

COURSE OUTLINE OF RECORD

Course Acronym:*

FASH

Course Number:* 26B

Descriptive Title:* Basic Dress Design through Draping Process

Division:* Industry and Technology

Department:*

Fashion

Course Disciplines: Fashion, Related Technologies

Catalog Description:*

This course is the study of draping techniques to create original garment designs. The draping process is the development of a garment through fabric manipulation, directly on a dress form. To maintain design integrity, the course emphasizes the relationship of the fabric hand, texture and structure in order for students to be able to solve unfamiliar design problems.

Prerequisite:

Fashion 10 with a minimum grade of C or equivalent experience

Co-requisite:

Recommended Preparation:

Enrollment

Hours Lecture (per week):* 2

Hours Laboratory (per week):* 3

Outside Study Hours:* 4

Total Course Hours:* 90

Course Units:* 3

Grading Method: * Letter Grade only

Credit Status:* Credit, degree applicable

Transfer CSU: Yes

Effective Date: Fall 1995

Transfer UC: No

Effective Date:

General Education:
ECC

Term:

Other:

CSU GE:

Term:

Other:

IGETC:

Term:

Other:

Student Learning Outcomes:

SLO #1 Developing a Pattern

Given lectures, demonstrations and textbook readings, the student will be able to draft a pattern from a sketch.

SLO #2 Dart Variations

Upon successful completion of this course, the student will be able to construct mini versions of dart variations.

SLO #3 Draped Garment to Pattern Paper

Upon successful completion of this course, the student will be able to transfer a draped garment to pattern paper.

Course Objectives:

1. Manipulate muslin by using techniques in basic draping for the creation of darts, yokes, shirring, princess line, flare, and/or pleats.
2. Create a variety of designs appropriate to the fabric selected.
3. Based on a major idea sparked by interaction with other designers, design and construct a full scale original garment.
4. Drape a muslin copy from a fashion forecasting photo or an illustration.

Major Topics:

I. DRAPING PRINCIPLES (6 hours, Lecture)

1. Draping basics
2. Textile principles
3. Industry tools

II. DRAPING PRINCIPLES (11 hours, Lab)

1. Draping basics
2. Textile principles
3. Industry tools

III. DRAPING PRINCIPLES AND TECHNIQUES (9 hours, Lecture)

1. Style lines
2. Basic darts bodice
3. Straight skirt sloper
4. Princess drape
5. Flare skirt drape
6. Cowl drape
7. Sheath dress drape
8. Three collars drape
1. Sleeve drape

IV. DRAPING PRINCIPLES AND TECHNIQUES

1. Style lines
2. Basic darts bodice
3. Straight skirt sloper
4. Princess drape
5. Flare skirt drape
6. Cowl drape
7. Sheath dress drape
8. Three collars drape
1. Sleeve drape

V. DRAPE TO DRESS FORM (10 hours, Lecture)

1. Design challenge
2. Design solutions

VI. DRAPE TO DRESS FORM (12 hours, Lab)

1. Design challenges
2. Design solutions

VII. FINAL GARMENT IDEA DESIGN REPORT/RESEARCH PAPER (6 hours, Lecture)

1. Presentation concepts
2. Research paper critique

VIII. FINAL GARMENT IDEA DESIGN REPORT/RESEARCH PAPER (8 hours, Lab)

1. Presentation concepts
2. Research paper critique

IX. FINAL DESIGN PROJECT (5 hours, Lecture)

1. Design evaluation
2. Project construction
3. Garment critique

X. FINAL DESIGN PROJECT (12 hours, Lab)

1. Design evaluation
2. Project construction
3. Garment critique

Total Lecture Hours: 36

Total Laboratory Hours: 54

Total Hours: 90

Primary Method of Evaluation: 3) Skills demonstration

Typical Assignment Using Primary Method of Evaluation: Construct a basic draped muslin using hand manipulation techniques to develop darts, yokes, ease and gores for a specified silhouette. Consult instructor for evaluation.

Critical Thinking Assignment 1: Prepare and submit a two-page "thought" paper for your final design garment. Include an illustrative trade sketch including both front and back views of the design. Attach a fabric swatch (2" x 2"), as well as fabric swatch and identify interfacing, trims and notions. In the body of your paper, discuss the lines of your garment in relation to your target customer. Submit "thought" paper to the instructor.

Critical Thinking Assignment 2: Working from a garment photograph, drape a muslin (toile) copy of the garment on the dress form. Consult instructor for evaluation.

Other Evaluation Methods: Performance Exams
 Other Exams
 Written Homework
 Field Work
 Class Performance
 Multiple Choice
 Completion
 Other (specify): Projects reflecting class demonstrations

Instructional Methods: Demonstration
 Guest Speakers
 Laboratory
 Lecture

If other:

Work Outside of Class: * Study
 Answer questions
 Skill practice
 Required reading
 Written work

If Other:

Up-To-Date Representative Texts: Helen Joseph-Armstrong. Draping for Apparel Design. 4th edition. 2022. Fairchild Books.
 E-Book Resource <https://www.bloomsbury.com/us/draping-for-apparel-design-9781501315206/>

Alternative Texts:

Required Supplementary Readings: Design Forecast Services
 California Apparel News
 European Design magazines

Other Required Materials: Tailors square
Number 17 french curve
Vary form
Hip curve
Notcher
Pattern shears
Drafting pencil
2" x 18" plastic
2" ruler (transparent)
Awl
Muslin

Requisite: Prerequisite

Category: sequential

Requisite and Matching skill(s): Bold the requisite skill.

List the corresponding course objective under each skill(s).

Identify each major part of the sewing machine and discuss its use and care.

FASH 10 - Distinguish and differentiate between each major part of the sewing machine and discuss its use and care.

Follow a pattern guide sheet.

FASH 10 - Use commercial and/or industry patterns to construct technique samples demonstrated in the textbook and in lecture/demonstrations and to conduct basic pattern alterations.

Apply basic clothing construction techniques.

FASH 10 - Construct technique samples demonstrated in the textbook and in lecture/demonstrations and conduct basic pattern alterations.

Make necessary pattern adjustments for proper fit.

FASH 10 - Use commercial and/or industry patterns to construct technique samples demonstrated in the textbook and in lecture/demonstrations and to conduct basic pattern alterations.

Complete a project that is equivalent to Ready-To-Wear (RTW).

FASH 10 - Use commercial and/or industry patterns to construct technique samples demonstrated in the textbook and in lecture/demonstrations and to conduct basic pattern alterations.

Requisite Skill:

or equivalent

Requisite Skill and Matching Skill(s): Bold the requisite skill(s). If applicable

If a student has taken an equivalent course at another college or has the basic skills in using a sewing machine and knows how to use patterns, the student can be successful in this course. It is important that students have clothing construction experience to succeed in this course.

Requisite course:

Requisite and Matching skill(s): Bold the requisite skill.

List the corresponding course objective under each skill(s).

Requisite Skill:

**Requisite Skill and
Matching skill(s):**
**Bold the requisite
skill. List the
corresponding course
objective under each
skill(s). If applicable**

**Enrollment
Limitations and
Category:**

**Enrollment
Limitations Impact:**

Course Created by: Chris Moran-Wisdom

Date: 09/01/1989

**Original Board
Approval Date:**

**Last Reviewed and/or
Revised by:*** Paige Kim

Date:* 03/14/2025

**Last Board Approval
Date:** 06/26/2025 effective FA 2026