AD115 -- FASHION SKETCHING

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<tr>
<th>Term:</th>
<th>Total class hours: 12</th>
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**Course description:** Students learn the proportions and techniques for sketching the nine-head figure.

**Course objectives:** Students must be able to accurately represent and communicate garment details, fabric type, fit, and embellishment through illustration. Illustration is the most commonly used form of communication in the fashion industry. It helps to clarify the designer’s idea as well as production information and it eliminates language barriers. It is also necessary when developing a professional portfolio to aid in obtaining a job. In this first class of the Fashion Illustration series, students learn to:

1. To illustrate creative ideas with visual communication.
2. Add details such as hands, feet, heads, hair, facial features.
3. To learn how to draw fashion poses proportionally.
4. Draw the figure in different views: side and back.
5. Create a personal croquis.

Competencies being assessed. At the end of course, a student can:

- Interpret style lines as a means to understand and evaluate a silhouette and its impact on consumers.

**Class format:** Class time is divided between demonstration and student work.

**Required text:** No textbook required. Instructor will provide a series of handouts in class.

**Required supplemental materials:**

- Mechanical pencil with refills (Bic pencils are fine)
- Mars Staedler plastic eraser
- 2”x18” c-thru graph ruler
- 11”x14” sketch book (Strathmore or Canson brands are preferred)
- Ultra fine tip Sharpie (make sure to get the fine tip!)

**Standards of conduct:** Complete and on-time attendance is mandatory.

- No student can miss one or more classes and expect to pass this class.
- Attendance is at the beginning of each class period. If you are late, you will lose half the attendance points for the day. If you arrive late, it is your responsibility to make sure you have been counted present. If you arrive more than 15 minutes after the beginning of a part of the class period, you will be counted absent for that part of the period.
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- It is the student’s responsibility to keep track of assignments and turn them in on time should the students miss the class or arrive late.
- Professionalism means: Turn off your cell phone. Attend the full class. Focus and follow-through during classroom work. Have respect and work well with classmates. Use the same behavior in the classroom as you would on the job in the apparel industry.
- Late work will result in a one letter grade deduction.

**Labeling Policy:** All student work must be turned in with the following information: Name, Course Name/Number, Instructor, Term/Date, Project/Assignment, Contact Info (phone or e-mail). Work may not be accepted for full credit without the required information. PFI cannot guarantee the return of student work that is not labeled with the required information.

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**Withdrawal (W/WF):** The student who withdraws from a course or from the program during the first six weeks of the quarter will be assigned a “W” code for each course. The “W” code is not used in computation of the student’s grade point average; however, “W” credits are counted toward total credits attempted. The student who withdraws from a course or from the program after the ninth week of the quarter will be assigned a “WF” code for each course. The “WF” code is the equivalent of a grade of “F” and is used in computing the student’s grade point average.

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**Lab Policies:** Leave food and drink outside the classroom. Disciplinary action will be taken toward any student found using the equipment in an inappropriate manner. Disruptive, disrespectful, rude behavior is not tolerated.

**Plagiarism:** Presenting the writings, images or paraphrased ideas of another as one’s own, is strictly prohibited. Properly documented excerpts from other’s works, when they are limited to an appropriate amount of the total length of a student's paper, are permissible when used to support a researched argument.

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**Picking up Work:** Please pick up your work no later than the first Friday of the following quarter. If you cannot retrieve your work by this date please make arrangements with me. All work not picked up by this date will be recycled.

**Students with Disabilities:** It is PFI policy not to discriminate against qualified students with a documented disability in its educational programs, activities or services. If you have a disability-related need for adjustments contact the academic advisor.

**Evaluation:**
- Attendance/Professionalism/Participation: 20%
- Sketchbook: 10%
- Visual research: 10%
- Daily assignments: 30%
- Final assignment (display board): 30%
- TOTAL: 100%

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**COURSE CALENDAR - INTENSIVES**

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**LECTURE:** Understanding proportion and the fashion figure. Introduction to “The Golden Ratio”. Introduction to “9 Heads”.  
**IN CLASS WORK:** Drawing the fashion figure:  
Hour 1: Introduction  
Hour 2: Draw front view  
Hour 3: Draw front view face/understand differences in facial features  
Hour 4: Draw side view  
Hour 5: Draw side view face  
Hour 6: Draw variety of hairstyles | Complete the following hand outs in class:  
Front view body  
Back view body  
Side view body  
Side view face  
Front view face |
| 2/  | Balance & Posing | **LECTURE:** Understanding the three rules of balance: “Balance Line” “Shoulders and Hips opposite” “Ankle touching balance line”  
**IN CLASS WORK:** Hour 1: Review front view  
Hour 2: Draw back view  
Hour 3: Lecture on posing/Practice posing basics  
Hour 4: Draw posed front view  
Hour 5: Draw posed back view  
Hour 6: Draw final front view croquis | Complete posed croquis in class |
AD116 -- FASHION ILLUSTRATION 1

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<td>Total class hours:</td>
<td>12</td>
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<tr>
<td>Office hours:</td>
<td>Class meets:</td>
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**Course description:** Learn to use the latest tools of the fashion illustration trade. Use markers and pens. Add skin tones and shading – giving the fashion figure definition and light. Add fabric textures and learn direction and drape. Create designs on the figure and learn layout, background and composition. Create a display board.

**Course objectives:** Upon completion of the class, students will:
- Draw fashion poses proportionally.
- Learn to use and control various media.
- Render garment and fabric types in a variety of media.
- Demonstrate illustration skills for rendering of garment details, skin tone, hair color, facial details, and fabric type.

**Competencies being assessed.** At the end of course, a student can:
- Interpret style lines as a means to understand and evaluate a silhouette and its impact on consumers.
- Apply basic color schemes and color theory to develop and enhance visual effects.
- Correctly show textures and color details.

**Prerequisite:** Sketching (AD115)

**Class format:** Class time is divided between demonstration and student work.

**Required text:** No textbook required. Instructor will provide a series of handouts in class.

**Required supplemental materials:** All items from Sketching (AD115) plus:
- Prisma Color Markers. Choose chisel tip, not caligraphy tip
  - Pick one skin tone color and one a shade darker. Eg: Eggshell, Light Peach, Sand Walnut
  - Pick 2 mid-tone greys. Eg: Cool Grey 20%, 30%, 40%
  - Pick at least one hair color. Eg: Crimson (red), Goldenrod
  - Pick three favorite colors for clothing
- Prisma Color Pencils. Make sure to have colors for white, skin tone and hair as well as clothing.
- Staedtler Pigment Liner Marker Set with 0.7, 0.5, 0.3, 0.1 sized tip markers
- 11”X14” Bristol board for display board and glue stick.

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Last day to withdraw from the class is 48 hours before class starts.

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**Picking up Work:** Please pick up your work no later than the first Friday of the following quarter. If you cannot retrieve your work by this date please make arrangements with me. All work not picked up by this date will be recycled.

**Students with Disabilities:** It is PFI policy not to discriminate against qualified students with a documented disability in its educational programs, activities or services. If you have a disability-related need for adjustments contact the academic advisor.

**Evaluation:**
- Attendance/Professionalism/Participation 20%
- Sketchbook 10%
- Visual research 10%
- Daily assignments 30%
- Final assignment (display board) 30%

**TOTAL 100%**

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<tr>
<td>1/</td>
<td>Introductions Tools. Materials. Terminology. Process. Goals. Objectives. Introduction to rendering fashion illustration</td>
<td><strong>Bring supplies to every class.</strong> LECTURE: Review using different mediums to render fashion illustrations. <strong>IN CLASS WORK:</strong> Complete handouts together in class that will teach the use of Staedler markers, Prismacolor markers, and colored pencils. Hour 1: Illustrate front view to be used later in class Hour 2: Intro to tech sketching Hour 3: Intro to clothing your figure Hour 4: Intro to prismacolor markers Hour 5: Intro to skin tones Hour 6: Intro to colored pencils for skin tones</td>
<td>Complete the following hand outs in class: Intro to technical sketching/Staedler markers Intro to clothing your figure Intro to Prismacolor markers Intro to using Prismacolor marker for skin tones Intro to using colored pencil for skin tones</td>
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<td>2/</td>
<td>Fabrication</td>
<td><strong>LECTURE</strong> Discussion on fabrication and construction and</td>
<td>Complete the following handouts in</td>
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<tr>
<td>IN CLASS WORK:</td>
<td>class:</td>
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<tr>
<td>Spend day illustrating 12 different fabrics using a variety of mediums to get desired effect. Choose 2 of the 12 fabrics to illustrate a design on the front view illustrated on Day 1 of class.</td>
<td>Intro to rendering fall/winter fabrics</td>
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<td></td>
<td>Intro to rendering casual fabrics</td>
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<td></td>
<td>Intro to rendering dressy fabrics</td>
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<td>Share final rendered illustration to class.</td>
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Course description: Learn to use the latest tools of the fashion illustration trade. Use markers and pens. Add skin tones and shading – giving the fashion figure definition and light. Add fabric textures and learn direction and drape. Create designs on the figure and learn layout, background and composition. Create a display board suitable for a portfolio.

Course objectives: Upon completion of the class, students will:
- Draw fashion poses proportionally.
- Learn to use and control various media.
- Render garment and fabric types in a variety of media.
- Demonstrate illustration skills for rendering of garment details, skin tone, hair color, facial details, and fabric type.

Competencies being assessed. At the end of course, a student can in depth:
- Apply basic and complex color schemes to develop and enhance visual effects.
- Interpret style lines as a means to understand and evaluate a silhouette and its impact on consumers.
- Correctly show textures and color details.
- Explain ways in which fiber, fabric texture, pattern and finish can affect visual appearance.

Prerequisite: Illustration 1 (AD116)

Class format: Class time is divided between demonstration and student work.

Required text: No textbook required. Instructor will provide a series of handouts in class.

Required supplemental materials: All items from Sketching (AD115) and Illustration 1 (AD116) plus 11”x14” Bristol Board and glue stick.

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- Visual research: 10%
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| 1/  | Review of tools, techniques. Goals and Objectives. | **Bring supplies to every class.**  
**LECTURE:** Discussion on advanced illustrating techniques. Discussion on garment construction in fashion illustration.  
**IN CLASS WORK:** Hour 1: Draw ¾ view posed figure  
Hour 2: Study feet front, side, back  
Hour 3: Draw and render advanced hairstyle.  
Hour 4 - 6: Draw and render variety of tops and bottoms. | Complete the following handouts in class.  
¾ View Posed Figure  
Feet from all Angles  
Shoes from all Angles  
Top Handout 1  
Top Handout 2  
Bottoms Handout 1 |
| 2/  | Final Project | **IN CLASS WORK:**  
Hour 1: Draw posed view of choice for final project at end of class  
Hour 2 - 4: Draw and render variety of tops, bottoms, and formal gowns.  
Hour 4-6: Complete final project in class. Turn in by end of class.  
**PRESENTATIONS:** Share final project with class. | Top Handout 3  
Formal Gown Handout 1  
Bottoms Handout 2  
Use a croquis -- complete with head, face, hands and feet – and sketch an outfit showing front. Draw the same croquis with the outfit, but this time, show the back. Head and arms may be in a different position. Give this style a name.  
Attach 2"x2" swatches of 1-3 fabrics. From last week.  
Put the illustration on an 11"X14" Bristol board to make it suitable for display and for a future portfolio.  
- Put front and back figures on the same board.  
- Add swatches.  
- Draw a grounding device. Your figures should not be floating in air; they need to be standing on the ground.  
Place all the items on the board in a pleasing composition so the eye moves through the elements. |