

Dusty Hope
hoped@newschool.com

Faculty Bio:

Fashion & Product Illustrator, Print & Graphic Designer, Expert on Adobe. Including but not limited to: Design Sketches, Product Renderings, Color Trending. Technical Packages, Merch Boards, Trend Boards, Line Lists, Planograms, Product Decks. Branding, Labels, Cards.

Love: Post-Modern Philosophy, “Laws” of Aesthetics, Writing Truly Madly, Drawing Bodies, Visionary Thinking.

Prerequisites: None

Co-requisite: Core 1, Technical Studio, Textiles and Materials

Core Elements: studio practice, industry practice, visual design communication and visualization, analog and digital tools, materiality, surface design, figure and flat illustration, garment specification, presentation concepts, technical design, branding collateral

COURSE OUTLINE

	Description	Assignment and Due Date
Week 1	<p>Course Introduction & Overview</p> <p>Assign Module 1: Analog & Digital Flats Drawing Your Design Identity (DUE WK 5)</p> <p>Module 1 Studio:</p> <ul style="list-style-type: none"> • Class introduction • Begin: Drawing Your Design Identity • Dissect the garment into simple shapes <p>Hand Drawing: Principles for drawing Objects, and Basic Garments Check everyone’s computers to ensure programs onboard, downloaded. Open up Illustrator, Shapes, Move, Copy, Flip, Unite, Layers. Open up Photoshop: compare environments, Working with Files, Move, Copy, Layers vs. Ants Intro to Canvas, How to Upload Assignments.</p> <p>Please bring to 1st class your laptop with Adobe Creative Cloud Subscription activated: Photoshop, Illustrator, Bridge, and Acrobat Pro.</p>	<p>HOMEWORK (DUE WK 2):</p> <ul style="list-style-type: none"> • Begin written perspectives of Drawing Your Design Identity • Practice drawing demo from your garments and bring to next studio more refined sketches • Bring in 2 garments – one basic, on favorite. <p>THROUGHOUT SEMESTER: Photograph & Upload Hand Studies Bring Laptop to Every Class.</p>
Week 2	<p>Module 1 Studio:</p> <ul style="list-style-type: none"> • Review written perspectives of Drawing Your Design Identity & refined flat sketches • Analog rendering of flat sketches • Adobe Illustrator technical flat illustration <p>Discuss Floats vs Flats, Hand Rendering Floats, Technical Rendering Flats. Illustrator: Review & New, Pen Bascis, Basic Bodies, Convert Anchor Point Tool, White Arrow vs Black Arrow, Back to Front, Closed vs. Open.</p> <p>Photoshop IF TIME: Review & New, Background vs. Independent Layers, Sizing Files, Intro to Selecting Tools, Copy between Layers, Copy between Programs.</p>	<p>HOMEWORK (DUE WK 3):</p> <ul style="list-style-type: none"> • Continue Adobe Illustrator technical flat illustration and bring to next studio completed front views
Week 3	<p>Module 1 Studio:</p> <ul style="list-style-type: none"> • Review front views of Adobe Illustrator technical flat illustration • Begin back views of Adobe Illustrator technical flats • Adobe Illustrator details, trims & written specification for technical flats • Introductory page layout in Adobe Illustrator <p>Flats – Hand Drawing Adding in Details, Illustrator</p>	<p>HOMEWORK (DUE WK 4):</p> <ul style="list-style-type: none"> • Complete analog and digital flat illustration, written perspectives and begin page layout in Adobe Illustrator to be refined in the next studio

	Adding Details. Line Control, Making Front from Back. Pen Practice, Intro Pencil. Stroke Panel, Tapered Stroke. Setting up Multiple Artboards. Intro to Groups, Alignment.	
Week 4	<p>Module 1 Studio:</p> <ul style="list-style-type: none"> • Review analog and digital flat illustration, written perspectives and beginning page layout • Preparing Adobe Illustrator for exporting into multipage PDF • Use the session to complete Drawing Your Design Identity <p>If time Photoshop: New & Review.</p>	<p>HOMEWORK (DUE WK 5):</p> <ul style="list-style-type: none"> • Complete Drawing Your Design Identity for studio review and submission <p>Module 1: Analog & Digital Flats Drawing Your Design Identity DUE at the BEGINNING of class in WK 5</p>
Week 5	<p>DUE: Module 1: Analog & Digital Flats Drawing Your Design Identity</p> <p>Assign Module 2: Fashion Design Figure Figure of Communication (DUE WK 9)</p> <p>Module 1 & Module 2 Studio:</p> <ul style="list-style-type: none"> • Drawing Your Design Identity review • Introduce Module 2: Fashion Design Figure • Begin Figure of Communication • Study 1 Digital Collage <p>Fashion Illustration vs. Fashion Figures Drawing Sticks, Finding Gesture Lines. Basic Anatomy. Photoshop New & Review, Intro to Masks, Adjustment Layers, Blends. Illustrator Clipping Masks</p>	<p>HOMEWORK (DUE WK 6):</p> <ul style="list-style-type: none"> • Complete Study 1 Digital Collage and bring to next studio materials for Study 1 Analog Collage
Week 6	<p>LIVE MODEL DRAWING SESSION Drawing for Figure Gesture</p> <p>Module 2 Studio:</p> <ul style="list-style-type: none"> • Review Study 1 Digital Collage • Study 1 Analog Collage • Study 2 Figure Gesture <p>Review Sticks, Gesture, Basic Anatomy as Points of Measure. If time Start Hands, Feet. Administer Mid Term Evaluations</p>	<p>HOMEWORK (DUE WK 7):</p> <ul style="list-style-type: none"> • Complete historical and contemporary research of fashion illustration that documents the evolving illustrated figure to create your digital archive
Week 7	<p>LIVE MODEL DRAWING SESSION Drawing to support studies</p> <p>Module 2 Studio:</p> <ul style="list-style-type: none"> • Review research digital archive • Study 3: Review Design Anatomy • Study: 4 Design Extremities • Study 5: Design Heads • Study 6: The Resolved Figure 	<p>HOMEWORK (DUE WK 8):</p> <ul style="list-style-type: none"> • Complete Study 6: The Resolved Figure for Study 7 to be completed in the next studio
Week 8	<p>Assign Module 3: Design Concept & Color Story Presentations Theme: My Design DNA (DUE WK 11)</p> <p>Module 2 & Module 3 Studio:</p> <ul style="list-style-type: none"> • Study 7: The Clothed Figure Analog • Study 8: The Clothed Figure Digital • Primary Research Discussion: Review digital photography photoshoot objectives and techniques in preparation for Module 3 • Secondary Research Discussion: Review resources for high resolution images & copyright free images <p>Drawing from the Clothes Up. Taking Analog Figure to Digital – Photoshop Levels, Channels, Adjustments Rendering Clothed Figure Digital. Digital</p>	<p>HOMEWORK (DUE WK 9):</p> <ul style="list-style-type: none"> • Photo and source high resolution imagery for “My Design DNA” Design Concept & Color Story Presentations demos in next studio. <p>Module 2: Fashion Design Figure Figure of Communication DUE at the BEGINNING of class in WK 9</p>

	Photography.	
Week 9	<p>DUE: Module 2: Fashion Design Figure Figure of Communication</p> <p>Module 3 Studio:</p> <ul style="list-style-type: none"> • Demo: Photo editing and image manipulation in Adobe Photoshop • Page layout design in Adobe Photoshop; working with typography and images • Creating and saving color palettes <p>Trading Colors between Illustrator and Photoshop, CMYK vs RGB.</p>	<p>HOMEWORK (DUE WK 10):</p> <ul style="list-style-type: none"> • Complete first draft of concept/mood board • Complete first draft of color story board
Week 10	<p>Assign Module 4: Surface Designs for Textiles Theme: My Design DNA (DUE WK 13)</p> <p>Module 3 & Module 4 Studio:</p> <ul style="list-style-type: none"> • Review first drafts of concept/mood board and color story board • Finalize Module 3 presentation design • Designing original motifs for surface design • Surface design: prints in repeat in Adobe Photoshop & Adobe Illustrator <p>Prints and Motifs in Repeat, 4 Corners of the Repeat, Making a 2-Color Splash Repeat in Photoshop, Color Tables, Color Files. Illustrator Trace, Pattern Options, Making Ditzies.</p>	<p>HOMEWORK (DUE WK 11):</p> <ul style="list-style-type: none"> • Complete Module 3 design presentation with inclusion of intro and reflective copy for studio review and submission • Design multiple iterations of analog & digital motifs for surface design • Design multiple iterations of prints in repeat <p>Module 3: Design Concept & Color Story Presentations Theme: My Design DNA DUE at the BEGINNING of class in WK 11</p>
Week 11	<p>DUE: Module 3: Design Concept & Color Story Presentations Theme: My Design DNA</p> <p>Module 4 Studio:</p> <ul style="list-style-type: none"> • Placement print / non-repeat graphics • Surface design: stripes & plaids in Adobe Photoshop & Adobe Illustrator • 2D & 3D Surface design applications • Work on surface designs in studio 	<p>HOMEWORK (DUE WK 12):</p> <ul style="list-style-type: none"> • Design placement print • Design stripes & plaids • 2D & 3D surface design application studies
Week 12	<p>LIVE MODEL DRAWING SESSION Drawing to support understanding of a Fashion Capsule</p> <p>Assign Module 5: The Fashion Capsule Theme: My Design DNA (DUE WK 15)</p> <p>Module 4 & Module 5 Studio:</p> <ul style="list-style-type: none"> • Work on surface designs & applications in studio • Set-up and send surface design sample to print on fabric (Learning Space Ops) • Finalize Module 4 presentation design • Fashion Capsule Discussion: How to represent your original designs as a collective and communicate your design narrative. 	<p>HOMEWORK (DUE WK 13):</p> <ul style="list-style-type: none"> • Complete Module 4 design presentation with inclusion of intro and reflective copy for studio review and submission • Complete first draft of capsule design ideas and fashion figure illustrations <p>Module 4: Surface Designs for Textiles Theme: My Design DNA DUE at the BEGINNING of class in WK 13</p>
Week 13	<p>DUE: Module 4: Surface Designs for Textiles Theme: My Design DNA</p> <p>Module 5 Studio:</p> <ul style="list-style-type: none"> • Review analog & digital fashion figure illustration techniques • Review digital flats, filling flats • Fashion branding & branding collateral discussion • Creating logos & logo applications <p>Rendering Fabric & Draping Details by Hand &</p>	<p>HOMEWORK (DUE WK 14):</p> <ul style="list-style-type: none"> • Revise fashion figure illustrations • Complete first draft of digital flats • Complete first draft of logo & logo applications

	Illustrator, Setting up Hand Stripes, Making Brushes, Illustrator/Photoshop Effects, Using Appearance Panel.	
Week 14	Module 5 Studio: <ul style="list-style-type: none"> • Work on and finalize Module 5 presentation design. 	HOMEWORK (DUE WK 15): <ul style="list-style-type: none"> • Complete Module 5 design presentation with inclusion of intro and reflective copy for studio review and submission Module 5: The Fashion Capsule Theme: My Design DNA DUE at the MIDPOINT of class in WK 15
Week 15	DUE: Module 5: The Fashion Capsule Theme: My Design DNA	

ASSESSABLE TASKS

Each project is graded on technical skills, active engagement/participation, process development, and documentation. Grading sheets for each project will be provided to provide a breakdown of the learning objects for that project.

FINAL GRADE CALCULATION

Module 1: Analog & Digital Flats <i>Drawing Your Design Identity</i>	10%
Module 2: Fashion Design Figure <i>Figure of Communication</i>	30%
Module 3: Design Concept & Color Story Presentations <i>Theme: My Design DNA</i>	10%
Module 4: Surface Designs for Textiles <i>Theme: My Design DNA</i>	20%
Module 5: The Fashion Capsule <i>Theme: My Design DNA</i>	20%
Participation /Attendance	10%
TOTAL	100%

RECOMMENDED READING

Print Publication & Online Resources

PRINT PUBLICATIONS

- *100 Ideas That Changed Fashion* by Harriet Worsley
- *Accessory Design* by Aneta Genova
- *Big Book of Fashion Illustration* by Martin Dawber
- *The Complete Fashion Sketchbook* by Martin Dawber
- *Drape Drape 2* by Hisako Sato
- *Fashion and Technology: A Guide to Materials and Applications* by Aneta Genova & Katherine Moriwaki
- *Fashion Designers' Sketchbooks 2* by Hywel Davies
- *Fashion Flats and Technical Drawing* by Bina Abling, Felice DaCosta
- *Fashion Illustration by Fashion Designers* by Laird Borrelli
- *Fashion Illustration: Inspiration and Technique* by Anna Kiper
- *Fashion Portfolio: Design & Presentation* by Anna Kiper
- *Fashion Thinking: Creative Approaches to the Design Process* by Fiona Dieffenbacher
- *New Fashion Designers' Sketchbooks* by Zarida Zaman
- *Pattern Magic* by Tomoko Nakamichi
- *Sketchbooks: The Hidden Art of Designers, Illustrators, and Creatives* by Richard Brereton
- *The Spec Manual* (2nd edition) by Michele Wesen Bryant & Diane DeMers

WEBSITES

- Adobe Color CC for Color Palettes: <https://color.adobe.com>
- Adobe TV: <http://tv.adobe.com/>
- Artlog: <http://www.artlog.com/>
- Behance Fashion: https://www.behance.net/galleries/3/Fashion?tracking_source=title

- Colorlovers: <http://www.colourlovers.com/>
- CuteCircuit: <http://cutecircuit.com>
- Dazed Digital: <http://www.dazeddigital.com/>
- Dezeen: <http://www.dezeen.com/>
- Edelkoort: <http://www.edelkoort.com/>
- Fonts In Use: <https://fontsinuse.com/>
- Google Arts & Culture: <https://www.google.com/culturalinstitute/beta/>
- Google Arts & Culture: Fashion: <https://www.google.com/culturalinstitute/beta/project/fashion>
- ISSUU: <https://issuu.com/>
- Lovemarks: <http://www.lovemarks.com/>
- NY Art Beat: <http://www.nyartbeat.com/>
- On the Runway: <http://runway.blogs.nytimes.com/>
- Parsons School of Fashion Blog: <http://fashion.parsons.edu/>
- Pattern People: <http://www.patternpeople.com/>
- Procreate: <http://www.procreate.si/>
- Shapeways: <http://www.shapeways.com/>
- SHOWstudio: <http://showstudio.com>
- Vogue.com / Runway: <http://www.vogue.com/fashion-shows>

MATERIALS AND SUPPLIES

To be addressed in the first class session. The following list is a recommendation of materials and supplies. Many of the items can be phased in throughout the semester based on desire and need.

ANALOG

- Variety of Copic Sketch Markers or Greys (ALL Warm or ALL Cool): C3, C5, C7; Black; Two Flesh Tones: recommend E11+E13, or E13+E15; plus a few more colors
- Sharpie Black Markers: Bold and Ultrafine
- Water Soluble Crayons (Caran D'Arche, etc.)
- Color Pencils and/or Water Color Pencils (Derwent, Prismacolor, Caran D'Arche, etc.)
- Water Brush
- Soft Graphite Pencils (2B-9B)
- Conté Crayons (Black, White, Sanguine)
- Ebony Pencil
- Experimental medium such as Inks and Finger Paints
- Small Pencil Sharpener / Crayon Sharpener
- Erasers: Kneaded & White Plastic
- C-through Ruler (Clear; 2" x 18"; 1/8"-16" divisions)
- Scissors (Paper & Fabric)
- Ex-Acto #1 Knife w/ #11 Blades
- Mixed-Media Paper Pad 14x17 (Canson XL or similar)
- Tracing Paper Pad 14x17 (Borden & Riley, Strathmore, Utrecht)
- Marker Paper 14x17 (Borden & Riley Cotton Comp 100% Pure Rag Marker Paper or similar)
- Hot and cold press paper with a variety of textures

DIGITAL

- REQUIRED: Laptop with Adobe Creative Cloud Subscription activated; Photoshop, Illustrator, InDesign, Bridge, and Acrobat Pro downloaded and ready to go by first class session. Information on Adobe Creative Cloud Faculty & Student Subscriptions: <http://www.newschool.edu/information-technology/adobe/>
- REQUIRED: Digital Camera (minimum 8 megapixels). Digital Cameras on mobile devices such as an iPhone, iPad, or Android OS device are suitable
- REQUIRED: USB Flash Drive (Minimum 8 GB)
- OPTIONAL: USB External Drive (Preferably Mac/PC compatible)
- The New School Information Technology Directory: <http://www.newschool.edu/information-technology/>
- Information on NSU Printing & Printing Credits: <http://www.newschool.edu/information-technology/printing-labs-classroom/>
- OPTIONAL: USB Wacom Tablet and Pen for digital illustration (To be discussed in class): <http://www.wacom.com/en-us> (Wacom Tablets & Pens can be borrowed from the Equipment Center)
- OPTIONAL: iPad / iPad Pro (To be discussed in class)