Higher National Unit specification

General information for centres

Unit title: Fashion Design Using Computer Technology

Unit code: F26V 34

Unit purpose: This Unit is designed to introduce the candidates to fashion design oriented software and to enable them to develop computer design techniques while working to a given fashion design brief. Candidates will gain technical knowledge of fashion imaging software and be able to use the relevant applications and techniques to produce garment designs, concepts and colour client visuals in the form of a storyboard. This Unit is suitable for those studying fashion or working in the fashion industry.

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

1   Produce and scan black and white fashion drawings suitable for a given design brief.
2   Use digital imaging software to produce colour fashion illustrations.
3   Use digital imaging software to create fashion storyboards.

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 following NQ Units EG2Y 11 *Introduction to Fashion Design* and D969 11 *Computer Applications —- Design*.

Core Skills: There are opportunities to develop the Core Skills of Problem Solving and Information Technology at SCQF level 6 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.

General information for centres (cont)

Assessment: Working holistically to a given design brief all candidates will be assessed as follows:

Outcome 1 will be assessed by the production of four black and white fashion drawings showing garments suitable for a design brief. These drawings will be scanned and saved ready to develop as colour fashion illustrations.

Outcome 2 will be assessed by the production of four developed coloured digital images from the scanned images in Outcome 1 making use of drawing, selection and editing tools as well as a variety of pattern fill and layering techniques to simulate patterned and textured fabrics.

Outcome 3 will be assessed by the production of two final A4 fashion storyboards selecting the best images from Outcome 2. These should be printed out and mounted for final assessment.

Higher National Unit specification: statement of standards

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Unit code: F26V 34

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

Produce and scan black and white fashion drawings suitable for a given design brief

Knowledge and/or Skills

♦ Drawing techniques
♦ Media techniques
♦ Design brief
♦ Garment proportions
♦ Style Details
♦ Image scanner
♦ Image resolution
♦ Scanning methods
♦ File formats

Evidence Requirements

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

♦ create a minimum of four black and white A4 fashion drawings showing four different outfits suitable for the brief
♦ use correct proportions and style details for garments
♦ use a minimum of two black and white media techniques
♦ show an understanding of appropriate resolution and file formats
♦ scan in drawings in a format which can be accessed and manipulated at a later stage
♦ save files with logical titles in a designated folder

Assessment Guidelines

Candidates could work to a given design brief which would be designed to utilise the appropriate knowledge and skills. The assessment for this Outcome could be integrated with Outcomes 2 and 3 and could take place at the end of the Unit. Centres should develop checklists, which will support the assessment requirements for each of the knowledge and skills requirements.

Higher National Unit specification: statement of standards (cont)

Unit title: Fashion Design Using Computer Technology

Outcome 2

Use digital imaging software to produce colour fashion illustrations

Knowledge and/or Skills

♦ Digital imaging software
♦ Drawing and selection techniques
♦ Modification techniques
♦ Colour reduction and cleaning techniques
♦ Colour, pattern fill and texturing techniques
♦ Design and repeat functions

Evidence Requirements

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

♦ manipulate the four digitally scanned fashion images from Outcome 1 to meet the design brief
♦ show correct use of image manipulation, pattern and texture fill techniques in developing colour digital images
♦ create effective fabric and texture simulation using a minimum of two different techniques
♦ show effective use of colour reduction and cleaning techniques in at least one image
♦ save digital images in appropriate format

Assessment Guidelines

The assessment for this Outcome could take the form of practical exercises to produce fashion images suitable for the design brief. Candidate could be encouraged to utilise all knowledge and skills from initial set exercises and expand on these where possible. Candidates could experiment with combining imaging techniques to create fashion designs suitable for the brief and could develop the images scanned in Outcome 1.

Higher National Unit specification: statement of standards (cont)

Unit title: Fashion Design Using Computer Technology

Outcome 3

Use digital imaging software to create fashion storyboards

Knowledge and/or Skills

♦ Digital imaging software
♦ Layer techniques
♦ Text effects
♦ Composition
♦ File resolution and sizes
♦ Output devices

Evidence Requirements

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

♦ create a minimum of two different digitally devised client visuals suitable for the design brief. Each client visual should be a focussed interpretation of the design brief and could include the following elements: colour fashion illustrations, source related to the design brief which could be used as backgrounds, simulated fabric swatches and suitable text.
♦ combine composite digital images which include a colour fashion illustration, background and fabric
♦ successfully utilise layering techniques
♦ add text appropriate to the final storyboards
♦ save digital imagery in appropriate resolution and sizes
♦ effectively use output devices to produce client visuals

Assessment Guidelines

The assessment for this Outcome could be the production of a minimum of two final A4 storyboards printed out and mounted. They should interpret the brief clearly and utilise digital imaging software in order to create an effective final Outcome. Candidates could be encouraged to explore a good variety of imaging and composition techniques.

Administrative Information

Unit code: F26V 34

Unit title: Fashion Design Using Computer Technology

Superclass category: CH

Original date of publication: October 2007

Version: 01

History of changes:

Version	Description of change	Date

Source: SQA

Higher National Unit specification: support notes

Unit title: Fashion Design Using Computer Technology

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 with Manufacture Group Award.

The purpose of this Unit is to enable candidates to acquire new software skills and to be able to undertake and meet a creative fashion design brief using digital images. It is hoped that the IT skills learned in this Unit could be applied in other areas of the course ie folio building where a digital presentation would be advantageous.

It is intended that this Unit be presented at all times using digital imagery software as well as specialist fashion design software. Each candidate should have access to their own individual PC, preferably equipped with a graphics tablet to assist the drawing and image editing process. Candidates should be encouraged to experiment with different techniques, ie pencil, fineliner, neocolour crayon or monoprinting.

Candidates should be encouraged to experiment with tools and techniques to produce a variety of different styles of digital images suitable for fashion storyboards.

Guidance on the delivery and assessment of this Unit

Candidates should be encouraged to think holistically about design solutions perhaps incorporating research and design ideas from Units F26T 34 *Creative Garment Design Development: An Introduction* and F26W 34 *Fashion Illustration*: *An Introduction* which could be delivered at the same time.

It is recommend that tutors devise a series of set exercises designed to teach software basic skills and techniques which candidates can complete before undertaking the set design brief. Candidates should be encouraged to work individually with tutor support. It would also be useful if exemplars were made available to candidates to show design process and final solutions. Candidates could be advised of suitable online tutorials, which may assist with the learning process.

The assessment for all Outcomes in this Unit should be practical, ie the tutor should devise a series of initial exercises to develop the candidate's knowledge of the software packages. Candidates should successfully complete these exercises before being set a fashion design brief covering a specific trend/season or market. Specific fabrics could be provided by the tutor which may be utilised in the garment design development.

Final storyboards should incorporate text, simulated fabric swatches and perhaps background imagery suitable for the brief.

Higher National Unit specification: support notes (cont)

Unit title: Fashion Design Using Computer Technology

Opportunities for developing Core Skills

Candidates will develop their Problem Solving skills including reviewing and evaluating by developing and selecting design solutions fit for purpose. Developing the initial ideas in accordance with the brief should provide an opportunity to develop problem solving and evaluation skills. Candidate will have to plan, develop and evaluate all aspects of their project and should be encouraged to take a critical approach to their work being able to justify and qualify their decisions with their tutor.

IT skills will be developed through the introduction and use of different software packages while encouraging candidates to experiment with a variety of tools and techniques. Candidates will work with at least 2 software packages in the course of the Unit.

Open learning

Ideally this Unit should be taught with direct tutor candidate contact, but could be delivered by distance learning if centres were able to set up suitable conditions whereby candidates could demonstrate that all practical project exercises and individual projects were their own work. This may involve on line contact with a tutor for questioning or a few visits to the delivering centres within the life of the Unit.

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 Using Computer Technology

This Unit is designed to introduce you to fashion design oriented software and to enable you to develop computer design techniques while working to a given fashion design brief. You will gain technical knowledge of fashion imaging software and be able to use the relevant applications and techniques to produce garment design concepts. You will be able to use input and output devices, save files in the correct format and produce final fashion visuals in digital format suitable for client presentation. You will develop software specific skills, which you will develop and build on throughout the Unit.

Outcome 1 will concentrate on you developing garment designs to meet a given brief.

Outcome 2 will develop these ideas using digital techniques to simulate fabric, pattern and texture.

Outcome 3 will develop your designs and storyboard-formatting techniques.

Your practical skills will be assessed by you being asked to satisfactorily create initial garment design sketches, develop these ideas and produce at least two final fashion storyboards presenting your solutions.

You will also develop your Core Skills in Problem Solving and IT to SCQF level 6 as you work through this Unit.