

## MTXF104 Fashion Drawing and Illustration

ECTS Value: 5 ECTS  
Self-Study Hours: 60

Contact Hours: 25  
Assessment Hours: 40

### Overall Objectives and Outcomes

This unit will focus on visual communication competences. Learners will learn how draw the figure, fashion designs and figure postures as the basic for fashion drawings. Furthermore, learners will learn the tools used in CAD (Computer Aided Design) to create fashion drawings hence communicate their ideas both for production and for presentation purposes. Learners will be introduced to software such as Illustrator and Photoshop. These tools will enable students to experiment with imagery to create fabric and garment designs for their fashion creations. This unit will facilitate learners to communicate their creative ideas for innovative fashion design. Learners will also find this subject very useful for pattern flats used in the industry of garment production.

By the end of this module, the learner will be able to:

#### Competences:

- a. explain the use of computer aided design software in fashion design;
- b. demonstrate drawing techniques for fashion design;
- c. illustrate hand drawings and figure postures for fashion design;
- d. compose drawings/illustrations introducing Photoshop;
- e. distinguish creative drawings/illustrations for fashion design collections introducing Illustrator.

#### Knowledge:

- a. identify Computer Aided Design software for fashion design;
- b. relate hand drawing skills to fashion design;
- c. repeat hand drawings to figure postures for fashion design;
- d. recognise specific software for fashion drawing and designing;
- e. relate concepts to fashion design ideas using CAD software.

#### Skills:

- a. use appropriate CAD software to interpret various fashion design ideas;

- b. illustrate competent hand drawing skills to demonstrate different figure postures for fashion design;
- c. produce designs for fashion using basic techniques in Photoshop software;
- d. demonstrate basic techniques in Illustrator software to produce fashion design ideas for a collection

## Assessment Methods

This module will be assessed through: Practical Assignment.

## Suggested Readings

### Core Reading List:

1. Blackman, C. (2009). 100 years of fashion illustration. US: Laurence King Publishing.
2. Borrelli, L. (2008). Fashion illustration by fashion designers. US: Chronical Books.
3. Brambatti, M. (2017). Fashion illustration & design: Method & techniques for achieving professional. Promopress.
4. Brickel Edelson, E. (2016). Sketch and go: 5-minute fashion illustration.
5. Flaherty Tejwani, S. (2014) The art of fashion illustration. US: Rockport Publishers.
6. Glenville, T. (2013). New Icons of Fashion Illustration. US: Laurence King Publishing.
7. Kiper, A. (2011). Fashion Illustration: Inspiration and Technique. David and Charles

### Additional Tutorial Videos:

Lynda.com