

The Art Institute of Seattle
Fashion Design
Exit Competencies

Competencies a student will possess at the end of the program:

A student will be able to:

1. Describe and identify the systems of principles, practices and procedures used in the grading of apparel.
2. Develop draft of basic blocks for skirt, bodice, and sleeve.
3. Devise skirt manipulations to flared skirt; circled skirt (handout) gored skirt, pegged skirt, gathered skirt.
4. Develop own size blocks for pant and notch collar jacket.
5. Define basic pattern language.
6. Cut tagboard with: professional pattern sheers, notchers, drillhole tool; and devise professional labeling standards for pattern blocks/skirt manipulation patterns.
7. Create and prove flat patterns with all pertinent information for all small parts connected with designs using skirt and bodice slopers, i.e., waistbands, plackets, yokes, button extensions, facings, collars, cuffs, necking/sleeve facings, etc.
8. Develop dartless torso.
9. Design a blouse pattern to industry standard incorporating collar, cuff, placket and button extensions.
10. Present the principles and terminology of color theory.
11. Explore color psychology and demonstrate its effects.
12. Apply color theory to design composition by exploring harmony, contrasts, balance, hue, intensity, value.
13. Apply software to the creation, development and sampling of surface designs.
14. Communicate the market and production potential of selected surface designs and garment/non-garment applications with market, production, and other fashion trend information.
15. Prepare professional visual presentations with the aid of computer based design software.
16. Design and produce a pattern using CAD software.
17. Show understanding of use of grading library by using library to apply grading to a pattern.
18. Create a marker.
19. Devise a professional timing and action calendar including: development, sourcing/manufacturing, delivery, dealing with delay windows.
20. Develop a business plan including: mission statement, consumer focus, market forecast, budget, sales strategy.

21. Devise a sourcing plan including fabric selection/costing, pricing of findings/piece goods, manufacturing global/domestic.
22. Distinguish grain lines and bias of fabric and explain the importance of proper use of grain in garment construction.
23. Organize pattern pieces on fabric to create a marker with efficient use of fabric.
24. Analyze garment components and organize their order to create a sequence of construction.
25. Create a concept board integrating trend, silhouette, fabrication, trimmings and color direction.
26. Source fabrications and trimmings for use in their design collection.
27. Prepare and complete style description sheets for use in their design presentation.
28. Prepare and complete specification sheets for use in their design presentation.
29. Prepare and complete costing analysis sheets for use in their design presentations.
30. Integrate their garment samples, technical information, design boards and merchandising assortment plans into a cohesive and professional visual presentation.
31. Demonstrate knowledge of the manufacturing process within the fashion industry and identify the three levels of industry: design, production and sales.
32. Develop the ability to prepare flat technical sketches.
33. Identify and define all vocabulary and terms relevant to the industry.
34. Analyze and compare current merchandise offerings and prepare a written evaluation of construction, fabrication and pricing.
35. Recognize fashion trends and markets.
36. Compile resource material by vendor for fabrication and findings.
37. Illustrate design using sketch and technical flats.
38. Produce patterns to industry standards.
39. Apply construction methods to execute garments of saleable quality.
40. Develop the 4 basic pant silhouettes: culottes, trouser, slack, jeans.
41. Draft a two piece sleeve.
42. Execute the following pattern manipulation exercises:
 - a. Two piece raglan
 - b. One piece raglan
 - c. Square armhole
 - d. Kimono sleeve
43. Execute collar drafting
 - a. Notched collar
 - b. Shawl collar

44. Discuss the role of the textile industry and its impact on current trends.
45. Compare and contrast natural and synthetic fiber/fabric characteristics in terms of appropriate end uses.
46. Analyze fabric construction, coloring and finishes to aid in best selection for end products.
47. Identify fiber, yarn, fabric, and finish characteristics through various testing methods.
48. Study and apply textile laws.
49. Compile a fabric swatch notebook.
50. Demonstrate Ability to use industrial sewing equipment.
51. Identify knit and woven fabric differences.
52. Draft a pattern from a sketch.
53. Knock off a pattern.
54. Presentation skills.