

Revised Fall September 2003 by Doris Chin, Belinda David, & Alison Mc Dowell

Computer Fashion Art

This course will introduce a variety of computer design techniques related to the field of Art and Fashion Design at the High School of Fashion Industries. Computer Fashion Art will include an introductory computer course, which will teach the students basic drawing skills utilizing tools that are in the graphic art programs.

Students will conduct Internet research; create Fashion Design Portfolios, which they will orally present to the class.

All students will be expected to meet all of the course goals and requirements in addition to conducting themselves in a professional manner.

Required Course Materials

The following materials will be required and used in the computer fashion art course. Please try to have these things by the second week so that we may begin accomplishing the educational goal for this class.

1. CD-Rom Disk \$1.50 (*available in the school store*)
2. Sketchbook 8 ½ x 11 or 11X 14 (*available in the school store*)
3. Pencil / Pen
4. Transparent Ruler
5. Eraser
6. Sharpener
7. Scotch Tape
8. Tracing Paper
9. Drawing Pad
10. Portfolio 8 ½ X 11 (*available in the school store*)

Course Requirements

1. All homework must be done neatly and on time. Class work, including project's, do now's etc. must be completed as assigned.
2. Sketchbooks are to be in class at all times.
3. Always be prepared with any supplies we are currently using.
4. If absent you must make up all missed work as soon as possible.
5. Class participation includes:
 - Taking an active role in class discussions, critiques, group and individual projects.
 - Cooperating and having respect for yourself and others.

Course Outline

Unit I: Introduction to Computer Fashion Art & Illustration

<ul style="list-style-type: none">Identifying, illustrating and, utilizing the croqui or the fashion figure	<ul style="list-style-type: none">Booting up or starting the computer
<ul style="list-style-type: none">Learning basic fashion design silhouettes	<ul style="list-style-type: none">Identifying computer hardware and software
<ul style="list-style-type: none">Identifying various Fashion Design categories	<ul style="list-style-type: none">Understanding and utilizing the tools in Adobe Illustrator 10
	<ul style="list-style-type: none">Computer Report #1

Unit II: Creating a mini Casual Sportswear Separates collection

- Creating Casual Sportswear Flats collection on the computer
- Drawing, designing, and understanding the concept of repeat patterns
- Computer Report #2

Unit III: Learning Basic silhouettes

- Illustrating and identifying the basic
 - Necklines / Collars
 - Sleeves
 - Pants / Skirts

Unit IV: Portfolio Development

- Develop Internet, and general research techniques
- Fabric swatching assignments
- Individual oral presentations

Grading Policy: The following components will be used to calculate and determine the student's grades for the Computer Fashion Art class.

- Homework 10%
- Test and or Quizzes 20%
- Class and group work 10%
- Participation 10%