

Fashion Design/Syllabus

Avitabile

Students in this class will learn how to create and illustrate fashion statements. They will study the principles and elements of design and learn how to draw the human figure. Students will research various eras of fashion and the historic occurrences which influenced these eras through books, the internet and video.

Pre-requisite: Art 1.

Students must be in the magnet to be in this class.

Students will learn:

- How to recognize and define fashion terminology.
- How to identify fabric and how fabric works with the seasons.
- Basic color wheel and how to mix color.
- Fashion history and the work of important designers
- How different fabrics drape.
- The use of texture.
- How to draw a “nine head” body.
- Fashion poses for drawing.
- Proper names for collars, sleeves, waistlines, etc.
- How to create a fashion morgue.
- How to take a project from idea to the finished product.

Grades will be determined based on the following areas:

1. Projects (including but not limited to):
 - a. Design a company logo for your fashion line.
 - b. Design a handbag.
 - c. Design of Couture Fashion.
 - d. Design of a wedding and/or prom dress.
 - e. Design using nature and architecture as inspiration.
 - f. Use of colors as an expression.
 - g. Design a Fashion Collection.
 - h. Write short research papers pertaining to Designers, periods of fashion, etc.
2. All work turned in will be graded. All points will be based on the following grading scale:
A = 90 - 100%
B = 80 - 89%
C = 70 - 79 %
D = 60 - 69%
F = below 59%
3. Participation
 - a. Regular and active participation in class. The Roosevelt tardy and attendance policy will be adhered to.

General Classroom Rules and Expectations:

- Students should come to class prepared and ready to learn.
- Always have a drawing pencil and eraser.
- Life is unpredictable, learn to be flexible.
- Respect your classmates and your teacher.