

FASHION DESIGN

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Open Studio Hours:
Lunch Monday and Fridays
After School: Tues-Thurs 3:30

A footprint of the decades, universal symbol of heritage and the ultimate expression of character, fashion is a symbol of time that marks the traditions as well as the individuality of people through history. The Fashion Design course will be an exploration of creative expression through wearable art in a variety of textiles, designs, and techniques. Students will be expected to complete 3 wearable designs and a set of accessories while demonstrating creativity and proficiency with a variety of mediums.

Authentic Application

Explore wearable art as a creative expression of ideas and imaginative statements. Exploration of abstract and critical thinking is crucial to success in this class.

Analyze relationships between today's fashions and fashion throughout history.

Understand and apply a variety of fashion terms, techniques and concepts, integrating personal style and statements.

Work Ethic

50 Points- Research history of fashion

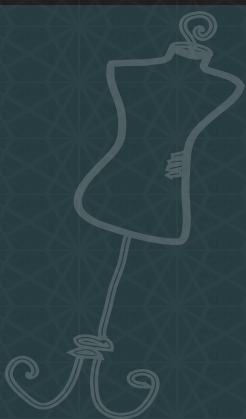
25 Points-Test Swatches: 8 technique demos

20 Points-Sketchbooks: due Fridays (7 total)

50 Points -Creative Engagement: weekly blogs evaluating the process

50 Points- Each Project (4) teacher assessments (project objectives)

150 Points- Fashion Show: fashion board & fashion show



Open Your Mind

Throughout this course, students will be expected to create 4 Wearable ensembles:

Transformed T-shirt
Avant Garde Mockup/Altered pattern
Trashion Fashion
Made completely of recycled materials.
Accessory Series
Bag, Belt, Wallet, Hair Piece, Buttons, Jewelry

Exploration of various medium and textile technique as well as individual, creative pattern or design includes but not limited to:

Textile surface design
Batik, dye, screen printing
Machine basting
Recycled Material
Hand-made natural fibers
Glass fusing

To conclude the course fashion students will create a fashion portfolio displaying inspirations, pattern outlines and material swatches.

Each fashion student must participate in the JAG fashion show exhibiting completed works March 13.: 7PM

Materials you will need:

3 ring binder & Clear Binder Sleeves.

Sketchbook, Bag to keep working projects

T-Shirts (to be cut apart and sewn)

Unique Plastic Bags (for fusing).

Fabric: It is recommended that students purchase some of their own fabric specific to their designs and ideas. Don't go out and buy new! Reuse and Repurpose!

Course Fee is \$ 25



Responsibilities

- Clean up after yourself
- Always be respectful to every individual in the room
 - Abide by all rules defined in the JA handbook
 - NO LATE WORK WILL BE ACCEPTED

*Each students will be given 1 free late-turnin exception to the late work policy for a 10% point deduction. After that, late work will result in NO CREDIT for that assignment or project.

Evaluation of Projects: Projects are partially assessed based on the application of Habits of Creative Engagement. Fashion students will submit project plans and a process evaluation for each project through Google Classroom following the Habits outline.

Open Studio: It is highly recommended that students come in to make up absences as well as tardies. Effort and working time in class is crucial to the success of each art student. Use open studio to make up time missed or to gain more time on your projects.

Be Your Highest Potential

An A Art Student is someone who explores their own ideas and thoroughly inquires about concepts before beginning a project. An A Art Student does not hesitate to take risks by experimenting with mediums/techniques/art styles. An A Art Student perseveres through challenges and is persistent in finding new solutions. An A Art student has an articulate artistic voice in their artwork and is expressive through design, color, medium and technique as well as subject matter. An A Art Student has excellent attention to detail and applies constant revision and self-assessment.

Artist Integrity

Art students must maintain ethical practices when creating, writing about and critiquing art
DONT BE AN ART THEIF!!

Borrowing and referencing ideas and works by other artists is acceptable when following the 40% rule which states: An artist's work that includes ideas or images borrowed from another source must be significantly altered with ones own artistic voice and expression resulting in a final piece that uses less than 40% of the original sourced work. .