

City College of San Francisco
Course Outline of Record

I. GENERAL DESCRIPTION

A. Approval Date	September 2013
B. Department	Fashion
C. Course Number	FASH 37
D. Course Title	Flat Pattern Design II
E. Course Outline Preparer(s)	Judith Jackson
F. Department Chairperson	<u><i>Diane Green</i></u> Diane Green
G. Dean	<u><i>Alta K. Long</i></u>

II. COURSE SPECIFICS

A. Hours	Lecture: 2 weekly (35 total) Laboratory: 3 weekly (52.5 total)
B. Units	3
C. Prerequisites	FASH 26
Corequisites	None
Advisories	None
D. Course Justification	Pattern making is a crucial skill in the field of fashion design and production. This course builds upon the skills learned in Flat Pattern I, and provides the student with the opportunity to increase their level of skill and accuracy in pattern development. New and more challenging design problems are also introduced in this course, better preparing the student for a career in the industry.
E. Field Trips	Optional
F. Method of Grading	Letter, Pass/No Pass
G. Repeatability	0

III. CATALOG DESCRIPTION

Continuation of techniques for pattern development, with an emphasis on industry production skills. Techniques covered include the development of complex designs, including patterns for tailored garments, pants, and patterns for stretch fabric.

IV. MAJOR LEARNING OUTCOMES

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

- Analyze designs of varying levels of complexity and interpret them into flat patterns used to fabricate the design
- Create a cohesive and marketable line of designs and the production patterns necessary to complete these designs
- Accurately complete pattern making assignments in an efficient, orderly, and time-conscious fashion, as required by industry standards

V. CONTENTS

- A. Review of basic flat pattern techniques as related to specific designs
 - 1. Dart manipulation
 - 2. Added fullness
 - 3. Contouring
 - 4. Sleeves/ sleeve bodice combinations
 - 5. Collars
- B. Complex flat pattern techniques
 - 1. Adjustments for knits and stretch fabrics
 - 2. Tailored garments
 - a. Notch collar
 - b. Lapel
 - c. Two-part sleeves
 - 3. Pants
 - 4. Evening wear
 - 5. Bias
- C. Development of a design line
 - 1. Principles of developing a cohesive design line
 - 2. Working in a design room in a team environment
 - 3. Creation of a design line and mood board
 - 4. Application of pattern development skills in the creation of original, full-scale garments
- D. Creation of industry standard production patterns

VI. INSTRUCTIONAL METHODOLOGY

- A. Assignments
 - 1. In class
 - a. Practice problems on pattern making techniques demonstrated in class in half or full scale
 - b. Develop a design line and mood board, individually or in a group, including flats or illustrations
 - c. Creation of production patterns and a garment from the design line
 - d. Development of a personal contract for the final cumulative project
 - e. Completion of garments and projects listed in the contract
 - f. Field trips such as visits to design studios or museums
 - 2. Out of class
 - a. Work on completion of projects
 - b. Readings from the textbook and other instructional materials as assigned
- B. Evaluation
 - 1. Practice problems in half or full scale
 - 2. Design line, mood board, and flats
 - 3. Full scale garment and pattern from the design line
 - 4. Garments and projects listed in student's final project contract
- C. Textbooks and other instructional materials
 - 1. "Pattern Making for Fashion Design," Helen Joseph Armstrong, 5th ed., Pearson, 2010

2. Instructor handouts on topics such as design line development, mood boards, or design team structure.

VII. TITLE 5 CLASSIFICATION

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