

Higher National Unit specification

General information for centres

Unit title: Fashion Design: Producing Fashion Illustrations

Unit code: F1PH 34

Unit purpose: The Unit will give candidates an introduction to developing and producing fashion design illustrations to client presentation standards. The Unit is suitable for those studying fashion technology or working in a related area.

On completion of the Unit the candidate should be able to:

- 1 Research and analyse a fashion design brief.
- 2 Produce garment design sketches.
- 3 Produce fashion illustrations.
- 4 Present colour fashion illustrations to client presentation standards.

Credit points and level: 1 HN credit at SCQF level 7: (8 SCQF credit points at SCQF level 7*)

**SCQF credit points are used to allocate credit to qualifications in the Scottish Credit and Qualifications Framework (SCQF). Each qualification in the Framework is allocated a number of SCQF credit points at an SCQF level. There are 12 SCQF levels, ranging from Access 1 to Doctorates.*

Recommended prior knowledge and skills: While access is at the discretion of the centre the candidate should have some prior experience of fashion design at SCQF level 5 or 6 and an Introduction to Working Drawings at SCQF level.7.

Core Skills: There are opportunities to develop the Core Skill of Communication at SCQF level 5 and Problem Solving in this Unit although there is no automatic certification of Core Skills or Core Skills components.

Context for delivery: If this Unit is delivered as part of a Group Award, it is recommended that it should be taught and assessed within the subject area of the Group Award to which it contributes.

Assessment: The assessment for the Unit is holistic and will encompass knowledge and skills for all four Outcomes. The candidate will produce evidence of garment research, design development and fashion illustrations.

Higher National Unit specification: statement of standards

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The sections of the Unit stating the Outcomes, Knowledge and/or Skills, and Evidence Requirements are mandatory.

Where evidence for Outcomes is assessed on a sample basis, the whole of the content listed in the Knowledge and/or Skills section must be taught and available for assessment. Candidates should not know in advance the items on which they will be assessed and different items should be sampled on each assessment occasion.

Outcome 1

Research and analyse a fashion design brief

Knowledge and/or Skills

- ◆ Research skills
- ◆ Analytical skills
- ◆ Design sources
- ◆ Fashion trends

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can:

- ◆ research and analyse the design brief related to current fashion design trends

Two fashion trends must be identified for one item of outerwear and three items of light clothing.

Three categories from the following list must be researched for fashion trend sourcing:

- ◆ fashion magazines
- ◆ fashion books
- ◆ textile magazines,
- ◆ newspaper fashion supplements
- ◆ fashion internet web sites.

The candidate must produce a minimum of one well planned A2 moodboard/sketchbook equivalent as evidence showing a minimum of 12 fashion images and three fabrics related to the fashion design trend sourcing.

The candidate will identify a fashion trend to base their fashion design and illustrative development on from the visual evidence in their moodboard/sketchbook sourcing.

Higher National Unit specification: statement of standards (cont)

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Outcome 2

Produce garment design sketches

Knowledge and/or Skills

- ◆ Interpretation skills of design sources
- ◆ Garment sketches
- ◆ Design development
- ◆ Fabric samples

Evidence Requirements

Candidates will require evidence to demonstrate their Knowledge and Skills by using their trend sourcing as inspiration for design development in terms of shape, proportion and garment details to inspire garment design development.

The candidate should produce a minimum of 12 garment design sketches including one outerwear garment and three different light clothing garments. The garment design sketches should clearly show a variation of silhouette and style details for each garment type. Each fashion sketch should be at least 15 cms in height.

At least two suitable fabric samples should be included which are appropriate in terms of weight and drapability for each garment category.

All information should be presented in the form of a sketchbook or individual worksheets.

Outcome 3

Produce fashion illustrations

Knowledge and/or Skills

- ◆ Figure template development
- ◆ Fashion design illustration development
- ◆ Types of media
- ◆ Fabric simulation
- ◆ Computer drawing package

Higher National Unit specification: statement of standards (cont)

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Evidence Requirements

Candidates will need evidence to demonstrate their Knowledge and/or Skills by selecting six garment designs (two outerwear, four light clothing) from Outcome 2 and using figure templates, produce accurate fashion illustrations in terms of garment proportion and style detail.

The candidate should experiment with at least four of the media listed:

- ◆ Water colour pencil
- ◆ Fineliner pen
- ◆ Pantone pen
- ◆ Chalk pastels
- ◆ Cut and paste techniques
- ◆ Computer drawing package

Each fashion illustration should be at least 25 cms in height and show effective simulation of fabric type in terms of drapability, colour, pattern and/or texture. Fabric samples should be included with each illustration. Each design should show back and front views.

Illustrations should be presented in the form of a sketchbook or worksheets.

Outcome 4

Present colour fashion illustrations to client presentation standards

Knowledge and/or Skills

- ◆ Finished colour fashion illustration art work
- ◆ Layout planning
- ◆ Presentation materials
- ◆ Final storyboard presentation techniques
- ◆ Fabric sample simulation

Evidence Requirements

Candidates will need to demonstrate their Knowledge and Skills by producing a final storyboard with three finished colour fashion illustrations developed from Outcome 3 showing one outerwear garment, three light clothing garments and a minimum of any two media used in Outcome 3.

The fashion illustrations should show garment designs with accurate fabric simulation in terms of weight, drapability, colour, pattern and texture.

Fabric samples should be attached to the storyboard.

Candidates will devise an appropriate method of layout planning and use layout techniques and materials as appropriate for the design brief. An organised approach and professional standard of finish should be demonstrated throughout the process.

Higher National Unit specification: statement of standards (cont)

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ASSESSMENT GUIDELINES FOR THE UNIT

All four Outcomes could be assessed holistically with research, design development, fashion illustration and storyboard presentation developed to meet the requirements of a design brief. This will form the requirements for all four Outcomes and demonstrate the candidates competence in research fashion design, illustration and presentation techniques.

Outcomes 1, 2 and 3 and 4 could be accompanied by appropriate fabric samples. Garment designs should be appropriate for the weight and drapability of the fabric samples. It is envisaged that the research, sourcing design development and fashion illustration could be collated in a sketchbook or worksheet. This portfolio of work could be used by the candidate as the basis for future work in product development. The brief could detail the requirements in relation to a theme from which the candidate would gather visual information to inspire garment design. In Outcome 2 the candidate should develop designs for four garment types and in Outcome 3 develop four techniques for use of media to create solutions which best meet their interpretation of the brief. When assessing Outcome 4 the fashion illustration storyboard, consideration should be given to the creativity of design and fashion illustration in relation to the brief as well as the technical quality and finish of the storyboard.

Checklists could be used to record the candidate's ability and standards for each Outcome to ensure parity of standards and levels throughout the class group.

Administrative Information

Unit code: F1PH 34

Unit title: Fashion Design: Producing Fashion Illustrations

Superclass category: JK

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Version	Description of change	Date

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Higher National Unit specification: support notes

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This part of the Unit specification is offered as guidance. The support notes are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 40 hours.

Guidance on the content and context for this Unit

This Unit is part of the HNC/HND Fashion Technology and Manufacture with Design where it is a mandatory Unit.

Outcome 1

In this Unit fashion trend sources may be researched related to a specific brief. Garment type options could be identified as part of the brief, eg jackets/trousers/skirts/tops.

Fashion design and illustration, trend sources likely to be accessed in this Unit could be trade magazines, fashion forecasting magazines, relevant publications, fashion trend websites and newspaper supplements. Annotated information could be included where appropriate if deemed necessary by the candidate and all sources of information should be accurately noted.

Outcome 2

Candidates may be shown exemplars for inspiration and guidance and could be encouraged to develop their own sources for the design development stage. This could take the form of using figure templates for fashion sketch development to show garment silhouettes, style detail, such as collar, cuff, seaming and fastenings variations. The design brief issued could specify that candidates produce a small collection:

Garment types for outerwear could be selected from:

Ladies or gents: casual or tailored jackets and coats.

Garment types for light clothing could be selected from:

Ladieswear: dress, skirt, blouse, bodice, waistcoat, trouser culottes.

Gentswear: shirt, trousers, waistcoat, kilt.

A combination of garment types from any of the above categories could be developed for the final three illustrations for the storyboard.

Outcome 3

Candidates should be shown exemplars for inspiration. Methods of producing fashion illustrations using templates could be demonstrated. Fashion illustration development exercises using a variety of techniques could be demonstrated both manually using a variety of media and computer generated, using scanning and manipulation techniques. Candidates should produce a minimum of six illustrations showing experimentation of a variety of techniques. Three fashion illustrations should be selected for development into finished colour fashion illustration art work.

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Outcome 4

The selected ideas could be developed and layout planned in an appropriate CAD programme, manually or a combination of both. Tutor should show good examples of finished illustration storyboards and demonstrate a variety of methods for mounting and presenting final art work, eg textured, coloured papers, overlays, acetates, photocopying, text, spray mounting etc. The three final fashion illustrations could show techniques chosen from the above.

This Unit could be integrated with any project which involves designing and making a fashion garment.

Guidance on the delivery and assessment of this Unit

Candidates will be working to a tutor devised brief. For compilation of their sketchbooks and storyboard presentation candidates should be assessed at appropriate points through the Unit and should have several opportunities to develop their drawings for each Outcome.

A suggested checklist is shown below which could be used for Outcomes 1 and 2.

Process used	Candidate comment	Assessor comment
Relevance of source material		
Suitability of design development appropriate to the brief		
Suitability of design in relation to fabric selection		
Clarity of design details		
Quality of drawing		
Judgement of assessor		

The final storyboard should be presented to a professional standard using manual or computer generated techniques. The research design and fashion illustration development could be presented in a sketchbook or individual sheets, presentation board or digitally recorded or a combination of these methods.

Higher National Unit specification: support notes (cont)

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Opportunities for developing Core Skills

Oral Communication should be developed by question and answer sessions in groups and in one to one coaching sessions to observe the candidate in discussion with their peers and lecturer.

Problem Solving could be developed by encouraging the candidate to reflect and evaluate their process of sourcing, development and selection throughout the project to address their strengths and limitations against the requirements of the given brief. Candidates will have to show evidence of planning, developing and evaluating their design development and storyboard. The evaluation may result in alteration being made to the final storyboard.

Open learning

This Unit is suitable for open learning but where this mode of delivery is used the centre will have to devise appropriate ways of ensuring authenticity of candidate work such as questioning the candidate about the development and production of the final Fashion Illustrations.

Candidates with disabilities and/or additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering alternative Outcomes for Units. Further advice can be found in the SQA document *Guidance on Assessment Arrangements for Candidates with Disabilities and/or Additional Support Needs* (www.sqa.org.uk).

General information for candidates

Unit title: Fashion Design: Producing Fashion Illustrations

In this Unit you will learn how to research fashion trends for a specific fashion design brief that could include ladies and gentswear for both outerwear and light clothing garments. You will develop garment design sketches for a selection of garment types and from these produce fashion illustrations using figure templates.

You could experiment with a selection of art media such as water colour pencil, chalk pastels, fineliner pen, pantone pen, cut and paste techniques and a computer drawing package.

For the final Outcome you must select one outerwear garment design and 3 light clothing garment designs for either ladieswear, gentswear or a combination of both.

Your garment designs will be developed from your own research and you will select and draw up 3 colour fashion illustrations to mount as a final storyboard presentation.

You will develop Core Skills in Communication through question and answer sessions in groups and in one to one coaching sessions where you will be encourage Problem Solving skills by being encouraged to reflect and evaluate the process of sourcing, design development and selection throughout the project to address your strengths and limitations against the requirements of the given brief. You will have to show evidence of planning developing and evaluating your work. The evaluation may result in alterations being made to your final storyboard.