COURSE SYLLABUS

Course Description:
Prerequisites: grade of C (2.0) or better in CRS / APD 242. Survey of industry methods for communicating design concepts and presenting finished products. Emphasis is on use of media and development of techniques for rendering fabrics and textile product designs.

Course Objectives:

1. To explain fashion art in order to develop realistic mental concepts of fashion images, figure stances, garment silhouettes, details, fabric textures, and drape.
2. To demonstrate control of scale, proportion, and garment construction in order to render accurate drawings of garments.
3. To develop a working knowledge of various rendering techniques and media.
4. To build a solid foundation of knowledge in drawing and rendering techniques as applied to apparel.

Learning Outcomes/Competencies:
Through a variety of learning activities, the intention is for you to demonstrate your ability to:

• Illustrate a complete 2-D flat of a garment both by hand and on the computer.
• Illustrate a fashion croquis by hand.
• Render a complete 3-D fashion garment on a body.
• Understand and execute various techniques for rendering numerous types of fabric by hand.
• Demonstrate basic knowledge in using Adobe Illustrator.
• Effectively communicate your designs in a professional presentation setting.

Text: Fashion Illustration for Designers, by Hagen. Additional readings will be posted on Canvas.

Required Supplies: 11x14” spiral bound sketchpad (white paper), tracing paper (as needed), Bristol board (as needed, 4 sheets for final project), pencils and erasers, art markers in variety of colors – preferably Copic brand (second half of the semester), ruler, black marker or pen in fine tip, storage device for computer files, other supplies as needed.

Course Regulations:
1. Dependent on your level of drawing and computer proficiency and your ability to learn skills, an average of 8-12 hours of work outside the class per week may be necessary. See the UNCG Undergraduate Bulletin, Suggested Academic Workload Guidelines.
2. Attendance, punctuality, and productive participation are required. Absences will have an 
effect on your final grade. Two tardies &/or early departures will count as one absence. 
Excused absences require documentation, and an excuse is something beyond your control.  
**Absences for religious holidays and certain university functions (like an athlete participating in 
a game/match) will be excused, but students are expected to notify me at least two weeks 
before the planned absence and work due may be expected to be turned in before the 
planned absence.  *Note: I reserve the right to drop a student from the course after three 
(3) absences, excused or unexcused.

3. Students are expected to attend class with all materials needed for the assignment at hand 
and with any relevant homework. As failure to come with materials and/or homework results in 
no meaningful work being done, it will be treated as an unexcused absence. Class time is to 
be used for current assignments.

4. If a student misses a class, it is the student's responsibility to get the assignment from 
Blackboard or a fellow student. It is also the student's responsibility to get notes on missed 
demonstrations. Demonstrations will not be repeated. Class time will not be spent catching up 
students who miss class - it is not fair to take that time away from the students who attend.

5. Assignments and projects will not be accepted late, nor will they be accepted incomplete.  (To 
clarify – if an assignment is due at "start of class" or 9:00am, then it is late if turned in at 
9:01am and will not be accepted. If you arrive after I have collected homework, you are tardy 
and your work will be late / not accepted) Exceptions will only be made for students with 
documented emergency excuses. When a student misses an assignment due date because of 
an emergency, the student should show the instructor what work has been done on the due 
assignment upon returning to class - in other words, don't come back to class empty handed.

6. Turn cell phones to “manner mode” or off while in class and refrain from texting or talking on 
them during class. Do not wear earphones to listen to music, audio, etc. during class.

7. Unannounced / “pop” quizzes may happen at any time.

8. Figure out parking and/or transportation so that you are on time to class and can remain in 
class the full time. If either affects your attendance and participation in class, you may be 
dropped from the class.

Course Evaluation:
All work completed for this course will meet the minimum requirements of the UNCG Honor Code. 
All work submitted for this course must be new work, and cannot have been submitted for credit in 
any other course. Your grade will be based on University Guidelines; refer to The University of 
North Carolina at Greensboro Undergraduate Bulletin. DO keep in mind that “excellent work” 
requires independent thinking and that to receive this grade, you must bring qualities to your work 
“above and beyond” those expected by this program.

| GRAADING SCALE |
|-----------------|----------------------------------------------------------------------------------------------------------------------------------|
| A+= 97.0-100    | A = high quality work beyond stated requirements: “Excellent”                                                                   |
| A =  93.0-96.99 |                                                                                                                                 |
| A- =  90.0-92.99|                                                                                                                                 |
| B+=87.0-89.99   | B = quality work satisfying requirements: “Very good”                                                                             |
| B =  83.0-86.99 |                                                                                                                                 |
| B- =80.0-82.99  |                                                                                                                                 |
| C+=77.0-79.99   | C = work satisfies requirements, shows room for improvement in quality: “average”                                                |
| C=73.0-76.99    |                                                                                                                                 |
| C-=70.0-72.99   |                                                                                                                                 |
Work that does not meet requirements (paper size, presentation, etc.) and/or is submitted late and/or incomplete will not be given credit. Incomplete work is just too complicated to evaluate in a manner that is equitable to those who did complete the work on time; therefore, incomplete work will not be graded. For example, if ten sketches are required and only seven are submitted, none of the sketches will be graded. If you are tempted to ask if something is required for completion, the answer will most likely be yes, it’s required, so just do it. Grades will be calculated based on the following:

- Croquis book: 15%
- Assignments: 35%
- Midterm exam: 15%
- Final project: 20%
- Final exam: 15%

University Academic Integrity Policy Regarding Cheating: “Intentionally using or attempting to use unauthorized materials, information, or study aids in any academic exercise. Cheating includes but is not limited to unauthorized copying from the work of another student, using notes or other materials not authorized during an examination, giving or receiving information or assistance on work when it is expected that a student will do his/her own work, or engaging in any similar act that violates the concept of academic integrity. Cheating may occur on an examination, test, quiz, laboratory work report, theme, out of class assignment or any other work submitted by a student to fulfill course requirements and presented as solely the work of the student.” Appropriate sanctions for offenders include failing the assignment, failing the course, or recommended expulsion.

Registration: It is the student's responsibility to ensure proper enrollment in classes. You are advised to review your official class schedule during the first week of the semester to ensure proper enrollment. Should you determine an error in your class schedule, correct it with your advising office.

UNCG seeks to comply fully with the Americans with Disabilities Act (ADA). Students requesting accommodations based on a disability must be registered with the Office of Accessibility Resources and Services (OARS) in 215 Elliott University Center, 334-5440, oars.uncg.edu.

To do well in this course: You may need to discipline yourself to develop a habit of drawing daily. You will also need to practice, practice, practice! This class is called Visual Communication for the Textile Products Industry, and from previous coursework you should know that sketching (using pencil/paper and/or by computer) is the primary way of communicating design ideas. The best way to share your design ideas and the best way to work through your ideas yourself is to draw them well.

In this class you are charged with learning and practicing the information provided to you. Ideas for design(s) cannot be taught, but ways to get your design ideas across can be learned and practiced; these include drawing proper fit and construction details on garments, illustrating fabric drape and weight within a garment, and communicating colors well.
In many creative fields, students begin by studying the style of an established artist and possibly imitating that style. We will look at many different styles of drawing but the emphasis throughout the course will be a specific, generally accepted style of fashion drawing; in other words, we will be working on the fashion croquis basics and not highly stylized drawings.