



Higher National Unit specification

General information for centres

Unit title: Fashion Illustration: An Introduction

Unit code: F26W 34

Unit purpose: This Unit is designed as an introduction to fashion illustration techniques. Candidates will gain skills in developing stylised fashion figures and illustrating garments. Candidates will gain experience in working with different media and techniques to represent textures and fabrics and producing colour fashion illustrations to client presentation 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 stylised fashion figures from source.
- 2 Simulate fabric texture and pattern using different media.
- 3 Produce garment ideas on stylised figures.
- 4 Present colour fashion illustrations.

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 the NQ Unit EG2Y11 *Introduction to Fashion Design*.

Core Skills: There are opportunities to develop the Core Skill of Problem Solving 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 fashion image source, development of stylised fashion drawings, a variety of colour simulations for different fabric types and colour fashion illustrations presented as a storyboard. An integrated approach to assessment is recommended in this Unit.

Higher National Unit specification: statement of standards

Unit title: Fashion Illustration: An Introduction

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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 stylised fashion figures from source

Knowledge and/or Skills

- ◆ Fashion images
- ◆ Drawing skills
- ◆ Proportion
- ◆ Figure ratios

Evidence Requirements

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

- ◆ select two fashion images suitable for development
- ◆ accurately make three outline tracings from each fashion image
- ◆ manipulate body proportions to create two stylised fashion figures suitable for showing fashion garments
- ◆ produce outline drawings of stylised fashion figures

Assessment Guidelines

See Assessment Guidelines for the Unit after Outcome 4.

Higher National Unit specification: statement of standards (cont)

Unit title: Fashion Illustration: An Introduction

Outcome 2

Simulate fabric texture and pattern using different media

Knowledge and/or Skills

- ◆ Drawing skills
- ◆ Fabric textures and patterns
- ◆ Types of media
- ◆ Media techniques
- ◆ Simulation techniques

Evidence Requirements

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

- ◆ use suitable media to represent 6 different fabric types
- ◆ effectively simulate fabric textures using a minimum of two different media and two different techniques
- ◆ effectively simulate fabric patterns using a minimum of two different media and two different techniques

Assessment Guidelines

See Assessment Guidelines for the Unit after Outcome 4.

Outcome 3

Produce garment ideas on stylised figures

Knowledge and/or Skills

- ◆ Design brief
- ◆ Research skills
- ◆ Fabric selection
- ◆ Fabric simulation
- ◆ Fashion trends
- ◆ Drawing skills
- ◆ Garment silhouette
- ◆ Garment proportion
- ◆ Garment styling and details
- ◆ Media types
- ◆ Pattern development

Higher National Unit specification: statement of standards (cont)

Unit title: Fashion Illustration: An Introduction

Evidence Requirements

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

- ◆ work within the constraints of a given design brief
- ◆ produce evidence of garment research sources suitable for developing the design brief
- ◆ effectively draw garment silhouettes onto stylised figures to show styling, details, proportions clearly and in a way which would enable pattern development
- ◆ indicate suitable fabrics for individual garments
- ◆ effectively simulate fabric types in colour on garment drawings

Assessment Guidelines

See Assessment Guidelines for the Unit after Outcome 4.

Outcome 4

Present colour fashion illustrations

Knowledge and/or Skills

- ◆ Fashion Trends
- ◆ Drawing skills
- ◆ Media handling
- ◆ Presentation skills

Evidence Requirements

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

- ◆ select best one fashion illustrations from Outcome 3
- ◆ produce a final illustration in colour using suitable media and techniques
- ◆ show effective fabric simulation on final colour illustration
- ◆ produce final fashion illustrations in the form of a storyboard which meet the requirements of the given brief

Assessment Guidelines for the Unit

All assessment for this Unit should be integrated with the tutor devising a design brief, which will cover all Outcomes and may relate to a current season or market. All work could be collated in a folio to include a sketchbook and final storyboard.

Outcome 1 will require the candidates to produce two fashion images suitable for development. These could be from current fashion publications, the Internet or fashion books. Three tracings from each fashion could be developed to produce a stylised figure in terms of body proportions and ratios. Each tracing could develop from the previous one in terms of stylisation.

Higher National Unit specification: statement of standards (cont)

Unit title: Fashion Illustration: An Introduction

Two final outline drawings could be developed for use in Outcome 2. Outline drawings may indicate proportion and balance lines. All of the above could be presented in a sketchbook for assessment. Outcome 2 will require the candidates to produce two colour fabric simulation samples for each of six different fabric types to indicate either pattern or texture.

All original fabrics and colour simulation samples could be presented in a sketchbook for assessment.

Outcome 3 will require the candidates to produce six linear fashion drawings showing suitable garments for the given design brief. Candidates could be encouraged to experiment with different garment combinations to fulfil the needs of the brief. These fashion drawings may be developed in colour using the media techniques learned above to show effective fabric simulation on garments. All linear fashion drawings and colour fashion illustrations could be presented in a sketchbook for final assessment.

Outcome 4 will require the candidate to produce one full colour fashion illustration for a final storyboard. The tutor may discuss selection of the final image for the illustration and the best simulation techniques for the chosen fabrics. The candidate may draw up thumbnail plans for composition and layout of final board. The layout may include the final colour fashion illustration, background source and fabric swatches and may be mounted on board for final assessment.

All work for all Outcomes could be presented in a folio for assessment.

Administrative Information

Unit code: F26W 34

Unit title: Fashion Illustration: An Introduction

Superclass category: JK

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Version	Description of change	Date

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Higher National Unit specification: support notes

Unit title: Fashion Illustration: 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 Group Award. It is designed to introduce the candidates to fashion drawing skills and techniques. Candidates will learn how to develop stylised fashion figures from source, how to draw garment shapes onto figures and present them as colour fashion storyboards. In addition media handling and presentation skills will be taught all of which will be used in other creative Units within the Group Award framework.

A weekly plan should also be devised to ensure that all skills and media handling techniques are covered allowing candidates time to experiment with the most suitable media for fabric types. Although a design brief will be set to give the project an initial focus emphasis should be on teaching the process of developing a stylised figure, drawing garment shapes and developing techniques to simulate a variety of different fabrics.

Tutors may supply candidates with a variety of different fabric typed in terms of weight, drape, handle, pattern and texture. Tutors may demonstrate use of different types of media to create different fabric effects. Candidates could be encouraged to experiment with techniques to produce the best samples for all given fabrics.

Tutors may demonstrate media from the following list explaining best techniques for simulating different fabric types.

- ◆ Watercolour
- ◆ Gouache
- ◆ Acrylic
- ◆ Coloured pencil
- ◆ Felt marker
- ◆ Ink
- ◆ Monoprinting ink
- ◆ Pearlised paint
- ◆ Pastel
- ◆ Neocolour crayon

Higher National Unit specification: support notes (cont)

Unit title: Fashion Illustration: An Introduction

Guidance on the delivery and assessment of this Unit

This Unit would be suitable for team teaching where working on a larger class group with input from more than one tutor may be beneficial.

Tutors will devise a series of demonstration exercises designed to teach all the practical media handling skills and techniques. The tutor should provide fabrics for the theme/market covering a variety of types ie textured, patterned diaphanous etc. Exemplars should be made available to candidates to clearly show figure development, garment drawing, media handling and presentation techniques.

It is intended that the assessment take place at the end of the time available for each Outcome via a centre devised checklist. All assessments should be practical ie a portfolio containing sketchbook plus a final storyboard. A clear and detailed design brief should be set by the tutor relating to a particular fashion theme or season.

Candidate will work to the set design brief for all Outcomes. When sourcing fashion images this could be from a fashion photographs, internet images or fashion publications. Candidates could be asked to source a number of different fashion photographs suitable for development. Emphasis would be on developing stylised versions from the photograph looking at body ratio and basic figure proportions.

When simulating a variety of fabric types through the use of different media and techniques it is envisaged that candidates would be provided with different fabric types in terms of texture, pattern and weight appropriate for the brief. These skills could be combined to develop garment designs onto the stylised fashion figures. These would then be worked in colour to simulate the given fabrics. Candidates should be encouraged to experiment with a good variety of different media techniques to successfully simulate the fabric types.

The best solutions from above would be selected and presented in storyboard format incorporating a colour figure, fabric swatches and a suitable background.

Opportunities for developing Core Skills

There are opportunities to develop the component of Problem Solving a SCQF level 5 in this Unit This could be developed by encouraging the candidate to select best source, media types and presentation techniques. Candidates will develop their planning, organising and evaluating skills. They will be expected to make decisions about which designs are the most suitable for development and to justify the use of particular materials in their constructions.

Open learning

This Unit is not suitable for open learning due to the need for tutor candidate interaction and evaluation in the development of images and the practical demonstrations on use of media.

Higher National Unit specification: support notes (cont)

Unit title: Fashion Illustration: An Introduction

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 Illustration: An Introduction

This Unit has been designed to introduce you to fashion illustration techniques. You will gain skills in developing a stylised fashion figure, working with different media and techniques to represent fabric texture and patterns and producing colour fashion illustrations to client presentation standard.

At the end of the Unit you will be able to develop stylised figures from fashion images and use these figures as a basis for garment drawing. You will be taught a number of media techniques to simulate a range of fabric types and how to apply these techniques to your figures.

A variety of different presentation methods will be covered for your final storyboard including composition and layout.

All assessment for this Unit will be practical. You will be asked to present a folio of work including a sketchbook and final storyboard.

In studying this Unit, you will develop the Core Skill of Problem Solving to SCQF level 5.