencils to demonstrate how to apply basic color theory principles to illustration.
- CSLO #3: Demonstrate understanding and use of fashion illustration software to communicate apparel details.

Effective Term

Fall 2017

Course Type

Credit - Degree-applicable

Contact Hours

108

Outside of Class Hours

72

Total Student Learning Hours

180

Course Objectives

Lecture Objectives:

1. identify the types of drawing materials used to create fashion illustrations;
2. develop freehand drawing skills;
3. develop copy ready fashion figures meeting industry standards;
4. identify the different types of media to complete illustrations for a portfolio;
5. discuss rendering techniques to illustrate the textural surfaces of textiles and accessories;
6. apply basic color theory principles to fashion illustration sketches using watercolor and colored pencil;
7. identify ways to communicate apparel details through hand drawn flat sketches; and
8. apply fashion illustration software, such as Adobe Illustrator, to communicate apparel details.

Laboratory Objectives:

1. apply knowledge of drawing materials by using each to create fashion illustrations;
2. develop freehand drawing skills;

3. practice drawing copy ready fashion figures meeting industry standards;
4. complete illustrations for a portfolio using several media, including pencil, pen and ink, marker, watercolor, and colored pencil;
5. apply rendering techniques to illustrate the textural surfaces of textiles and accessories;
6. apply basic color theory principles to fashion illustration sketches using watercolor and colored pencil;
7. apply hand drawn flat sketches to communicate apparel details;
8. apply fashion illustration software, such as Adobe Illustrator, to communicate apparel details; and
9. analyze the differences between flat sketch and fashion illustration through group discussion of examples.

General Education Information

- Approved College Associate Degree GE Applicability
- CSU GE Applicability (Recommended-requires CSU approval)
- Cal-GETC Applicability (Recommended - Requires External Approval)
- IGETC Applicability (Recommended-requires CSU/UC approval)

Articulation Information

- CSU Transferable

Methods of Evaluation

- Projects
 - Example: 1. "Draw copy ready fashion figures meeting industry standards (In class and/or Homework assignments)" After setting the guidelines on how to establish fashion figures meeting industry standards (9heads) Students will utilize a live model as visual reference for drawing a fashion proportioned figure wearing an outfit of their choice. The model may be a classmate, a friend, or themselves in a mirror. The students will be evaluated based on the completeness of their drawings (and therefore fulfilling the assignments requirements), on attaining correct fashion proportions in height and width of the drawn figure, and on application of certain techniques when dressing the figure, and therefore when drawing the individual garments (Perspective of Fashion, Eyelevel, Gravity and drape of fabric depending on the fashion pose). 2. "Discuss and use rendering techniques to illustrate the textural surfaces of textiles and accessories (In class / Homework assignment)" After discussing the different types of media used to complete fashion illustrations the students now create "swatch kits" in their sketch book as a reference guide. The students find reference pictures or fabric swatches of different textures, textural surfaces or prints and practices rendering techniques by using different types of media. Gained skills will now be applied in illustration of fashion proportioned figure wearing an outfit in a particular textile. The students will be evaluated upon completion of the assignment, using a variety of media, and in attaining the techniques of rendering garments when dressing the fashion figure.
- Skill Demonstrations
 - Example: 1. "Use fashion illustration software (Adobe Illustrator) to communicate apparel details (In class assignment)" After the students have shown their skills in drawing flats (technical drawing of garments) by hand, they now will create computer drawings of existing garments using Adobe Illustrator. Students will be evaluated based on the accuracy of their drawing, and on the inclusion and correct placement of all garment details

Repeatable

No

Methods of Instruction

- Laboratory
- Lecture/Discussion
- Distance Learning

Lab:

1. Utilizing Adobe Illustrator, the instructor will guide students to create flat sketches of garments showing construction details. The instructor will divide students into small groups and support their discussion and writing of a description of the flat sketches including construction details.

Lecture:

1. The instructor will present examples of flat sketch and fashion illustration. The instructor will lead a discussion where students compare and contrast the two.

Typical Out of Class Assignments

Reading Assignments

1. Read information describing the differences between real figure proportions and fashion figure proportions and be able to explain the differences of each during a class discussion. 2. Read the text about garment details. Use the internet to then research the garment details that are being used in the current season and be prepared to share findings during a class discussion.

Writing, Problem Solving or Performance

1. Utilizing information on the differences between real figure proportions and fashion figure proportions, draw at least 10 fashion proportioned figures. 2. Paint 30 1-1/2 inch squares including 6 different hues with 5 value shifts for each hue. Write definitions of the terms hue and value.

Other (Term projects, research papers, portfolios, etc.)

Using existing garments as a basis, draw 15 pencil sketched fashion illustrations complying with fashion industry proportions.

Required Materials

- Fashion Sketchbook
 - Author: Bina Abling
 - Publisher: Fairchild
 - Publication Date: 2012
 - Text Edition: 6th
 - Classic Textbook?:
 - OER Link:
 - OER:
- 9 Heads
 - Author: Nancy Riegelman
 - Publisher: Pearson
 - Publication Date: 2012
 - Text Edition: 4th

- Classic Textbook?:
- OER Link:
- OER:
- Fashion Drawing, Second Edition: Illustration Techniques for Fashion Designers
 - Author: Michelle Wesen Bryant
 - Publisher: Laurence King Publishing
 - Publication Date: 2016
 - Text Edition: 2nd
 - Classic Textbook?:
 - OER Link:
 - OER:

Other materials and-or supplies required of students that contribute to the cost of the course.

1. 2 11x14 sketchbooks- 100 pages each, white 2. 18x24 pad drawing paper- 50lb white paper 3. pencils - 2H, 2B, 4B 4. black roller ball pen 5. Prisma color pencils 6. watercolor paints 7. watercolor paint brushes