

BUTTE COLLEGE

COURSE OUTLINE

I. CATALOG DESCRIPTION

FASH 13 - Fashion Drawing and Illustration

3 Unit(s)

Prerequisite(s): NONE

Recommended Prep: Reading Level IV; English Level III

Transfer Status: CSU

34 hours Lecture

51 hours Lab

This course will introduce students to the techniques and applications of fashion drawing and illustration: developing the fashion figure with proportion and balance, drawing a variety of garment silhouettes and rendering fabrics and textures. Techniques using a variety of color and black/white media will also be explored.

II. OBJECTIVES

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

- A. Draw the fashion (male, female, and child) figure using a variety of drawing media.
- B. Render fabric and textures in a fashion illustration.
- C. Prepare an effective design for visual presentation.

III. COURSE CONTENT

A. Unit Titles/Suggested Time Schedule

Lecture

<u>Topics</u>	<u>Hours</u>
1. Introduction/Orientation	2.00
2. Developing the Form	3.00
3. Fleshing out the Figure	3.00
4. Faces, Hands and Feet	3.00
5. The Male Figure	4.00
6. Children's Proportions	4.00
7. Drawing the Garments	1.00
8. Fashion Silhouettes	3.00
9. Necklines, Collars and Sleeves	1.00
10. Blouses, Shirts and Tops	1.00
11. Skirts and Pants	1.00
12. Fabric Drape: Soft vs. Tailored	2.00
13. Rendering the Fabrics	2.00
14. Stripes, Plaids and Florals	1.00
15. Textures	1.00
16. Presentation Skills and Portfolio Development	2.00
Total Hours	34.00

Lab

<u>Topics</u>	<u>Hours</u>
1. Developing the Form	6.00

2.	Fleshing out the Figure	6.00
3.	Faces, Hands and Feet	5.00
4.	The Male Figure	6.00
5.	Children's Proportions	5.00
6.	Drawing the Garments	2.00
7.	Fashion Silhouettes	2.00
8.	Necklines, Collars and Sleeves	2.00
9.	Blouses, Shirts and Tops	2.00
10.	Skirts and Pants	2.00
11.	Fabric Drape: Soft vs. Tailored	2.00
12.	Rendering the Fabrics	3.00
13.	Stripes, Plaids and Florals	2.00
14.	Textures	2.00
15.	Presentation Skills and Portfolio Development	4.00
	Total Hours	51.00

IV. **METHODS OF INSTRUCTION**

- A. Lecture
- B. Homework: Students are required to complete two hours of outside-of-class homework for each hour of lecture
- C. Demonstrations

V. **METHODS OF EVALUATION**

- A. Lab Performance
- B. Drawing Assignments
- C. Portfolio/Presentations
- D. Lab Participation

VI. **EXAMPLES OF ASSIGNMENTS**

- A. Reading Assignments
 - 1. Research drawing the proportions of the fashion figure. Select and read and print an article (1 to 2 pages) covering this topic. Discuss and share in small groups.
 - 2. Read the chapter about fabric texture rendering in the class text. In your sketchbook practice at least 3 of the mentioned techniques. Prepare to discuss in class.
- B. Writing Assignments
 - 1. Choose a fashion illustrator, either contemporary or historic, and write a 3-5 page essay on their background as it relates to art, their drawing style, and their artistic philosophy.
 - 2. Write a 2-3 page summary of your drawing skills gained during the course. Discuss your personal artistic philosophy/aesthetic and your preferred media.
- C. Out-of-Class Assignments
 - 1. Render a fashion drawing of your own creation. Use color media and concepts learned in class. Present this illustration to the class for critique.
 - 2. Create a fashion drawing from a live clothed model. Use black and white media and concepts learned in class.

VII. **RECOMMENDED MATERIALS OF INSTRUCTION**

Textbooks:

- A. Abbing, B. Fashion Sketchbook. 6th Edition. Fairchild Publications, 2012.

Materials Other Than Textbooks:
A. Drawing Supplies

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