

AD115 -- FASHION SKETCHING

Instructor:	e-mail:
	Term:
Voice mail:	Total class hours: 12
Office hours:	Class meets:

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.
- If you are absent, you lose the attendance points for that day. If you know ahead of time that you will not be in class, make arrangement with the instructor the night *before* class (by 10 p.m. and by telephone).
- 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.

Incomplete: A student who, due to medical or other exceptional causes, cannot complete the required class work must document his/her situation and submit a written request for an incomplete grade to be entered. The instructor, the academic advisor and director must approve the grade and assign a time line for the work to be completed. Incompletes must be requested and approved no later than the end of the quarter for which the incomplete is requested. To remove an incomplete, a student must complete the required course work before the next quarter commences. If a student does not comply within the time line or does not complete the work, an "F" grade, or the grade calculated by the instructor on the incomplete form, will be entered to replace the incomplete.

To initiate a request for an incomplete grade, the student must fill out an incomplete form and submit it to his/her instructor. The instructor will obtain the required signatures and submit the completed form with final grades.

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.

Students wishing to withdraw from PFI must file an official status change form with the Academic Advisor.

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

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.

Attendance Policy: Students who are absent from all scheduled classes over a 14-day period (2 weeks) are subject to automatic attendance suspension—from PFI, not just from this course. This means the student is administratively withdrawn from all courses and cannot attend classes or continue in the current quarter unless he/she successfully appeals for reinstatement. Students who anticipate violating the attendance policy should contact the academic advisor immediately to discuss options such as withdrawing from PFI or navigating the appeals process.

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 %

Grade Scale

Letter	Number	Rating
A	95-100	Excellent
A-	90-94	
B+	87-89	Good
B	83-86	
B-	80-82	
C+	77-79	Satisfactory
C	73-76	Fair
C-	70-72	
D+	67-69	Marginal
D	62-66	
F	<62	Failure

COURSE CALENDAR - INTENSIVES

This syllabus is subject to change at the instructor's discretion.

DAY	TOPIC	ACTIVITY	ASSIGNMENTS
1/	Introductions Tools. Materials. Terminology. Process. Goals and Objectives. Introduction to body Proportions	Bring supplies to every class. 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

Instructor:	e-mail:
	Term:
Voice mail:	Total class hours: 12
Office hours:	Class meets:

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 calligraphy 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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- 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.

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Evaluation:

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

Grade Scale

Letter	Number	Rating
A	95-100	Excellent
A-	90-94	
B+	87-89	Good
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B-	80-82	
C+	77-79	Satisfactory
C	73-76	Fair
C-	70-72	
D+	67-69	Marginal
D	62-66	
F	<62	Failure

COURSE CALENDAR - INTENSIVES

This syllabus is subject to change at the instructor's discretion.

DAY	TOPIC	ACTIVITY	ASSIGNMENTS
1/	<p>Introductions Tools. Materials. Terminology. Process. Goals. Objectives.</p> <p>Introduction to rendering fashion illustraton</p>	<p>Bring supplies to every class.</p> <p>LECTURE: Review using different mediums to render fashion illustrations.</p> <p>IN CLASS WORK: Complete handouts together in class that will teach the use of Staedler markers, Prismacolor markers, and colored pencils.</p> <p>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</p>	<p>Complete the following hand outs in class:</p> <p>Intro to technical sketching/Staedler markers</p> <p>Intro to clothing your figure</p> <p>Intro to Prismacolor markers</p> <p>Intro to using Prismacolor marker for skin tones</p> <p>Intro to using colored pencil for skin tones</p>
2/	Fabrication	<p>LECTURE Discussion on fabrication and construction and</p>	Complete the following handouts in

		<p>communicating ideas clearly to client.</p> <p>IN CLASS WORK: 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.</p> <p>PRESENTATIONS: Share final rendered illustration to class.</p>	<p>class:</p> <p>Intro to rendering fall/winter fabrics</p> <p>Intro to rendering casual fabrics</p> <p>Intro to rendering dressy fabrics</p>
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AD117 -- FASHION ILLUSTRATION 2

Instructor:	e-mail:
	Term:
Voice mail:	Total class hours: 12
Office hours:	Class meets:

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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F	<62	Failure

COURSE CALENDAR - INTENSIVES

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DAY	TOPIC	ACTIVITY	IN-CLASS ASSIGNMENTS
1/	Review of tools, techniques. Goals and Objectives. Draw clothing	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.