**Fashion Studies 120**

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Office: Online

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Office Hours: Tuesday & Thursday 12-1PM Online (other times by appointment based on availability)

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**COURSE DESCRIPTION**

This course is designed to introduce the student to the fashion industry. Students will investigate the history of fashion. They will gain knowledge of the fashion process including fabric and fiber fundamentals. Students will explore the basic design principles and their use in the creation of successful garments. They will learn the basics of drawing fashion flats and figures incorporating the use of texture and pattern rendering to create portfolio ready work. They will create an e-portfolio of the techniques and methods used in class.

**COURSE OBJECTIVES**

1. To gain perception of design fundamentals as framework for analyzing and understanding apparel on the human body form.

2. To develop knowledge of the various processes for creating textiles; including woven & knit structures.

3. To understand the structure of the fashion industry and the fashion process.

3. To develop skills in rendering apparel details and textures.

5. To develop an efficient and individual style of portraying the fashion figure and apparel.

6. To recognize, investigate and apply a variety of sources for the inspiration and creation of distinctive apparel designs.

7. To increase the ability to analyze designs and develop design solutions through creative application of the design elements and principles.

8. To demonstrate high standards of visual expression appropriate to professional expectations.

9. To explore career options in the apparel and textile industry.

10. To create an e-Portfolio for use in obtaining positions in the fashion industry.

**REQUIREMENTS AND OUTSIDE WORK**

The coursework for this class is on a 10 week schedule. Each chapter of the required text corresponds with one week of class. You should read the text and complete the assignments outlined in that week’s work by midnight on Sunday. Each week but one will also include a discussion question which you should construct and submit through the course blog. All work should be submitted through the course portal.

Ten to twelve hours of work per week outside of the four class sessions should be anticipated. Grading will be based on a review of your projects throughout the term. Each project will identify the areas to be graded to receive the total points possible for that project.

Projects are due by midnight on Sunday of that week. If you are unable to complete the work by Sunday evening, you must notify the instructor and explain the reason for not submitting the work. Late work will be given half credit for one week past the due date. Projects not turned in one week after they are due will result in a grade of 0 for that project.

**COURSE OUTLINE**

Week One: Introduction to Fashion Industry & Careers  
Week Two: Fashion Process  
Week Three: Producing a Fashion Show  
Week Four: Fiber & Fabric Fundamentals  
Week Five: Inspiration: History of Fashion  
Week Six: Basic Design Principles  
Week Seven: Drawing Flats  
Week Eight: Drawing the Fashion Figure  
Week Nine: Texture and Pattern Rendering   
Week Ten: Designing an e-Portfolio

**PROJECTS**

Design Sketch Book 30 points

Flats Project (2D) 15 points

Texture & Pattern Rendering (3D) 15 points

Theme Design - Final Project 20 points

Class Participation/Blog 20 points

Total 100 points

**GRADING SCALE**

4.0 = 90-100 Points 2.0 = 70-74 Points

3.5 = 85-89 Points 1.5 = 65-69 Points

3.0 = 80-84 Points 1.0 = 60-64 Points

2.5 = 75-79 Points 0.0 = Below 60 Points

**RESOURCE REQUIREMENTS**

You are expected to have a computer connected to the internet with appropriate Internet access software. You will also need to have a microphone and speaker for the online sessions if they are not built in to your computer. You will also need a digital camera and USB cord and/or scanner to create digital files of your projects to create your e-Portfolio and for review critiques.

**REQUIRED TEXT**

Everett, J. C. and Swanson, K. K. Guide to Producing a Fashion Show, 2004.

Hagen, Kathryn. Fashion Illustration for Designers, 2005.

Hunter, Victoria. The Ultimate Fashion Study Guide: The Design Process, 2007

Thompson, Naomi. Style Me Vintage: Clothes: A Guide to Sourcing and Creating Retro Looks, 2012.

**INSTRUCTOR INFORMATION**

My education started with an associate’s degree in fashion design at the Fashion Institute of Technology in NYC and continued with a bachelor’s degree in apparel and textile design at MSU. After graduation, I worked as designer for 7 years and then taught design as an academic specialist in apparel and textile design for MSU where I developed the computer aided fashion design curriculum and 3 computer labs over the course of 14 years. I am currently working on a master’s degree in educational technology from CMU which will be completed in December 2012.

**INSTRUCTOR AVAILABILITY**

Outside of office hours, feel free to email me any questions, suggestions or issues you have at my email address. I will respond within 48 hours. If for some reason, you do not receive a response/answer from me, please email me again and identify that it is your second attempt as accidents or non-delivery of emails can occur at times and I want to be sure any issues are addressed.

**INFORMATION FROM THE OMBUDSMAN AND POLICIES OF THE COURSE**

**Academic Honesty**: Refer to the University Policy in your student handbook.

**Plagiarism** (from the Latin plagiarius, an abductor, and plagiare, to steal): Plagiarism is defined as presenting another person’s work or ideas as one’s own. You are expected to do your work on all assignments. If you plagiarize you will receive a 0.0 on the project.

**Course Work:** You are expected to complete all course work without assistance from any source. You are expected to develop original work for this course. Therefore, you may not submit course work you completed for another course to satisfy requirements for this course. All work done for this course, may be used as examples unless written communication to the instructor is received at the project due date. Students who violate academic integrity rules may receive a penalty grade, including a failing grade on the assignment or in the course.  Contact your instructor if you are unsure about the appropriateness of your course work.

**Attendance:**Students whose names do not appear on the official class list for this course may not attend.

**Accommodations for Disabilities**: If you are a student with a disability who requires reasonable accommodations, please call the OPHS Disability Resource Center.

**Lecture Notes:** Commercialization of lecture notes and university-provided course materials is not permitted.

**Dropping this Course**: The last day to drop this course with a 100% refund and no grade reported is \_\_\_\_\_\_\_. The last day to drop this course with no refund and no grade reported is\_\_\_\_\_\_. You may drop this course after the middle of the semester only to correct verified errors of enrollment or because of a catastrophic event. Failing this course is not a catastrophic event. After you drop the course, make a copy of your amended schedule for verification, if needed.

**Religious Observance**: If you miss a session to observe a religious holiday, make arrangements in advance with the instructor.

**Participation in a Required Activity**: If you must miss a session to participate in an officially-sanctioned athletic game or in a required activity for another course, provide the instructor with adequate advanced notice, such as the team schedule or a written authorization from the faculty member of the other course.