



City College of San Francisco
Course Outline of Record

I. GENERAL DESCRIPTION

A. Approval Date	February 2014
B. Department	Fashion
C. Course Number	FASH 36B
D. Course Title	Fashion Design 2
E. Course Outline Preparer(s)	Kamille Hitz
F. Department Chair	Diane Green 
G. Dean	Kimberly Harvell  FOR K. HARVELL

II. COURSE SPECIFICS

A. Hours	Lecture: 3 weekly (52.5 total)
B. Units	3
C. Prerequisites	FASH 36A, FASH 35A
Corequisites	None
Advisories	FASH 35B
D. Course Justification	The Fashion Design program has been lacking an advanced design course, which is essential to help our graduates compete in the field; this course will fill that hole in the program. It will further students' level of design aesthetic and ability to create, which they begin to develop in FASH 36A Fashion Design 1. Through hands-on practice, lectures, demonstrations, and critiques, the student increases their understanding of design philosophy, aesthetic, and customer base as required by the fashion industry.
E. Field Trips	No
F. Method of Grading	Letter, Pass/No pass
G. Repeatability	0

III. CATALOG DESCRIPTION

Building on the skills learned in Illustration 1 and Design 1, students will learn to develop fashion collections based on their own design aesthetic and philosophy. Emphasis and critique will be given on communicating design ideas, creating cohesive collections, and designing appropriately for a specific market.

IV. MAJOR LEARNING OUTCOMES

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

- Identify their own design philosophy and aesthetic.
- Produce cohesive fashion collections from initial sketches to final presentation of illustrations and flats.

- C. Create collections targeting a particular customer market and showing a range of design categories, seasons, genders, ages, and sizes.
- D. Conduct presentations and participate in critique of work using appropriate industry terminology.

V. CONTENTS

- A. Market definition
 - 1. Customer characteristics
 - a. Age
 - b. Size
 - c. Gender
 - d. Demographic profile
 - 2. Product line category, such as evening, sleepwear, activewear, etc.
 - 3. Season
 - 4. Market research
 - 5. Current product analysis and sales history
- B. Design philosophy
 - 1. Self definition as a designer
 - 2. Inspiration sources
 - a. Past fashion history
 - b. Current events
 - c. Current trends and forecasts
 - d. Visual inspirations
 - e. Personal inspirations and storytelling
 - 3. Fabrics
 - a. Quality and price point
 - b. Appropriate to garment style and use
 - 4. Refinement of aesthetic and taste level
- C. Representation of Personal Work
 - 1. Sketchbook
 - a. Recording ideas
 - b. Generating sketches
 - c. Organizing and editing work product
 - 2. Mood, fabric, and color stories
 - 3. Illustration media
 - a. Digital
 - b. Marker
 - c. Guache and watercolor
 - d. Ink
 - e. Pastel
 - f. Pencil
 - g. Others
 - 4. Illustrations of garment collection
 - a. Croquis
 - b. Composition of figures on board
 - c. Refine the fashion figure
 - d. Accurate fabric rendering

5. Flat sketches
 - a. Accurate construction details
 - b. Consistent with design illustrations
- D. Group and individual critique
 1. Giving and receiving constructive criticism
 2. Correct industry terminology
 3. Purpose of critique
 - a. Assessment of current work
 - b. Determination of future direction of work
 4. Presentation skills

VI. INSTRUCTIONAL METHODOLOGY

A. Assignments

1. In class
 - a. Weekly presentations of sketches to class
 - b. Oral presentations on subject such as customer identification, fashion collection categories, or sources of inspiration
 - c. Sketching of ideas and garments
 - d. Small group or individual projects such as presentation of a designer's collection with editorial copy for discussion by the class
 - e. Participation in group critiques of design work
 - f. Presentation of final (capstone) collection to class
2. Out of class
 - a. Maintain a sketchbook, prepare sketches for presentations in class
 - b. Prepare mood, fabric and color boards
 - c. Research as needed to develop collection
 - d. Preparation for in-class presentations, including final collection
 - e. Create illustrations and flat sketches
 - f. Create croquis for use in illustrations

B. Evaluation

1. Quizzes on topics such as customer identification, clothing category, season and price point.
2. Weekly sketch presentations
3. Sketches, illustrations and flats
4. Mood, fabric and color boards
5. Small group or individual presentations of designer's collection for class discussion
6. Participation in class discussions and group critiques
7. Final (capstone) collection

C. Textbooks and other instructional materials

1. Basics Fashion Design: Developing a Collection, by Elinor Renfrew, 2009 Fairchild Books AVA, ISBN 2940373957
2. How to Create Your Final Collection, by Mark Atkinson, 2012 Lawrence King Publishing, ISBN 1856698424
3. Instructor generated handouts on topics such as industry terminology, illustration techniques or design philosophy

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