KINGSBOROUGH COMMUNITY COLLEGE
DEPARTMENT OF BUSINESS

FD 11 Fashion Sketching for Fashion Designers Syllabus
Prerequisite: NONE

Required course for AAS in Fashion Design. Open only to FD and FM majors

Required Text: 9 Heads 4th Edition A Guide to drawing Fashion by Nancy Riegelman, Prentice Hall ISBN 9780133145403

Please note all required texts and materials are also used for FD 12

Required Materials :(To be purchased as required throughout the semester)
Sketchbooks of the following types in 9x12 or larger format: tracing paper, pencil, watercolor, bristol, and marker. Details to be discussed in class.
Artists' pencils in HB, B, 3B and 6B hardnesses. Kneaded eraser, pink eraser and soap eraser.
Artists' quality watercolors (transparent) in either semi-soft cake sets, or soft in tubes (preferable). Watercolor brushes in sable, squirrel or synthetic fibers in sizes 2,and 9, plus any size the student prefers. Plastic containers for water (should hold a minimum of 1/2quart).
Prismacolor double ended magic markers in set of 12 Primary and Secondary colors (other colors optional). Prismacolor or other brand marker blenders.

Goals and Teaching Methods:

The techniques of sketching the fashion croquis* as a basis for visual presentation of fashion design ideas is covered in depth. The proportions and drawing of the female figure is first mastered in the nude. Posing and positioning the figure is also covered in detail. Perspective and foreshortening effects are demonstrated.
Once the student has developed his/her own croquis, the rendering of garments and fabrics onto the figure is presented. All types of design elements, garment types, and fabric variables are covered.
Flat garment, and silhouette sketching are covered (in addition to croquis* sketching), as well as fabric swatching for design presentations. Color matching for accuracy in sketching and visual impact of final presentation are also major topics to be covered.

Outcomes:

This course is required for all Fashion Design Majors, and an elective for Fashion Merchandising Majors. It presents one of the three major techniques used by Fashion Designers to create their designs.

1-Understand the nine head proportions of the fashion figure (croquis).

2-Develop a set of croquis in various poses for use in future design work.

3- Translate design ideas onto paper in a professional manner.

4-Create their design ideas as sketches in the various media (pencil, watercolor, and marker).

5-Discover which of the three media they are most comfortable and adept with.

6-Create the basis of their portfolios (their finished assignments), demonstrating their design ability, sketching ability, and personal style.

7-Understand the basics of shading the three dimensional figure.

8-Demonstrate the behavior of draping fabric graphically.

9- Draw garment construction details in a professional manner.

10-Edit and organize design ideas in a professional and competent manner.

11- Render different fabrics to clearly illustrate different textures, weights, and patterns.'

Course Structure:

The course is presented in rooms that are equipped with drawing tables, so the student can work in class.

The instructor will demonstrate the day's assignment (e.g. sketching an ensemble) and students will then produce their own. The instructor will offer individual guidance, as needed, by circulating around the room.

Once a topic has been covered in class, homework assignments of sketching using whatever topic has been covered will be assigned. Homework assignments will be corrected and graded, and will constitute the majority of the students grade.

The Final exam will be to produce a sketch of a specific garment or design, specified by the instructor during a 2-hour period.

Additional Notes:

Grades are based entirely on the students drawing assignments, the number of which may vary. Drawing competence, design innovation, and mastery of the media are the criteria used for grading.

*A croquis is a figure that is 9 heads high, as opposed to a naturalistic proportion of 8 heads. This exaggerated proportion is the industry's accepted standard for fashion design for women.

It should be emphasized that this is not a course in fashion illustration. Within the industry, fashion illustration is created after the garment design has been executed. This course teaches the techniques used to sketch design ideas, from which garments will be created.

Finally, all corrections to student work will be done on a tracing paper overlay, so as to preserve the original. Students can then make the corrections to the original without having to redo the sketch.

- **Academic Dishonesty:** You are expected to do your own work. If you cheat or copy someone else's work (or allow yours to be copied) you will be graded with ZERO or course failure. (KCC's plagiarism policy is at www.kingsborough.edu.)
- **Civility** and respect for others is essential in an academic environment. Any acts of harassment and/or discrimination based on race, gender, age, sexual orientation, religion, or ability will not be tolerated.
- **Electronics:** Your cell phone <u>MUST</u> be silent during class (and turned <u>OFF</u> during exams)! No texting! Any laptop/netbooks MUST BE USED solely for note-taking.
- **Access-Ability Services AAS (D205, 718-368-5175)** provides appropriate accommodations and assistance to students with disabilities. Please contact them if needed.