**Week One : Fiber and Fabric Fundamentals**

Welcome to Week One! Read through this instruction sheet to find the work you should be completing for Week One. If you have any questions, please email me. My goal is to answer you within 48 hours.

**Learning Objectives for Week One:**

**Objective 1**: Students will be able to identify classifications of fibers, fabrics and finishes.

**Objective 2:** Given specific fabric information, students will be able to analyze and choose appropriate fabrics depending on product end use.

**Objective 3**: Students will be able to synthesize the knowledge gained during week one by collecting fabric swatches and creating an original garment design using the chosen swatches.

**Week One Assignments: Go to course website @**[**http:/fashiondrawing.weebly.com**](http://fashiondrawing.weebly.com)

* **Read Chapter 1 in Rendering Fashion, Fabric, & Prints with Adobe Illustrator: Fiber and Fabric Fundamentals**
* **Go to the Goodies CD-Chapter 1 for a complete Adobe Acrobat File with all the charts form Chapter 1, Textile Glossary, Digital Fabric Swatch Book, Burn Test Reference Guide and Fiber Reference Guide. This information will be very helpful for designing throughout the term.**
* **To receive your (3) participation points for Week One, complete the two exercises below after reading Chapter 1:**  
    
  **Exercise 1 (2 points):**  Select two fibers.  Decide which fiber and fabric construction you would use for a top garment and which fiber and fabric construction for a bottom garment that you might design.  Describe the fiber and fabric construction you would use for each piece and explain why you chose that particular fiber and fabric construction.  Add your written paragraph to the course blog using the blog title at the top of the website.

**A note on the course blog:**  Please read the discussion question for each week and post your answer in the Fashion Blog.  Remember to include your name.  Questions for the Instructor should be directed to the Instructor's email address.  To ask questions or have a discussion with other students in the class outside the scope of this week's discussion question, please use the Q & A Blog located to the right of the Fashion Blog.  
  
**Exercise 2(1 point):** Complete the quiz on the course website including your name and email address**.** A copy will be sent to the instructor.

* **To receive your (5) sketchbook points for Week One, complete the exercise below and submit via the assignment form under week one on the website.**

**Sketchbook Assignment 1:** Go to a fabric store and find 3 fabrics you would like to use to create a garment. Ask for small swatches of the fabrics which are free at stores like JoAnns and Michaels. Write down all the information on the end of the bolt (cardboard piece on which the fabric is wrapped) for each swatch. This information needs to include fiber content (50% cotton/50% polyester), fabric construction (knit or woven) and fabric name. On an 8 ½ x 11” piece of paper, draw a sketch of the outfit you would like to see these fabrics used in using a thin permanent black marker on the left half of the paper. Attach the swatches to the right side of the paper and label the fiber content, construction, fabric name and placement on garment for each fabric with computer text. Use only a glue stick or spray mount so the paper does not buckle or warp (don’t use liquid glue). Scan the page you have created and save as a .jpg and submit to the course website under Week One.

**Learning Timeline:**

On Monday, you should be reading the chapter assigned and attend our Meeting One Session @ 7 PM.

On Tuesday, take a look at the Goodies CD-Chapter 1 and complete Exercise 1 and post your paragraph to the class blog.

On Wednesday, complete Exercise 2-the online quiz and read over Sketchbook Assignment 1.

On Thursday, go to the fabric store and select 3 swatches for use in your Sketchbook Assignment. Be sure and write down fiber content, fabric construction and fabric name.

On Friday, create a sketch of the garment design you want to create utilizing the three fabrics you have chosen. Create a strong outline of the garment and then put a plain white piece of paper over the sketch and draw a solid outline with permanent fine line marker on the left side of the paper. It may be helpful to do this at a window in the daytime so you can see your sketch easier through the paper.

On Saturday, add the fabric swatches with a glue stick to the right side of the paper and label the fiber content, construction, fabric name and placement on garment for each fabric with computer text.

On Sunday, scan the page you have created and save as a .jpeg file. Submit Sketchbook Assignment 1 through the course portal. You will put in your name, email address and attach the .jpeg file and press Submit. Make sure your work is submitted by 12 Midnight on Sunday evening.

**Note on Late Work:**

If you are unable to complete the work by Sunday evening of Week One, you must notify the instructor and explain the reason for not submitting the work. Late work will be given half credit for one week. After the extended one week late period, the project grade will be 0.

**Note on Missing Meetings 1-4:**

If you miss one of the mandatory meetings throughout our semester, you will need to listen to the archived meeting and write a one page review of the information covered during the session. Send this paper to the instructor and you will receive the 2.5 points for the missed session.

**Additional Readings:**

If you complete the Week One assignments early, there are additional readings you can complete on the website. You should also read over completely the Goodies Section for Chapter 1 on the CD as this information will be very helpful for designing throughout the term. Your first project will use the skills you are developing in sketching details and your second project will have you concentrating on the details of each fabric you have selected in order to render it realistically on your fashion plate.

**Grading:**

Each Sketchbook Assignment will be graded using the following rubric. A perfect score of 5 will result if you are in the Excellent Category for each area. You will receive 4 points for Good, 3 points for Fair and 2 points for Poor Work. If your work is graded in different categories, the average will be used to determine the number of points you receive.

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| --- | --- | --- | --- | --- |
| CATEGORY | EXCELLENT | GOOD | FAIR | POOR |
| CRAFTSMANSHIP | The art work shows quality construction and items are neatly arranged and secured. The product is eye-catching, clean and attractive. | The artwork shows good construction and arrangement. 1 or 2 items need to be readjusted better or crafted more neatly. | The artwork shows fair construction and arrangement. Several items are uneven, sloppy or looked rushed in arrangement. | The artwork is poorly crafted and more attention and effort could have been given to the project. |
| CREATIVITY | The graphics and lettering show an exceptional degree of creativity and arrangement. It is eye-catching and well crafted. | The graphics and lettering are done well with a few areas needing attention. The piece is still pleasing to the eye. | The graphics and lettering are fairly done; with areas needing readjusting or redone to make a better presentation. | The graphics and lettering are lacking or there is not enough on the product to make it appear finished. Minimal effort is applied. Much more could be done to this project. |
| PROBLEM-SOLVING | The project shows an advanced degree of problem-solving. It all fits together well making it appear as a real product. | The project shows good problem-solving. A few areas could have been better placed and arranged to make it more acceptable. | The project shows some problem-solving, but over all looks quickly done with little thought or time put into the final product. | The project is poorly done. It does not look finished and/or many of the items look mis-placed and lacking. |
| BELIEVABILITY & FOLLOW-THROUGH | The product is so well done it looks believable, like a real product on a store shelf. the student put 100% into making the product look genuine. | The product looks fairly believable. It could have used a little more attention or detail to make it more so. | The product doesn't look very believable because it is sparsely done and/or looks incomplete. | The product is unacceptable. Little time or effort was given to take the product to full potential. It is lacking in design, detail and realistic qualities. |
| FOLLOWS DIRECTIONS | The student follows all directions for the project. | The student follows most of the directions for the project. | The student has forgotten or ignored a few of the directions for the project. | The student follows little direction and gives minimal or no effort on the project. |