

FD 12 Fashion Sketching II: Syllabus

Prerequisite: FD11. Required for AAS in Fashion Design. Open only to FD and BF majors

Instructor:

Contact:

In Person:

Office Hours: Tues: 3:00pm – 4:00pm Thur: 10:20am – 11:20am
Office MXXX - Ext. XXXX

Virtual:

Email: XXXXXXXXX@Kbcc.Cuny.edu
Video Chat: Email to make an appointment

Required Text:

Fashion Sketchbook By Bina Abling, Published by Fairchild Books

- **ISBN-10:** 9781501395352
- **ISBN-13:** 978-1501395352

*Please note all required texts and materials are carried over from FD 11

Required Materials:

Sketchbook: 9x12 or larger format
Tracing paper,
Pencil
Color Media (Colored Pencils, Markers, Gauche Paint, etc.)
Black Ink Art Pens with multiple weights 005, 01, 02
Flash Drive

*Please note that the types of media used will be selected by preference of the student. Details will be discussed in Class and in the Intro Video for this course.

Overview:

This is an advanced course in Fashion Sketching. It will require students to utilize the basic sketching skills learned in FD1100 – Fashion Sketching I to design collections. The basic elements of designing a collection will be studied and mastered. Students will have an opportunity to explore different customers and markets and how to design for them. This course will also allow the student to become more highly skilled with the techniques of fashion sketching.

Rationale:

This course focuses on the skills necessary for Fashion Designers to develop their creative ideas and present them in a professional and marketable manner. It will teach students about the design process, and ensure that they are familiar with industry standards related to collection development. To ensure for a successful collection, Fashion Designers must learn to design within a certain price point, satisfy their customers' needs, and consider technical construction aspects of their clothing. This course will focus on all of those things.

In addition, this course will allow students to establish themselves as Fashion Designers. It will provide opportunities for each student to explore different sketching media and to design for different price points and markets. Through this exploration, students will better understand their own strengths and be able to choose what sketching media and what markets are best suited for them to focus on in their future endeavors as a Fashion Designer.

Outcomes:

- 1-Use the croquis developed in FD11 as basis for original designs.
- 2-Render design ideas into finished sketches for portfolio presentation.
- 3-Create original design sketches based on fabric samples (swatches),
- 4-Create original design sketches based on Target Market requirements,
- 5-Develop sources for design trend inspiration.
- 6- Demonstrate full competence in color media and cultivate a personal aesthetic for design presentations.
- 7-Graphically represent garment construction for sample garment production, using notes where necessary.
- 8-Familiarity with the areas of specialization in fashion design (sportswear, coats and suits, eveningwear, maternity, menswear etc).
- 9-Proficiency in portfolio presentation and participation in design discussion and analysis.'
- 10- Proficiency in Collection development and design

Course Structure:

This is an **In-Person** class which will be primarily conducted in the classroom. However, this course will also have a **Black Board** page on which course information and announcements, assignment information, class videos, and discussion boards can be found. It will be required of the student to both attend in person classes and log on to Black Board when necessary.

In-Person Classes

This course will require students to come to an in-person class twice a week. The course will meet on Tuesdays or Thursdays throughout the Fall 2022 semester. You are required to attend the in-person sessions, and failure to do so will result in a WN. The in person sessions will focus on the topics of the week and involve activities and exercises aimed to give students a better understanding of that week's content. In person classes will also contain collection critiques, in which students will participate in an assessment of their own collections as well as their colleagues.

Black Board

The Black Board page for this course will host many resources for this course. The general course information such as this syllabus, the weekly schedule, and VDI access tutorial for at home access to Adobe software can be found on it. Black board will also be a place to find assignment information, class announcements, video lessons, and supplemental information. The collection projects will require you to post your collection on a discussion board on Black Board.

Grading

Grades are based on the students' assignments. Drawing competence, design innovation, and mastery of the media are the criteria used for grading. The Collection assignments will form the bulk of the student's grade and will be graded based on presentation, appropriateness of the fabric selection, quality of the mood board aesthetic and how well it is interpreted in the final designs, suitability for chosen customer, ability to design within chosen price range, overall attractiveness and marketability of the collection, and accuracy of the technical flat sketches.

FD12-01 – Fashion Sketching II - Grade Breakdown:

How grading will work:

Each assignment will count for a certain amount of points. The number of points an assignment has, reflects its percentage impact toward your final grade. For example, an assignment with more points will have a larger impact on your final grade. In this course, there will be **a total of 430 pts** that have been divided up among the assignments and critique participation. For each assignment a student will receive a score based on that assignment's total points. A student may keep track of their grade by adding up all of the points they have scored and dividing it by the total number of points for each assignment.

Example:

Assignment 1: Score – 19/20

Assignment 2: Score - 25/30

Assignment 3: Score – 70/75

Current Grade =(Student Score **114**) divided by (Total Points **125**) = .91 or 91% or **A-**

Assignments:

Assignment 1: Sketch From Reference Photo	20 pts or 5% of final grade
Assignment 2: Flat Sketch.....	30 pts or 7% of final grade
Assignment 3: Collection Project 1.....	75pts or 17% of final grade
Assignment 4: Collection Project 2.....	90pts or 20% of final grade
Assignment 5: Group Collection Project:	
Individual Grade	55pts or 13% of final grade
Group Grade.....	60 pts or 14% of final grade
Final Exam Collection Project.....	100 pts or 23% of final grade

Extra Credit: Extra Credit is accepted in this course and is a great way to ensure the grade you want. Extra Credit assignments that can be turned in for additional extra credit points that are added to your total score include full colored fashion sketches or flats done in addition to assigned course work. Also, including additional design sketches and flats in your collection projects that are above the minimum requirement will count as extra credit points on the student score for that assignment. A student may earn up to 20 extra credit points.

Example of Extra Credit Points being Factored into a Final Grade:

Assignment 1: Score – 19/20
 Assignment 2: Score - 25/30
 Assignment 3: Score – 70/75
 Extra Credit Points - 5
 Current Grade =(Student Score **119**) divided by (Total Points **125**) = .95 or 95% or A

Assignments:

An assignment description for each assignment will be handed out in class, and posted to Black Board. It will contain the assignment description, requirements, and submission guidelines. Some assignments may require the student to submit them on Black Board. Students can find the submission link for these assignments in the relevant week’s folder in the course content section on Black Board.

All assignments to be submitted in class on the due date, or emailed to:

XXXXXXXXXXXXXXXXXXXX@Kbcc.Cuny.edu

*****When emailing assignment submissions please use a .jpeg file format**

Collection Projects must be submitted the day they are due; no late work will be accepted.

All collection projects must be submitted onto black board as well as presented in class. Students will be required to post their collection projects on a discussion board. Collections must be submitted on Black Board by the same due date as the collection project itself.

Students may always submit physical **or** digital copies of their assignments. Either format will count equally toward the student’s grade. Acceptable file formats will be listed in each assignment description.

Final Exam Due Date: December 15th (Online submission only)

There will be no in person Final Exam for this course. The Final exam will consist of a Collection Project that will be submitted online only on the above due date. There will be no written exam for this course.

Attendance:

Attendance for this course will be based on a student's punctual presence for in-person class sessions. Attendance will be taken at the start of each class period. Extremely poor attendance may result in a WU. **Failure to come to the first class along with failure to communicate with your instructor the first week of classes will result in a WN** within the first 2 weeks of class.

VDI Access to Adobe Software

This course will require the use of Adobe Illustrator for flat sketching. It will also recommend the use of Adobe Photoshop for mood boards, digitizing sketches for collection presentation, and fabric boards. Students will be able to access Adobe software in the class room as well as through their own at home computers (not available for cell phones or tablets). If you do not have an at home computer, please inquire with IT about how to obtain a loaner laptop. To access Adobe Software, students will have to down load a remote desktop software called VMware Horizon. This software will enable students to remotely link their computers to on campus computers that are outfitted with Adobe software. **Instructions on how to download and set up remote desktop links can be found in the course information section on Black Board.**

Please note that any issue you might have with the VDI remote desktop access to Adobe can and should be handled by IT. **Please do not email your instructor with VDI issues. Instead, please email:**

helpdesk@students.kbcc.cuny.edu

Additional Notes:

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.

Students will be able to express their design ideas as sketches in the various media covered within the course. In the industry these sketches will form the basis for the construction of a sample garment and are therefore one of the major components of a designer's portfolio. Finished student sketches may be photographed for the school website and selected for display in the departmental shadow boxes in the corridor.

- **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 potentially 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.

Resources:

If you have any questions or concerns about this course, please email them to the instructor at:

Katharine.Nareski@Kbcc.Cuny.Edu

You can also email the virtual Fashion Lab for any questions relating to the Fashion Design Program.

KCCFashionLab@gmail.com

For a full list of resources available to Kingsborough students, visit the school's website page for student resources:

<https://www.kbcc.cuny.edu/studres/>

FD12-01 – Fashion Sketching II – Weekly Schedule – Fall 2022

**Hand outs and Assignment Descriptions will be given out in paper format in the classroom, but can also be found on Black Board.

Week 1 - Sept 13th & 15th

Welcome to FD12 – Fashion Sketching II

Online Components:

Video Lessons:

- FD12 - Fashion Sketching Review I – Full Figure Sketch
- FD12 - Fashion Sketching Review II – Medium and Line Quality

Classroom Activities:

- Intro to FD12 – Fashion Sketching
- Course Goals
- What is a Fashion Designer?
- Sketching Exercise – Gesture Sketches
- Sketching Exercise – Sketch from image

Hand Outs:

FD12 Syllabus

FD12 Weekly Schedule of Assignments

Assignments:

Assignment 1: Sketch from Reference Photo

Objectives: This week will provide an introduction to the course, it's learning objectives, procedures, and policies. It will be followed by a review of basic skills related to Fashion Sketching.

Due: Nothing yet!

Week 2 – Sept. 20th & 22nd

All About Flats

Online Components:

Video Lessons:

- Flat Sketching Part 1
- Flat Sketching Part 2
- Flat Sketching Part 3

Classroom Activities:

- Representing Garment Construction with Flats
- How to present flats in a collection presentation
- Collaborative flat sketch activity

Hand Outs:

Flats – a How to Guide to Construction Details

Assignments:

Assignment 2: Flat Sketch

Assignment 3: Collection Project 1

Objectives: This week will cover information on what a fashion flat is, how to create one, and how to ensure a garment's construction is accurately represented in the flat sketch. General construction details for different types of garments will be covered, as well as how knit construction will differ from woven construction.

Due: Assignment 1: Sketch from Reference Photo

Week 3 – Sept. 29th & Oct. 6th

Mood/Fabric Boards and Target Customers

Online Components:

Video Lessons:

- Mood Boards
- Fabric Boards
- Collection Project Tips
- Designing For a Price Point
- Designing For a Target Customer
- Digitizing sketches for presentation

Classroom Activities:

- How to make an effective Mood / Fabric Board
- Collaborative Mood Board / Fabric Board
- Collaborative Fabric Board
- How to design a collection for a Target Customer
- Customer Profile Activity
- Customer Wardrobe Activity

Hand Outs:

Customer Profile Sheet

Assignments:

Assignment 3: Collection Project 1

Objectives: This week we will cover what a mood board is for, and how to create an effective one for your collection. Fabric boards, what to put on them and what not will also be covered. We will also cover how designers choose a target customer and how that decision influences their design choices for a collection.

Due: Assignment 2 - Flat Sketch

Week 4 – Oct 11th & 13th

Collection Project 1 Critique

Online Components:

Black Board Activities:

- Post your digitized collection projects to Black Board
- Comment on 3 students' collections

Classroom Activities:

Critique Sessions:

Present your Collection Project to the class for an open critique

Hand Outs:

None

Assignments:

Self Assessment: Collection Project 1

Objectives: This week we will participate in a class wide critique of each student's Collection Project 1. Each student will present their project to the class and participate in critiquing each project.

Due: Collection Project 1

Week 5 – Oct 18th & 20th

Collection Project 1 Critique - Continued

Online Components:

Black Board Activities:

- Comment on 3 students' collections

Classroom Activities:

Critique Sessions:

Present your Collection Project to the class for an open critique

Hand Outs:

Assignment 4: Collection Project 2

Assignments:

Assignment 4: Collection Project 2

Objectives: This week we will participate in a class wide critique of each student's Collection Project 1. Each student will present their project to the class and participate in critiquing each project.

Due: Self Assessment – Collection Project 1

Week 6 – Oct 25th & 27th

Sketching Various Fabric Types

Online Components:

Video Lessons:

- Sketching For Different Fabric Types Part 1
- Sketching For Different Fabric Types Part 2
- Sketching For Different Fabric Types Part 3

Classroom Activities:

- Sketching Demo
- Sketching Exercises

Hand Outs:

None

Assignments:

Assignment 4: Collection Project 2

Objectives: This week we will cover different techniques used to render specific fabric types in design sketches. A variety of fabrics will be covered such as lace, fur, denim, stripes, etc. Information about how to properly digitize a design collection will also be covered along with other general information about the first collection project and the upcoming critique.

Due: None

Week 7 – Nov 1st & 3rd

Faces and Shoes

Online Components:

Video Lessons:

- Sketching Shoes Part 1
- Sketching Shoes Part 2
- Hands and Accessories
- Sketching Faces

Classroom Activities:

- Sketching Demo – Shoes and accessories
 - Sketching Exercise – Shoes and accessories
- ****Be sure to bring a sketch book and color media

Hand Outs:

Hands, Faces, and Shoes

Assignments:

Assignment 4: Collection Project 2

Objectives: This week we will look at how to draw faces and shoes. Sketching demos and exercises will examine a wide range of shoe types and facial features.

Due: None

Week 8 – Nov 8th & 10th

Collection Project 2 Critique

Online Components:

Black Board Activities:

- Post your digitized collection projects to Black Board
- Comment on 3 students' collections

Classroom Activities:

Critique Sessions:

Present your Collection Project to the class for an open critique

Hand Outs:

None

Assignments:

Self Assessment: Collection Project 2

Objectives: This week we will participate in a class wide critique of each student's Collection Project 2. Each student will present their project to the class and participate in critiquing each project.

Due: Collection Project 2

Week 9 – Nov. 15th & 17th

Collection Project 2 Critique - Continued

Online Components:

Black Board Activities:

- Comment on 3 students' collections

Classroom Activities:

Critique Sessions:

Present your Collection Project to the class for an open critique

Hand Outs:

Assignment 5: Group Collection Project

Assignments:

Assignment 5: Group Collection Project

Objectives: This week we will participate in a class wide critique of each student's Collection Project 2. Each student will present their project to the class and participate in critiquing each project.

Due: Self Assessment – Collection Project 2

Week 10 – Nov. 22nd

Group Project Intro

Online Components:

Black Board Activities:

- Familiarize yourself with your groups discussion board on Black Board.

Classroom Activities:

- Introduction to the Group Collection Project
- Meet with Groups

Hand Outs:

None

Assignments:

Assignment 5: Group Collection Project

Objectives: The group collection project will be introduced along with group assignments. Students will meet in their groups to start working on the group collection project.

Due: None

Week 11 – Nov. 29th & Dec. 2nd

Group Collection Project Work Week

Online Components:

Video Lessons:

- Silhouette and Fashion
- Color and Fashion
- Textures, Prints and Stripes

Black Board Activities:

- Meet and work with your Group for the Group Collection Project

Classroom Activities:

- Work with your groups.

Hand Outs:

Fashion Silhouettes

Color Basics

Assignments:

Assignment 5: Group Collection Project 3

Objectives: This week is will be set aside so you can have extra time to work with your groups to complete your Group Collection Project. Use this time wisely!

Due: None

Week 12 –Dec. 6th & 8th : Group Collection Project Critique

Online Components:

Black Board Activities:

- Post your Group's digitized collection projects to Black Board
- Comment on 1 other group's collection

Classroom Activities:

Critique Sessions:

Present your Group's Collection Project to the class for an open critique

Hand Outs:

Final Exam Project

Assignments:

Final Exam Project

Objectives: This week we will participate in a class wide critique of the Group Collection Project 3. Each Group will present their project to the class virtually, via Black Board collaborate and participate in critiquing each project.

Due: Group Collection Project

Final Exam Due Date – December 15th – Online Submission Only