

FASHION

FASHION (FASH)

DIVISION: Visual Arts and Media Studies

FASH 001A FASHION SURVEY

3 unit

Transfer Credit: CSU

Introduction to clothing construction. Industrial sewing equipment, tools, and materials will be used to produce samples of elementary level garment construction as foundation to the understanding of pattern construction, fashion design, manufacturing and production procedures and documentation. Total of 36 hours lecture and 72 hours laboratory.

Grade Mode: Audit, Letter Grade

FASH 001B INTERMEDIATE CLOTHING CONSTRUCTION

3 unit

Transfer Credit: CSU

Prerequisite(s): FASH 001A and FASH 005

Apparel construction using industrial sewing techniques. Samples and garments demonstrating intermediate apparel construction skills for womenswear, sportswear, and knits. Total of 36 hours lecture and 72 hours laboratory.

Grade Mode: Audit, Letter Grade

FASH 001C ADVANCED CLOTHING CONSTRUCTION

3 unit

Transfer Credit: CSU

Prerequisite(s): FASH 001B and FASH 108

Advanced construction methods and techniques. Evaluation and implementation of solutions to advanced clothing construction problems in tailoring, couture and alterations. Total of 36 hours lecture and 72 hours laboratory.

Grade Mode: Audit, Letter Grade

FASH 002 INTRODUCTION TO FASHION INDUSTRY

3 unit

Transfer Credit: CSU

Factors and concepts that affect fashion development, design, apparel production, marketing, distribution, retail merchandising, promotion and the consumer. Understanding nomenclature and forms of communication specific to the fashion industry. Survey of career opportunities in the apparel industry. No credit if taken after FASH 101. Total of 54 hours lecture.

Grade Mode: Audit, Letter Grade

FASH 005 PATTERN DRAFTING

3 unit

Transfer Credit: CSU

Prerequisite(s): FASH 001A and FASH 002

Drafting basic patterns. Flat pattern manipulation for a variety of designs. Construction of basic sloper and selected samples. Introduction to the application of computer patternmaking. Recommended FASH 021 and FASH 110. No credit if taken after FASH 107A. Total of 36 hours lecture and 72 hours laboratory.

Grade Mode: Audit, Letter Grade

FASH 009 BEGINNING TEXTILES

3 unit

Transfer Credit: CSU; UC

Textile identification, methods, production, historical background, investigation of new fibers, fabric constructions and finishes. Total of 54 hours lecture.

Grade Mode: Audit, Letter Grade

FASH 021 PRINCIPLES OF FASHION

3 unit

Transfer Credit: CSU

Analysis of apparel, color selection, design principles and concepts. The study of trend development, fashion influences, image and design applications for the target customer. The interrelationships among social, psychological, cultural, economic, aesthetic and physical factors in apparel will also be part of this study. Total of 54 hours lecture.

Grade Mode: Audit, Letter Grade

FASH 070A WORK EXPERIENCE/INTERNSHIP IN FASHION (PAID)

0.5-8 unit

Transfer Credit: CSU

Prerequisite(s): Completion of one semester at Pasadena City College and completion of one course in major

Enrollment Limitation: Instructor approval

Provides students on-the-job learning in a fashion paid position. Development of effective work habits, attitudes, and career awareness so as to enable students to become productive employees. Credit may be accrued at the rate of 0.5 to 8 units per semester. One unit of credit for each 75 hours of paid work experience.

Grade Mode: Letter Grade, Pass/No-Pass

FASH 070B WORK EXPERIENCE/INTERNSHIP IN FASHION (UNPAID)

0.5-8 unit

Transfer Credit: CSU

Prerequisite(s): Completion of one semester at Pasadena City College and completion of one course in major

Enrollment Limitation: Instructor approval

Provides students on-the-job learning in a fashion unpaid position. Development of effective work habits, attitudes, and career awareness so as to enable students to become productive employees. Credit may be accrued at the rate of 0.5 to 8 units per semester. One unit of credit for each 60 hours of unpaid work experience.

Grade Mode: Letter Grade, Pass/No-Pass

FASH 105 INTERMEDIATE FASHION DRAFTING AND DRAPING

3 unit

Prerequisite(s): *All of the following: FASH 001B, 005, 108, 111A*

Intermediate patternmaking by drafting, flat pattern manipulation, and draping on dress forms. Development of pant and tailoring slopers. Construction of pants and tailored samples of intermediate difficulty. Computer concepts relating to the development of sleeve slopers and tech packs. No credit if taken after FASH 107B. Total of 36 hours lecture and 72 hours laboratory.

Grade Mode: *Audit, Letter Grade*

FASH 106 ADVANCED PATTERN DRAFTING AND DRAPING

3 unit

Prerequisite(s): *All of the following: FASH 001B, FASH 005, FASH 108, FASH 111A*

Patternmaking by flat pattern manipulation and draping on dress forms. Development of production patterns. Construction of samples with an emphasis on knitwear. Computer applications in grading the pattern size. No credit if taken after FASH 107C. Total of 36 hours lecture and 72 hours laboratory.

Grade Mode: *Audit, Letter Grade*

FASH 108 PATTERNMAKING BY DRAPING

3 unit

Prerequisite(s): *FASH 001A and either FASH 005 or FASH 107A*

Designs created by draping on dress forms. Patternmaking from completed drapes. Construction of basic slopers and samples. Preparation of tech packs and design room documents. Total of 36 hours lecture and 72 hours laboratory.

Grade Mode: *Audit, Letter Grade*

FASH 109 COMPUTER AIDED FASHION DESIGN

3 unit

Prerequisite(s): *FASH 005*

Beginning study of computer applications in patternmaking, grading, pattern development, flat pattern manipulation and the sizing of patterns. Pre-production technologies and production documents will be prepared utilizing computer applications current to the industry. Total of 36 hours lecture and 72 hours laboratory.

Grade Mode: *Audit, Letter Grade*

FASH 110 FASHION ILLUSTRATION

3 unit

Prerequisite(s): *Enrollment in or completion of FASH 002*

Recommended Preparation: *FASH 001A, FASH 021*

Digital and manual drawing techniques for the fashion industry. Emphasis on the rendering of apparel, texture and color of fabric. Digital color media will be explored to recreate accurate textile representations. Production flat drafting and accurate garment sketches showing exact proportions and measurements. Presentation materials and portfolio techniques will be explored. Total of 36 hours lecture and 72 hours laboratory.

Grade Mode: *Audit, Letter Grade*

FASH 111A INTRODUCTION TO FASHION DESIGN

3 unit

Prerequisite(s): *All of the following: FASH 001A, 002, 021, FASH 110*

Fashion design concepts involving research. Trend prediction, fashion influences, target customer buying trends and trade publications will be utilized in the production of fashion designs that focus on a specific category, season, price range and target customer. Influences such as historical costume, ethnic clothing and textiles, military uniforms and fine art will be researched and the results applied to create original fashion designs. Artwork will take several forms suitable for inclusion in final portfolio: full color renderings, presentation boards, line pages, and sales portfolios. Emphasis will be on women's and junior's apparel, with some discussion on men's, children's and boy's apparel. Total of 36 hours lecture and 72 hours laboratory.

Grade Mode: *Audit, Letter Grade*

FASH 111B INTERMEDIATE FASHION DESIGN

3 unit

Prerequisite(s): *FASH 111A and FASH 005*

Study of design applications related to category, target customer, and commercial producers of fashion apparel. Creation of apparel lines, using CAD technology to create tech packs, line pages and full-color illustrations. Additional work may include sample garments and patterns. All projects are suitable for inclusion in final portfolio, both digital and hard copy. Total of 36 hours lecture and 72 hours laboratory.

Grade Mode: *Audit, Letter Grade*

FASH 111C ADVANCED FASHION DESIGN

3 unit

Prerequisite(s): *FASH 111B and FASH 108*

Development of a professional-quality portfolio. Preparation of a resume. Design and create sample garments as shown in the portfolio. Attend an internship to observe and experience on-the-job practices creating a term project as a result of this experience. Total of 36 hours lecture and 72 hours laboratory.

Grade Mode: *Audit, Letter Grade*

FASH 115 INTERMEDIATE COMPUTER-ASSISTED FASHION GRAPHICS

2.5 unit

Prerequisite(s): *FASH 110*

Intermediate fashion drawing, production flats, colorization, and scanning of images using the computer. Exploration of computer techniques and methods suitable for use in the apparel industry design room. Processes will apply to design courses and will utilize skills learned in previous Fashion department courses. Adobe Illustrator and Photoshop will be used as the vehicle for these processes. Total of 36 hours lecture and 36 hours laboratory.

Grade Mode: *Audit, Letter Grade*

FASH 124 HISTORY OF COSTUME

3 unit

History and research of dress from prehistoric to present period; relationships of related arts in evolution of garments. Total of 54 hours lecture.

Grade Mode: *Audit, Letter Grade*

FASH 126 HISTORICAL COSTUME MAKING

3 unit

Prerequisite(s): *FASH 001A*

Historical costume construction using industrial sewing techniques suitable for costume shop and wardrobe. Samples demonstrating theatrical construction skills for historical costume periods. Analysis of script needs and historical research. Preparation of a sample costume and notebook. Recommended FASH 005, FASH 124. Total of 36 hours lecture and 72 hours laboratory.

Grade Mode: *Audit, Letter Grade*

FASH 130 FASHION WORKSHOP

3 unit

Prerequisite(s): *All of the following: FASH 108, FASH 005, FASH 111B*

Creation of a fashion line from design through pattern making, construction and finishing. Pattern charts, costing, and spec sheets will be part of the process, as well as portfolio preparation. Total of 36 hours lecture and 72 hours laboratory.

Grade Mode: *Audit, Letter Grade*