



National Unit specification: general information

Unit title: Digital Fashion Illustration: An Introduction (SCQF level 6)

Unit code: FP50 12

Superclass: CH

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Summary

This Unit is designed to provide candidates with an introduction to fashion illustration software. Candidates will learn how to use basic functions and software tools to generate flat drawings of garments and render garments.

This Unit forms part of the National Certificate in Fashion Design and Manufacture but can also be delivered as a freestanding Unit.

Outcomes

- 1 Use basic functions of fashion illustration software.
- 2 Generate flat drawings of garments using fashion illustration software.
- 3 Render garment drawings using fashion illustration software.

Recommended entry

While entry is at the discretion of the centre, candidates would normally be expected to have attained a Course or its component Units at SCQF level 5. It would be beneficial if candidates had some experience of fashion illustration and a basic level of IT literacy.

Credit points and level

1 National Unit credit at SCQF level 6: (6 SCQF credit points at SCQF level 6*)

**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.*

National Unit specification: general information (cont)

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Core Skills

There is no automatic certification of Core Skills in this Unit.

The Unit provides opportunities for candidates to develop aspects of the following Core Skills:

- ◆ *Problem Solving* (SCQF level 5)
- ◆ *Information and Communication Technology* (SCQF level 5)

These opportunities are highlighted in the Support Notes of this Unit Specification.

National Unit specification: statement of standards

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Acceptable performance in this Unit will be the satisfactory achievement of the standards set out in this part of the Unit specification. All sections of the statement of standards are mandatory and cannot be altered without reference to SQA.

Outcome 1

Use basic functions of fashion illustration software.

Performance Criteria

- (a) Use basic functions of fashion illustration software correctly.
- (b) Save files in an appropriate format and location.
- (c) Present drawings in an appropriate format.

Outcome 2

Generate flat drawings of garments using fashion illustration software.

Performance Criteria

- (a) Use fashion illustration software effectively to generate flat drawings for simple garments.
- (b) Use the tools of fashion illustration software effectively to add style details to simple garments.

Outcome 3

Render garment drawings using fashion illustration software.

Performance Criteria

- (a) Use fashion illustration software effectively to render given flat drawings using different techniques.
- (b) Use fashion illustration software effectively to produce 3 colour illustrations.

Evidence Requirements for this Unit

Evidence is required to demonstrate that candidates have achieved all Outcomes and Performance Criteria.

Outcomes 1, 2 and 3 — Portfolio

For **Outcome 1** candidates must demonstrate correct use of basic functions — this must include opening and closing files. Candidates must also save files using an appropriate/logical name and in an appropriate location/folder. Drawings can be presented digitally or in a printed folio, using an appropriate resolution and scale.

National Unit specification: statement of standards (cont)

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For **Outcome 2** candidates must generate flat drawings for two simple garments — this can be done by drawing garments using the software, or scanning garment drawings into the software. Candidates should then add three style details to each garment. Candidates must demonstrate effective use of relevant software tools. Garments and style details must use correct proportions.

For **Outcome 3** candidates must use three techniques to render given flat drawings/images. Candidates must demonstrate effective use of relevant software tools.

An observation checklist should be used to assess candidates' performance, in particular in relation to the correct/effective use of the functions, tools and menus of the software.

The Portfolio should be structured and presented in a logical way.

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 could be studied on its own as a freestanding Unit, as part of a cluster of related Units or it could be studied in conjunction with other Units as part of a theme within the National Certificate for Fashion Design and Manufacture. The Unit could be linked to the *Fashion Illustration: Basic Principles* Unit.

The Unit could be delivered using a range of different fashion illustration software packages. The software used should be current industry standard software and could be either bitmapped or vector based.

The main purpose of this Unit is to enable candidates to become familiar with using the fashion illustration software. Within the Unit candidates will have experience of using:

- ◆ basic functions such as opening and closing files, saving files
- ◆ presenting drawings in an appropriate resolution and scale and printing files (if relevant)
- ◆ drawing tools to generate flat drawings
- ◆ editing tools to add style details colour and pattern fill techniques tools to render drawings

Guidance on learning and teaching approaches for this Unit

A candidate centred, resource based learning approach is recommended. The Outcomes in this Unit need not be taught separately and it is likely that an integrated approach could be used. Candidates should have access to individual PCs, working individually with tutor support.

To enable candidates to become familiar with using the fashion illustration software, they should be given set exercises which are designed to build knowledge and confidence of the commands and menu options. Candidates should be encouraged to experiment with tools and techniques before being asked to meet the specific assessment requirements. Exemplars could be used to demonstrate different solutions, eg different design details and rendering techniques.

Candidates should be encouraged to take a good deal of responsibility for their own learning. As well as experimenting with the software, candidates should take notes on the functions and menu options used. Candidates could be given a workbook or handouts with icons to be described so that they can create a personal manual. Multiple choice questions/quizzes could also be used to help candidates to become familiar with the menu options. These activities do not form part of the formal assessment.

Candidates should also be encouraged to look at different styles of presenting working drawings, eg the internet, fashion blogs, books and current fashion publications.

National Unit specification: support notes (cont)

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Guidance on approaches to assessment for this Unit

Each candidate should have several opportunities to develop practical skills required in this Unit and should be assessed at appropriate points throughout the Unit. The Outcomes are likely to be assessed in the order shown. Where a candidate is unsuccessful in achieving an Outcome, provision should be made for remediation and re-assessment.

Instruments of Assessment

Centres may use Instruments of Assessment which are considered by assessors/tutors to be the most appropriate.

It is recommended that practical exercises are used to assess Outcomes 1, 2 and 3. As outlined in the Evidence Requirements, candidates will be required to present a Portfolio which contains their drawings for Outcomes 2 and 3. The Portfolio could be based on a digital format or on printed drawings.

The assessor/tutor is responsible for ensuring that candidates develop an individual Portfolio of evidence which matches the Evidence Requirements.

A key focus of the assessments is on the effective use of software tools and, in addition to producing the requirements of the Outcomes, an observation checklist should be used to evidence the candidates' correct/effective use of the functions, tools and menus of the software.

Assessment Guidance

Outcome 1

Candidates must demonstrate that they can open and close files, save files and present drawings. Assessment for this Outcome, in particular in relation to saving and presenting drawings, could be integrated with the assessment for Outcomes 2 and 3.

Outcome 2

Candidates must generate flat drawings for two simple garments — for example, a vest and a skirt. Three style details must be added for each garment — this could include pockets, collars, sleeves, pleats, fastenings. It is important that candidates demonstrate that they have used the software tools effectively, for example drawing tools, selection tools, editing tools.

Outcome 3

Candidates must use three techniques to render given flat drawings/images. Techniques could include adding pattern, colour, texture, background. It is important that candidates demonstrate that they have used the software tools effectively, for example, selection tools, editing tools and colour and pattern fill techniques.

National Unit specification: support notes (cont)

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Opportunities for the use of e-assessment

E-assessment may be appropriate for some assessments in this Unit. By e-assessment we mean assessment which is supported by Information and Communication Technology (ICT), such as e-testing or the use of e-portfolios or e-checklists. Centres which wish to use e-assessment must ensure that the national standard is applied to all candidate evidence and that conditions of assessment as specified in the Evidence Requirements are met, regardless of the mode of gathering evidence. Further advice is available in *SQA Guidelines on Online Assessment for Further Education (AA1641, March 2003)*, *SQA Guidelines on e-assessment for Schools (BD2625, June 2005)*.

Opportunities for developing Core Skills

During the delivery of this Unit candidates will be involved in practical activities which would offer opportunities for developing aspects of:

- ◆ *Problem Solving*
- ◆ *Information and Communication Technology*

The following gives some examples of some of the opportunities for developing these Core Skills which the Unit makes available to candidates.

Problem Solving (Portfolio, Sketches) — Effective use of software tools to achieve specifications for style details and rendering; planning and creation of drawings which will meet the specified tasks.

Information and Communication Technology (Portfolio) — Use of industry software to create fashion illustrations; selection to correct tools to achieve specified tasks.

Disabled candidates and/or those with additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering whether any reasonable adjustments may be required. Further advice can be found on our website www.sqa.org.uk/assessmentarrangements

History of changes to Unit

Version	Description of change	Date

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