

DRAWING I: ANALYTICAL DRAWING AND FASHION DRAWING (4 US Credits)

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| Module Aims |
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This module aims to:

- Achieve a degree of competency and confidence in freehand drawing through observation, analysis and the recording of objects and environments.
- Consolidate an understanding of form, geometry, proportion, scale, structure and function.
- Develop drawing skills to instil confidence and ability to communicate visually through sketching, technical drawing and figure drawings.
- Encourage experimentation to develop a personalized style of fashion drawing.
- Initiate an understanding of the language of fashion drawing and the role it plays in the communication of design.
- Encourage observation, analysis of fabrication and garment detail through drawing.
- Develop a good standard of proficiency in use of a computer which is essential in order to support later computer-aided design modules.
- Develop a capacity for using standard operating systems and standard software communications.

Indicative Subject Area Content: Analytical Drawing

- **Analytical drawing exercises**
Freehand drawing studies to examine and analyse the shape, form, proportion and geometry of man-made and natural objects; and the space, scale relationship and configuration of objects clustered in a group.
- **Presenting Visual materials**
Introduction to the basics of visual presentation; Elements of presentation; communication, clarity, simplicity, uniformity, legibility, sequence, typography, and legends; Required standards and examples; Methods and techniques of sketching.
- **Analytical Drawing and Painting (Series of exercises)**
Exploring space, shape, form, proportion, geometry and colour; Still life drawing and colour work; Life drawing (animals and human).

Indicative Subject Area Content: Fashion Drawing

- **Introduction to Fashion Drawing:** the role of fashion drawing in the communication of design detail and mood; relevant terminology used in industry; the exaggeration of proportion used in fashion figure drawing; art materials and equipment most commonly used as an industry standard.
 - **Fashion Figure:** the skills and practices of fashion figure drawing,,; experimentation to develop a personalized style of fashion drawing and further develop a range of fashion figure poses to bring movement and dynamics to design presentation.
 - **Flat Drawing:** the role flat technical drawing plays in the communication of design establishing its universal use in design and production throughout the fashion industry.
 - **Fabric Rendering:** art materials required for fabric rendering; techniques to best express fabric characteristics and drape; industry techniques used in fashion drawing.
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