

FASHION DESIGN I: Design, Sewing, Pattern, Garment Makeup (12 US credits)

Module Philosophy:

This design module is project led and is the key integrative module on the programme. The module introduces students to Fashion Design as an area of academic study and supports the development of skills, knowledge and understanding that are applicable to Fashion Design. The content includes design briefs and research, design development, presentation skills, pattern cutting, garment technology and garment construction. Students are introduced to all the essential areas of the Fashion Design process which will equip them with the skills to allow for further development throughout the course.

The module is broken down into various project briefs, each of which is supported by lectures and taught workshop activities. Through the fashion design project the students are introduced to the basic principles of fashion design, the design process and the relevant terminology. There is an emphasis on visual research encouraging students to develop observation, drawing and experimentation skills, to promote creativity, aid original concept and idea generation. 3-dimensional realisation of design work is developed through research, fabric selection, sampling, pattern cutting and garment construction.

Module Aims:

This module aims to:

- Introduce the basic skills of the fashion design process and the relevant terminology.
- Introduce design briefs and the importance of visual research to aid original concept and idea generation.
- Initiate creativity and encourage inspiration, experimentation, transformation and application of the visual elements of design in presentation.
- Introduce the technical skills of fashion design - the fundamental principles of pattern cutting and garment construction.
- Develop the pattern skills necessary for realisation and construction of designs.

Indicative Module Content - Separates Collection Project

The brief

Design a capsule collection of separates, four outfits to include one skirt, trouser and blouse for which patterns and garments will be made. The basic skills of the fashion design process are introduced; the relevant terminology and the importance of interpreting the challenge of a design brief, the objectives and deadlines.

Inspiration

A work of art, design, or architecture is chosen to research as a source of inspiration to aid the development of creativity and generate original concept and ideas. Experiment is encouraged building on the learning from Analytical Drawing.

Design plan, colour palette and fabric selection

Students plan the requirements of the capsule, outline the garments to be designed, develop and modify a colour palette from the inspiration source. With this information at hand fabric is researched and selected to meet the needs of design.

Design and selection

Initial ideas and creative design elements from visual studies and experimentation are carried forward to develop and integrate in garment design. Designs that best fulfil the brief are selected and presented with flat specification drawings and fabric to be approved for pattern development where designs are realised in three-dimensional form.

Drawing for presentation

Introduce drawing and rendering equipment and media. Designs are then drawn on the figure communicating drape and fit, and the drawing is finalized with fabric rendering detail to give an impression of the fabric type, texture, colour or print. All elements of design are grouped together within a planned layout that enhances both artwork and design. The presentation style should convey the inspiration and mood of the collection in a professional manner.
