



Higher National Unit specification

General information for centres

Unit title: Creative Garment Design and Manufacture: Advanced

Unit code: F26S 35

Unit purpose: The purpose of this Unit is to develop innovation and experimentation in the garment design process, both in terms of research and the final solution. Candidates will be encouraged to try alternative methods of pattern cutting and manufacture showing innovation in the use of fabrics, shape and colour. This Unit is suitable for those studying fashion design or working in the fashion industry

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

- 1 Produce research for a given brief.
- 2 Produce a range of design solutions to meet a given brief.
- 3 Construct a mock-up garment from a chosen design.
- 4 Manufacture a final garment.

Credit points and level: 2 HN credits at SCQF level 8: (16 SCQF credit points at SCQF level 8*)

**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 entry to this Unit is at the discretion of the centre, candidates should have prior knowledge of creative garment design and research. This could be evidenced by successful completion of the Units F26T 34 *Creative Garment Design Development: An Introduction*), F26P 35 *Pattern Cutting: Complex Skills* and F18C 34 *Fashion Forecasting: Research and Development*.

Core Skills: There are opportunities to develop the Core Skills of Problem Solving, Numeracy and Working with Others at SCQF level 5 in this Unit although there is no automatic certification of 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: Candidates will produce a sketchbook, a storyboard and a final garment. This evidence will demonstrate the development of the design process from their original research through to their final garment. It is recommended that the Unit is assessed holistically.

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.

Please refer to *Assessment Guidelines for the Unit* after the Outcomes.

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

Produce research for a given brief

Knowledge and/or Skills

- ◆ Research skills
- ◆ Design source (fashion)
- ◆ Design source (non fashion)
- ◆ Digital images

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can produce a range of varied personal research to meet the needs of the design brief, and that they can interpret and collate their research to produce a coherent sketchbook with relevant research sources which link clearly to the design brief given. Candidates will produce a minimum of 4 A3 pages of research.

The research should include evidence of:

- ◆ internet research including visuals
- ◆ images from reference books
- ◆ fashion design source
- ◆ design source other than fashion.
- ◆ photographs taken by the candidate

Assessment Guidelines

The assessment for all Outcomes in this Unit should be practical with tutor devising a design brief, which would cover all Outcomes.

Higher National Unit specification: statement of standards (cont)

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Candidates will be required to collate and present evidence of personal research for a given design brief. This could take the form of a series of personal photographs relating to a chosen theme. These visual images could form the basis of initial research and candidates could be encouraged to look for back up material from a variety of different sources other than fashion magazines eg reference books, internet sites, current exhibitions which could include fine art, sculpture, architecture or photography exhibitions.

Outcome 2

Produce a range of design solutions to meet a given brief

Knowledge and/or Skills

- ◆ Design sources
- ◆ Garment drawing skills
- ◆ Garment construction
- ◆ Photography
- ◆ Colour drawing media
- ◆ Fabric manipulation techniques
- ◆ Sewing techniques

Evidence Requirements

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

- ◆ interpret their design sources and develop a minimum of 30 garment designs. These designs should show a relation to both the brief and source. These 30 initial designs should be further developed to a final six designs showing construction details. The final six designs will be shown in colour.
- ◆ manipulate a minimum of four fabric samples from given fabrics to illustrate and develop the design solutions. Each manipulation should be suitable in terms of drape, texture, weight for the design. Samples should be neatly produced, pressed and mounted into a sketchbook.
- ◆ produce a minimum of six photographs showing garment design ideas developed on the tailors dummy.

Assessment Guidelines

Candidates should develop original garment design ideas, based on initial research. The emphasis should be on developing a strong link between images and garment shape, with candidates being encouraged to be both experimental and innovative in their approach. Development could be shown in both sketches and photographs. Designs may be initially be produced in black and white but later further developed to give an indication of fabric and colour. Candidates will be encouraged to work both in the sketchbook and on the tailor's dummy.

From given fabrics, candidates should produce a range of samples displaying a range of techniques relating to their source these could include: dying, pleating, fraying, boning and different fastenings. Samples should be neatly produced, pressed and mounted into a sketchbook.

Higher National Unit specification: statement of standards (cont)

Unit title: Creative Garment Design and Manufacture: Advanced

Outcome 3

Construct a mock-up garment from a chosen design

Knowledge and/or Skills

- ◆ Interpretation of sketch
- ◆ Block patterns
- ◆ Pattern manipulation techniques
- ◆ Draping techniques
- ◆ Production pattern development

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and Skills by showing that they can develop a full scale mock-up garment from a chosen sketch. Candidates should show that they can interpret a garment sketch into a three dimensional shape by using either pattern manipulation or draping techniques as appropriate to the requirements of the brief. The mock-up produced should display a clear link to the candidate's research and design. The mock up should show the intended method of construction and clearly show the garment shape in sufficient detail to allow a final garment to be produced.

Assessment Guidelines

Candidates will select a design from Outcome 2 and develop it into a mock-up garment. As in Outcome 2 the emphasis will be on creating an innovative garment shape that displays a strong link to the source material. Candidates should be free to use a range of techniques to achieve the final result, these could include flat pattern manipulation, draping or deconstruction. The process of development could be recorded and documented by means of digital images and/or sketches with accompanying notes recorded in the sketchbook.

Outcome 4

Manufacture a final garment

Knowledge and/or Skills

- ◆ Sewing machine techniques
- ◆ Garment construction techniques
- ◆ Construction of a toile
- ◆ Photography
- ◆ Presentation

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and Skills by constructing a final sample garment from a garment mock-up. All garments should be made to a wearable standard, trimmed, pressed and presented on a hanger as appropriate to the requirements of the brief. A range of industrial and domestic sewing equipment should be used.

Higher National Unit specification: statement of standards (cont)

Unit title: Creative Garment Design and Manufacture: Advanced

Observation checklist should be used to record candidate progress. The final garment should be photographed and presented with a storyboard with supporting fabric swatches.

Assessment Guidelines

From the mock-up created in Outcome 3 candidates will manufacture a sample garment using a given fabric/fabrics. The garment will be of a wearable standard but candidates should be encouraged to be experimental in their approach and may be free to explore non-traditional methods of construction. The final garment should be accompanied by a storyboard showing a fashion photograph with supporting fabrics.

Administrative Information

Unit code: F26S 35

Unit title: Creative Garment Design and Manufacture:
Advanced

Superclass category: JK

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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 80 hours.

Guidance on the content and context for this Unit

This Unit will be a mandatory subject in the HND Fashion Design and Manufacture Group Award.

The purpose of this Unit is to extend candidates' knowledge and research skills outwith current fashion trends and enable them to use alternative source material to inspire garment development. Candidates will be encouraged to research widely and make use of personal photographs; these will be presented in sketchbook format and used as the basis for their garment design development.

During the design process candidates will be encouraged to try different methods of development with the aim of extending their creative skills and developing confidence. Throughout the Unit candidates should have access to both industrial and domestic equipment to enable them to create both in sketchbook form and by taking photographs of their development on the tailor's dummy.

Guidance on the delivery and assessment of this Unit

This Unit is designed to extend candidates' skills in research, design development, garment development and construction. It is recommended that all Outcomes be assessed together at the end of the Unit. Outcomes 1 and 2 will be assessed by presenting a sketchbook containing all research, design and fabric development. Outcome 3 will be assessed by the production of a garment mock-up, Outcome 4 will be assessed by the completion of a final garment to a wearable standard and a final story board showing a photograph of the garment and supporting fabrics. The tutor will assess the candidate through the Unit by means of observation and progress will be recorded on a Unit checklist.

The Unit will also aim to encourage experimentation with fabric; candidates are likely to be given set fabrics for the Unit but will be asked to develop them in a way which enhances their garment and relates to their source. Candidates will develop a chosen design into a garment mock-up with the emphasis being on creating innovative shapes, closely relate to the research. A range of techniques should be covered in this Unit including flat pattern manipulation, draping and deconstruction. From the mock-up candidates will produce a final sample garment, which will be made in the given fabrics. The sample garment can be made using non-traditional methods but must be of a wearable standard. As a final Outcome candidates have to present a fashion photograph of their design and a storyboard with supporting fabrics.

Opportunities for developing Core Skills

Problem Solving is developed in this Unit through the candidate researching information, collating relevant information from sources and planning, organising and evaluating their work on an on-going basis. This will be reinforced through discussion with tutors throughout the Unit.

Higher National Unit specification: support notes (cont)

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Working with Others is developed as candidates have to share machinery and time their use of specialist equipment. Operating in a workshop environment requires candidates to consider others for health and safety reasons. Additionally candidates will have regular meetings with tutors to discuss their design proposals.

Numeracy is developed through measuring techniques. Candidates will require to work with diagrams and patterns and will need to demonstrate skill in using drafting techniques.

Open learning

This Unit is not suitable for open learning as specialist pattern cutting equipment and industrial machinery are required. Additionally the techniques involved usually require demonstration by the tutor, followed by practice by the candidate. Discussion is also required on a regular basis.

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: Creative Garment Design and Manufacture: Advanced

In this Unit you will learn how to source and collate personal research and use this to produce a range of garment designs. You will be introduced to alternative methods of design development and be encouraged to be innovative in your use of fabric, exploring different techniques to create colour, texture and shape.

You will record your research and development work and will select one design to take forward to a final garment. You will produce a garment mock-up and be encouraged to try a range of techniques to develop your chosen silhouette. Your final garment will be manufactured to a wearable standard and the accompanying evidence of the development will also be gathered together.

As you study this Unit, you will develop Core Skills in Problem Solving, Working with Others and Numeracy.