



Higher National Unit specification

General information for centres

Unit title: Creative Garment Design Development: An Introduction

Unit code: F26T 34

Unit purpose: This Unit is designed to introduce candidates to innovative, creative garment design development from personal research and source. Candidates will gain skills in working to a fashion design brief, developing garment ideas from source and producing colour fashion illustrations to a professional standard. 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 and collate design research for a given fashion design brief.
- 2 Produce garment design ideas from research.
- 3 Produce final solutions in storyboard format.

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 to this Unit is at the discretion of the centre, candidates would benefit from having completed the NQ Units EG2Y 11 *Introduction to Fashion Design* and D962 11 *Two-Dimensional Design — The Design Process*.

Core Skills: There are opportunities to develop the Core Skills of Problem Solving and IT at SCQF level 5 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 candidates will produce a portfolio of work, which includes personal research, fashion design development and final colour solutions in fashion storyboard format. The assessment for all Outcomes in this Unit should be practical with the tutor devising a design brief, which would cover all Outcomes. An integrated approach to assessment is recommended in this Unit.

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 and collate design research for a given fashion design brief

Knowledge and/or Skills

- ◆ Research skills
- ◆ Fashion trends
- ◆ Design Development
- ◆ Collation Skills

Evidence Requirements

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

- ◆ produce design research for a given fashion design brief which uses at least two different sources, one of which must be the internet
- ◆ produce six personal photographs relating to the brief
- ◆ collate all relevant research in a logical way for ease of reference

Assessment Guidelines

See Assessment Guidelines for the Unit after Outcome 3.

Outcome 2

Produce garment design ideas from research

Knowledge and/or Skills

- ◆ Drawing skills
- ◆ Fashion trends
- ◆ Design development
- ◆ Garment silhouette
- ◆ Style details

Higher National Unit specification: statement of standards (cont)

Unit title: Creative Garment Design Development: An Introduction

Evidence Requirements

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

- ◆ produce a minimum of 20 rough sketches in total for a minimum of two different garment types in relation to the brief which was researched in Outcome 1
- ◆ develop six garment sketches which show a clear link to fashion trends and personal research undertaken in Outcome 1
- ◆ each six fashion drawings should show garment silhouettes and style details and should fulfil the needs of the brief
- ◆ show appropriate use of fabric and colour in developing garment ideas
- ◆ garment designs developed should meet the requirements of the given brief

Assessment Guidelines

See Assessment Guidelines for the Unit after Outcome 3.

Outcome 3

Produce final solutions in storyboard format

Knowledge and/or Skills

- ◆ Design brief specifications
- ◆ Colour media
- ◆ Methods of presentation
- ◆ Fabric simulation techniques

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can present final fashion illustrations, which:

- ◆ meet the needs of the design brief in terms of suitability of ideas
- ◆ produce three final garment ideas demonstrating clear use of personal research
- ◆ successfully use colour media in illustrating the final solutions to indicate fabric choice and colour simulation
- ◆ produce the illustrations in storyboard format to a standard suitable for a client presentation

Assessment Guidelines for the Unit

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

Higher National Unit specification: statement of standards (cont)

Unit title: Creative Garment Design Development: An Introduction

Outcome 1 will require candidates to collect and collate personal research. This could be done on a given theme and could take the form of a series of personal photographs relating to a current fashion theme or trend. 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 fashion books, relevant internet sites, working artists, current exhibitions. All research could be presented in a sketchbook or workbook for assessment. It should be presented in a way which enables the candidate to reference it easily.

Outcome 2 will develop original garment design ideas, which will clearly demonstrate relevant use of initial research. Emphasis should be on developing a strong link between images and garment shape, which could initially be produced in black and white and further developed to give an indication of fabric and colour.

Outcome 3 will select the three best ideas from Outcome 2 and present in full colour in storyboard format showing effective fabric simulation and use of media techniques. All work for this Outcome should be mounted to client presentation standard for assessment.

Administrative Information

Unit code: F26T 34

Unit title: Creative Garment Design Development: An Introduction

Superclass category: JK

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History of changes:

Version	Description of change	Date

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Higher National Unit specification: support notes

Unit title: Creative Garment Design Development: An Introduction

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 at SCQF level 7 and is designed as a mandatory Unit within the HND Fashion Design and Manufacture award. The purpose of this Unit is to enable candidates to acquire garment design skills and be able to research, develop and present fashion ideas from personal sources. It is hoped that this Unit may link with the F26W 34 *Fashion Illustration: An Introduction* in terms of acquisition and application of learned skills. This Unit should build the ground skills needed to progress the F26S 35 *Creative Garment Design and Manufacture: Advanced*, which is designed to be delivered in year 2 of the programme.

In the delivery of this Unit candidates should be encouraged to develop their critical thinking skills through the concept and development of original source and ideas. A list of suitable publications and websites should be made available to assist with research. Candidates would be encouraged throughout to personalise sources of research eg they could provide personal family photographs from a particular era and research trends from that era.. They would be encouraged to develop their skills in linking fashion sources and garment concepts.

Guidance on the delivery and assessment of this Unit

It is intended that the assessment take place at the end of the Unit. Candidate progress should be recorded on centre devised checklists which relate to the design brief given.

Practical demonstrations should be given where necessary to demonstrate media and layout techniques and candidates would be given information on suitable sources of research and shown how to follow through their ideas to link personal sources to other sources of research available to them.

Projects will be individually student based with tutors giving on-going advice on a one-to-one basis. Exemplars should be made available to demonstrate all Outcomes and to assist with project presentation.

Opportunities for developing Core Skills

There are opportunities to develop the Core Skill of Problem Solving at SCQF level 5 in this Unit. Candidates will develop their problem solving skills by showing that they can plan, organise and evaluate their work on an on-going basis. Regular contact with their tutor will ensure that candidates justify decisions made and critically evaluate their research and development work.

IT skills will be developed through the candidate's use of internet research and the use of presentation software and digital imaging software to produce a final storyboard. Candidates will be encouraged throughout to use specialist fashion design software for fabric simulation and figure development.

Higher National Unit specification: support notes (cont)

Unit title: Creative Garment Design Development: An Introduction

Open learning

Aspects of this Unit could be considered suitable for open learning but candidates would have to attend centres for tutor discussion of work and ideas and support in developing their concepts. Where an open learning approach is adopted, centres would need to ensure authenticity of candidate work by individual questioning.

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 Development: An Introduction

This Unit is designed to introduce you to innovative garment design development techniques. You will learn how to undertake personal research to a given design brief and to collate, develop and present your research in a logical way in a sketchbook or a workbook.

You will learn how to develop both practical research and design skills, which will enable you to produce individual garment ideas from your research while relating them to a specific design brief. You will also learn about colour media and presentation techniques for fashion storyboards.

Outcome 1 will develop fashion research skills.

Outcome 2 will focus on garment design development techniques through drawing and use of colour.

Outcome 3 will develop fashion presentation and media handling techniques.

The assessment for this Unit is holistic in that you will use one design brief throughout although you may be assessed at the end of each Outcome.

In undertaking this Unit you will develop the Core Skills of Problem Solving and IT at SCQF level 5.