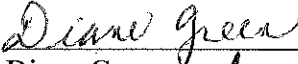
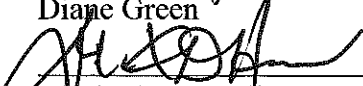


City College of San Francisco  
Course Outline of Record

I. GENERAL DESCRIPTION

A. Approval Date	February 2014
B. Department	Fashion
C. Course Number	FASH 36A
D. Course Title	Fashion Design 1
E. Course Outline Preparer(s)	Kamille Hitz
F. Department Chairperson	 Diane Green
G. Dean	 Kimberly Harvell

II. COURSE SPECIFICS

A. Hours	Lecture: 3 weekly (52.5 total)
B. Units	3
C. Prerequisites	None
Corequisites	None
Advisories	None
D. Course Justification	This course provides a foundation in fashion design. Students work through carefully selected projects aimed at developing ideas and creating designs. This class helps students develop the ability to communicate their ideas and designs fluently. This is the first class of the design series.
E. Field Trips	Optional
F. Method of Grading	Letter, Pass/No Pass
G. Repeatability	0

III. CATALOG DESCRIPTION

This course provides a foundation in the design principles of fashion. Students work through carefully selected projects aimed at developing visual research skills, identifying design elements and communicating ideas.

IV. MAJOR LEARNING OUTCOMES

Upon completion of this course a student will be able to:

- A. Analyze the design principles in a given garment.
- B. Summarize aesthetic trends in art and culture and their effect on fashion design.
- C. Design garments that translate inspiration and fabrics into fashion designs.
- D. Design garments according to specific needs, for example gender, age, season, etc.
- E. Evaluate and integrate constructive criticism.

V. CONTENTS

- A. Introduction to design principles
  1. Color
  2. Fabric

3. Silhouette
4. Garment construction details
5. Texture
6. Proportion
- B. Introduction to customer market
  1. Customer characteristics
  2. Seasons
  3. Product categories
- C. Design research
  1. Inspiration/ Mood
  2. Current trends
  3. Current events
  4. Historic fashions
  5. Textile characteristics
  6. Environment
- D. Fashion sketching
  1. Croquis figure
  2. Communicating design ideas
  3. Realistic garments
  4. Flats
- E. Introduction to representation of personal work
  1. Sketchbook
    - a. Recording ideas
    - b. Generating sketches
  2. Mood, fabric and color stories
  3. Illustration media
    - a. Marker
    - b. Ink
    - c. Pastel
    - d. Pencil
    - e. Others
  4. Illustrations of garments
    - a. Croquis
    - b. Fashion figure
    - c. Accurate fabric rendering
    - d. Accurate garment representation
  5. Flats
- F. Elements of critique
  1. Giving and receiving constructive criticism
  2. Assess current work
  3. Determine future direction

## VI. INSTRUCTIONAL METHODOLOGY

- A. Assignments
  1. In class

- a. Present research based upon teacher assigned subjects, such as current events, places, ethnic groups, etc.
  - b. Small group or individual projects such as presentation of sketches, research, or boards
  - c. Participation in critique of design work
  - d. Sketching of ideas and garments
  - e. Participation in class discussions
  - f. Field trips such as visits to stores, museums or design studios.
2. Out of class
- a. Create a sketchbook, prepare sketches for presentations in class
  - b. Prepare research based upon teacher assigned subjects
  - c. Prepare mood and color boards
  - d. Select fabrics appropriate to projects
  - e. Create illustrations and flat sketches
  - f. Create croquis for use in illustrations
  - g. Create a final collection
- B. Evaluation
- 1. Sketches, illustrations, and flats
  - 2. Research presented
  - 3. Mood, fabric, and color boards
  - 4. Participation in class discussions
  - 5. Final (capstone) Collection
- C. Textbooks and other instructional materials
- 1. Basics Fashion Design: Research and Design by Simon Seivewright, 2012 Fairchild Books, Second edition, ISBN 2940411700
  - 2. Instructor generated handouts on topics such as design philosophy and illustration techniques

## VII. TITLE 5 CLASSIFICATION

CREDIT/DEGREE APPLICABLE (meets all standards of Title 5. Section 55002(a)).