1. GENERAL INFORMATION

Title	Fashion Project - FTR 1
Unit code	MATS 14000(021043)
Credit rating	20
Level	1
Semester(s)	1&2
Pre-requisite units	None
Co-requisite units	Introduction to Clothing Technology, Design Communication, Mechanics of Fashion
School responsible	Materials (Textiles & Paper Group)
Member of staff responsible	Ms Judy Wong
Other staff involved	Ms Kanchana

2. AIMS

The programme unit aims to:

To provide students with rudimentary knowledge of, and an appreciation of the importance of garment creation within the context of fashion retailing.

3. BRIEF DESCRIPTION OF THE UNIT

This unit covers the following topics:

- Introduction to schematic drawing of garments
- Introduction to illustration of garments
- Create a basic pattern block
- Introduction to pattern cutting
- Introduction to shape development on a mannequin
- Deconstruct-Reconstruct project – garment creation: applying knowledge gained in Unit towards the creation of a garment and garment toile, Schematic drawing and illustration of garment, size and specification sheets
- Trend design garment for Fashion Show

4. INTENDED LEARNING OUTCOMES

Category of outcome	***On completion of this unit, students should be able to:***
Knowledge and understanding	On completion of this unit, students should be able to: Demonstrate a basic knowledge of: ▪ drawing techniques (schematic diagrams, fashion illustration), ▪ basic fashion design ▪ the transfer from block to pattern ▪ basic body measurements

	▪ understanding the (basic) different methods of pattern cutting ▪ understand basic garment construction ▪ development of a toile using flat pattern cutting and or draping techniques ▪ different approaches to manufacturing techniques. ▪ size and specification sheets used in industry ▪ communication skills through presenting work formally and in tutorials.
Intellectual skills	Have the ability to evaluate unit content and apply to practical projects
Practical skills	▪ drawing techniques (schematic diagrams, fashion illustration), ▪ basic fashion design ▪ basic bodice block creation ▪ basic body measurements ▪ basic pattern cutting ▪ understand basic garments construction ▪ basic manufacturing techniques ▪ size and specification sheets ▪ toile creation using pattern cutting and toiling ▪ presentation and communication
Transferable skills and personal qualities	▪ presentation and communication of work ▪ time management ▪ creative skills

5. LEARNING AND TEACHING PROCESSES (*methods of delivery*)

- Lectures
- Practical workshops/demonstrations
- Tutorials

6. ASSESSMENT

Assessment task	Length	Weighting within unit (if relevant)
Assessed coursework		
• Fashion Illustration Project • Schematic Drawing project • Body measurement Project • Create a pattern block Project • Pattern cutting project • Draping project		50%
• Garment Creation and Construction: Deconstruct-Reconstruct Project – deconstruct outfits to create the same garment. Create a spec drawing and illustration of garment. Re-pattern garment using knowledge gained in Unit. Create a garment toile		30%

• Group Fashion show project– create a garment based on Trend		20%

Date of current version	20th September 2009