

**MASCONOMET REGIONAL SCHOOL DISTRICT  
COURSE SYLLABUS**

**Course Name:** Introduction to Fashion Design  
**Course Number:**  
**Length of Course:** 6PPC for One Semester

**Department:** Art  
**Grade Level(s):** 9-12  
**Credits:** 2.5

**Course Description:**

This is an elective fashion design course for students in grades 9-12, which is organized to introduce students to the creative process of fashion design and the methods of illustration used by the fashion designer. Final projects will include creating professional design boards that will showcase student designs and illustrations. The course includes all levels, from beginners to advanced. Course challenges will include flat sketching, understanding garment construction, indentifying fabrics and illustrating in a variety of media such as magic marker, watercolor, acrylic, and pen and ink. Basic layout skills, critiquing and editing processes will also be emphasized throughout the course. Integral to the program is an emphasis on the “Masconomet Elements of Art and Principles of Design.” (See attached sheet). The history of Fashion Design will be woven into the fabric of each unit. Fashion Design students will be asked to observe carefully, think creatively and technically, and make decisions thoughtfully and reflectively.

**Central Objectives:**

The students will:

- consider the “Masconomet Elements of Art and Principles of Design” (See Attachment 1) when creating their designs and design boards and be able to articulate what they have created using appropriate art and fashion design terms.
- develop a series of unique design solutions to a variety of structured fashion design challenges.
- maximize the effectiveness of the selected medium through their level of technical ability and creative input in their solutions to all design challenges.
- formulate a portfolio of resolved, original design work at the conclusion of this course.
- provide constructive criticism to their peers regarding the work that has been created in class, during formal critique sessions.
- continually reflect to effectively solve design challenges.
- develop the ability to become more informed about how fashion is created and its place in our history and culture.

**Major Activities:**

Each student will create a body of work in which the emphasis will be on a variety of materials and processes as associated with fashion design. Work will also be inspired by the various design challenges given by the instructor. All design problems will address the specific guidelines within the Massachusetts Visual Art Curriculum Frameworks and the “Masconomet Elements of Art and Principles of Design”. Major units in the following areas will be explored:

***Fabric and Garment Construction:***

- Understand the basic elements of fabric construction and fabric types – such as knit, woven, synthetic, etc.
- Understand the basic elements of garment construction – such as darts, pleats, seams, etc..
- Explore the relationship between fabric and garment construction and clothing design.

Vocabulary: *darts, pleats, seams (slot, welt, flat fold, French, corded), topstitching, gathers, pintucks, plackets knits, wovens, synthetic, cotton, polyester, silk, rayon, nylon, spandex, wool, acrylic*

***Flat Sketching:***

- Learn drawing techniques associated with flat sketching.
  - Develop flat sketch croquis
  - Be able to accurately represent a garment through flat sketching.
  - Be able to accurately represent fabric and garment construction in flat sketches.
  - Maintain proper control, care and clean up of drawing tools and materials associated with flat sketching
- Vocabulary: *croquis, flat sketches, darts, pleats, seams, topstitching, gathers, pintucks, plackets, collar types, sleeve finishes*

***Fashion Illustration:***

- Learn the drawing/painting techniques associated with fashion illustration.
- Identify the benefits of each fashion illustration technique and decide when it is appropriate to use them, to achieve both realism in garment rendering and individual expression.

- Experiment with various illustration media – such as magic marker, colored pencil, watercolor, acrylic, and pen and ink.
- Maintain proper control, care and clean up of painting/drawing tools and materials associated with fashion illustration.

Vocabulary: *fashion croquis, 10 head figure, watercolor, prisma color markers, colored pencil, acrylic, pen and ink, brushes, dry brush, blending, wash, mixed-media*

### ***Design Layout/Presentation Boards:***

- Learn the basic layout skills associated with creating presentation boards.
- Identify areas of inspiration and create inspiration boards.
- Create presentation boards which include illustrations, flat sketches and fabric and successfully convey design ideas to the viewer.
- Maintain proper control, care and clean up of tools and materials associated with the creation of presentation boards.

Vocabulary: *T-square, foam core, mat board, mat knives, exacto knives, spray mount, fabric swatches, flat sketches, illustrations*

### **Behavioral Expectations:**

The students will:

- be on time to class.
- be expected to put forth their best effort.
- respect that the art room is a shared, cooperative space. You will be expected to show an ability to use, control, and clean up all tools and materials properly and safely.
- assume responsibility to make up work due to absence.
- come to class prepared to work.
- receive a conduct grade that is reflective of their level of cooperation, behavior, attentiveness, alertness, interest and level of consistent participation in all classroom activities.

### **Student Evaluation:**

Teachers will use the aforementioned criteria in combination with rubrics and/or performance checklists to arrive at a letter grade for each student – pluses and minuses will also be awarded. Grades in Introduction to Fashion Design are as follows:

- A** The student mastered all the course objectives with an outstanding level of proficiency.
- B** The student mastered all of the course objectives with a commendable level of proficiency.
- C** The student mastered a sufficient number of the course objectives with a reasonable level of proficiency.
- D** The student mastered the minimum number of course objectives.
- F** The student failed to accomplish the minimum required course objectives.

### **Text and Materials:**

Relevant handouts will be provided as appropriate.

### **Methodology:**

- **Investigations:** Students will be exposed to a variety of methods, materials and processes that will be used to uniquely solve design challenges.
- **Lectures and Demonstrations:** Lectures and demonstrations will be used to safely introduce new methods, materials and approaches. Introduction to specific designers and illustrators and illustrating styles/techniques will also be presented in this format
- **Discussions:** Individual and small group discussions, (critiques) of work in progress will be held on a regular basis. Students will be expected to take part in these discussions and to use proper art vocabulary terms. You will also be expected to reflect upon your work and make adjustments to it as needed.
- **Visual aides:** Charts, samples, books, photos, websites, slides etc., will be used to motivate students and to strengthen their understanding of art elements, techniques, concepts, etc.

Revised: June 2008

**Elements of Art and Principles of Design**  
**Masconomet Regional School District Art Department**

**Elements of Art:**

**Line:** The path of a moving point (“a dot going for a walk”).

**Color:** Color is the light reflected from a surface.

Color has three distinct qualities:

- Hue/Color—the identity of the color
- Value—lightness to darkness of a color
- Intensity—brightness to dullness of a color

**Value/Tone:** The lightness or darkness of a color.

**Texture:** The actual or implied surface of an object.

**Shape:** A two-dimensional area enclosed by an outline.

**Form:** A three-dimensional shape containing height, width, and depth.

**Space:** Organizes elements in a composition while also referring to the distance or area between, around, or within a shape or form.

**Principles of Design:**

**Unity:** This refers to the sense of wholeness, harmony and order in a work of art.

**Variety:** The differences among and between the elements in a composition.

**Balance:** The weighted relationship between elements in a composition.

**Emphasis:** Emphasis can be applied to one or more of the elements to create dominance.

**Rhythm:** The repeated use of an element to achieve visual movement in a composition.

**Repetition:** The use of an element or elements more than once in a composition.

**Proportion:** The size relationship of all parts, to each other and to the whole, in a composition.

