



Fashion Design 7-9 Syllabus

Course Goals

1 Art & Design Principles

Students become familiar with the 7 elements of art and the 5 principles of fashion design, working to apply these ideas to their own designs.

2 Concepts in Fashion

Students learn about classic, influential, and currently trending styles in fashion, while becoming familiar with fashion terms including trends, styles, silhouettes, cuts, garment types, accessories, and designers.

3 Drawing Techniques

Students develop their drawing skills through practice of gestural and croquis drawing of models in various poses, as well as drawing of fabric folds, textures, and stitching. This hones their ability to make quick sketches of design ideas, to be developed into more detailed and well thought out illustrations.

4 Inspiration & Personal Style

Students are encouraged to develop a sense of their own personal style, in both drawing and design, through the discussion of inspirational images and the use of color, line, texture/pattern, and shape.

5 Inkscape & Design Portfolio

Students apply what they learned about drawing and fashion concepts to creating digital designs in the vector drawing program Inkscape, culminating in a final portfolio of a mock fashion line, with the best designs of their choosing.

Course Topics

1 The Intersection of Art & Fashion

Students first study the 7 elements of art: line, color, shape, form, texture, value, and space; next, the 5 principles of fashion design: emphasis, balance, rhythm/movement, proportion/scale, and unity/harmony. They discuss and practice how to apply these ideas in their own designs.

2 Sketching, Drawing, and Illustration

Students practice making clothing designs on croquis templates, exploring with various styles and patterns. Students also learn how to draw the human figure in proportion, practicing quick gestural drawings of models in various poses before adding on clothing and accessories. They advance these sketches into more detailed drawings and final illustrations.

3 Garments & Accessories

Students learn about different dress silhouettes (A-line, sheath, trumpet, shift), necklines (v-neck, turtle, halter, bateau, crew, cowl), sleeves (bell, puffed, butterfly, dolman, off-the-shoulder), and draping/styles (wrap, peplum, asymmetrical, maxi/midi/mini). They also learn about different cuts and styles of blouses, trousers, as well as accessory types (including purses, jewelry, buttons, and hats). Through discussion, they learn how these styles have evolved through the ages and how different designers have utilized these elements.

4 Fashion Marketing

Students explore how various brands, from Target to haute couture, present their products through pricing, advertising, and labeling/logo design. They apply these ideas to their own mock fashion line and final design portfolio.

5 Inkscape

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Students learn how to make digital designs in Inkscape. They use digital drawing tools, such as layers and bezier, to create their

own patterns, croquis, and garment/accessory designs. This culminates in a final portfolio of their best digital designs.

Course Schedule

Day 1

Course Introduction

The instructor introduces him/herself and gives an overview of the course and what students can expect to learn and do. The students are given a chance to introduce themselves, talk about their take on fashion, and voice any questions or concerns.

Project: Inspiration Board

Students create a digital collage of what inspires them, gathering images from the internet as well as creating their own drawings and text. This will be something they can come back to throughout the course for inspiration when making their own designs.

Lesson: Art & Fashion Design Principles

Students learn the 7 elements of art (line, shape, color, form, space, texture, value), and the 5 principles of fashion design (emphasis, proportion/scale, rhythm, balance, unity). They discuss the meaning of each element, how it is applied and expressed in fashion design, and the intersection of art and fashion.

Project: Template Design

Students apply what they learned about art and design principles by creating their own fashion designs on croquis templates. They choose one of their designs to share with the class and explain their approach.

Day 2

Lesson: Figure Drawing

Students learn how to draw the human figure by studying proportion, poses and angles, the hands and feet, hairstyles, shadows, and drawing styles.

Exercise: Gestural Drawing

Students take turns striking a pose while the rest of the class has 60 seconds to sketch.

Exercise: Figure Sketches

Students practice drawing more detailed figure sketches.

Lesson: Lightbox & Final Illustrations

Students learn how to use a light box and discuss the elements that go into creating a final fashion illustration.

Project: From Rough Sketch to Final Illustration

Students choose one of their pencil sketches to turn into a final illustration, working with light boxes and coloring utensils.

Day 3

Lesson: Dress Design

Students learn about dress design, including silhouettes, necklines, sleeves, draping, and hemlines, and how these elements and trends have evolved through the years.

Exercise: Drawing Fabric Folds, Textures, and Patterns

Students practice drawing various fabric textures, folds, draping, and patterns, in preparation for their first dress designs.

Project: Dress Design

Students choose a silhouette, neckline, and sleeve type for their own dress design. They decide on a fabric type and texture/pattern, then create sketches and a final illustration of their dress.

Dress Design Share & Critique

Students discuss and critique their dress designs through the lens of the 5 principles of fashion design.

Day 4

Lesson: Tops & Bottoms

Students learn about different styles of trousers, skirts, blouses, and finishers (buttons, pockets, clasps, etc.) in preparation for designing their own two-piece outfit.

Project: Two-Piece Outfit Design

Students experiment with sketching different combinations of tops and bottoms, then create a final illustration of their two-piece outfit.

Lesson: Accessories

Students learn about and discuss various types of accessories: shoes, handbags, hats, belts, scarves, and eyewear.

Project: Accessory Design

Students design and illustrate their own line of purses, shoes, hats, and/or jewelry.

Day 5

Lesson: Fashion Marketing

Students learn about fashion marketing concepts, including branding, labeling, and logo, from haute couture to Target brands.

Project: Branding & Presentation

Students create and present their own brand, deciding on a name, logo, slogan, style, target market, and price point. They also design a storefront for their brand.

Lesson: Surreal & Alternative Fashion

Students learn about fashion outside the box, discussing surrealist, alternative, costume, and non-functional design, as well as the use of non-traditional materials.

Project: Get Weird

Students create fashion designs that are surrealist, non-functional, and/or costume inspired.

Day 6

Inkscape Intro & Experimentation

Students receive a tutorial on how to use the digital illustration program Inkscape, and are allowed to experiment using the program's tools, layers, and colors.

Intro to Digital Fashion Design

Students learn how to make patterns and fashion designs using a croquis in Inkscape.

Day 7

Creating a Digital Class Collection

Students are assigned a theme for which they create digital fashion designs as part of a class collection.

Final Portfolio Proposals

Students are given the guidelines for their final projects, and create a brief proposal detailing what they plan to include in their portfolio.

Day 8

Final Project

Students work on their final project, a digital fashion design portfolio of 10-20 outfits, plus a logo and advertisement.

Day 9

Final Project

Students work on their final project, a digital fashion design portfolio of 10-20 outfits, plus a logo and advertisement.

Day 10

Final Critique, Review, and Wrap-Up

Students finish any remaining work needed for their portfolios before sharing and discussing their work in a peer critique. The rest of class time is devoted to getting files organized to take home on individual flash drives.

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