



MERCER
COUNTY COMMUNITY COLLEGE

COURSE OUTLINE

Course Number
FAS 140

Course Title
FASHION TECHNOLOGY

Credits
3 credits

Hours:
Lecture/Lab/Other
1 Lecture/ 4 Lab Hrs

Co- or Pre-requisite

FAS110

Implementation
Semester & Year
Spring 2023

Catalog description:

Covers two computer software applications used in the fashion design industry to design and create apparel and accessories. Projects explore a range of fashion designing and related drawings in both vector and pixel-based applications.

General Education Category:
Not GenEd

Course coordinator: (Name, telephone number, email address)
Kay Lindsay, Assistant Professor of Fashion
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Required texts & Other materials:

Fashion Computing: Design Techniques And CAD Paperback – January 31, 2006
by [Sandra Burke](#) (Author) **ISBN-10** : 0958239134 **ISBN-13** : 978-095823913

OPTIONAL TEXTS:

- Adobe Illustrator for Fashion Design by Susan M. Lazear, Prentice Hall, Copyright 2008, ISBN: 13: 978-0-13-119274-4
- Adobe PhotoShop for Fashion Design by Susan M. Lazear, Prentice Hall, Copyright 2010, ISBN: 13: 978-0-13-119193-8

Course Student Learning Outcomes (SLO):

Upon successful completion of this course the student will be able to:

The student will be able to:

1. Create works of fashion drawings using a variety of concepts, tools and techniques. [Supports ILG #1, 2, 8,9 & 11; PLO # 1,2,3,10]
2. Analyze textiles and their tactile qualities to render them appropriately. Supports ILG #1, 2, 8,9 & 11; PLO # 1,2,3,4,10]

3. Demonstrate a basic knowledge of computer as an art tool and medium. Supports ILG #1, 2, 8,9 & 11; PLO # 1,2,3,10]
4. Apply perceptual observational skills when rendering from models. [Supports ILG # 1,4,6,8,9 & 11; PLO # 1,2,8,10]
5. Display a varied range of approaches using various mediums and techniques [Supports ILG # 1, 2,4,8,9 & 11; PLO # 1-5,8,10]
6. Create fashion illustrations that depict both proportion and volume and a process-oriented construction of a fashion figure. [Supports ILG # 1,2,4,8,9 & 11; PLO # 1,2,3,5,8,10]
7. Identify core elements of a fashion illustration (composition, form, shape, perspective, value, medium and texture). [Supports ILG # 2, 4,8,9 & 11; PLO # 1,2,3,5,8,10]
8. Analyze fashion apparel construction when creating fashion and textile drawings. [Supports ILG # 1,2, 4,8,9 & 11; PLO # 1,2,3,5,7,8],10
9. Orally communicate analysis and artistic execution in class discussions and presentations. [Supports ILG # 1, 2, 4,8,9 & 11; PLO # 1,2,3,5,8,10]

Course-specific Institutional Learning Goals (ILG)

Institutional Learning Goal 1. Written and Oral Communication in English. Students will communicate effectively in both speech and writing.

Institutional Learning Goal 2. Mathematics: Students will use appropriate mathematical and statistical concepts and operations to interpret data and to solve problems.

Institutional Learning Goal 4. Technology. Students will use computer systems or other appropriate forms of technology to achieve educational and personal goals.

Institutional Learning Goal 6. Humanities. Students will analyze works in the fields of art, music, or theater; literature; philosophy and/or religious studies; and/or will gain competence in the use of a foreign language.

Institutional Learning Goal 8. Diversity and Global Perspective: Students will understand the importance of a global perspective and culturally diverse peoples.

Institutional Learning Goal 9. Ethical Reasoning and Action. Students will understand ethical frameworks, issues, and situations.

Institutional Learning Goal 11. Critical Thinking: Students will use critical thinking skills to understand, analyze, or apply information or solve problems.

Program Learning Outcomes for Fashion/Apparel Design (PLO)

1. Develop foundation art skills to apply to fashion/apparel design development.
2. Develop and present ideas effectively in both written and oral formats.
3. Understand current trends in the fashion industry from a global perspective.
4. Demonstrate knowledge of a wide range of textiles and manufacturing processes.
5. Use specialized computer applications to create fashion/apparel design elements.
6. Drape fabrics on a dress form in preparation for patternmaking and sewing.
7. Develop sewing skills/techniques to produce finished garments.
8. Design and produce individual fashion and apparel pieces.
9. Understand the basic principles of merchandising.
10. Create a portfolio for use in transferring or gaining employment.

Units of study in detail – Unit Student Learning Outcomes:

Unit I Basic Tools and Techniques

[Supports Course SLOs # 1-9]

1. Identify tools, techniques for shaping
2. Understand fashion technology terminology.
3. Demonstrate basic shaping techniques
4. Demonstrate basic rendering techniques
5. Produce projects that demonstrate proficiency with basic shape movements

6. Produce projects that demonstrate proficiency with rendering.
7. Discuss his/her work and critically evaluate and justify his/her reasons for choosing one method over another.

Unit II Intro to Adobe Illustrator

[Supports Course SLOs # 1-9]

1. Research proportion and the fashion figure by reviewing historical fashion trends from the 1900s to present day.
2. Introduce fashion figure drawing: simple blocking off a basic croquis figure based on 10-one-inch sections
3. Analyze the balance line in figure drawing basics to achieve a grounded figure illustration.
4. Learn about gestures and movements of line to suggest an animated pose to figure drawing.
5. Review cutting and tracing methods as well as fashion face and body part rendering when shaping a fashion figure.
6. Discuss his/her work and critically evaluate and justify his/her reasons for choosing one method over another

Unit III The Fashion Details

[Supports Course SLOs # 1-9]

1. Learn about rendering fashion silhouettes, necklines, collars, sleeves and shirts for all types of apparel on a fashion figure.
2. Review the history of skirts from hemlines to silhouettes.
3. Analyze characteristics of tailored garments.
4. Examine various techniques to add to an illustration when accessorizing the figure.
5. Review past fashion accessories trends; hat styles, jewelry, scarves, shawls, gloves, hand bags, and shoes and boots.
6. Investigate fashion categories by creating a fashion board using categories such as classic, high fashion, clean and pure, ethnic, over the top, retro, eccentric, and combinations.
7. Discuss his/her work during a critique and critically evaluate and justify his/her own artistic and vocational practice and the work of peers.

Unit IV Rendering Apparel

[Supports Course SLOs # 1-9]

1. Identify the differences of fashion garments and their tactile qualities for rendering
2. Render a complete range of garment apparel on a fashion figure.
3. Demonstrate an understanding through drawing a range of apparels and accessories.
4. Analyze fashion details through fashion silhouettes and fashion styles from late 1800s to present day.
5. Discover why neckline styles facilitate face framing in fashion drawing.
6. Exhibit an array of blouses, shirts and tops through an examination of sleeves and bodices.
7. Discuss his/her work during a critique and critically evaluate and justify his/her own artistic and vocational practice and the work of peers.

Unit V

The Extras

[Supports Course SLOs # 1-9]

1. Utilize current fashion trends and create a modern runway figure to show a garment in motion.
2. Recognize the importance of menswear and its influence on women's clothes since the 1930s.
3. Evaluate the process of drawing the male fashion figure with muscular emphasis using the 10-head method.
4. Experiment with various models: women, men and children to render various fashion poses.
5. Design a range of children's wear clothing.
6. Analyze the process of drawing fashion flats without a fashion figure
7. Discuss his/her work during a critique and critically evaluate and justify his/her own artistic and vocational practice and the work of peers.

Evaluation of student learning: [Evaluates SLOs # 1 –9]

Achievement of the course objectives will be evaluated by the following tools:

Participation

Weekly Chapter Projects

Research Paper

Midterm Project

Final Project

	% of Grade
Participation with all weekly labs and discussions	20%
Chapter Challebges	20%
Research Paper	20%
Mid-Term Project	20%
Final Project	20%
Total	100%