

**Course Description**

In this course, students will explore the craft and visual expression of fashion design. Students will learn to work with fabrics and unconventional materials to produce mixed media fashion art and design. Sewing techniques and other material manipulation learned in the class will be applied to creating a finished garment, and at the end of the course, students will undertake a fashion photo-shooting exercise to promote their own work.

**Contribution of course to Programs of Study**

Common Core

**Teaching Activity (Weekly Scheduled Hours)**

Others: Studio session - 2 hours

**Assessment Tasks (Proportion of Final Grade)**

In-class exercises - 20%

Final project: Research and development - 30%

Final project: Finished garment and presentation - 40%

Others: Attendance - 10%

**Effective Semester**

Summer 2020-21

**Rationale for introducing this course and the consultation process undertaken**

Fashion is part of our daily life where there are no boundaries anymore between the conventional use of fabrics and the unconventional use of materials such as plastic, metals, gesso and acrylic. Fashion can guide us to produce new concepts in terms of re-using and recycling. In this course, students will learn to produce new designs, exploring new solutions in terms of shapes, volumes, details, embroidery and manipulation. Each element involved in making fashion product is changed, translated, fragmented and then reassembled. The main goal is to create new textiling process and to apply them on real garments.

*\* Starred items NOT to be discussed at the meeting, unless they are un-starred per members' request.*