Fashion Design Program
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The Fashion Design Program is a comprehensive course of study where students:

• Gain skills and knowledge of fashion industry standards through hands on instruction

• Prepare for internships, entry-level jobs in the fashion industry, and post secondary educational opportunities in various fashion programs.

• Learn Computer Fashion Art, Garment Construction and the art of three different types of pattern making which are: computerized, draping (three- dimensional), and manual. Also included in this program: Textile Science and Fashion Design Illustration.

• Produce sample garments for our Annual Fashion Show utilizing fashion industry standards; at the end of the four year sequence in the fashion department

These essential skills equip our students with the tools necessary to excel in the fashion industry showcasing a high level of competency in this field.
Introduction to the Computer Fashion Art course is designed to provide students the:

- Ability to learn the fashions of the past and present and adapt these to the fashion trends of today using various computer software

- Opportunity to utilize basic drawing skills to design and illustrate using the computer

- Access and knowledge of using search engines to research fashion artists, time periods, and cultures which help to influence a new generation of future designers

This process is the essential key to all fashion designers.
10th Year Design Room Techniques

Introduction to Design Room Techniques (Term I)
Intermediate Design Room Techniques (Term II)

This Course is designed to:

• Guide students through many aspects of garment design and construction.

• Familiarize students with the various hand and machine sewing techniques essential for achieving professional results in garment construction.

• Teach and apply vocabulary that is used in the fields of garment construction and fashion design.

• Assist students with the use of appropriate tools, equipment and techniques to produce a garment, from fabric layout to finished garment.
The Draping course consists of two terms: 

**Introduction to Draping (Term I)**

**Intermediate Draping (Term II)**

During this course, students will:

- Acquire technical skills required to design and produce a professional draped garment which is pattern making in a 3-dimensional form using a dress form and muslin.
- Be introduced to a sequence of drapes beginning with basic foundation pattern and advance to more detailed and intricate designs.
- Create and complete garments as a culminating project.
- Develop and apply their skills in draping through a series of projects.

In addition to draping, students will research, discuss and write about current fashion trends and related issues. They will learn of fashion design and draping related vocabulary, knowledge of the industry trade organizations, publication and careers related to draping and fashion design.
Pattern Making

Introduction to Pattern Making (Term I)
Intermediate Pattern Making (Term II)

Students will learn:
• The skills used in the garment industry.
• Introduce students to basic foundation slopers to create and design through flat pattern making.
• Provide students an understanding of measurements, grain lines, fabrication and industry vocabulary.
Computer Pattern Making

Computer Pattern Making is a specialized course designed to:

• Teach students one of the digital mediums used to create computer generated patterns used in the garment industry.

• Instruct students on how to use the Gerber Technology software to manipulate and or modify basic slopers built into the program is an integral part of this course of study.

• Create the required culminating portfolio that will show visual and written evidence of all the skills learned.

The tools in the program will be used to change slopers into original pattern designs based on the requirements of industry standards. All of the pattern pieces will be critically analyzed for fit proportion and accuracy.
12th Year
Fashion Design
Illustration

This course is to inspire students to design for the Annual Senior Fashion Show:

Students will design garments for evening wear, sportswear, swim wear, lingerie, menswear and children’s wear.
Understand the language of design and garment rendering techniques.
How to use line, shape, and space to create fashion illustration.
Understand how fabric textures and patterns can affect garment design.
Use the elements of art and principles of design.
Develop a portfolio suitable for college, internships, and entry level career positions.
12th Year
Fashion Design Studio

The senior fashion design course is an advanced draping construction and illustration course.

• This course is a culmination of three years of studies in fashion design, history, and construction.

• The draping and construction projects introduced in this class cover intermediate level through advanced draping processes and techniques as they are applied in the garment construction and design industries. To further develop the creative abilities and practical application in fashion design, advanced garment construction, and fabric applications are included.

• The second semester of this course will focus on creating garments. The students will work individually on interpreting sketched designs into actual garments. These garments will be showcased in May at the annual fashion show. This fashion show is the culminating project for fashion design majors after four years of study.