



UNIVERSITI TEKNOLOGI MARA

FES402: FASHION DESIGN 1 : BODY COVERING

Course Name (English)	FASHION DESIGN 1 : BODY COVERING APPROVED
Course Code	FES402
MQF Credit	2
Course Description	This is an introductory course to fashion design for beginners. Students are exposed to a variety of body coverings from costumes, contemporary fashion and of various styles and genres. Understanding the human body and its needs and its relationship to the body coverings is an essential part of the course. Thereafter, students are taught a basic step by step approach to designing a garment/ covering emphasizing on experimental/ exploration creative forms of outer/ innerwear.
Transferable Skills	Basic Design Process Utilization of Element & Principle in Art & Design Time Management
Teaching Methodologies	Lectures, Blended Learning, Tutorial, Workshop
CLO	CLO1 Define human body and its needs for appropriate body coverings and its significance and problems involved. CLO2 Make basic processes to garment design. CLO3 Solve the problems of applying the elements of design guided by the principles of designing. CLO4 Produce bodywork of ideas complied into a folio. CLO5 Develop creativity thinking – garment design. CLO6 Be more aware, appreciative and sensitive to the varieties of body coverings available.
Pre-Requisite Courses	No course recommendations
Topics	
1. Introduction 1.1) Course Content & Project Preparation 1.2) Career in fashion 1.3) Fashion and silhouette	
2. Body Covering 2.1) Contemporary styles 2.2) Creative body coverings	
3. Human Body 3.1) Structure, proportion, joint systems, body parts, form, mobility, body types and etc	
4. Documentation Folio 1 4.1) Critic / Progressive Assessment	
5. Human Needs 5.1) Comfort, practicality, functionality, appropriate dressing (Suitability with functions) - Visually pleasing	
6. Elements & Principle of Design 6.1) Purpose and function	
7. Design Process 7.1) Designing and Creating – types, category of body coverings 7.2) Application of elements of design guided by principles of design.	
8. Sources of Inspiration 8.1) Nature 8.2) Manmade	

9. Experimental Project based on exploration of ideas 2D & 3D 9.1) Usage of simple variety of shapes (consideration functionality, practicality, comfort, creative / innovative, stylish and etc.)
10. Fabric and Technique 10.1) Sampling 10.2) Experimental
11. Documentation Folio 2 11.1) Critic/ progressive assessment
12. Sketches of Idea 12.1) Basic approach of figure drawing 12.2) Presentation drawing 12.3) Finalize design
13. Final Prototype 13.1) Pattern Making and Toile 13.2) Making Up 13.3) Finishing
14. Preparation and Final Assessment 14.1) Preparing the designing folio 14.2) Preparing the prototype

Assessment Breakdown	%
Continuous Assessment	60.00%
Final Assessment	40.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Project 1 - Fashion Timeline and Silhouette - Refer to project brief on specification	10%	CLO1 , CLO6
	Assignment	Project 2 - Two-Dimensional Design Process	25%	CLO2 , CLO3 , CLO4 , CLO5
	Assignment	Project 3 - Three-Dimensional Body Covering	25%	CLO1 , CLO2 , CLO3 , CLO4 , CLO5 , CLO6

Reading List	This Course does not have any book resources
Article/Paper List	This Course does not have any article/paper resources
Other References	This Course does not have any other resources