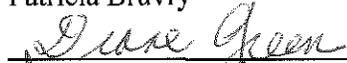


City College of San Francisco
Course Outline of Record

I. GENERAL DESCRIPTION

- A. Approval Date February 2015
B. Department Fashion
C. Course Number FASH 71
D. Course Title Creating Wearable Art
E. Course Outline Preparer(s) Patricia Bruvry
F. Department Chairperson


Diane Green

- G. Dean


Kimberly Harvell

II. COURSE SPECIFICS

- A. Hours Lecture: 2 weekly (32.5 total)
B. Units 2
C. Prerequisites None
Corequisites None
Advisories 15A
D. Course Justification Creating wearable art requires specialized skills to produce one of a kind clothing and accessories. These include working with up cycled and deconstructed garments, surface embellishments, and fabric design techniques such as silkscreen tattoo printing.
E. Field Trips Optional
F. Method of Grading Letter, Pass/No Pass
G. Repeatability 0

III. CATALOG DESCRIPTION

Students will learn specialized design techniques used in the creation of one of a kind wearable art. This includes clothes and accessories.

IV. MAJOR LEARNING OUTCOMES

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

- A. Assess and apply construction techniques to the creation of wearable art garments.
- B. Evaluate and select materials used in the construction of one of a kind wearable art
- C. Construct wearable art clothing and accessories from up cycled/deconstructed garments
- D. Integrate surface embellishments into the design of their wearable art
- E. Design silk screen tattoos to be transferred to purchased body suits and tights

V. CONTENTS

- A. Introduction to creating wearable art
 1. History of wearable art
 2. Exploration of visual sources as inspiration
 3. Harmonizing and pushing the limits of credulity

4. Color and embellishment in wearable art
- B. Materials used in the construction of one of a kind wearable art
 1. Up cycled/deconstructed garments
 2. Content and structure of fabrics used
 3. Fabric manipulation techniques used
 4. Special handling methods
- C. Construction techniques in the creation of wearable art
 1. Selecting materials and patterns that relate to each other
 2. Cutting the fabric from a pre-existing pattern
 3. Using basic sewing techniques to construct clothing and accessories
 4. Embellishments such as decorative stitching, beading, feathers
- D. Hats
 1. Styles of hats
 - a. Beret
 - b. Cloche
 - c. Cocktail
 2. Fabric selection and choice of embellishments
 3. Layout, cutting, and construction
 4. Embellishments
- E. Silk screen tattoos
 1. History of tattooing
 2. Creation of personal design
 3. Silk screen technique (hands on)
 4. Application of design on body suit and tights

VI. INSTRUCTIONAL METHODOLOGY

- A. Assignments
 1. In-class
 - a. Create a notebook of samples of techniques taught in class, such as embellishments, and tattooing.
 - b. Final project: design and construct a wearable art garment made from up cycled/deconstructed clothing using skills taught in class
 - c. Construct and embellish a hat of your choice using a ready made pattern and applying skills taught in class
 - d. Field trips such as visiting museums or art to wear design studios
 2. Out-of-class
 - a. Create a mood board of your design inspirations
 - b. Readings from textbooks and instructor handouts as assigned, on topics such as embellishment ideas, tattooing, or hats.
 - c. Completion of garments and accessories begun in class
- B. Evaluation
 1. Participation in class discussions and demonstrations
 2. Quality, completeness and timeliness of technique samples
 3. Quality, completeness, and timeliness of final project: wearable art garment
 4. Quality, completeness, timeliness of hat project
 5. Presentation of mood board

C. Textbooks and other instructional materials

1. "Textile Surface Manipulation", by Nigel Cheney and Helen McAllister, 2013
2. "Saturday Night Hat", by Eugenia Kim, 2006

VII. TITLE 5 CLASSIFICATION

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