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| Unit Title | Introduction to Print & Textiles |
| FHEQ Level | Level 4 |
| Unit Code | FAS18104 |
| Credit Value | 30 Credits |
| Unit Type | Subject |

| Learning Hours | | | |
|--------------------------------------|----|----------------------------------|------------|
| Staff – Student Contact Hours | | Independent Study Hours | |
| Classes | 60 | Independent Study | 90 |
| Supervised access to resources | 30 | Preparation for Assessment | 20 |
| | | Unsupervised Access to Resources | 100 |
| Total | | | 300 |

Unit Description

This unit introduces students to techniques and methodologies for contemporary fashion print and textiles. Emphasis on developing drawing and visual research skills, which are vital for the development of print and textile design will allow students to explore and experiment with a variety of technologies, such as digital print, laser cutting, transfer printing and digital embroidery.

Students will also research the historical, socio-cultural and industry factors that influence print and textile design so that to better understand the creative relationship and translation of scale, colour, fabric, and print/ textile placement for garment design.

The students’ creative journey in print and textiles is complemented by concept research and design development relating to the iconic shirt. Students will be encouraged to challenge existing conventions and extend their creative thinking within 2D design, 3D shape and garment construction. This will allow students to apply methodology and practice to present a creative design solution for a contemporary fashion prototype.

The Five Principles underpin the Mindsets and Skillsets Manifesto and are the foundation upon which all course curriculum frameworks and unit specifications are based. The relevant Principles as stated below have been mapped against the Learning Outcomes relevant to each course unit and at each level (see Programme Specifications for full description of the Five Principles):

1. Cultivate / Where the individual thrives.
2. Collaborate / Where disciplines evolve.
3. Integrate / Where education engages industry.
4. Advocate / Where purpose meets practice.
5. Originate / creativity meets technology.

Unit Indicative Content

Concept Research & Visual Research

Drawing for Print and Textile design

Introduction to Adobe Photoshop and Adobe Illustrator

Print and Textiles: Key principles

Introduction to digital Print and Textile technologies

Introduction to ethical and sustainable Print and textile considerations

Concept, Design Development and Presentation

Garment construction techniques: Introduction to construction solutions for the shirt

Ready to wear and High street construction solutions

Make a 'shirt' in a day

Basic introduction to flat Pattern Cutting in relation to the shirt

Creative Pattern Cutting

Sampling and toiling

Unit Aims

To introduce new and emerging technologies relating to Print & textile design for contemporary fashion.

To investigate cultural and historic influences and market factors relevant to contemporary fashion print and textiles.

To develop relevant skills in 2D and 3D research and realization in order to edit, refine and select garment designs for a coherent line up

To create a three-dimensional sample toile to inform the creation and construction of a final prototype

To demonstrate design communication and presentation in a variety of media and techniques.

To encourage independent research and promote critical self-awareness.

Unit Learning Outcomes

LO 1 Research/Inspiration

Demonstrate your capacity for information gathering techniques using a wide range of sources, providing visual, contextual and industry case-study research as appropriate.

Related Principle: ORIGINATE

LO 3 Development/Prototyping

Demonstrate a range of tests and solutions, informed by knowledge of the principles of the creative process.

Related Principle: INTEGRATE

LO 5 Presentation /Storytelling For Influence

Evidence effective communication of projects, whether in visual, oral or written form.

Related Principle: ADVOCATE

LO 7 Employability

Evidence nurturing professional transferable and employability skills, including the ability to manage time and work to clear briefs and deadlines, respond to set goals, and communicate effectively.

Related Principle: CULTIVATE

Learning and Teaching Methods

This unit will be delivered using a combination of:

Briefings

Lectures

Project work

Workshops

Tutorials

Online Activity

Individual Presentations and Critiques

Self Directed Independent Study

Assessment methods and tasks

Brief description of assessment methods

Formative Assessment.

Summative Assessment to include Presentation and Critique

| Assessment tasks | Weighting (100% of the unit) |
|--|-------------------------------------|
| Portfolio of evidence to include: | This unit is assessed holistically |
| Research Journal and Concept Development | |
| 2D Concept Presentation | |
| Print and Textile Artwork | |
| Print and Textile Samples | |
| Technical Construction File | |
| Pattern Cutting Exercise File and Final Patterns | |
| Resolved 3D Prototype & Presentation | |

Indicative Assessment Criteria

Assessment criteria are the basis on which the judgment of the adequacy of the work is made. A more detailed assessment criteria will be specified in the brief.

1. Application of research methodologies (LO1)
2. Demonstration of synthesis and evaluation (LO1,)
3. Application of design thinking to produce innovative design solutions (,LO3)
4. Application of technical skills in pattern cutting, 3D toiling, sampling and prototyping (LO3,)
5. Application of knowledge and understanding of effective visual communication (, LO5)
6. Demonstration of application of professional engagement/collaborative working (LO7)
7. Demonstration of effective oral communication and presentation skills (LO5)

Essential Reading list

1. Gerval, O. (2008). *Fashion: concept to catwalk*. A & C Black.
2. Bowles, Melanie & Isaac, Ceri. (2009). *Digital Textile Design*. Laurence King.
3. Russell, A. (2011). *Basics Textile Design 01: Sourcing ideas, researching, color, surface, structure, texture and pattern*. AVA Academia.
4. Hornung, David & James, Michael. (2012). *Colour: A Workshop for Artists and Designers, 2nd edition*. Laurence King.
5. Quin, Bradley. (2013). *Textile Visionaries: Innovation and Sustainability in Textile Design*. Laurence King.
6. Udale, Jenny. (2014) *Textiles and Fashion: Exploring printed textiles, knitwear, embroidery, menswear and womenswear. Fairchild Books; 2nd Revised edition edition*
7. Aldrich, W. (2011). *Metric Pattern Cutting for Menswear*, 5th edition. John Wiley & Sons.
8. Kershaw, Gareth (2013) *Patternmaking for Menswear*. Laurence King
9. Fischer, A. (2009) *Basics fashion design 03: Construction*. AVA Academia.

Unit Relevant Websites

<http://www.fashioninganethicalindustry.org>

<http://www.firstview.com>

<http://www.wgsn-edu.com/edu/>

<http://www.style.com>

www.pausemag.co.uk

<http://www.style.com>

<https://www.lsnglobal.com/>