Course
Bachelor of Fashion (Apparel Engineering and Design)

Course Code
BFAD11

Location and Commencement Date
City Campus

Contact
Julie Wright, Course Leader: julie.c.wright @holmesglen.edu.au
<table>
<thead>
<tr>
<th>Subject title</th>
<th>Pattern Engineering 1</th>
<th>Manufacturing and Pre-production 1</th>
<th>Design Innovation 1</th>
<th>Professional Practice and Industry Issues 1</th>
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</thead>
<tbody>
<tr>
<td>Subject code</td>
<td>FAED101</td>
<td>FAED102</td>
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<td>FAED104</td>
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<td>Credit points</td>
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<tr>
<td><strong>Subject Overview</strong></td>
<td>This subject provides an introduction to the draping, drafting and flat pattern methodologies for block development and how these transform into garments for the body. Standard sizing charts are used to determine the 'standard body' and blocks are developed to fit agreed measurements.</td>
<td>This subject provides an introduction to constructing apparel using industrial machinery and presenting basic technical information to support the sampling process. Industry standards of quality and performance are presented at the thread, stitch and finished garment stages. Students learn how to operate, re-thread and make basic adjustments to industrial sewing machinery. They learn how to cut out and construct basic garments and construct half scale samplers applying knowledge of straight, cross and bias grains and selvages. Students develop construction knowledge and skills through undertaking three manufacturing briefs.</td>
<td>Students are introduced to the design process as the major tool in engaging in the creative process and to explore innovative approaches in fashion design and pattern production. Students create their own, or work from a given design brief to define the design requirements and research, evaluate and use examples for inspiration. They generate and develop a range of ideas, select appropriate solutions, based on the brief and refine these to present a final outcome to be presented. Working through the design process engages students in ongoing evaluation and the critique of ideas.</td>
<td>This subject focuses on commercial practice in the fashion industry and the interconnectedness between forecasting, design, manufacture and sales. Students learn about the business of fashion in terms of managing the design process to consider colour and fibre/fabric trends, seasonal silhouettes, target markets and pricing. They learn that the fashion cycle is based on schedules identified at various points throughout the year at the sourcing, manufacturing, retailing and seasonal level, and that the ability to work within these timetables is critical to commercial success.</td>
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<tr>
<td><strong>Learning Outcomes</strong></td>
<td>The student will be able to:</td>
<td>The student will be able to:</td>
<td>The student will be able to:</td>
<td>The student will be able to:</td>
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<tr>
<td>a)</td>
<td>Identify the differences between draping, drafting and flat pattern methods</td>
<td>a) Use basic industrial machinery specific to the apparel industry</td>
<td>a) Effectively question, reflect and demonstrate the design process through practice</td>
<td>a) Examine examples of the fashion industry supply chain</td>
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<tr>
<td>b)</td>
<td>Develop a basic bodice, sleeve, torso/skirt block using the flat pattern method (WW)</td>
<td>b) Create basic specification sheets to be used in pre-production and construction processes</td>
<td>b) Create and effectively communicate simple hand-drawn fashion design showing back and front views</td>
<td>b) Summarize the fashion design cycle for wholesale, retail and online operations</td>
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<tr>
<td>c)</td>
<td>Accurately identify and take measurements from identified landmarks on the dress form (WW)</td>
<td>c) Cut, construct and make fitting adjustments to create toilets from blocks</td>
<td>c) Identify and demonstrate the pivotal fashion silhouettes in history with reference to construction techniques and manufacture</td>
<td>c) Investigate forecasting resources to identify trends in colour, silhouette and trims</td>
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<tr>
<td>d)</td>
<td>Accurately identify and take measurements from a live fit model (WW)</td>
<td>d) Cut out and construct basic samples</td>
<td>d) Effectively demonstrate fundamental characteristics associated with natural and man-made fibres</td>
<td>d) Research and identify a target market</td>
</tr>
<tr>
<td>e)</td>
<td>Develop a basic bodice, sleeve and torso/skirt block using computer software</td>
<td>e) Present a series of basic sewing applications that could be applied to sewn apparel</td>
<td>e) Effectively communicate basic garment styles representing pants, skirts, bodices, necklines and sleeves, employing correct terminology</td>
<td>e) Determine styles based on target market scope</td>
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<tr>
<td>f)</td>
<td>Digitise existing blocks developed manually into a computer program</td>
<td>f) Create and effectively communicate fashion images, using introductory design software</td>
<td>f) Prepare basic costing information for apparel</td>
<td>f) Prepare basic costing information for apparel</td>
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<tr>
<td>g)</td>
<td>Use and apply data from sizing standards to develop blocks for the body</td>
<td>g) Demonstrate the ability to critically analyse outcomes, in relation to the design process</td>
<td>g) Present a collection of resource information from local and interstate suppliers specific to the apparel industry</td>
<td>g) Present a collection of resource information from local and interstate suppliers specific to the apparel industry</td>
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<tr>
<td>h)</td>
<td>Identify a variety of different body shapes from measurements collected</td>
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<tr>
<td><strong>Weekly contact</strong></td>
<td>10 hours</td>
<td>4 hours</td>
<td>5 hours</td>
<td>6 hours</td>
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<tr>
<td><strong>Assessment (%)</strong></td>
<td>Manual block development – 30% Computer block development – 30% Mini sizing survey – 20% Manual pattern engineering test (4 hours) – 20%</td>
<td>Sampler library (15% + 15%) – 30% Toiles from blocks – 20% Three sewn products – 50%</td>
<td>Design journal (25% +35%) – 60% Presentation folio (10% + 30%) – 40%</td>
<td>Case studies report (1500 words) – 40% Small group presentation – 40% Sourcing folder – local suppliers – 20%</td>
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### Year 1, Semester 2

<table>
<thead>
<tr>
<th>Subject title</th>
<th>Pattern Engineering 2</th>
<th>Manufacturing and Pre-production 2</th>
<th>Design Innovation 2</th>
<th>Professional Practice and Industry Issues 2</th>
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<td>Subject code</td>
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<td>FAED106</td>
<td>FAED107</td>
<td>FAED108</td>
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<td>Core/Elective</td>
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</table>

#### Subject Overview

**Pattern Engineering 1**

This subject builds on the knowledge and skills developed in Pattern Engineering 1 and provides the scaffolding to move from blocks to styled patterns. The focus for this semester is concerned with the use of the 'standard body' as determined by an agreed set of measurements. Basic block development is continued with a basic trouser block, semi-fitted blocks and jacket blocks for women. Menswear is also introduced in this semester as students learn to draft a close fitting upper body block and sleeve block. An introduction to basic styling is presented through dart manipulation, added fullness and a variety of closures.

**Manufacturing and Pre-production 2**

This subject covers the practical component in constructing apparel using a selection of basic and specialist industrial machinery. Students learn how to operate, re-thread and make basic adjustments to specialist industrial sewing machinery and continue to cut out single garments applying knowledge of straight, cross and bias grains and selvages. Technical information is prepared to support the pre-production processes and industry standards of quality and performance at the thread, stitch and finished garment stages are considered.

**Design Innovation 1**

This subject builds on the knowledge and skills developed in Design Innovation 1. Students continue to explore fashion illustration, trade sketching and textile knowledge through the design process. They learn about a selection of key fashion designers from the 20th century and identify various trends associated with the decades. They use both their creative design skills and pattern engineering knowledge in developing new styles, in response to a design brief.

**Professional Practice and Industry Issues 2**

This subject focuses on ethics and standards in the fashion industry. The concepts of sustainable development and ethical manufacturing are introduced through investigating the way people purchase fashion. The way fashion is produced and the impact of fashion production on the environment. Students develop an awareness of these complex issues and, through research and analysis, gain an understanding of common arguments presented in media and marketing campaigns.

#### Learning Outcomes

**Pattern Engineering 2**

The student will be able to:

- a) Develop a basic trouser/pant block (WW)
- b) Develop a basic close fitting block, sleeve block (MW)
- c) Develop a series of secondary blocks (WW, MW)
- d) Perform basic styling applications (WW, MW)
- e) Apply basic styling applications to develop patterns from own designs at a beginner's level (WW, MW)
- f) Apply basic knowledge of body growth to standard size blocks to grade (WW, MW)
- g) Use CAD/PDS to create secondary blocks and digitise basic style patterns (WW, MW)

**Manufacturing and Pre-production 2**

The student will be able to:

- a) Use basic and selected specialist industrial machinery to create sewn apparel
- b) Create specification sheets and production planning documentation
- c) Create a manual marker for cutting lays
- d) Cut out and construct prototypes for a variety of styles
- e) Present a series of intermediate sewing applications that could be applied to sewn apparel

**Design Innovation 1**

Student will be able to:

- a) Propose solutions using the design process in response to a fashion design brief
- b) Create inspiration/mood and story boards to effectively communicate design concepts
- c) Evaluate the key fashion designers and styles from the 20th Century in terms of their impact on pattern engineering and manufacturing
- d) Investigate fibres, yarns and fabrics and their performance and handling characteristics
- e) Using contemporary terminology present and effectively communicate fashion images using introductory design software
- f) Create and effectively communicate fashion images using introductory design software

**Professional Practice and Industry Issues 2**

The student will be able to:

- a) Discuss external factors that impact on fashion
- b) Review the history of exploitation within the garment industry
- c) Explore ethical manufacturing on-shore
- d) Investigate sustainable business practices
- e) Investigate the environmental impact from TCF industries
- f) Identify fashion designers currently implementing sustainable and/or ethical practices.

#### Weekly contact

- Pattern Engineering 2: 10 hours
- Manufacturing and Pre-production 2: 4 hours
- Design Innovation 1: 5 hours
- Professional Practice and Industry Issues 2: 4 hours

#### Assessment (%)

<table>
<thead>
<tr>
<th>Pattern Engineering 2</th>
<th>Manufacturing and Pre-production 2</th>
<th>Design Innovation 1</th>
<th>Professional Practice and Industry Issues 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Manual block development – 30%</td>
<td>Sampler library (15% + 15%) – 30%</td>
<td>Design journal (15% + 15%) – 30%</td>
<td>Essay (1500 words) – 35%</td>
</tr>
<tr>
<td>Style library: full and fifth scale (10 styles) – 20%</td>
<td>Toiles and final samples (15% + 20%) – 35%</td>
<td>Major design brief (10% + 30%) – 40%</td>
<td>Essay (1000 words) – 35%</td>
</tr>
<tr>
<td>CAD block development – 30%</td>
<td>Constructing student directed designs – 35%</td>
<td>Fabric folio (15% + 15%) – 30%</td>
<td>Class-based tasks (6) – 30%</td>
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<tr>
<td>Manual pattern engineering test (4 hours) – 20%</td>
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</table>

#### Prerequisites

- FAED101 Pattern Engineering 1
- FAED102 Manufacturing and Pre-production 1
## Core/Elective

### Subject title

<table>
<thead>
<tr>
<th>Subject title</th>
<th>Manufacturing and Pre-production</th>
<th>Design Innovation 3</th>
<th>Professional Practice and Industry Issues 3</th>
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<tr>
<td>Core/Elective</td>
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</tbody>
</table>

### Subject Overview

- **Part A: Pattern Engineering 2**
  - **Subject title:** Pattern Engineering 2, Manufacturing and Pre-production 2
  - **Subject code:** FAED201, FAED202
  - **Credit points:** 12, 6
  - **Weekly contact:** 10 hours, 7 hours
  - **Outcomes:**
    - a) Develop a block for an individual based on a recognised body shape (WW)
    - b) Develop a series of secondary blocks for an individual (WW)
    - c) Work as part of a group to create a body clone mannequin (WW and MW)
    - d) Create test fit toiles to check the fitting of the draft (MW and WW)
    - e) Make the necessary adjustments to the draft to create a 'good fit'
    - f) Draft an easy fitting upper body block with matched sleeve and trouser block (MW)
    - g) Perform intermediate style modifications (MW and WW)
    - h) Apply intermediate styling modifications to develop patterns from own designs (MW and WW)
    - i) Use CAD/PDS to create patterns for an WW ensemble and MW outfit
    - j) Create a marker for cutting lays using CAD technology
    - k) Construct and fit styled garments selecting and applying appropriate techniques
    - l) Appraise pattern drafting techniques of 18th and 19th century fashion trends and silhouettes
    - m) Create mood/inspiration boards and story boards
    - n) Create fashion designs using CAD programs
    - o) Propose solutions using the design process in response to a fashion design brief
  - **Assessment (%):**
    - Menswear blocks – 10%
    - Style library – full and fifth scale – 20%
    - Custom made blocks: CAD – 10%
    - Group based task: develop a body clone – mannequin (5% + 15%) – 20%
    - Styled patterns: CAD – 20%
    - Manual pattern engineering test (4 hours) – 20%
    - Mini-manufacturing team project – 30%
    - Sampler library – 20%
    - Toiles and final samples (10% + 10%) – 20%
    - Constructing student directed designs (20% + 10%) – 30%
    - Design journal (20% + 20%) – 40%
    - Major design brief (20% + 40%) – 60%

- **Part B: Manufacturing and Pre-production 2**
  - **Subject title:** Manufacturing and Pre-production 2
  - **Subject code:** FAED201, FAED202
  - **Credit points:** 12, 6
  - **Weekly contact:** 10 hours, 7 hours
  - **Outcomes:**
    - a) Participate in the production planning and construction process for bulk order production
    - b) Prepare costing and quality assurance information for samples and bulk order production
    - c) Create a marker for cutting lays using CAD technology
    - d) Construct and fit styled garments selecting and applying appropriate techniques
    - e) Present a series of intermediate sewing applications using fabrics that require a high level of fine sewing skills
    - f) Draft an easy fitting upper body block with matched sleeve and trouser block (MW)
    - g) Perform intermediate style modifications (MW and WW)
    - h) Apply intermediate styling modifications to develop patterns from own designs (MW and WW)
    - i) Use CAD/PDS to create patterns for an WW ensemble and MW outfit
    - j) Create a marker for cutting lays using CAD technology
    - k) Construct and fit styled garments selecting and applying appropriate techniques
    - l) Appraise pattern drafting techniques of 18th and 19th century fashion trends and silhouettes
    - m) Create mood/inspiration boards and story boards
    - n) Create fashion designs using CAD programs
    - o) Propose solutions using the design process in response to a fashion design brief
  - **Assessment (%):**
    - Menswear blocks – 10%
    - Style library – full and fifth scale – 20%
    - Custom made blocks: CAD – 10%
    - Group based task: develop a body clone – mannequin (5% + 15%) – 20%
    - Styled patterns: CAD – 20%
    - Manual pattern engineering test (4 hours) – 20%
    - Mini-manufacturing team project – 30%
    - Sampler library – 20%
    - Toiles and final samples (10% + 10%) – 20%
    - Constructing student directed designs (20% + 10%) – 30%
    - Design journal (20% + 20%) – 40%
    - Major design brief (20% + 40%) – 60%

- **Part C: Design Innovation 1 and 2**
  - **Subject title:** Design Innovation 1 and 2
  - **Subject code:** FAED203, FAED204
  - **Credit points:** 12, 6
  - **Weekly contact:** 10 hours, 7 hours
  - **Outcomes:**
    - a) Explore inspiration for fashion design themes
    - b) Create trade sketches for fashion designs to support pattern development
    - c) Develop a series of presentations demonstrating a variety of media, illustration styles and presentations
    - d) Create mood/inspiration boards and story boards
    - e) Appraise pattern drafting techniques of 18th and 19th century fashion trends and silhouettes
    - f) Create fashion designs using CAD programs
    - g) Propose solutions using the design process in response to a fashion design brief
  - **Assessment (%):**
    - Menswear blocks – 10%
    - Style library – full and fifth scale – 20%
    - Custom made blocks: CAD – 10%
    - Group based task: develop a body clone – mannequin (5% + 15%) – 20%
    - Styled patterns: CAD – 20%
    - Manual pattern engineering test (4 hours) – 20%
    - Mini-manufacturing team project – 30%
    - Sampler library – 20%
    - Toiles and final samples (10% + 10%) – 20%
    - Constructing student directed designs (20% + 10%) – 30%
    - Design journal (20% + 20%) – 40%
    - Major design brief (20% + 40%) – 60%

### Prerequisites

- **FAED105 Pattern Engineering 2**
- **FAED106 Manufacturing and Pre-production 2**
# Year 2, Semester 4

<table>
<thead>
<tr>
<th>Subject title</th>
<th>Pattern Engineering 4</th>
<th>Manufacturing and Pre-production 4</th>
<th>Design Innovation 4</th>
<th>Professional Practice and Industry Issues 4</th>
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<tr>
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<td>FAED206</td>
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## Subject Overview

This subject builds on the knowledge and skills developed in Pattern Engineering 1, 2 and 3. The focus for this semester is to add to the series of blocks that cater for different purposes. Once the fit model or selected body and measurements are chosen as the 'standard', the basic blocks are drafted. A series of blocks is then created for the stretch block. The stretch block is identified for use with fabrics that have a varying degree (%) of stretch factor. These blocks provide the basis for various 1-shirts, gym wear, swimwear and lingerie styles. Basic and secondary stretch blocks are created for both men's and women's wear as determined by student design.

This subject builds on knowledge and skills gained in Manufacturing and Pre-production 1, 2, and 3 as students use machinery and processes for cutting samples and production garments. Costing information is prepared and quality criteria are applied when producing sewn apparel and these factors are taken into account in developing designs from concept to consumer. Students continue to construct garments from patterns developed in Pattern Engineering 4 (PE4) classes. The concept of draping is introduced as an adjunct to partly drafted styles.

This subject builds on the knowledge and skills developed in Design Innovation 1, 2 and 3. Students continue to explore fashion illustration, trade sketching, textile knowledge and historical fashion and are introduced to the use of art history as a vehicle to further examine human expression through art and fashion of the 16th and 17th centuries.

This subject expands on the ethical manufacturing practices currently operating in Australia as outlined in Professional Industry Practice 2 and explores international organisations that support and lobby for ethical manufacturing models and improved working conditions offshore. As part of the critical analysis of ethical issues within the fashion industry chain, the notion of Corporate social responsibility (CSR) is discussed alongside responsible consumerism and copying of designs or, what is commonly known as 'ripping-off' designs, in the industry.

## Learning Outcomes

### Pattern Engineering 4

- a) Develop a bodice, sleeve, skirt/torso, and pant block for stretch/knit fabrics with varying degrees of stretch (WW)
- b) Develop an upper body, sleeve and pant block for stretch/knit fabrics with varying degrees of stretch (WW)
- c) Develop a series of styled patterns using stretch blocks (WW and MW)
- d) Develop a bodice, sleeve, dress (girls), and trouser/pant block for children's wear ages 2 – 14
- e) Develop style patterns from basic blocks for children's wear
- f) Apply knowledge of children's wear size charts to develop graded patterns
- g) Apply intermediate styling modifications to develop patterns manually and using CAD system
- h) Apply draping methods and principles to create new designs
- i) Create and present a mini fashion range with a patterning analysis, documentation and specification sheets

- The student will be able to:
  - a) Demonstrate an understanding of the various apparel manufacturing models used globally
  - b) Investigate and report on pre-production and manufacturing processes used in Australia
  - c) Construct a mini fashion range from toile to finished garments for a fit model
  - d) Create pre-production documentation for a mini fashion range using technology
  - e) Create a drape plan to construct a garment applying draping techniques
  - f) Apply quality standards to sewn work for samples and garments

### Manufacturing and Pre-production 4

- a) Appraise key periods and movements in art history and their impact on fashion styles and trends
- b) Create a series of fashion artworks in response to a design brief to communicate design concepts
- c) Produce a series of trade sketches demonstrating attention to garment design and construction detail
- d) Respond creatively to a design brief by using manual and CAD techniques
- e) Create pre-production project (1000 words) − 20%
- f) Critique common styles and silhouettes in fashion design from the 16th and 17th centuries with reference to pattern engineering and manufacturing
- g) Discuss environmental and ethical issues in the textile, clothing and footwear (TCF) industries that impact design directions or decisions

### Design Innovation 4

- a) Investigate working conditions for offshore garment workers
- b) Explore issues related to ethics in the fashion industry
- c) Review intellectual property regulations in Australia within a commercial fashion context
- d) Critically analyse the role of the media in fashion
- e) Explore the impact of fashion advertising on consumers' perception of the body

## Weekly contact

- 10 hours
- 7 hours
- 4 hours
- 4 hours

## Assessment (%)

### Pattern Engineering 4

- Style library – full and fifth scale (10 styles) – 20%
- Stretch blocks: CAD – 10%
- Children's wear blocks: CAD – 10%
- CAD patterns – 20%
- Manual pattern engineering test (4 hours) – 20%
- Mini range presentation – 20%

### Manufacturing and Pre-production 4

- Pre-production project (1000 words) − 20%
- Toiles and final samples (15% + 15%) – 30%
- Construction of mini range designs (20% + 20%) – 40%
- Construction of a draped garment – 10%

### Design Innovation 4

- Design journal (20% + 20%) − 40%
- Major design brief (20% + 40%) – 60%

### Professional Practice and Industry Issues 4

- Essay (1500 words) – 35%
- Small group presentation and written report (25% + 20%) – 45%
- Series of class-based tasks – 20%

## Prerequisites

- FAED201 Pattern Engineering 3
- FAED202 Manufacturing and Pre-production 3
### Year 3, Semester 5

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| **Subject Overview**          |                       |                                    |                     |                                             |
|-------------------------------|                       |                                    |                     |                                             |
| The curriculum content in this subject is largely driven by an industry brief or industry competition. These briefs are presented from a selection of Textile, Clothing and Footwear (TCF) companies invited to provide students an opportunity to create blocks and styled patterns for a niche market. |

| **Core Learning Outcomes**    |                       |                                    |                     |                                             |
|-------------------------------|                       |                                    |                     |                                             |
| The student will be able to:  |                       |                                    |                     |                                             |
| a) Draft and drape a close fitting bodice eliminating almost all ease (WW) | a) Develop and maintain records and documentation for a fashion range | a) Respond creatively to a fashion industry directed brief or competition criteria |
| b) Create a pattern for a styled garment utilising a close fitting bodice block (WW) | b) Construct toilets, samples, and finished garments for a fashion range in response to an industry brief or competition | b) Evaluate the techniques used in textile design and printing |
| c) Develop a master block for a niche market based on industry brief or competition criteria using computer programs (MW and WW) | c) Apply basic, intermediate and advanced construction techniques where appropriate using specialist machinery | c) Critically analyse fashion styles and silhouettes from the 14th and 15th centuries with reference to pattern engineering and manufacturing |
| d) Create secondary blocks and styled patterns as required by industry or competition criteria (MW and WW) | d) Construct a close, form fitted garment for a specified fit model | d) Develop trade sketches and design specifications to inform design |
| e) Create patterns for styles that reflect current trends (WW and MW) | e) Perform fitting procedures at various stages of construction development | e) Create design concepts in response to a design brief using advanced design software |
| f) Use computer programs to create patterns for styles as required by industry brief or competition (WW and MW) | f) Apply quality standards to sewn work for samples and garments | f) Effectively present refined ideas and design concepts to an audience |
| g) Use computer programs to grade patterns one size down and two sizes up based on industry directed size charts (WW and MW) | g) Use computer programs to grade patterns one size down and two sizes up based on industry directed size charts (WW and MW) |

**Weekly contact** 7 hours 4 hours 5 hours 4 hours

**Assessment (%)**

- Style library – full and fifth scale (10 styles) – 20%
- Blocks: manual – 10%
- Blocks: CAD – 10%
- CAD: Industry brief or industry competition – 40%
- Manual pattern engineering test (4 hours) – 20%

- Constructing a fashion range (10%+40%) – 50%
- Toilets and final samples (10% + 15%) – 25%
- Constructing a close-fitting bodice styled garment – 25%

- Design journal (10% + 10%) – 20%
- Design brief 1 (20% + 30%) – 50%
- Design brief 2 (10% + 20%) – 30%

**Prerequisites**

- FAED205 Pattern Engineering 4
- FAED206 Manufacturing and Pre-production 4

In this subject students create fashion designs in response to two briefs. They employ fashion illustration as a way of communicating their ideas and design concepts, and create trade sketches to support pattern engineering design. They explore fashion styles and silhouettes from the 14th and 15th centuries and identify how these styles have evolved.

This subject focuses on developing effective communication and presentation skills within a fashion industry context. As fashion design in Australia is part of the global fashion industry, the importance of effective communication skills (written, visual, verbal and non-verbal) is highlighted. Common communication issues within the apparel industry are examined, particularly in terms of communicating with manufacturers in China and other offshore locations and presenting ideas and designs in the workplace.
### Year 3, Semester 5 – Elective – Special Area Project

One of the two electives below is chosen to be undertaken:

<table>
<thead>
<tr>
<th>Subject title</th>
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<tbody>
<tr>
<td>Children's Wear − Special Area Project</td>
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<td>Elective</td>
</tr>
<tr>
<td>Tailoring − Special Area Project</td>
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</table>

#### Subject Overview

- **Children's Wear − Special Area Project**: This is one of two specialised area projects offered in Semester 5. It involves the design, patterning and construction of an outfit for a child between the ages of 0 – 14 years and is a major project encompassing the subject areas of pattern engineering, design innovation, manufacturing and pre-production.

- **Tailoring − Special Area Project**: This is one of two specialised area projects offered in Semester 5. It involves the design, patterning and construction of a tailored jacket (men's wear or women's wear) and is a major project encompassing the subject areas of pattern engineering, design innovation, manufacturing and pre-production.

#### Learning Outcomes

- **Children's Wear − Special Area Project**
  - a) Respond to a design brief to create an outfit for a child between the ages of 0 – 14 yrs
  - b) Present children’s wear designs using a variety of hand drawn and CAD developed images to communicate design concepts
  - c) Use various size charts for children’s wear to develop grade nests for styled patterns
  - d) Create master blocks and styled patterns for children’s wear designs
  - e) Construct children’s wear garments using specialist techniques and machinery
  - f) Construct children’s wear garments with a focus on ‘fit’
  - g) Present the finished project

- **Tailoring − Special Area Project**
  - a) Respond to a design brief to create a tailored jacket
  - b) Present design modifications using a variety of hand drawn and CAD developed images to communicate design concepts
  - c) Use various size charts for men's wear or women's wear to develop grade nests for styled patterns
  - d) Create master blocks and styled patterns required for tailored jacket designs
  - e) Construct a tailored jacket using specialist techniques and machinery
  - f) Construct a tailored jacket with a focus on ‘fit’
  - g) Present the finished project

#### Weekly contact

- 5 hours

#### Assessment (%)

- **Children's Wear − Special Area Project**
  - Design brief: mini-children’s wear range (15% + 15%) – 30%
  - Pattern engineering brief: blocks and final patterns with full specifications – 30%
  - Manufacturing and pre-production brief: final outfit for the children’s wear brief
  - Presentation: major specialised project – 10%

- **Tailoring − Special Area Project**
  - Design brief: tailored jacket with fashion illustrations and trade sketches (15% + 15%) – 30%
  - Pattern engineering brief: blocks and final patterns with full specifications – 30%
  - Manufacturing and pre-production brief: tailored jacket on mannequin
  - Presentation: major specialised project – 10%

#### Prerequisites

- FAED205 Pattern Engineering 4
- FAED206 Manufacturing and Pre-production 4
- FAED207 Design Innovation 4
### Bachelor of Fashion (Apparel Engineering and Design)

#### Year 3, Semester 6

<table>
<thead>
<tr>
<th>Subject title</th>
<th>Pattern Engineering 6</th>
<th>Manufacturing and Pre-production 6</th>
<th>Design Innovation 6</th>
<th>Professional Practice and Industry Issues 6</th>
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<tr>
<td>Subject code</td>
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#### Subject Overview

- **Pattern Engineering 6** focuses on constructing garments for a fashion collection and continuing to construct garments from patterns developed in Pattern Engineering 6 (PE6) classes. Students build on their skills in applying basic, intermediate and advanced construction techniques as appropriate. They may choose to include embellishment and/or printing techniques in the fashion collection and include all documentation and specifications to record the technical details for each of the garments constructed.

- **Design Innovation 6** focuses on the development of designs for a fashion collection. The creation of the range and associated assessments is based around the process that new fashion designers go through in applying to participate in industry events. By providing an industry framework students will feel confident in accessing these types of events. Industry events provide fashion designers with a platform to present their ranges to national and international buyers.

- **Professional Practice** revolves around the major design brief presented in Design Innovation 6 and a minor brief designed to prepare graduates for interviews.

- This subject revolves around the major design brief that could be launched at an industry event. This involves three main areas: development of a business plan for a proposed apparel business, creation and printing of marketing materials to support the sales and marketing component of the business plan and preparation of support documentation required to launch and sell the collection.

#### Learning Outcomes

- **Pattern Engineering 6**
  - The student will be able to:
    - a) Develop blocks for a specific market and identify fit model for fashion range (WW and MW)
    - b) Create a set of secondary blocks based on required designs for a fashion range (WW and MW)
    - c) Create a series of styled patterns based on required designs for a fashion range (WW and MW)
    - d) Create a series of drafts and final patterns that reflect current trends (WW and MW)
    - e) Perform complex styling applications (WW and MW)
    - f) Create grading information required to develop a fashion range in a specified size range (WW and MW)
    - g) Use computer programs to design, digitise, grade and document a fashion range (WW and MW)

- **Manufacturing and Pre-production 6**
  - The student will be able to:
    - a) Develop and maintain records and technical specifications for a fashion collection
    - b) Construct toile, samples and finished garments for a fashion collection based on criteria provided by a fashion industry group
    - c) Apply basic, intermediate and advanced construction techniques where appropriate and embellishment and/or printing techniques accessing a variety of machine and hand-made applications
    - d) Work within an industry identified timeline to create garments to fit a specified fit model
    - e) Apply quality standards to sewn work for samples and finished garments

- **Design Innovation 6**
  - The student will be able to:
    - a) Research inspirations for the development of a fashion range
    - b) Design a fashion range using criteria provided by an industry group to present
    - c) Create innovative fashion imagery through the design process to communicate their fashion range
    - d) Authenticate the final product by effective documentation
    - e) Plan and manage the design process in creating a fashion range
    - f) Critically analyse fashion styles and silhouettes from pre 14th and 21st centuries with relevance to pattern and manufacturing

- **Professional Practice**
  - The student will be able to:
    - a) Develop a business plan for a fashion collection
    - b) Analyse and evaluate the marketplace for new trends
    - c) Develop a proposal to access to industry trade fairs within a context of launching a new label
    - d) Evaluate designs to select a folio for entry to the fashion workplace using a combination of advanced CAD skills and hand developed sketches
    - e) Develop marketing materials to present the fashion collection to others
    - f) Create documentation to support sales and marketing strategies

#### Weekly contact

- **Pattern Engineering 6**: 7 hours
- **Manufacturing and Pre-production 6**: 4 hours
- **Design Innovation 6**: 5 hours
- **Professional Practice**: 4 hours

#### Assessment (%)

- **Pattern Engineering 6**
  - Style library – full and fifth scale – 20%
  - Blocks: fashion range – 10%
  - CAD: fashion range patterns – 50%
  - Manual pattern engineering test (4 hours) – 20%

- **Manufacturing and Pre-production 6**
  - Constructing a fashion range (20% + 50%) – 70%
  - Toiles and Final samples (15% + 15%) – 30%

- **Design Innovation 6**
  - Design journal (10% + 10%) – 20%
  - The fashion range (20% + 40%) – 60%
  - Written assignment (10% + 10%) – 20%

- **Professional Practice**
  - Report on process and costs for trade fair event participation – 15%
  - Business plan to support fashion collection – 15%
  - Presentation of folio with resume – 65%

#### Prerequisites

- **Pattern Engineering 5**: FAED301
- **Manufacturing and Pre-production 5**: FAED302
### Year 3, Semester 6 – Special Area Project Elective

<table>
<thead>
<tr>
<th>Subject title</th>
<th>Menswear – Special Area Project</th>
<th>Stretch Garments – Special Area Project</th>
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<tbody>
<tr>
<td>Subject code</td>
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#### Subject Overview
- This is one of two special area projects offered in Semester 6. It involves the design, patterning and construction of a men’s wear outfit and is a major project encompassing the subject areas of pattern engineering, design innovation and manufacturing and pre-production. Students design two or three men’s wear outfits (each consisting of 2 – 4 pieces), and select one outfit to be patterned and constructed.

- This is one of two special area projects offered in Semester 6. It involves the design, patterning and construction of an outfit using stretch fabrics and is a major project encompassing the subject areas of pattern engineering, design innovation and manufacturing and pre-production. Students design two or three outfits for stretch fabrics and select one outfit (consisting of 2 – 4 pieces) to be patterned and constructed. This may include swimsuits, sportswear, dancewear or formal wear.

#### Learning Outcomes

<table>
<thead>
<tr>
<th>Menswear</th>
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- Respond to a design brief to create a men’s wear outfit
- Present men’s wear designs using a variety of hand drawn and CAD developed images to communicate design concepts
- Develop markers and costing sheets to support their selected designs
- Use various size charts for men’s wear to develop grade nests for styled patterns
- Create master blocks and styled patterns required for men’s wear designs
- Construct a men’s wear outfit using basic and specialist techniques and machinery
- Construct a men’s wear outfit with a focus on ‘fit’
- Present the finished project

- Respond to a design brief to create an outfit using stretch fabrics
- Present stretch garment designs using a variety of hand drawn and CAD developed images to communicate design concepts
- Develop markers and costing sheets to support their selected designs
- Use various size charts for stretch garments to develop grade nests for styled patterns
- Create master blocks and styled patterns required for stretch garment designs
- Construct an outfit using stretch fabrics applying specialist techniques and machinery
- Construct an outfit for stretch fabrics with a focus on ‘fit’
- Present the finished project

#### Assessment (%)

<table>
<thead>
<tr>
<th>Menswear</th>
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</thead>
<tbody>
<tr>
<td>Design brief: menswear outfits (15% + 15%) – 30%</td>
<td>Design brief: stretch fabric outfits (15% + 15%) – 30%</td>
</tr>
<tr>
<td>Pattern engineering brief: blocks and final patterns with full specifications – 30%</td>
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</tr>
<tr>
<td>Manufacturing and pre-production brief: final outfit on mannequin</td>
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<tr>
<td>Presentation: major specialised project – 10%</td>
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</tr>
</tbody>
</table>

#### Prerequisites
- FAED301 Pattern Engineering 5
- FAED302 Manufacturing and Pre-production 5
- FAED303 Design Innovation 5

- FAED301 Pattern Engineering 5
- FAED302 Manufacturing and Pre-production 5
- FAED303 Design Innovation 5