

Grade

10

FASHION DESIGN



Government of Pakistan

**Ministry of Education and Professional Training
National Curriculum Council**



**In Collaboration With
NAVTTTC
ISLAMABAD**

A textbook of
Fashion Designing
Grade- x



**National Vocational & Technical Training
Commission H-9, Islamabad**

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PREFACE

The education sector of Pakistan has achieved a milestone by developing a text book for Fashion Design for the first time in its history. The book is developed and reviewed by some of the most experienced educationists who are serving in this field for more than a decade, keeping in mind the basic knowledge to be inculcated to the students of matriculation. The knowledge will lay a staunch foundation for them to further excel in this field. At the same time, modern day educational approaches have been adopted throughout its development process. The exercises are designed in a manner that will challenge them to critically analyse the knowledge and develop a creative mind set. Author has specifically tried to give special attention to the fact that all the theoretically imparted knowledge is utilized practically through several sets of exercises and practical assignments. The book will definitely empower individuals in this field and will pave way for further excellence.

Executive Director
National Vocational & Technical Training Commission
(NAVTTTC)

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DRAWING - II



Did you ever listen the term 'Croquis'?

Did you know the abbreviation of CAD?

Did you know which Adobe is best for clothing design?

Students Learning Outcomes

After studying this unit students will be able to:

- ✓ define the concept of still life compositions.
- ✓ explain the importance of elements and principles in drawing in laying out a composition.
- ✓ apply the elements and principles of drawing in laying out still life compositions.
- ✓ identify the use of different media and material to render the composition.
- ✓ identify the nature of selected media and materials (water color pencils, water colors, poster colors, chart papers, water color sheets).
- ✓ apply the rendering techniques to draw the compositions.

Drawing - II

Still Life Composition

When you are painting or drawing a still life scene, composition is everything. While technique and expertise are crucial, it's the subject of a piece that draws the viewer in and makes them want to study your work.



Do You Know?

The tone effects on composition as well as color palette

Guiding questions
How artist arrange still life in painting?

Steps to a Good Composition

• **Step 3: Balance your composition.**

• **Symmetrical balance** is when the composition is even on both sides. If you folded it in half both sides would be equal. Symmetrical balance is more difficult because it must be precise or the eye will reject it.



• **Asymmetrical balance** is when one side dominates but balance is still achieved. Asymmetrical balance can be easier to arrange but still requires that you balance the elements of your still life with the negative space of the surrounding area.



Example of Symmetrical Balance

Still Life with Peaches, 1881, Auguste Renoir (French, 1859-1919), Bequest of Stephen C. Clark, 1960 (94.103.12)



Example of Asymmetrical Balance

Henri (Louis) Henri-Jean Thodore | Louis-Léon (French, 1897-1984), A Plate of Apples, 1968, oil on canvas, 21.0 x 26.4 cm, Tate Gallery, London. See Hatfield's Group.

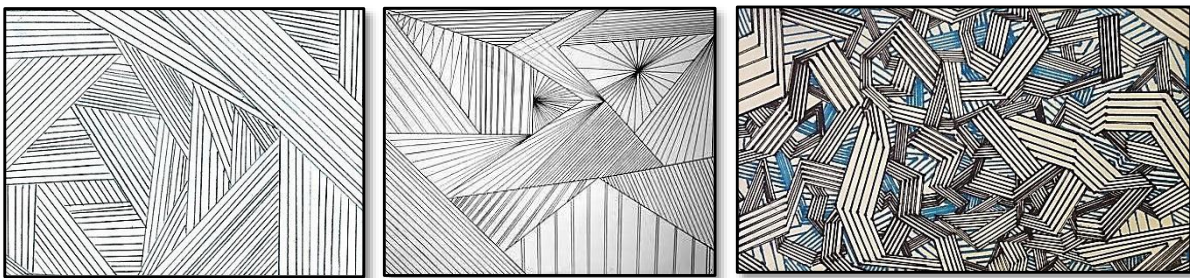
Elements and Principles of Drawing in layout of a Compositions

Elements of Drawing

Elements of art are stylistic features that are included within an art piece to help the artist communicate. The seven most common elements include line, shape, texture, form, space, colour and value, with the additions of mark making, and materiality. When analyzing these intentionally utilized elements, the viewer is guided towards a deeper understanding of the work.

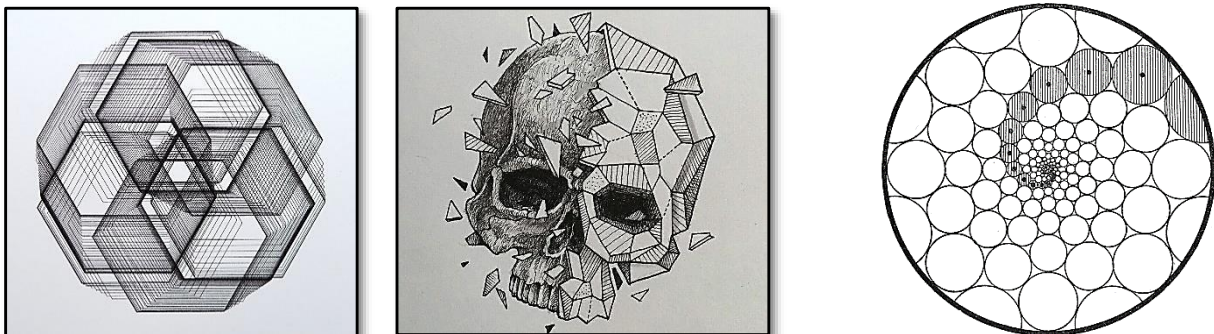
1. Line

Lines are marks moving in a space between two points whereby a viewer can visualize the stroke movement, direction, and intention based on how the line is oriented. Lines describe an outline, capable of producing texture according to their length and curve.



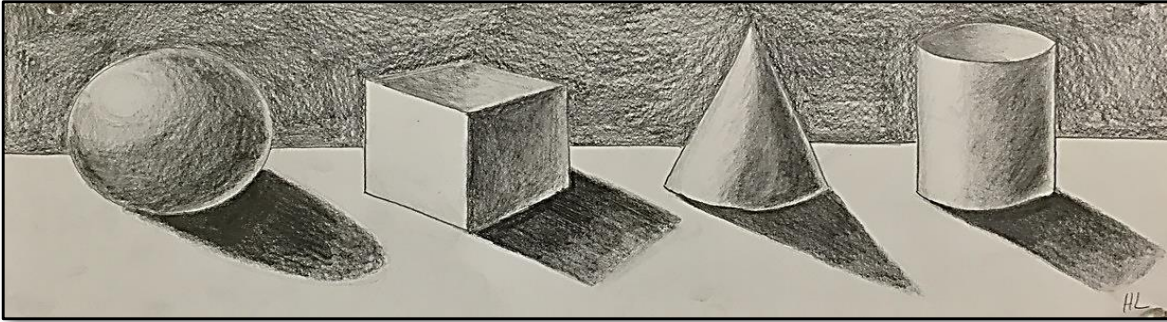
2. Shape

A shape is a two-dimensional design encased by lines to signify its height and width structure, and can have different values of color used within it to make it appear three-dimensional. In animation, shapes are used to give a character a distinct personality and features, with the animator manipulating the shapes to provide new life.



3. Form

Form is a three-dimensional object with volume of height, width and depth. These objects include cubes, spheres and cylinders. Form is often used when referring to physical works of art, like sculptures, as form is connected most closely with those three-dimensional works.



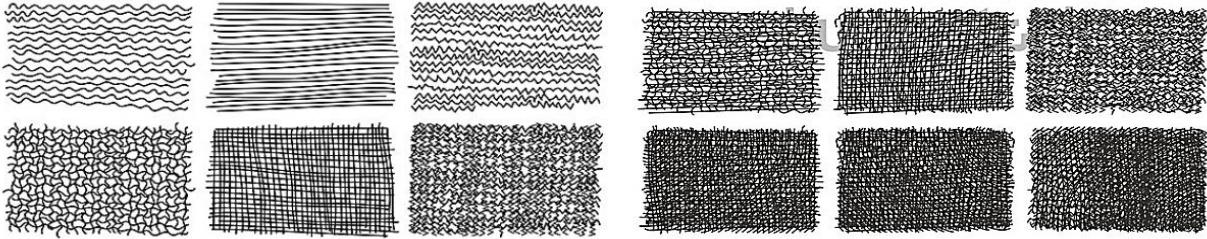
4. Color

Color is an element consisting of hues, of which there are three properties: hue, Chroma or intensity, and value. Color is present when light strikes an object and it is reflected back into the eye, a reaction to a hue arising in the optic nerve. The first of the properties is hue, which is the distinguishable color, like red, blue or yellow. The next property is value, meaning the lightness or darkness of the hue.



5. Texture

Texture is used to describe the surface quality of the work, referencing the types of lines the artist created. The surface quality can either be tactile (real) or strictly visual (implied). Tactile surface quality is mainly seen through three-dimensional works, like sculptures, as the viewer can see and/or feel the different textures present, while visual surface quality describes how the eye perceives the texture based on visual cues.



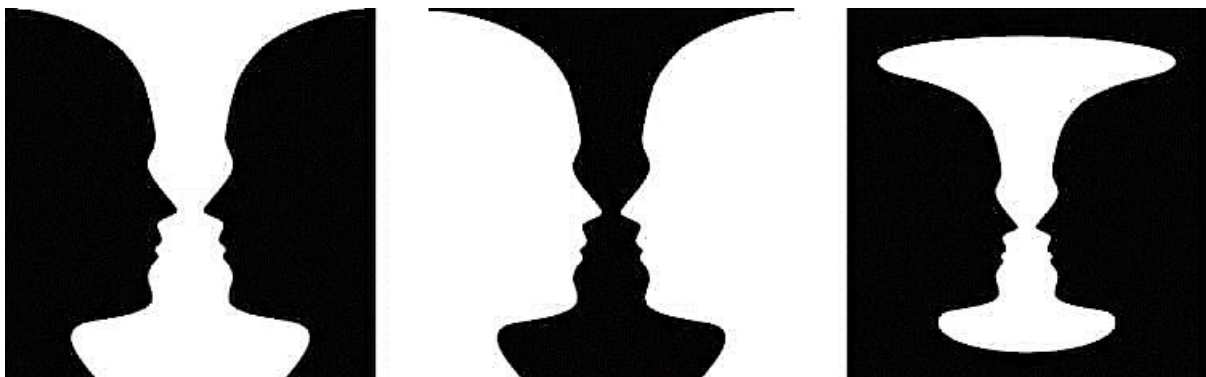
6. Value

The scale between dark (black) and light (white) values. Value refers to the degree of perceivable lightness of tones within an image. The element of value is compatible with the term luminosity, and can be "measured in various units designating electromagnetic radiation". The difference in values is often called contrast, and references the lightest (white) and darkest (black) tones of a work of art, with an infinite number of grey variants in between. While it is most relative to the greyscale, though, it is also exemplified within colored images.



7. Space

Space refers to the perspective (distance between and around) and proportion (size) between shapes and objects and how their relationship with the foreground or background is perceived. There are different types of spaces an artist can achieve for different effect. Positive space refers to the areas of the work with a subject, while negative space is the space without a subject. Open and closed space coincides with three-dimensional art, like sculptures, where open spaces are empty, and closed spaces contain physical sculptural elements.



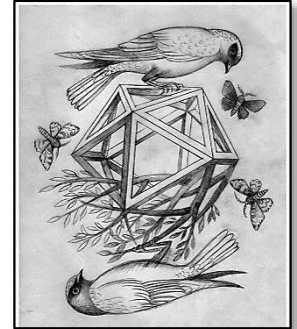
Principles of Drawing

1. Balance

Can be Symmetrical or Asymmetrical.

Symmetrical = dividing a composition into two equal halves with seemingly identical elements on each side.

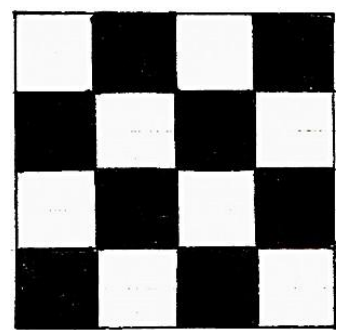
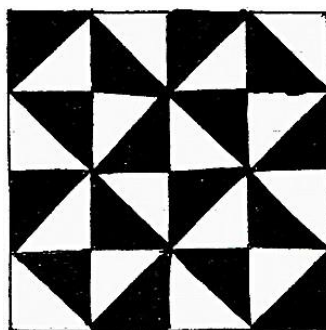
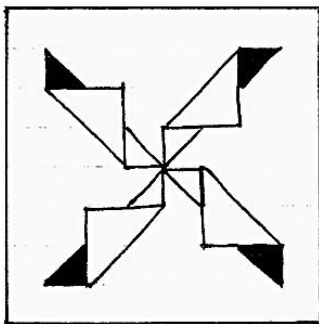
Asymmetrical = balance based upon a visual sense of equilibrium that can be felt more than it can be measured. There are no specific rules for asymmetrical balance except that of diversity



2. Repetition/Rhythm

A repeating visual element (line, shape, pattern, texture, movement); a flowing and regular occurrence. A subcategory of repetition is pattern.

Pattern – any compositionally repeated element or regular repetition of a design or single shape; pattern drawing in commercial art may serve as models for commercial imitation.

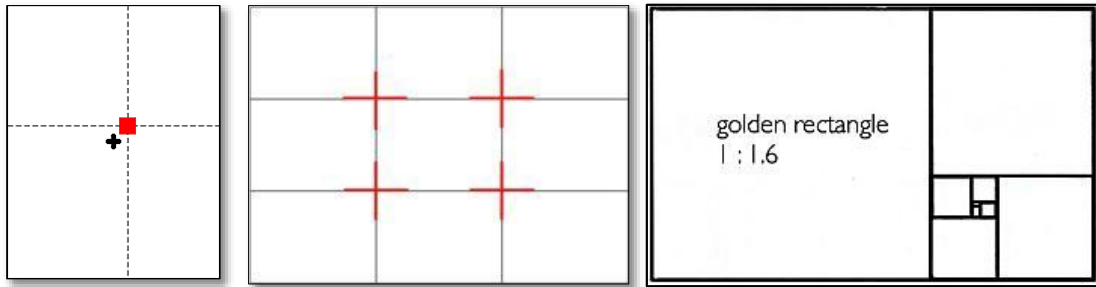


3. Focus/Emphasis/Dominance

The prime center of visual importance within a composition to which all other visual elements yield; it holds the viewer's attention because of its attractive and dominant influence on its surroundings Rule of Thirds.

A compositional tool that makes use of the notion that the most interesting compositions are those in which the primary element is off center. Basically, take any frame of reference and divide it into thirds placing the elements of the composition on the lines in between.

Visual Center – The visual center of any page is just slightly above and to the right of the actual (mathematical) center. This tends to be the natural placement of visual focus.



4. Pattern

Pattern is the uniform repetition of any of the elements of art or any combination thereof. Anything can be turned into a pattern through repetition. Some classic patterns are spirals, grids, weaves. For examples of different pattern types see the Artlandia Glossary of Pattern Design. A popular drawing practice is Zentangles, in which an abstract or representational outline is divided into different areas, each of which contains a unique pattern.

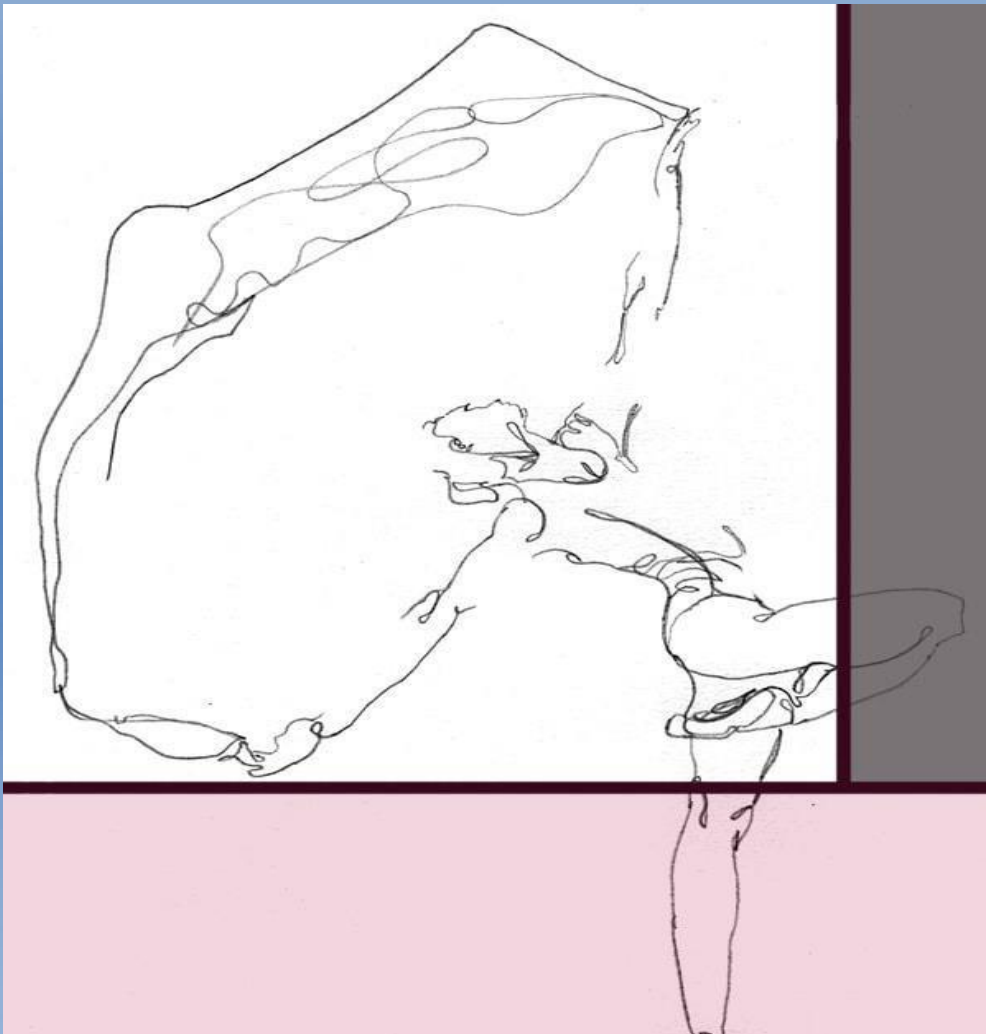


5. Movement

The best and most straight forward way to show movement in a work of art is to carefully study how things change when in motion. For example, how does a person change when walking versus standing still? Or, how does a person appear when running versus walking. By changing the balance point and posture of a person, the artist can convey a static standing figure or the movement of a person walking or running.

**Activity**

- ✓ The movement is shown in the following drawing. Complete the drawing.



6. Variety

The counterweight to harmony and create visual interest by slightly changing or using different elements together in a composition. It can be created with contrast, change, elaboration, or diversifying elements. With variety, it is important to consider how the elements are working together so that you still have harmony and unity within a composition. This image of different fruits and vegetables is an example of variety.

Activity:


P R I N C I P L E S O F D E S I G N

PRINCIPLES OF DESIGN are guidelines used by artists to organize the visual elements of an art work. They include balance, emphasis, rhythm, unity, movement, variety, harmony, and proportion.


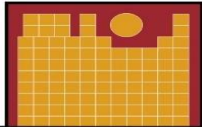
VARIETY: Achieving variety involves the use of differences or contrasts.

V A R I E T Y

Here are three examples of still life paintings by **Paul Cézanne** (French Post-Impressionist Painter, 1839-1906). In each painting he has repeated fruit that are similar in size and shape. Note how **Paul Cézanne** has achieved variety by changing the colours of each fruit so no two are the same.

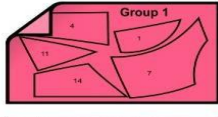



Paul Klee created artwork with a **variety of shapes and colours**. What would it be without **variety**?

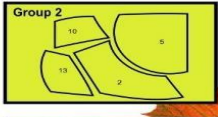




Creative Work
Use the principle of **variety** to create a **Paul Klee** inspired collage.

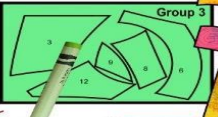
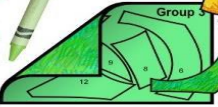
Group 1


Group 2

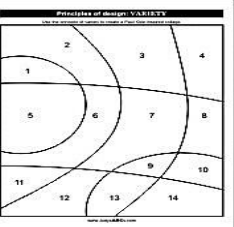
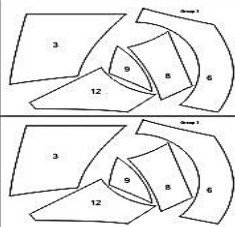
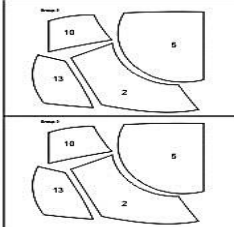
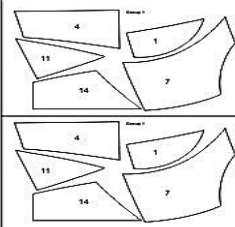



Group 3

1 Print the worksheet. Print the groups of
 2 Turn them over. Add colour and
 3 Turn them over again. Cut out the shapes.



7. Contrast

As a principle of drawing, contrast refers to the arrangement of opposite elements and effects. For example, light and dark colours, smooth and rough textures, large and small shapes. Contrast can be used to create variety, visual interest, and drama in an artwork.



Application of Elements and Principles in Still Life Drawing

1. Vary the textures of the objects you choose. Texture can add just as much interest as shape, color, and placement.
2. Consider the shapes, colors, and sizes of the pieces in your composition. You'll want
3. To include a variety to provide contrast, particularly when it comes to your focal point.
4. You want contrast, but watch the patterns you've combined.
5. The placement of the elements in your composition can serve to direct the reader's eye either from element to element.
6. Employ the Rule of Thirds, dividing their scene into three roughly balanced sections, either horizontally or vertically.
7. At least some of your pieces should overlap.
8. Negative space created by your objects. The shapes and shadows of your negative space should be just as interesting as the positive space.
9. Playing with the angle from which the viewer sees your composition is a good way to add interest

Guide line

Inanimate objects such as fruit, flowers, food and everyday items are painted as the main focus of interest in still life

Do You Know?

Many artist follow the golden ratio or golden spiral

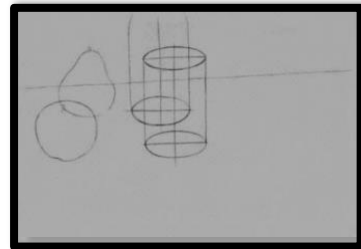
Activity

Pick three favorite objects (favorite fruit, veggie, or vase of flower etc. Place them in a table in a grouping any way you like. These should be right in front of where they can see them to draw or paint.

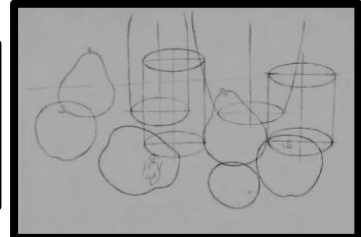
Activity

Draw a still life with pencil shading.

Step 1: In still life, you should start to draw the transparent wire frame forms with visible lines of construction.



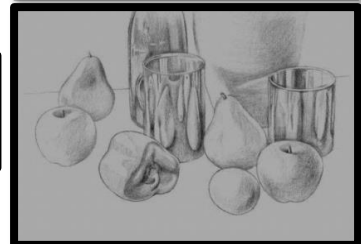
Step 2: When composing a still life, try to introduce the qualities that make an interesting arrangement its balances and contrasts of line, shape, tone, color, pattern, texture and form.



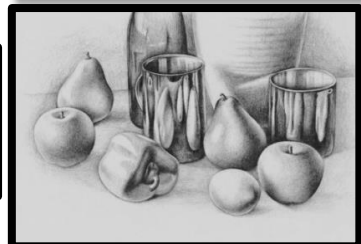
Step 3: Now lightly sketch in the shapes of any shadows or reflections onto each object.



Step 4: Add some basic tones are lightly applied to each object to help build up its three dimensional form.



Step 5: This time you deepen their tone, increasing the contrast between the areas of dark and light. This will enhance the form of the objects and increase their impact.

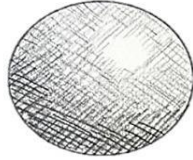


Interesting Information

Graphite Shading Techniques



Hatching



Crosshatching



Stumping



Stippling



Step 1: It is more practical to paint the objects in order from back to front, as it is technically easier to paint the edge of any object over the preceding one.



Step 2: Each bottle, one light in tone and the other dark, is neatly under painted in a flat opaque color.



Step 3: Similar light green tones are then built up in glazes emphasizing details on both bottles.



Step 4: In this final stage, the brightest highlights are built up on both bottles using tints of local color mixed with white for added opacity.

Step 5: The subtleties of transparency, opacity and reflection depicted in the bottles augment the strong visual elements at play in the still life.



Do You Know?

Acrylic paint uses a synthetic resin to bind pigments

Oil Painting

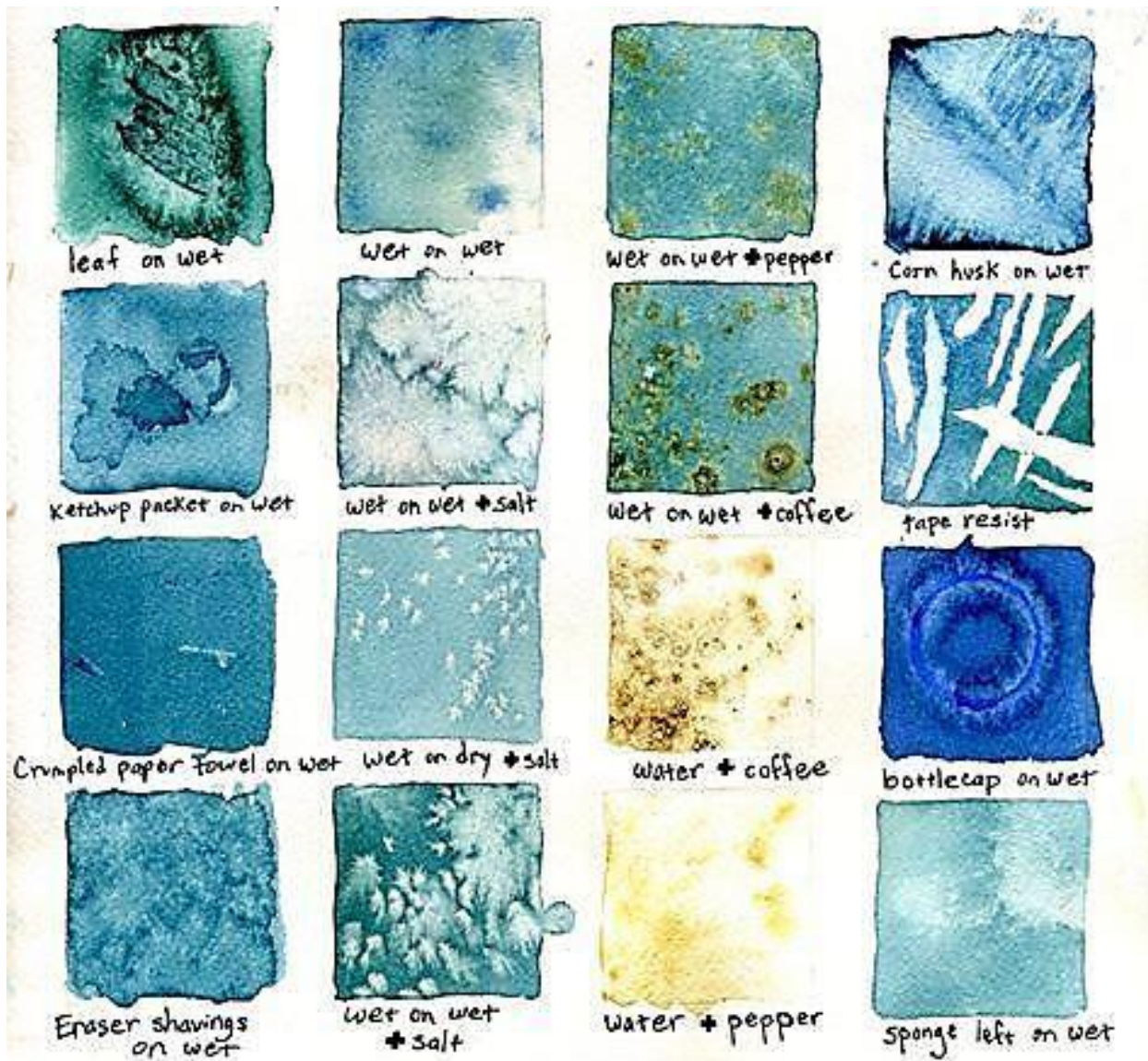
Oil painting is the process of painting with pigments with a medium of drying oil as the binder.

Interesting Information**Choose the Right Brush****Media and Material****Different Media and Material for Composition:**

Acrylic paint is water-based fast-drying paint widely used by artists. As it can be diluted with water and used thinly or thickly depending on how much water is added to it, Acrylic paint is waterproof once it has dried



Interesting Information



Create a chart of 2 x 2 box and develop different strokes styles using different brushes using different mediums oil paint and acrylic paint

OIL PAINT: A thick paint made with ground pigment and a drying oil such as linseed oil, used chiefly by artists.

Tool Box



Create surface with oil marbling technique



ACTIVITY



WATER COLOR

Artists' paint made with a water-soluble binder such as gum and thinned with water rather than oil, Observational study draw a flower in water color use A3 Scholar sheet with drawing board material required for painting water color brush, water color palate, and water container.



Do You Know?

The paint can be applied in various techniques such as wet on wet and wet on dry.

Poster Paint: Poster color is a water-soluble paint consisting of a color mixed with a binder such as glue or gum to give it a dull finish. An example of poster color is tempera paint.

Interesting Information**YELLOW-GREEN COLOR FAMILY****ACTIVITY****Do You Know?**

Poster paint can be used in the same way as acrylic paint

Activity

Select a picture it could be from nature and create color swatches in 2 x 2 inch box. Like: see the given picture.



Water Color Pencil

Water color pencils are fully water soluble: Watercolor pencils are a unique medium for creating art. They combine drawing with painting in a manner that no other medium can replicate.

Do You Know?

WATER COLOR PENCILS are similar to colored pencils but behave differently when water is added.

Activity

Apply a wet paintbrush and create fabulous water color effects on any motif or pattern



Understanding the Nature of Media and Material: Activity 1: Use of Poster Color

First of all draw a basic picture of house or tree on scholar sheet with drawing pencil. You will need poster color and paint brush for this .Wet your brush first with water then dry it with a cloth, then take small amount of green colour, dip the point of the brush then smoothly paint it.

Guide Lines

Remember the amount of water should be less first. After the paint is applied in the drawing, you should spread the colour with moderate amount of water. Don't let the paint to dry, spreading must be done immediately after the colour is applied.



Activity 2: Use of Water Color

There are a couple of basic ways to paint with watercolor. The wet-on-wet method is typically used for painting landscapes, simple skies, or soft watercolor washes. Required things are:

1. Water Colors
2. Water Color Brushes
3. Water Color or Scholar Sheet
4. Masking Tape
5. Water Container

Wet On Wet

1. Start by wetting your brush with plain water and “painting” two rectangles.
2. Pick up moistened paint from your palette and add color to your wet rectangle.
3. In your second rectangle, just add dabs of paint.



Do You Know?

Remember that watercolors dry lighter than they look when they're wet.

Dry Wash

1. Use a large flat or round brush and an angled surface like a drafting table or easel on your palette,
2. Mix a generous amount of water with your chosen pigment. You might want to practice on a scrap of watercolor paper first.
3. Load your brush with as much paint as it'll hold. Then, working quickly, make a steady, controlled horizontal stroke along the top of the paper.
4. Another stroke just below the first one, overlapping with the bottom edge.
5. When you reach the bottom, blot your brush on a paper towel, then use the dry tip to carefully pull up the excess paint along the bottom of the final stroke to avoid a darker bottom. Let your paper dry completely at an angle before setting it down flat again.

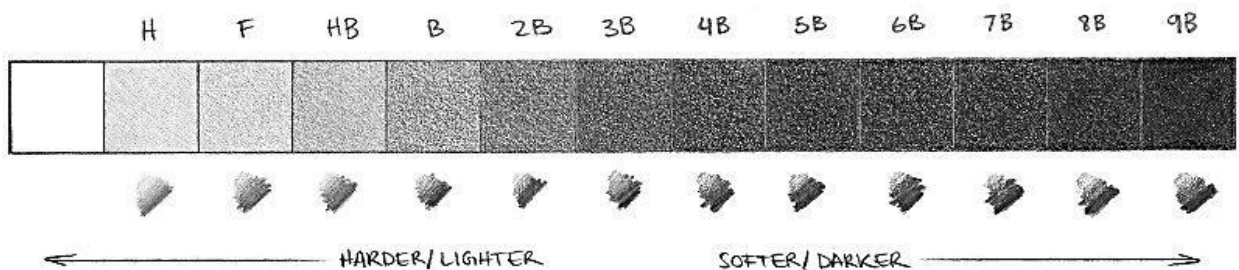
Application of Rendering Techniques to Draw the Composition

Activity: Draw still life composition using pencil and use pencil shading? The composition must consist of fruits and glass bottle?

Important steps to be considered:

1. Use scholar sheet in your drawing.
2. Use drawing pencils for your drawing.
3. At least two vegetables and two fruits should be in your composition.

Interesting Information







Activity: Blended shapes using wet on dry? Some practice with basic wet on dry techniques you can try combining some of the ideas above and paint some blended shapes.

Important steps to consider:

1. For water color task you are supposed to use water color sheet or scholar sheet
2. Rounded point water color brushes of size 4&6
3. Water color in cake palate of Pelican Company
4. Combine geometric shapes and overlap them for interesting compositions.



Key Points

-  understand Anatomy. Stylize to Optimize.
-  illustrations tell stories through imagery. Differentiate Between Fabrics with Texture.
-  consider the way in which culture and ethnic heritage may affect the types of hairstyles a figure could wear.
-  understanding how objects exist within a space can only help you drawing them in an accurate way.

Web Links

-  <https://www.adobe.com/creativecloud/illustration/discover/fashion-illustration.html>
-  <https://www.shawacademy.com/blog/fashion-drawing-guide-with-template/>
-  <https://www.masterclass.com/articles/step-by-step-fashion-drawings-how-to-draw-a-fashion-figure-in-10-steps#:~:text=Fashion%20drawings%20are%20the%20blueprint,movement%20lines%20for%20fabric%20draping>
-  https://www.google.com/search?rlz=1C1BNSD_enPK996PK996&q=Fashion+drawi ng+book&sa=X&ved=2ahUKewiO2o2o6ZX3AhWgg_0HHcWmCb8Q1QJ6BAhLEAE&biw=1024&bih=625

Exercise**Tick (✓) the suitable option**

1. Two-Dimensional Design are Called?

- a) Values b) Shape c) Foam d) Art

2. _____ is used to describe the surface quality of the work

- a) Shape b) Foam c) Texture d) Balance

3. The difference in values is often called _____

- a) Contrasts b) Values c) Colors d) Space

4. _____ is the uniform repetition of any of the elements of art or any combination thereof

- a) Shape b) Pattern c) Foam d) Shading

5. As a principle of drawing, _____ elements and effects

- a) Variety b) Contrasts c) Movement d) Focus

6. _____ is water-based fast-drying paint widely used by artists

- a) Oil Paints b) Acrylic Paints c) Poster Paints d) Water Colors

7. The _____ method is typically used for painting landscapes, simple skies, or soft watercolor washes

- a) Dry on wet b) Wet on Wet c) Dry Brush d) Oil Based

8. _____ are stylistic features that are included within an art piece to help the artist communicate

- a) Principle of Art c) Still life Drawing
b) Elements of Art d) Paintings

9. _____ describe an outline, capable of producing texture according to their length and curve
- a) Shape b) Line c) Foam d) Colors
10. _____ is three Dimensional Object
- a) Foam b) Line c) Shading d) Space

Write Short Answer of the following questions.

1. What is drawing?
2. How many Elements in Drawing?
3. What is Color and which is its Properties?
4. How many types of spaces and how artist can achieve different effects?
5. What is Principle of Drawing? Write their name?
6. Difference between symmetrical and A- symmetrical?
7. How to create Movements in paintings?
8. What is Oil Painting?
9. What is Wet on Wet technique?
10. What is Pattern? Define pattern?

Answer the following questions in detail.

1. What is drawing? How many elements of drawing? Describe elements of drawing in short with diagram?
2. Describe the principle of drawing with example?
3. Define the different techniques of paintings with materials?

Design Development for Fashion

Did you ever do
Brainstorming before
starting any project?

Did you know the
difference
between primary
and secondary
research boards?



Did you know
the difference
between
primary and
secondary
research
boards?

Students Learning Outcomes

After studying this unit students will be able to:

- define the concept of Brainstorming
- identify the process of Theme selection with the help of brainstorming
- apply the process of theme selection
- describe the importance of research in Design development process
- explain the research methodology (Primary and secondary research) Recognize Research board, Theme board, Mood board and Colour board
- apply research methodologies to create Research board, Theme board, Mood board and Colour board
- explain the process of developing designs with reference to Research board, Theme board, Mood board and Colour board
- identify the design development process for creating final garment designs
- apply design development process to creating final garment designs

Design Development for Fashion

The process of design development is long and can be tiring as well. However we cannot deny its importance because quality of your design depends upon how carefully you have executed this process. Each step of this process has a significance. To start up with your work it allows you to clearly understand what you have to work on and who you are working for. In the end you find yourself to achieve your goals. In fashion design, if you are designing a garment, it is pre-requisite to know this process where you have to select a theme, research about it and develop its designs until you produce the final product.

Interesting Information

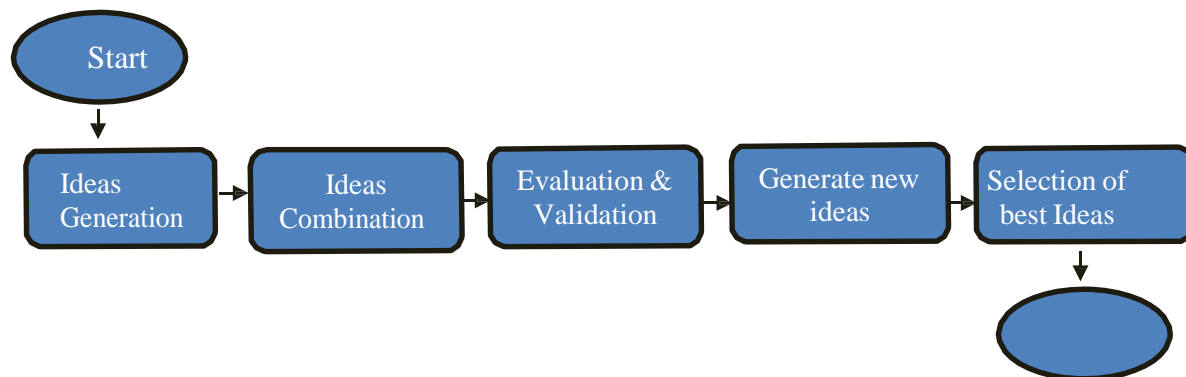
Design is defined to build an initial plan or drawing to know the function or working of an object. Design in the point form where the ideas, basic shapes could be objectified.

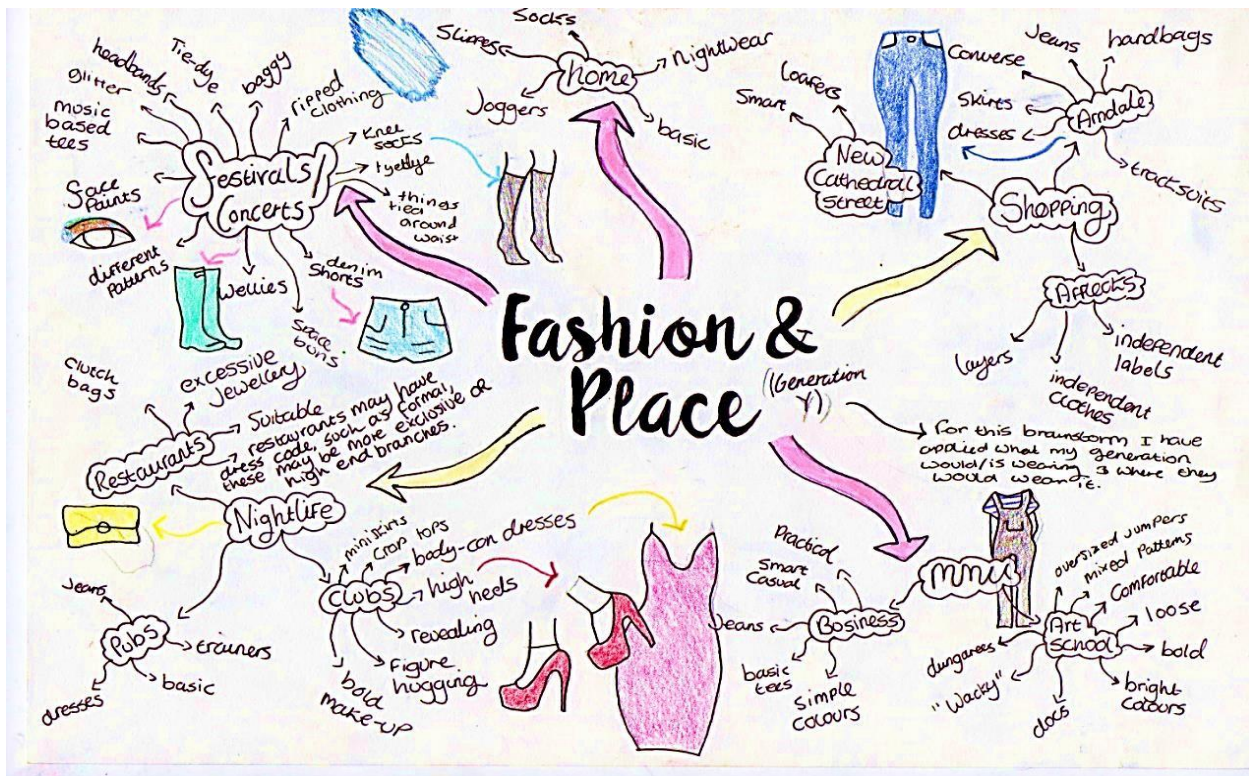
Selection of Theme

Concept of Brain Storming

Brain storming is a method by which one could share the ideas and knowledge to resolve the problems. Brainstorming is the process of thinking new ideas. This can be done single handedly as well as in a group. It is a very useful tool that helps to deeply explore a topic that might has not crossed your mind otherwise. At the same time it this thinking process greatly enhances the creativity that ultimately helps in producing a good end product.

Method of Brainstorming





Process of Theme Selection

In its literal meaning, a theme is the topic or subject that you choose to work on. For a fashion designer selecting a theme is of prior importance before you actually start working on your project. Brainstorming is the first step in selecting a theme after which you need to carry out a thorough research to ultimately select a topic of your choice.

Research

1. Define Customer

Think about who your customer is. Try to develop an image of what your customer looks like, their attitude, their accessories, and their hair.

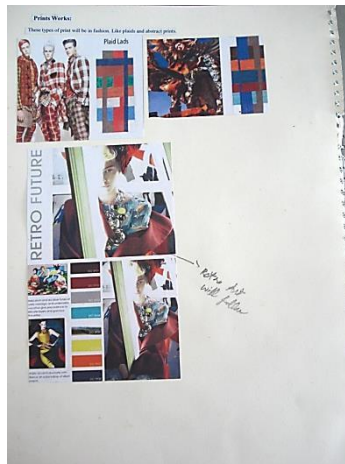
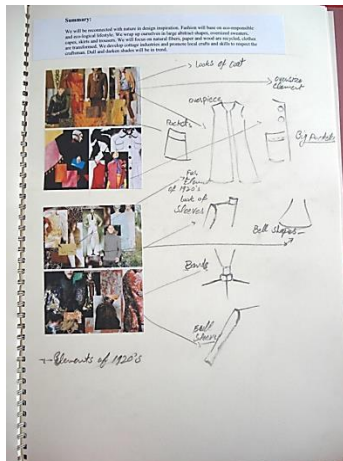
2. Define Market

This includes identifying the brands which sell to your customer and doing research on what they charge and what the buying habits of their customers (your customers) are. Visit stores, look on the internet, do everything you can to be familiar with the market you want to design for. There are several groups of markets. For your first collection, if you are doing this only as a learning exercise and do not plan to market the clothing/product to people you may choose to skip this.

Every designer should understand the market they are designing for. However for someone who is attempting this the very first time and just wants to design this may be overwhelming or too boring.

3. Perform Trend Research

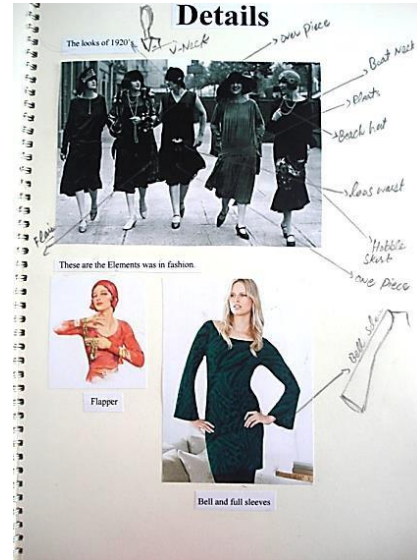
This step is important depending on your market. Every market has different trends, so be aware of what trends affect your market. Do not forget to learn about the past. A designer who designs for a trendy market is able to predict upcoming trends, especially colours, will find success. Designers who do not do trend research may work in an area where trends are not as important however that designer will not be successful without awareness of what his/her customers are currently wearing. This may be just rote knowledge gained from reading the magazines or it may come as a specific research task.



4. Inspiration

Decide what your inspiration is for this final product/design and develop a mood board or concept board using images, drawings, paint, fabric, twigs, anything that says to you what this final design means. Sometimes a designer is inspired by fabric or by a set of fabrics. Even though they have their colour palette from the fabrics and they have their fabrics it is important for most to still define their inspiration by finding images which give the mood that they envisioned when they became inspired by that fabric. An inspiration collage is a collection of inspiring images to use to work from.

After going through all this process the designer should be able to finalize a theme for his work. It is important to keep in mind that you should have detailed information about it. This would greatly help you to keep going with the project smoothly throughout the developmental process.



Activity:

Do a brainstorming exercise on the topic of “spring”
 You must add pictures and drawings to support your ideas.



Development of Research Board and Mood Board.

After the selection of theme the next important step is the development of research board and mood board. These are so important tools that at many stages of developmental process you will have to get back to them.

Importance of Research

Research in a process in which one investigates systematically, in order to establish facts thorough research in design development provides insight into the latest design trends, consumer buying patterns, and competitor strategies. It gives the designer two types of insight. The first is a sense of action, which leads to empathy for the consumer. Secondly, understanding behavior will provide the design process with clues about patterns and practices. It involves identifying the touch points between the consumer and the product. Conducting research demands that you are comfortable with ambiguity during the early stages of a project in order to finally achieve clarity. Research plays an important role in design development process. It helps us to understand the

methodology of design development. It gives the validate design direction through qualitative and quantitative research methods.

Research Methodology

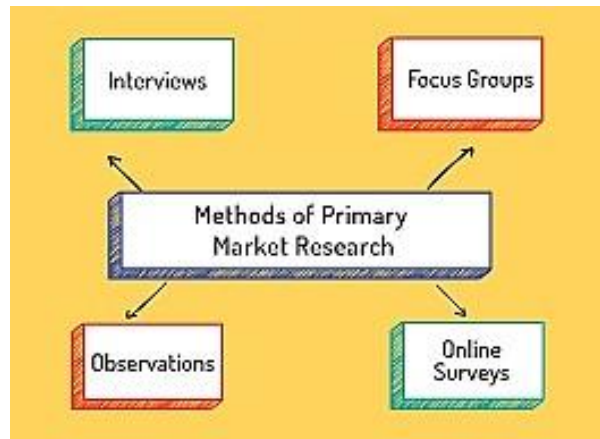
Research methodology is a technique used to identify, select and gather, analyzed information about topic.

Types of Research

- Primary Research
- Secondary Research

Primary Research (Related to Theme Images)

Primary research is any type of research that you go out and collect manually. Examples include surveys, interviews, observations, and ethnographic research. A good researcher knows how to use both primary and secondary sources in her writing and to integrate them in a solid fashion.



Conducting primary research is a useful skill to obtain as it can greatly supplement your

research in secondary sources, such as journals, magazines, or books.

You can also use it as the focus of your writing project. Primary research is an excellent skill to learn as

it can be useful in a variety of settings including business, personal, and academic.



Secondary Research (Related to Theme Images)

Secondary sources are the findings of other people. These may be found in books, the Internet, journals, and magazines. They are just as important as primary sources of research and often allow you to see and read about things that are no longer around or are not easily accessible. It is vital that you understand both types of sources and that in any good research there is a balance of both. Primary sources will call upon your drawing talents and secondary will utilize your investigative skills. So be prepared to bring both together in your design research.



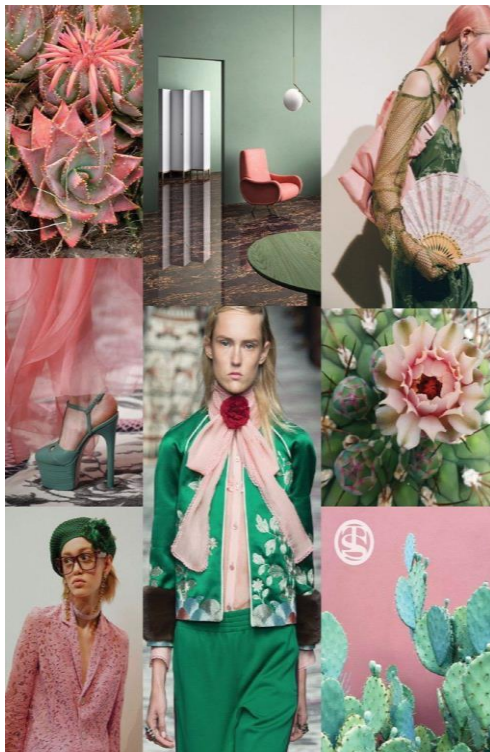
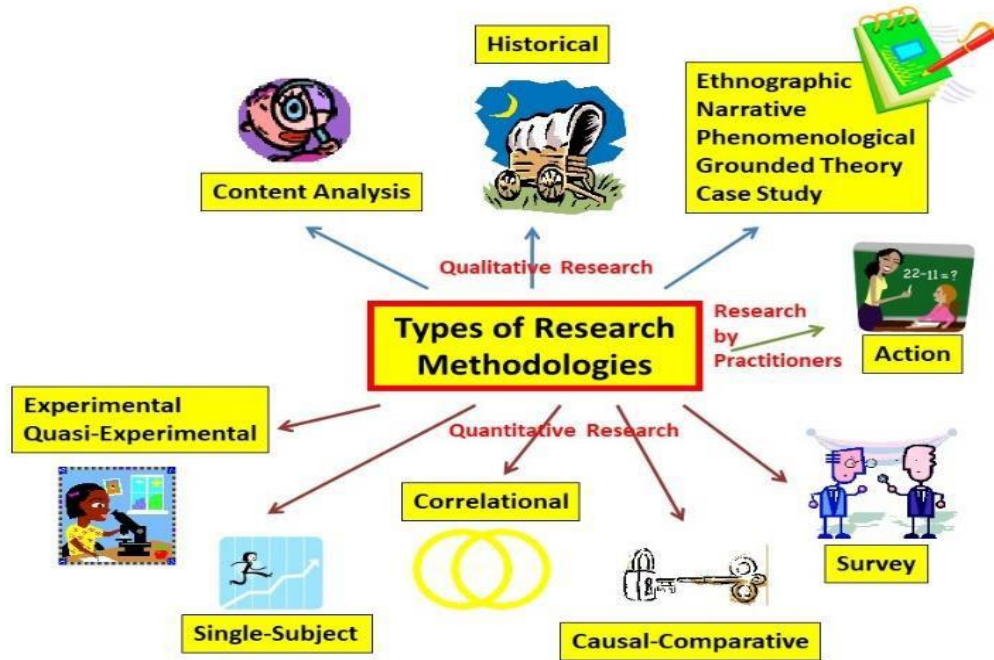
Activity:
Make research board keeping in a mind the topic of “Spring”.



Advantages Of Primary Research	Advantages Of Secondary Research
<ul style="list-style-type: none"> □ Greater control □ Retention information □ Skillful information 	<ul style="list-style-type: none"> □ Time saving accendibility □ Enhancing perspective □ Cost effective

Research Board

The research board, deals with planned research methods. It is an initial step before making a design. One collects different information regarding to a given topic from different sources.



Mood Board

A mood board is a tool used by designers to help them get a good idea of what their clients are looking for. Mood boards are basically collages of items such as photographs, sketches, clippings, fabric swatches and color samples. A mood board can be actual or virtual. A mood board is used by many different types of designers such as those in fashion and interior design. They may be physical or digital, and can be "extremely effective" presentation tools. In short, mood boards are not limited to visual subjects, but serve as a visual tool to quickly inform others of the overall "feel" (or "flow") of an idea. Mood boards are also very useful at the early stages of a project as a guide tool to show to clients for approval before proceeding further”



Activity:

Develop a colored mood board on A3 card board sheet.

Material

1. Card board
2. Scissors
3. Ruler
4. Uhu
5. Pencil

Color Board

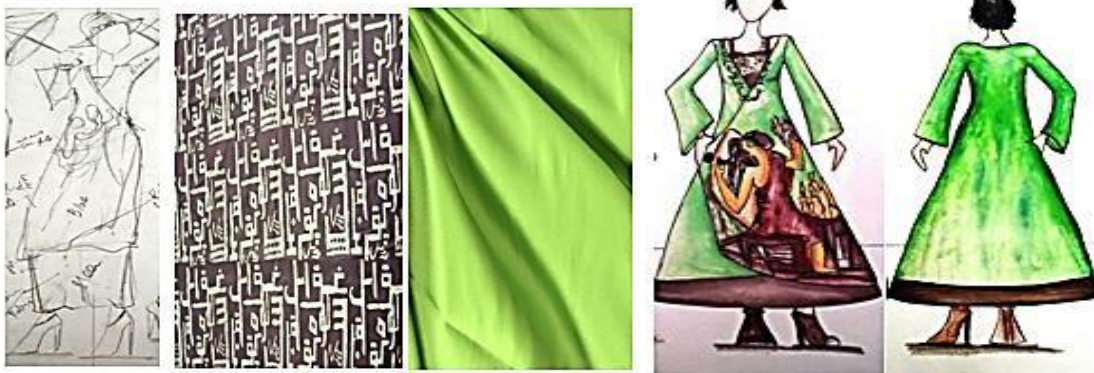
Different shades of primary or secondary colors are placed together to create a color board and tries different elements together by making final garments.

Story Board

“A story board is a summary of your collection’s inspiration and theme. It’s a design tool that will help you remain focused and consistent as your line develops. It’s also a great communication aid when explaining your vision to others (retailers, media etc.). Magazine tears, fabric swatches, old photos, buttons, ribbons; basically any visual reference you desire are mounted onto a hard board. Be sure to give your story board a title, like a book or film”

Storyboard should include the following:

- A fashion figure, clothed in your designs on a flat working figure
- Swatches of your fabric (all the fabrics used)
- Colour palettes (all the colours that are used in your designs)
- Any trims used
- Photographs of the garments



Garment Design

Fabric Selection

Rendered Sketches



Colour Palette

Activity:

Keeping in mind the topic spring develop story board keeping in mind the following points.

1. Sustainable fashion
2. Elements of design
3. Principals of design

Development of Garment Design

Development of garment design covers all the design elements, including texture, space, color, pattern, lines, silhouette, proportion, shapes, focal point and balance. All these objectives make a garment physiological comfort towards a visual perception.

Process of Developing Design.

In design process one has to gather materials for developing for final garments silhouette colors with the help of mood board, color board, theme board and research board.

Interesting Information

While developing mood board keep in mind following 4 things:

1. Your own art
2. Art from other artist
3. Photocopy from books
4. Inspiring quotes

Process of Design Development for Creating Final Garment Design

There are nine steps involved in the design process, which are given below.

- a. Mood board (inspiration board)
- b. Fashion illustration
- c. Technique sketches
- d. Tech pack
- e. Sampling
- f. Sourcing
- g. Review
- h. Design approval
- i. Production

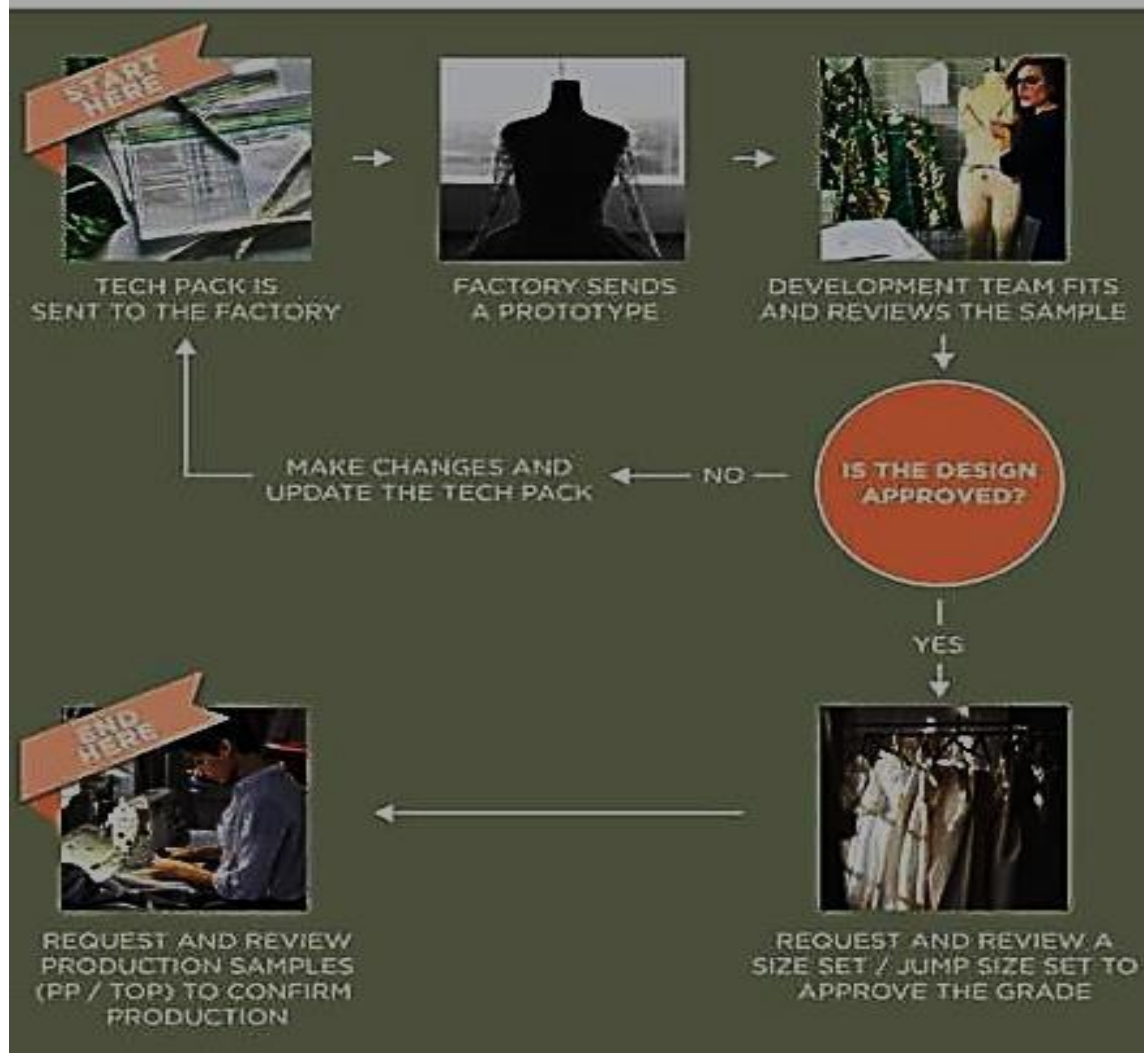


Steps of fashion design process are given below.

1. Detecting inspiration
2. Selecting colors
3. Choosing fabrics
4. Sketches
5. Consider silhouette
6. Prototyping
7. Sampling










THE SAMPLING PROCESS









Key Points

-  brainstorming is the starting point of design development process.
-  brainstorming may include text, pictures, drawings etc.
-  after the selection of theme it is important to carry out thorough research. The
-  research that the designer does himself is called primary research.
-  the research that is already done about a certain topic is called secondary research.
-  a mood board provides a good visual representation.
-  a story board is the summary of your developmental process.

Web Links

-  <https://textilelearner.net/fabric-embellishment-techniques/>
-  <https://www.masterclass.com/articles/inside-the-fashion-design-process-from-briefs-to-assembly#how-the-fashion-design-process-works>
-  <https://www.google.com/search?q=Design+development+for+fashion+exercise&oq=Design+development+for+fashion+exercise&aqs=chrome..69i57j33i10i160j33i21j33i22i29i30i17.21562j0j15&sourceid=chrome&ie=UTF-8>
-  https://www.google.com/search?q=development+of+garment+designing&rlz=1C1BNSD_enPK996PK996&ei=T5ReYoeSNJCPxc8PhKyw-AY&oq=Development+of+Garment+Design&gs_lcp=Cgdnd3Mtd2l6EAEYATIICCEQFhAdEB4yCAghEBYQHRAeMggIIRAWEB0QHjIICCEQFhAdEB4yCAghEBYQHRAeMggIIRAWEB0QHkoECEYAEoECEYYAFAAWPYMYLduaAFwAXgAgAG-AogBvgKSAQMzLTGYAQCgAOGgAQKwAQDAAQE&sclient=gws-wiz

Exercise

Tick (✓) the Suitable Option

1. **Brainstorming is the process of thinking:**
 - a) New ideas
 - b) Renewed idea
 - c) Experimental ideas
 - d) Old ideas

2. **Theme means**
 - a) Name
 - b) Subject
 - c) Object
 - d) Work

3. **After theme selection one needs to develop**
 - a) Colour board
 - b) Story board
 - c) Mood board
 - d) Research board

4. **Mood board is an effective tool for**
 - a) Presentation
 - b) Observation
 - c) Interview
 - d) Survey

5. **The research that you do yourself is called**
 - a) Tertiary research
 - b) Secondary research
 - c) Primary research
 - d) Ordinary research

6. **A story board is the summary of your**
 - a) Fashion drawing
 - b) Theme
 - c) Work
 - d) Idea

7. **A colour board helps to determine**
 - a) Design
 - b) Size
 - c) Silhouette
 - d) Colour scheme

8. **Type of research that is already done is called**
 - a) Basic research
 - b) Primary research
 - c) Secondary research
 - d) Tertiary research

Give Short Answers to the following questions.

1. What is primary research?
2. What is the importance of a mood board?
3. What do you know about brainstorming?
4. What is the importance of research in the process of design development?

5. What is a research board?

Answer the following question in detail.

1. What is research? Explain in detail.
2. What is the difference between primary and secondary research?
3. Explain story board as an important element for garment development.

Constructed Response Question

Match the key words to the definition.

Key Word	Answers	Definition
Brainstorming		a) The research that is already being done
Primary research		b) summary of the collection
Secondary research		c) visual representation of ideas
Mood board		d) collection of ideas
Story board		e) the research done by the designer himself

Final Project

- If you are using magazine, pick any 3 interesting details from a dress that you loved.



Fashion Drawing II

3

Did you ever listen the term 'croquet'?

Do you know the difference between technical drawing and Fashion?

Have you ever noticed dress designs are made on fashion?



Students Learning Outcomes

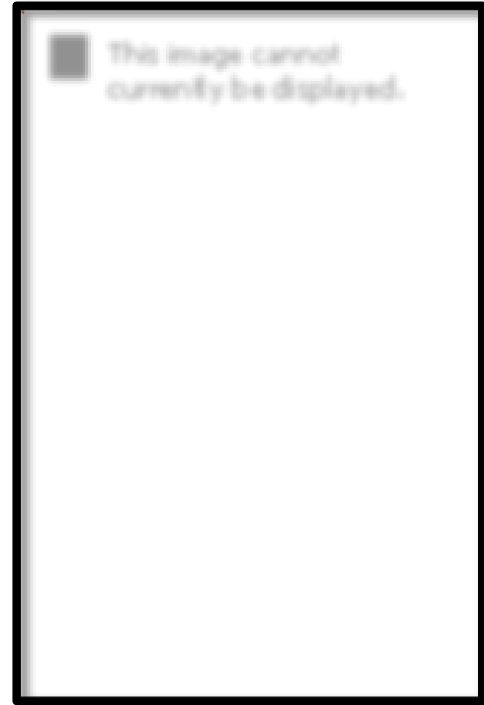
After studying this unit students will be able to:

- ✓ explain about the Illustration of stylised fashion figure/Croquis
- ✓ recognize the process of drawing 9Head stylised fashion figure/Croquis
- ✓ recognize the process of drawing 10 Head stylized fashion figure/Croquis
- ✓ apply the process of drawing 9Head and 10 Head stylised fashion figure/Croquis
- ✓ identify the different variations of garment component.
 - sleeves (Simple Sleeve and Sleeve with Cuff)
 - collars (Band Collar and Two Piece Collar)
 - necklines (Round Neckline and V-Shape Neckline)
- ✓ identify the technical drawings/sketches of garment components:
 - sleeves (Simple Sleeve and Sleeve with Cuff)
 - collars (Band Collar and Two Piece Collar)
 - necklines (Round Neckline and V-Shape Neckline)
- ✓ interpret complete garment in the terms of technical drawing

Fashion Drawing - II

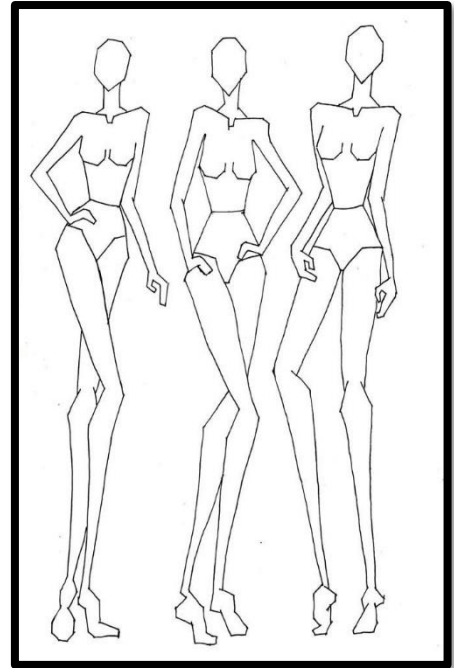
Stylised Fashion Croquis/Illustration A fashion figure is different than a regular figure drawing in the fact that it is a more dramatic, less detailed representation featuring more exaggerated movement and proportions. Fashion figures can essentially take any shape you desire stylistically allowing you to really express your style artistically. Often times, the style of your fashion sketches reflects the style of the clothing you are designing. As a beginner, don't stress too much about finding your style right away- this is something that occurs naturally over time whether you strive for it or not. For now, focus on learning the basic proportion and movement concepts described below which should hopefully lay out the building blocks for finding your drawing style over time.

A good fashion drawing should be able to capture the movement of the design and fabric you are envisioning. If you learn a few basic concepts about proportion, balance and movement you'll be able to sketch a fashion figure in just a few minutes.



Croquis

In fashion, the term refers to a quick sketch of a figure (typically nine heads tall as this is the accepted proportions for fashion illustration) with a loose drawing of the clothes that are being designed. Often a large number of croquis drawings will be created for one finished look, which is fully drawn and finished.



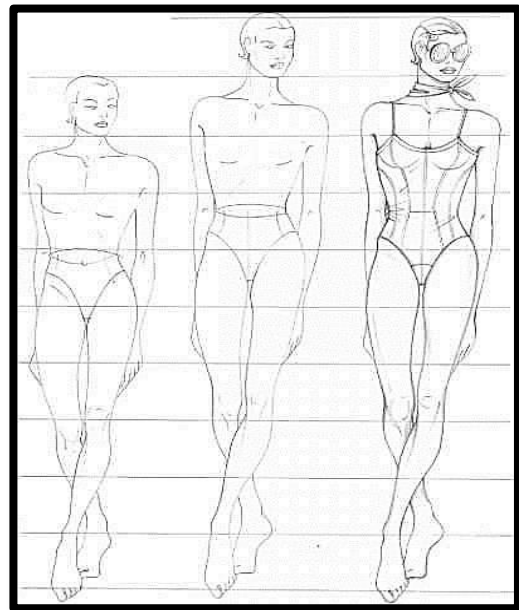
The Process of Drawing 9 Heads Stylised Fashion Figure

By the term stylization is understood the exaggeration of the structure of the body, reducing it to a few essential features. There are various ways of stylizing a figure, and one of them is to elongate the height of the model by one or two units of measure.

First Method

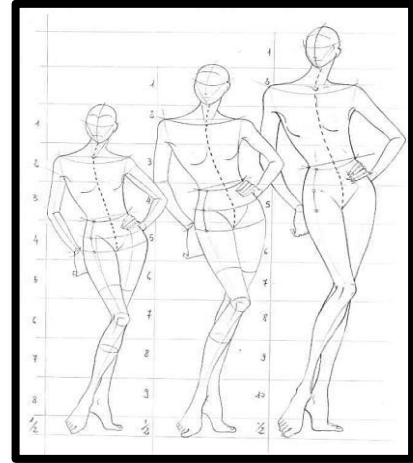
As you will see in the two diagrams, the proportions have remained unchanged in every instance, that is to say that the anatomy of the figure has remained the same while the length of the limbs and principal parts of the body has been modified.

- The diagram above has been elongated by one and a half units of measure and the one on the page opposite has been raised by two.
- The head has more or less the same



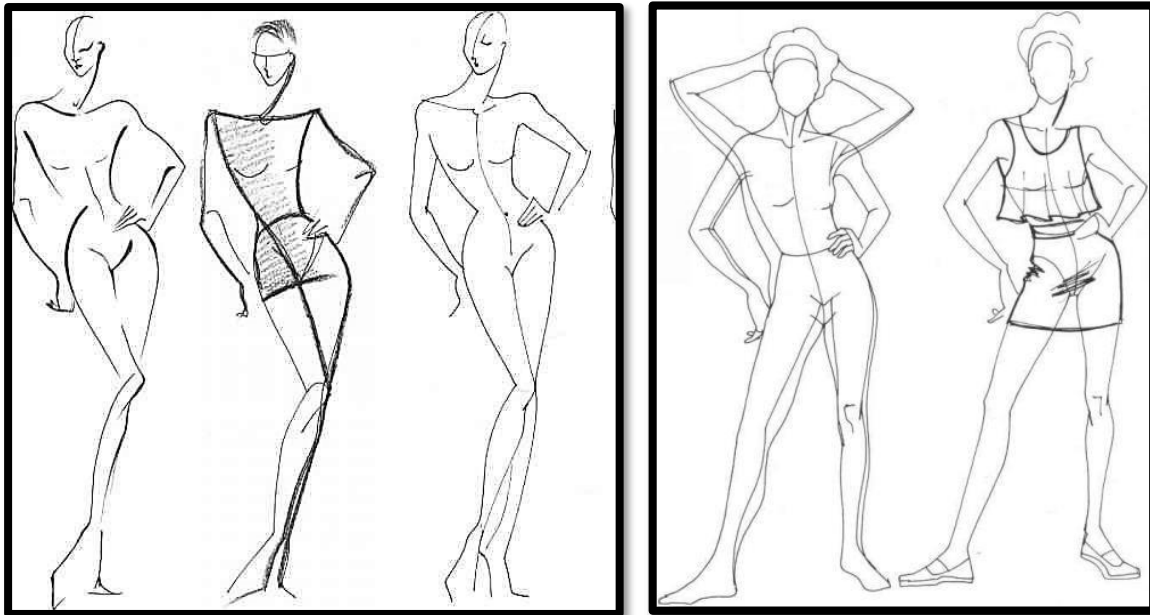
dimensions, the shoulders are slightly broader in relation to the pelvis, and the neck has been slightly elongated. The chest has also been broadened while the pelvic region has been shortened.

- The waist has been reduced in size, the limbs have been elongated, maintaining proportions with the upper body. The feet obviously follow the extension of the body in length.



Second Method

- In the 2nd method the pose has been rendered even more abstract, reducing the figure to a few essential lines which exaggerate the structure.
- The resulting drawing is very similar to the outline but presents more energy and vitality.

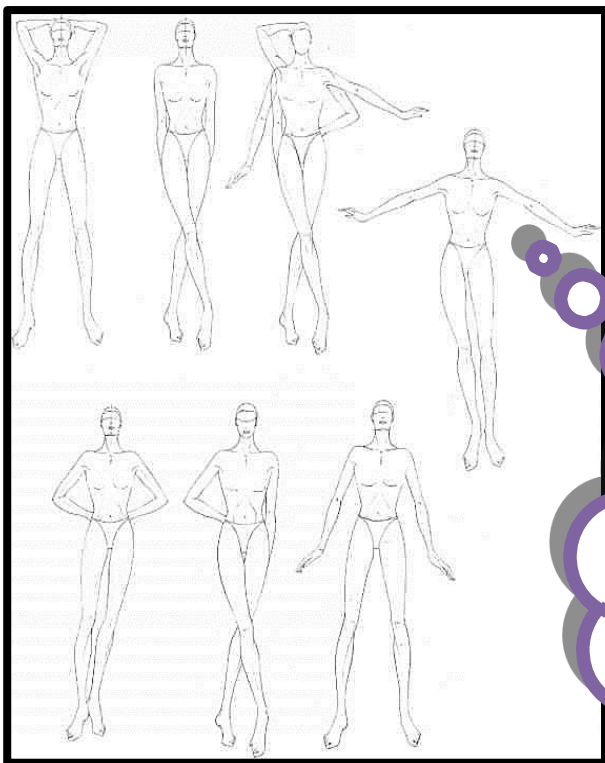
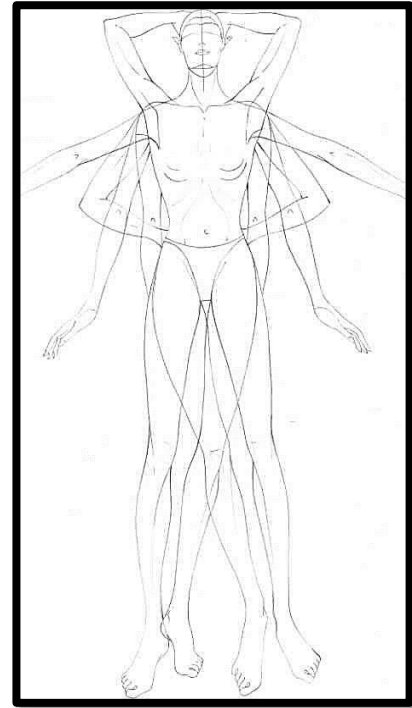


Movement can also help the viewer understand what makes up the clothing you're drawing or painting.

Third Method

Another system for obtaining a convincing fashion plate is that of reducing a real figure without making it any taller, leaving almost unaltered its basic proportions.

- The diagram clearly shows the variations that have been introduced. The waist has been made thinner as well as the flank, the pubic region has been raised, the legs and arms are equally long but have been made thinner, and the neck is slimmer, while the head and the feet remain unchanged from their original size.



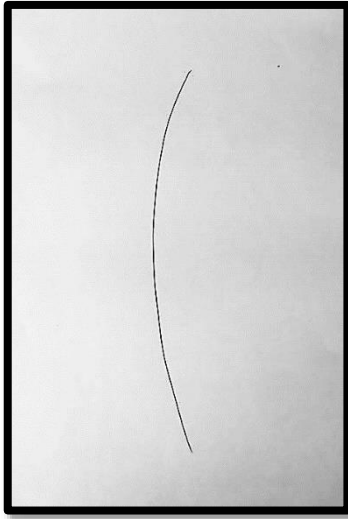
Using this technique of multiple poses with a fixed upper body, you will obtain various fashion plates from a few basic original positions.

Do You Know?

From clothes to accessories, fashion illustrations have a long history as a visual reference for a designer's concepts or current fashion trends.

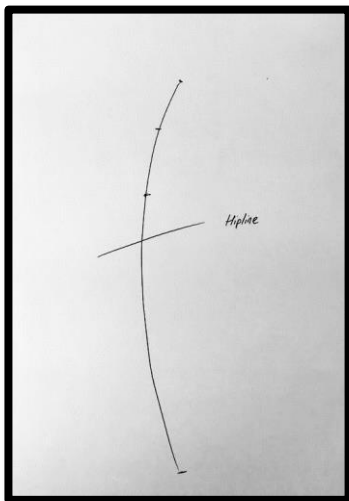
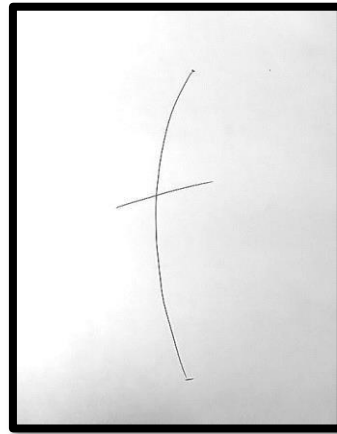
Application Process of Drawing Basic 9 Head and 10 Head Stylised Fashion

Figure



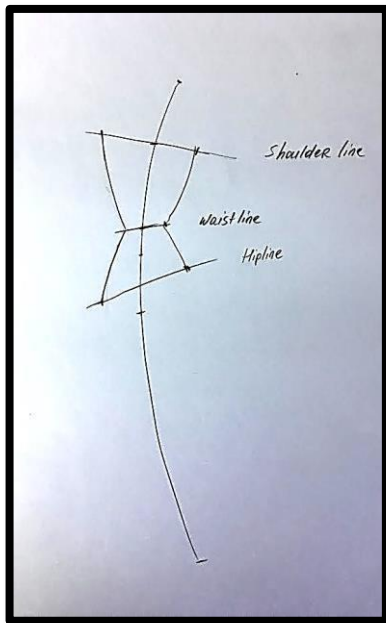
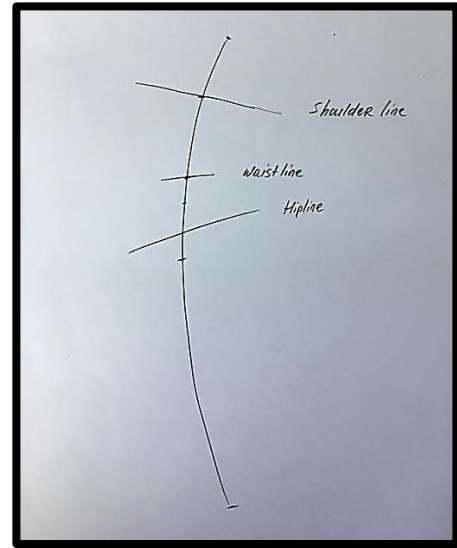
1. Draw a subtly curved vertical line in one continuous movement. Don't worry about how straight or how curved the line is, just free-hand a vertical line. This will serve as your vertical balance line. Vertical balance line is a straight line that determines figure balance and foot placement. This semi-curved line will still allow drawing the correct balance in a fashion figure but it will also help to capture the figure's movement much easier.

2. Next, draw a slanted horizontal line less than half the distance down from the top of the vertical line as displayed in the image.



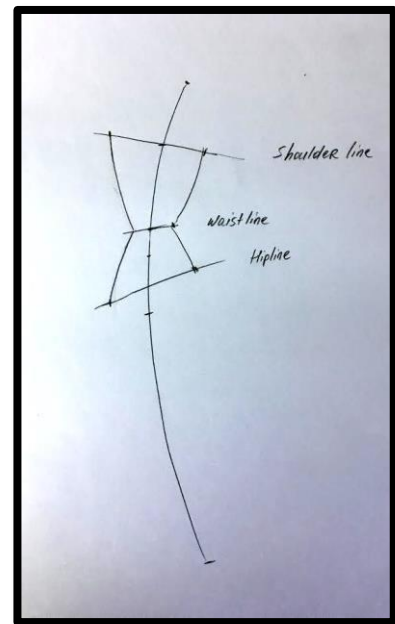
3. From the horizontal line you just drew (the hip line) divide the top portion of the vertical line in 3 parts. Draw dash lines to help you visualize the division better. The first part from the hip line up should be approximately the same length as the upper most part of the vertical line. The middle portion should be slightly longer than the two outer parts described.

4. On the first dash from the top draw another horizontal slanted line in the opposite direction to the hip line. This will serve as the shoulder line.

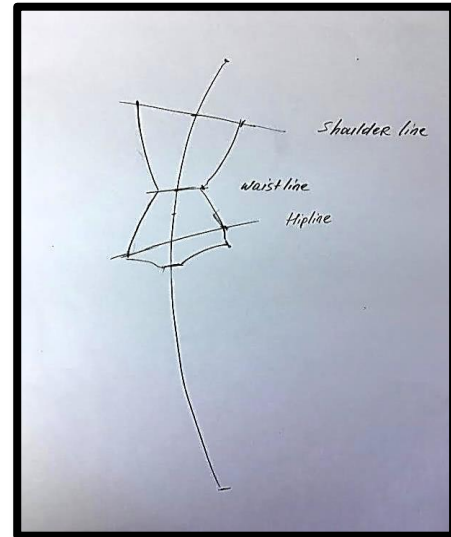
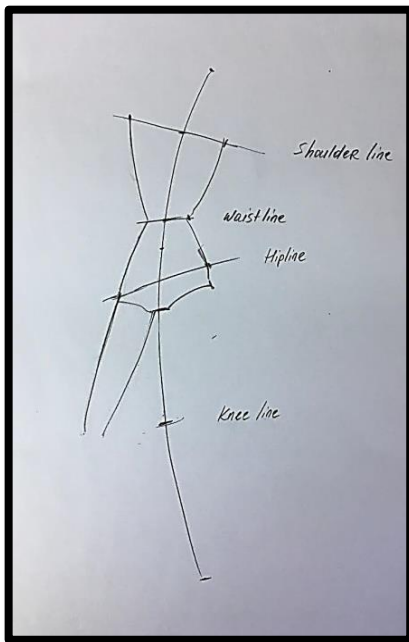


4. Move down to the next dash (right in the middle) and sketch a smaller horizontal line that is just a little bit slanted in the same direction as the hip line- This will mark the waist line.

6. Now to connect the dots portion: You will connect the shoulders to the waist, the waist to the hips and the hips to the bottom center dash on both side of the figure. This will complete a rough draft of the torso and you will finally start to see your fashion figure emerge from all the lines.



7. Starting at the side hip, draw a semi-curved line (with the curve opening down) to the edge of the lower most dash line (crotch line). Repeat this step on both sides of the hips.

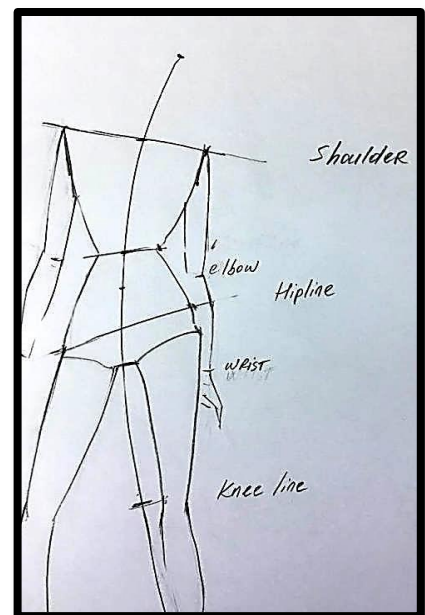


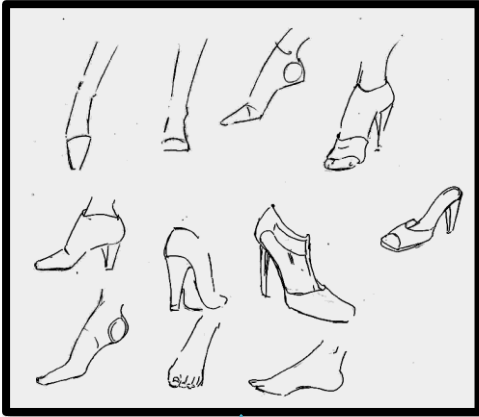
8. Draw straight or slightly curved lines starting at the underwear line down to the area of the knee placement. The direction of the leg should be pointing away from the vertical balance line.

Draw the lower part of the leg by bringing the leg orientation straight, parallel in relation to the vertical center line.

9. When the figure is standing straight, the elbows will be aligned with the waist and the wrist will be aligned to the hip line.

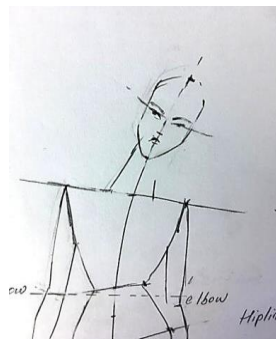
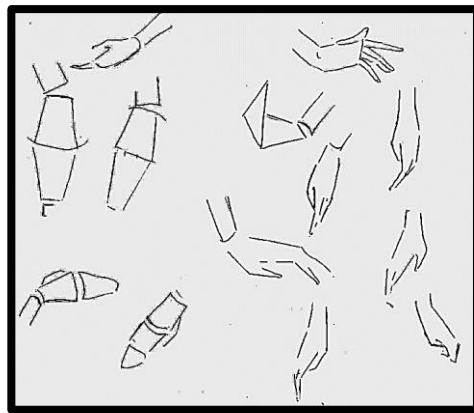
When the hips and shoulders change with movement, the wrists and the elbows will change with it. Using very soft curved lines, draw the arms from shoulder to elbow making sure the elbow stops at the waist area in accordance with the concept described above. Next, use softly curved continuous lines to draw the forearm starting at the elbow to the wrist ensuring that the wrist ends at the hip area.



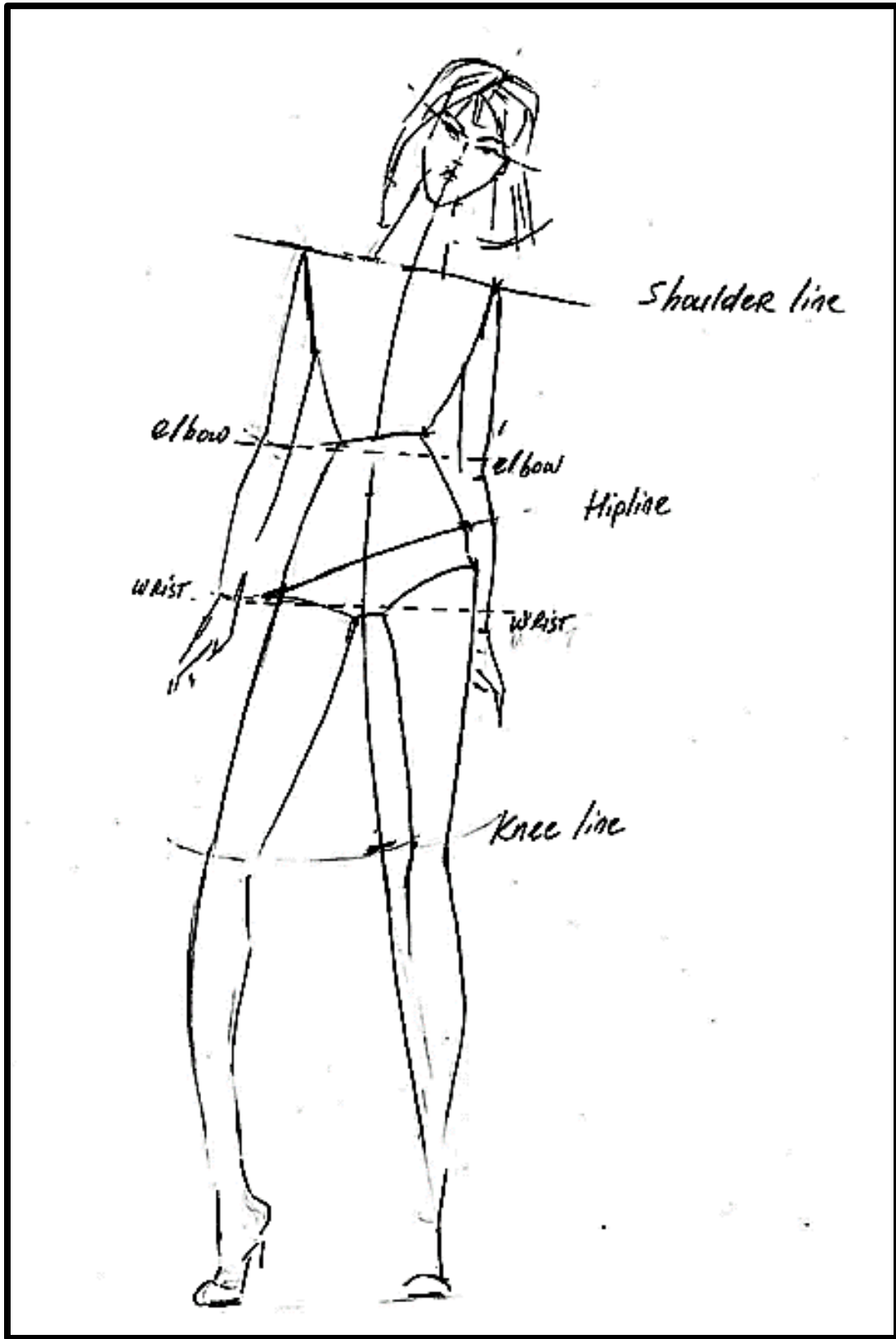


10. When it comes to drawing a fashion figure, it's not really about drawing the feet as much as it is drawing shoes. Just like the hands, you do not need to worry about detailed drawings but rather a few general variations of foot placement and perspective views.

11. Try a few hand gestures with your fashion figure. Keep in mind that it will take a few tries to get the right size in relation to the rest of the body. If you are concerned about size, it is always a better idea to go a bit longer than shorter- this could work stylistically and provide a more dramatic style in your fashion drawing.



12. Draw the general shape of the head using more squared lines for the jaw area. Divide the face in 4 equal parts using a horizontal and vertical dash line. Sketch the eyebrows using the eye placement as a guide. Add a dash line to mark the nose at about half the distance down from the eyes to the chin. Using a simple dash line for the nose is sufficient to give your fashion figure a finished look. Try to visualize the movement of the hairstyle and capture it in your drawing using a few simple lines. Add more lines where the hair is fuller.



Components of Outfit/Garment

Different Variations of Garment Component

1. Sleeves

● Simple Sleeve

Sleeve is a part of the upper garment. It is attached to bodice at the armhole. Sleeves add grace and beauty to any garment. Sleeves can be modified to suit wearers figure. There are different types of sleeves. Some are close fitting and others are stitched with fullness. The length of sleeve can be changed to create short, elbow sleeve, three fourth sleeve and full sleeves. Colour, texture, shape and size of sleeves can also be changed to create sleeve variations. Sleeves are generally cut along straight grain, but to create variation, it can be cut on cross grain also.



● Sleeve with Cuff

A sleeve cuff is a finish given to the sleeve at the hem – It is an extra layer of fabric added to the sleeve edge. Normally the sleeve hem has a simple turned edge hem. But when you want something different you can try one of these beautiful cuffs.

- Shirt Cuff
- Barrel Cuff/ Single Cuff
- Double Cuff/ French Cuff



2. Collars

● Band Collar

A band collar is a standing band-shaped collar that encircles the neck without a full turndown or a collar "cape". It can be any height or "stand", but is usually under 2" at the front, so as not to push up into the chin. Variations of the band collar are the clerical collar, the mandarin collar and the cadet collar.



● Band Collar

The two-piece shirt collar is constructed of two different collars: the bottom part - the band - which is basically the Mandarin Collar with an extension to the value of the button placket, and the top part is the Turnover Collar, but with a different shape to the collar points.

Follow the instructions in Mandarin/Turnover Collar pages to draft the two-piece collar, taking into account the minor modifications needed which are explained below. The modifications are:

- Inch extension to the Mandarin Collar
- Shape of the neck edge of the Turnover Collar



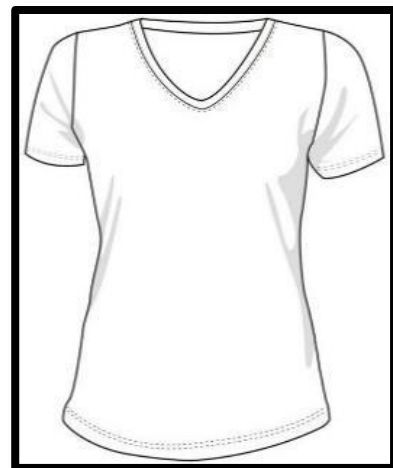
3. Necklines

● Round Neckline

The crew-neck is also known as the round neck. A basic, simple neckline that suits many different body shapes and is one of the most common types of necklines. A crew-neck minimizes the amount of chest showing and this gives the idea of a shorter neck and fuller chest area.

This is a very universal complimentary neckline. It has the ability to lengthen a shorter neckline and balance broad shoulders. It draws the eye inwards and places less emphasis on a wide torso.

A variation of the v-neckline, the cut-out V, has slits cut out of the side of the V-neck and this adds to the variety and individuality of the neckline.

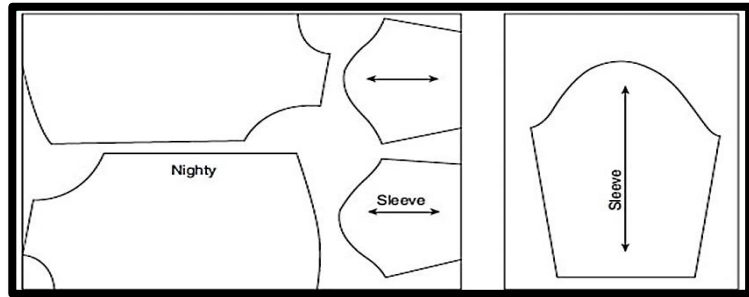


Technical Drawing/Sketches of Garments Component

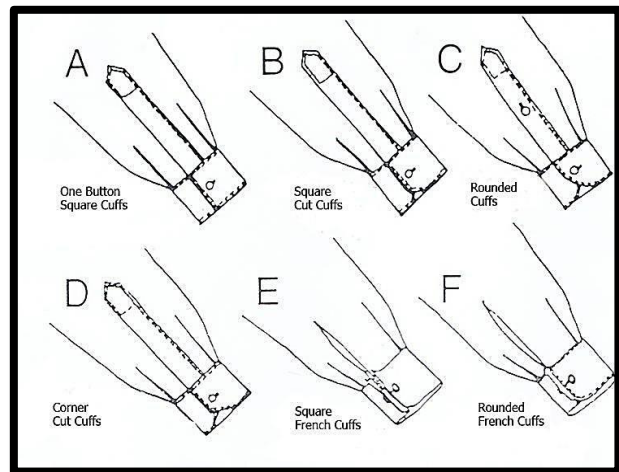
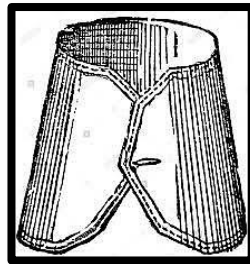
Different Variations of Garment Component

1. Sleeves

● Simple Sleeve

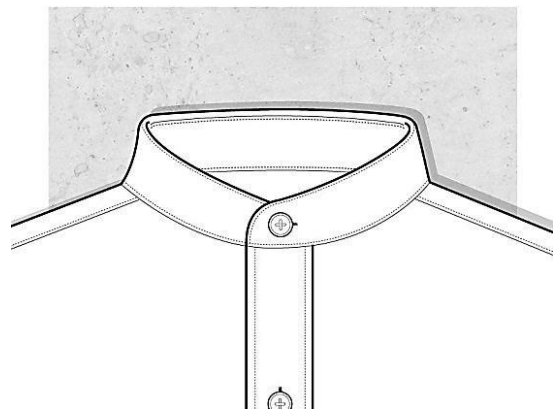


● Sleeve with Cuff

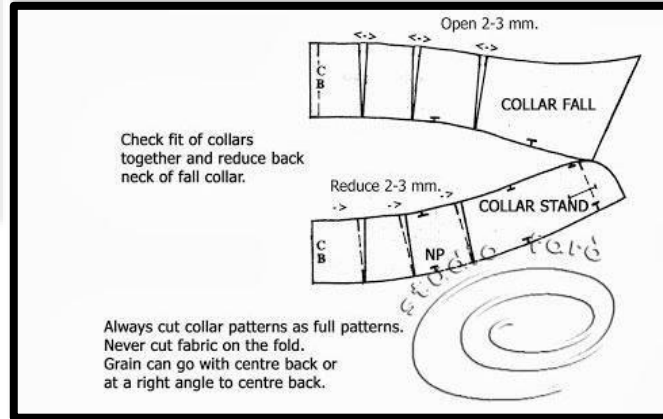
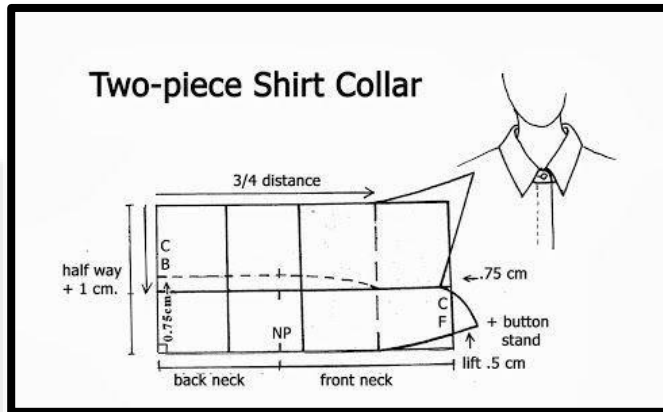
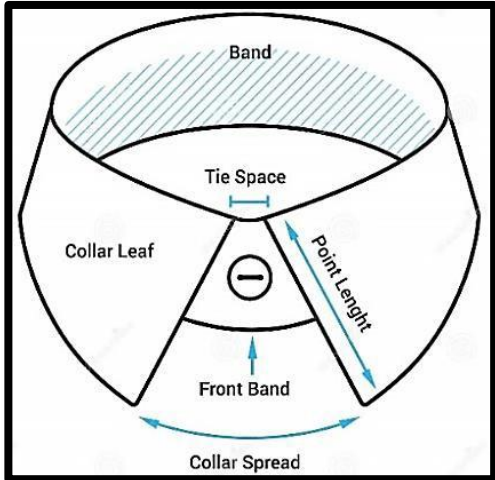


2. Collars

● Band Collar

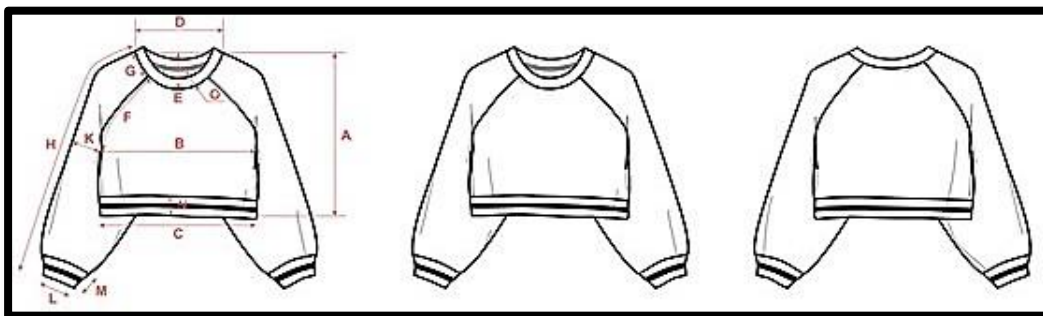


● **Two Piece Collar**

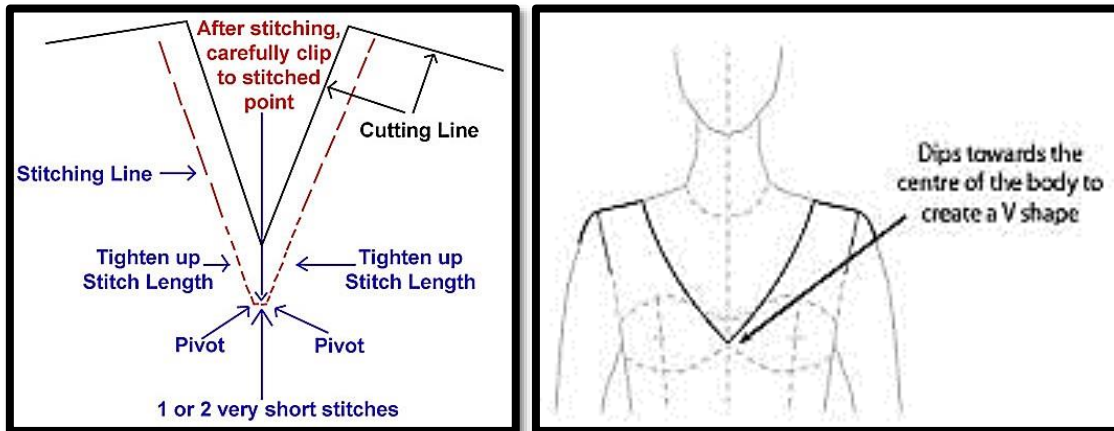


3. Neckline

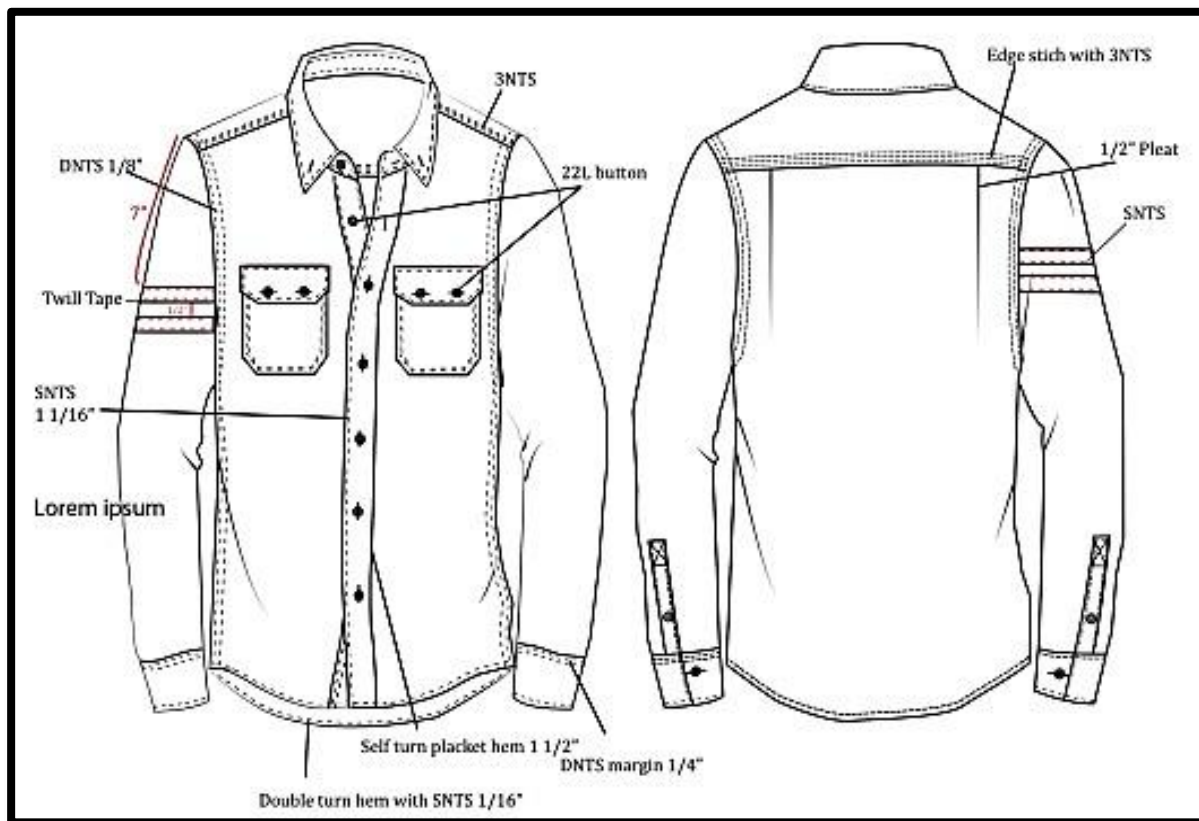
● **Round Neckline**









● V-Shape Neckline







Interpret Complete Garment in the Term of Technical Drawing



Key Points

-  a fashion sketch is the first step in bringing your fashion creations to life. Fashion
-  illustration is the art of drawing, sketching, or painting fashion concepts and design ideas used to **visualise** a garment before it's produced. Fashion illustration is more stylistic.
-  fashion drawing is how to create a 9-head figure, draw your garment design on the figure, and rendering that design to portray a certain textile, texture, and print.
-  on women's garments, the right side laps over the left; on men's, the left side laps over the right.
-  shaping materials are layers of fabric used inside the garment shell that maintain the form of the garment by adding stability, strength, smoothness, and support in key areas.
-  each garment pattern needs to have the style number, the name of the part, the balance mark, and the construction lines. The successive step can be to digitise it to turn the draft into a computer-aided design CAD/CAM.

Web Links

-  <https://textilelearner.net/viva-questions-and-answers-for-fashion-design-students- and-professionals/>
-  <https://www.seniorcare2share.com/how-to-draw-a-fashion-figure-with-pictures/>
-  <https://www.kenyaplex.com/questionpapers/166-fashion-design-and-sketching.aspx>
-  <https://quizizz.com/admin/quiz/60c3a9bb88da7c001f1bc3ba/fashion-sketching>

EXERCISE

Tick (✓) the Suitable Option

1. _____-is more than just clothing.
 a) Apparel b) Garment c) Clothing d) Fashion

2. _____-is a general term referring to actual objects related to the human body.
 a) Costume. b) Wardrobe. c) Clothing. d) Wear ability.

3. _____is the process of transforming a design in to its constituent flat pattern pieces and then drafting then out.
 a) Pattern making. b) Draping. c) Template d) Blocks

4. _____ is a high neck line that cuts straight across the collar bone.
 a) Jewel b) Cowl neck c) Scoop d) Boat neck

5. 4. A sleeve cut wide at the armhole and tapering to the wrist is_____
 a) Dolman sleeve. c) Plain sleeve.
 b) Puff sleeve. d) Tulip sleeve

6. This is defined as the designer's way of communicating ideas about style, fashion, and fit of clothing in a visual form through drawings and painting.
 a) Fashion Croquis c) Fashion Template
 b) Fashion Drawing d) Fashion Sketching

Give Short Answer to the following questions.

1. Describe the material of fashion drawing?
2. How do you draw a fashion figure face?
3. How many heads is a fashion figure?
4. What is Components of Outfit/ Garment?

5. Write the name of five sleeves?
6. Write down the names of four tools used for cloth cutting?

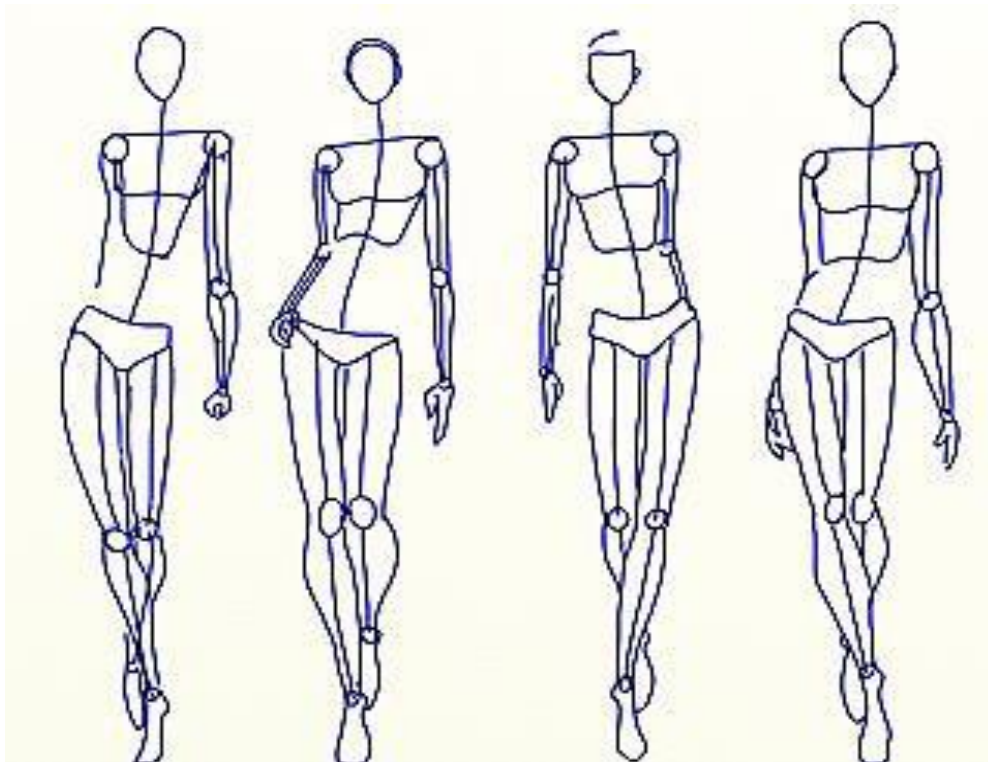
Answer the following questions in detail.

1. Draw the ladies figure and make dress shaded with pencil.
2. Write the introduction of basic figure drawing.
3. How do you draw fashion design?
4. How do you design an outfit?
5. What is Stylized Fashion Illustration?

Final Project:

You have been requested to design a range of ladies' outfits consisting of dresses, blouses, jackets, skirts and trousers.

Make a design development sheet of TWO of each of the following garments: jacket, blouse, trouser, skirt and dress. Keep ALL requirements in mind for a good design development sheet.



CAD for Fashion Designing



Did you ever listen the term 'Croquets'?

Did you know the abbreviation of CAD?

Did you know which Adobe is best for clothing design?

Students Learning Outcomes

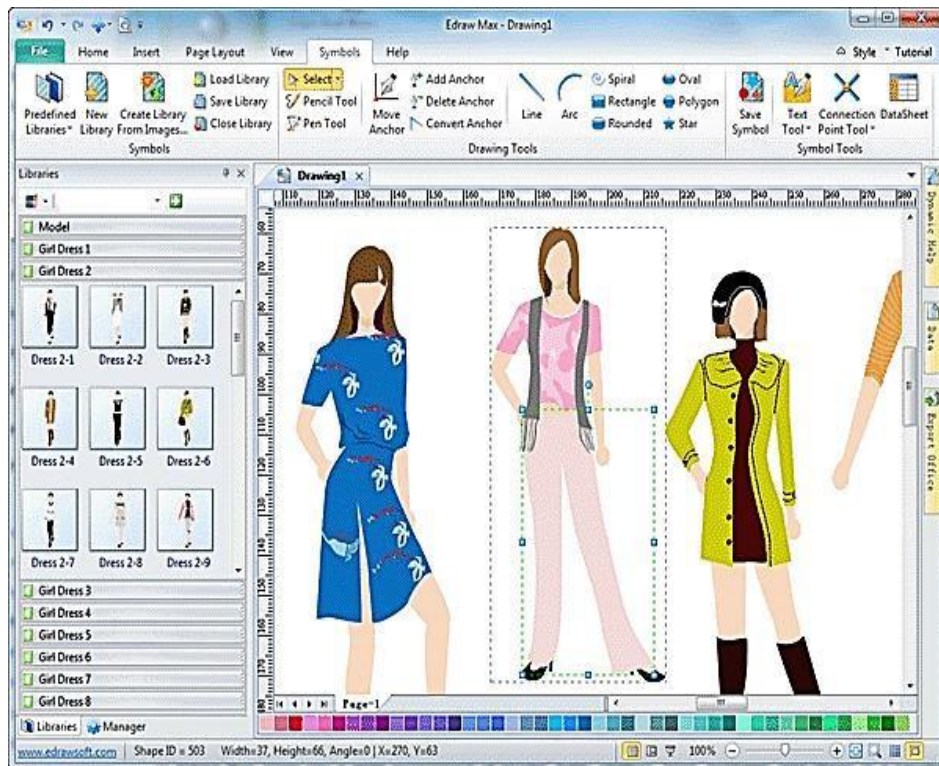
After studying this unit students must be able to:

- ✓ describe the basic concept of CAD.
- ✓ explain the importance of CAD in Fashion Industry.
- ✓ identify the basics of Adobe Photoshop.
- ✓ evaluate working on Channels/Layers.
- ✓ evaluate the use of basic Tools of Adobe Photoshop.
- ✓ experiment and use different shapes using basic tools.
- ✓ define the procedure to import file/images in Adobe Photoshop.
- ✓ explain the process of developing Mood board/Research board using Adobe Photoshop tools.
- ✓ use tracing tools to create basic motif.
- ✓ explain the basics of fashion illustration.
- ✓ recognize the process of making basic fashion Croquis.
- ✓ use basic tools for colouring Fashion Croquis.
- ✓ define the procedure to draw the garment in Adobe Photoshop.
- ✓ interpret the procedure to draw the garment on Croquis in Adobe Photoshop.
- ✓ use basic tools to create and colour a garment on fashion Croquis.
- ✓ apply the procedure to draw the garment on Croquis in Adobe Photoshop.

CAD for Fashion Designing

Basic Concept of CAD

CAD (Computer Aided Design) is the use of computer software to design and document a product's design process. Drawing entails the use of graphical symbols such as points, lines, curves, planes and shapes. Essentially, it gives detailed description about any component in a graphical form.



Interesting Information

Using CAD software, a fashion designer can create new sketches, patterns, prints more quickly and precisely. With the increasing use of CAD, fashion designers can create multiple variations of a single design and style and adapt it to varying material and pattern.

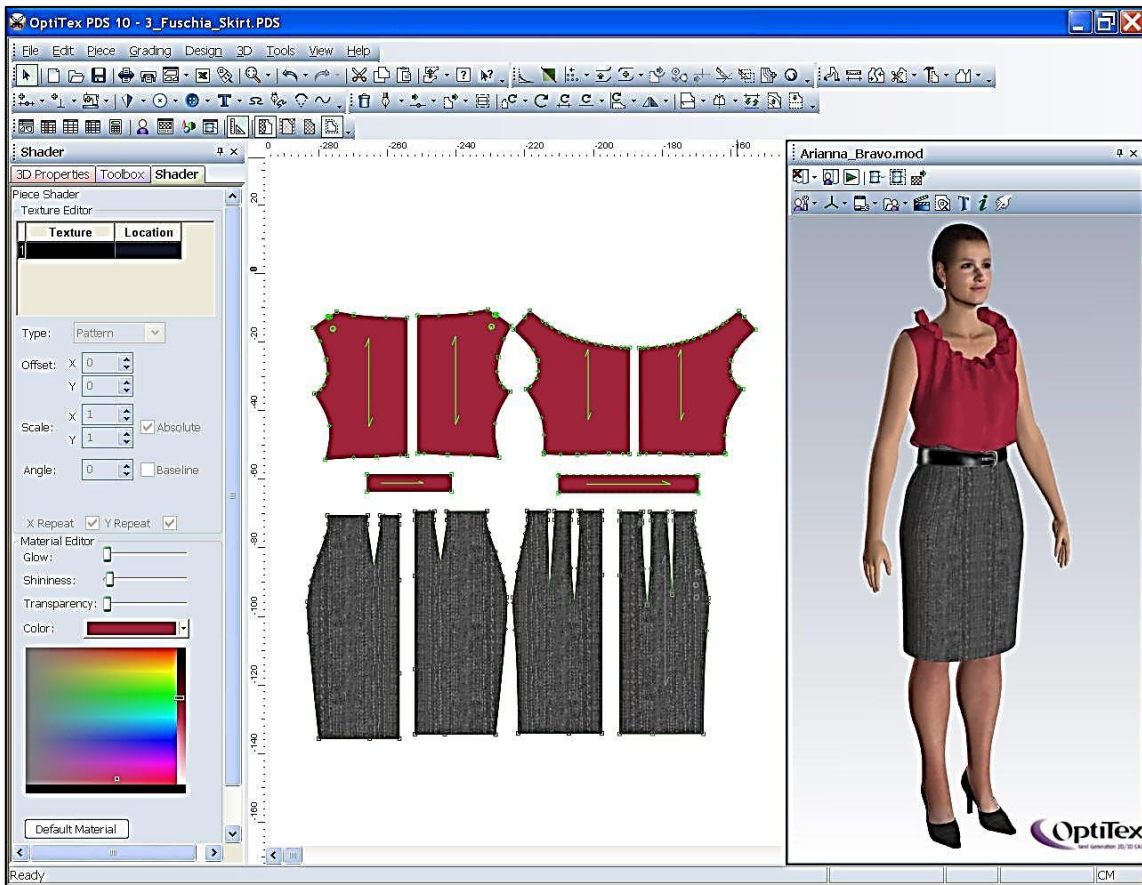
Importance of CAD in Fashion Industry

CAD is an important industrial art extensively used in many applications, including automotive, shipbuilding, and aerospace industries, industrial and architectural design, prosthetics, and many

more. CAD is also widely used to produce computer animation for special effects in movies, advertising and technical manuals, often called DCC digital content creation.

Importance, CAD has been a major driving force for research in computational geometry, computer graphics (both hardware and software), and discrete differential geometry.

The link between Computers & Fashion Designing has developed and evolved over the decades with the changing time, taste and pace of fashion and style. And when we talk about Fashion and application of computers in the fashion industry, we cannot imagine the smooth functioning of it without the use of CAD Software. And nowadays, we are seeing the link between fashion design and CAD is growing stronger and deeper. The knowledge of CAD software is essential for an aspiring Fashion Designer entering the Fashion industry and even for an established fashion designer within the Fashion Industry. So, before we jump into understanding how CAD is so important in Fashion Designing for a Fashion Designer as well as Fashion Design Institutes let us understand what exactly is CAD.



Do You Know?

Computer-aided designers in the fashion industry use computer software to create sketches and other designs used to create clothes, accessories, shoes, intimate apparel, and more. Computer-aided design or “CAD” is fast becoming the future of sketching in the fashion

Benefits of Computer Aided Design in Fashion Industry

- Using CAD software, a fashion designer can create new sketches, patterns, prints more quickly and precisely. With the increasing use of CAD, fashion designers can create multiple variations of a single design and style and adapt it to varying material and Pattern.
- CAD also allows the fashion designer to explore various color-ways of a print developed as opposed to the traditional design methods; the alterations and rectifications are quick as well as more accurate, as it reduces room for errors.
- As the whole process from print development, collection development can be done on virtual version and very less part of the whole process is an actual physical raw material the cost of collection development in fashion designing can be reduced to a minimum.



Point to Ponder!

1. A Streamlined Design Process. When a designer is working with CAD, they can take advantage of the way the software smooths out bumps in the design process.
2. Better Quality Design.
3. Simplify Communication.
4. Plenty of Documentation.
5. A Manufacturing Database.
6. Design Data Saved.

Basics of Adobe Photoshop

Adobe Photoshop is the predominant photo editing and manipulation software on the market. Its uses range from the full-featured editing of large batches of photos to creating intricate digital paintings and drawings that mimic those done by hand.

Interesting Information

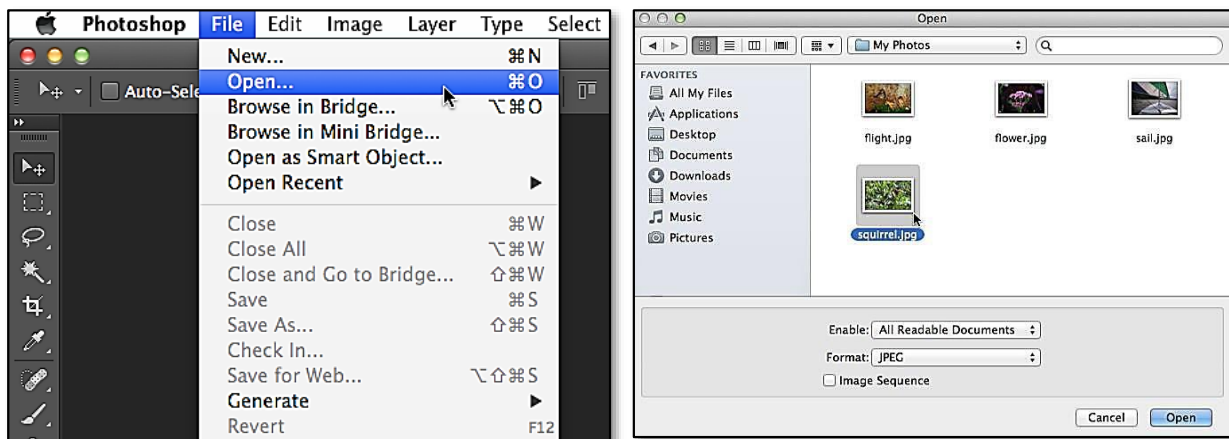
- Non-Destructive Editing in Photoshop.
- Instant Automatic Photo Fixes.
- Clean Up Shots with the Spot Healing Brush.
- Discover Adjustment Layers.
- Make Your Photos Pop with Levels. ...
- Remove Unwanted Objects from Your Photos.

Opening Files

Most of the time, you'll want to start by opening an existing photo rather than creating a new blank image. Photoshop allows you to open and edit existing image files, including JPEG, PNG, and PSD (Photoshop document) files.

To open a file

- ✓ Select File > Open.
- ✓ A dialog box will appear. Locate and select the file on your computer, then
- ✓ click Open.
- ✓ The file will appear in Photoshop.



Working with Tools and other Panels.

The Tools panel, where you'll select different tools for editing images, is one of the most important features in Photoshop. Once you've chosen a tool, you'll be able to use it with the current file. Your cursor will change to reflect the currently selected tool.

You can also click and hold to select a different tool. For example, you can click and hold the Rectangle tool to select



different Shape tools, like the Ellipse Tool, Line Tool, and Custom Shape Tool.

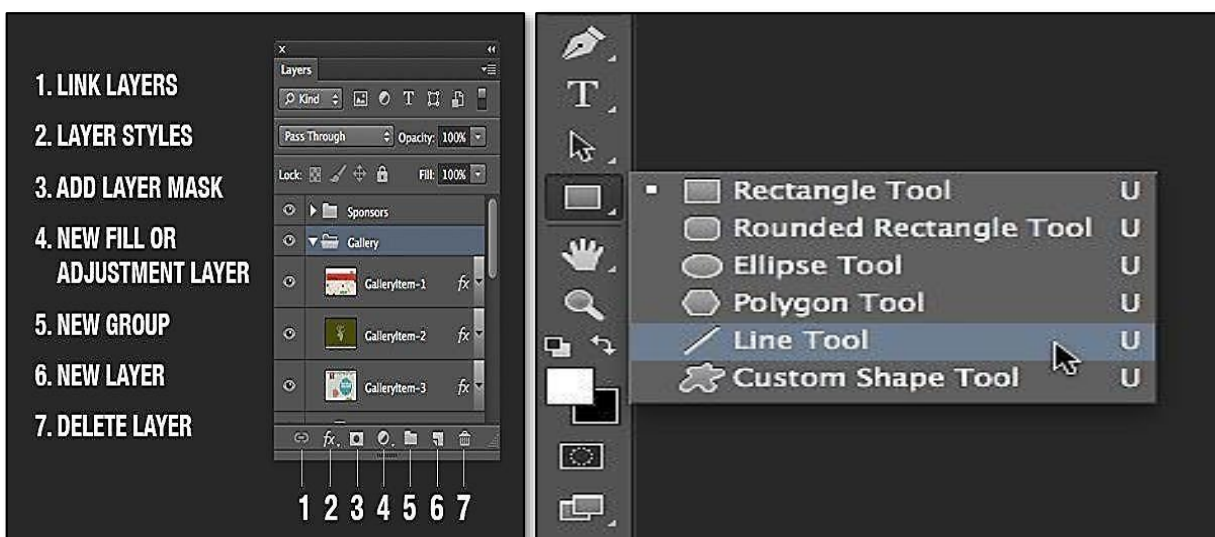
Working on Channels/Layers

- What is a Layer?

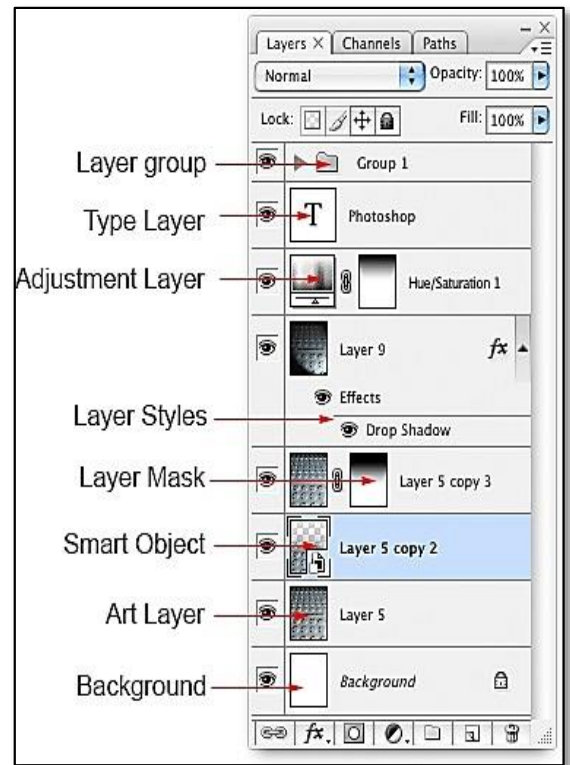
A layer is simply one image stacked on top of another

- **Layers Panel**

Photoshop's layers Panel is a powerful tool that allows you to do many special things to your layer compositions. Next, we will look at the Photoshop layers palette.



- **Layer Filter:** This enables you to hide layers based on different things. Makes it easier to find the layers that you want to work with.
- **Opacity:** 0= transparent 100 = fully opaque. press number keys on the keyboard to instantly set to multiples of 10, or adjust the slider for an exact amount of transparency on each layer.
- **Blend Modes:** Change these to change the way that the selected layer blends with the layers underneath it. Great for compositing and special effects. (With the move tool selected, press Shift+ or Shift- to cycle through blending modes).



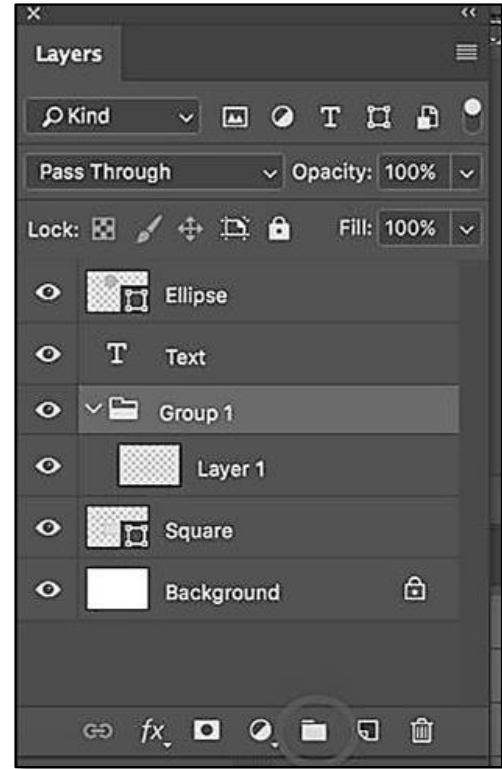
- **Fill Opacity:** Adjusts the amount of opacity of the pixels only, but any layer styles are unaffected and remain 100% opaque.
- **Visibility:** If the eye is showing that layer is visible. Click on the eye and the layer will still be there but invisible until you click on the eye again.
- **Locked:** The padlock means that something is locked in the layer. (Also click on the 4 icons in the “lock” next to fill opacity to make certain things editable or locked).
- **Lock all:** If the box is checked the layer is totally protected from any editing.
- **Position:** You can make any changes except for moving the image.
- **Lock Image Pixels:** You cannot draw on this layer if checked.
- **Lock Transparent:** You can paint on this layer but not where it is transparent.

Useful Tools at the Bottom of the Panel

- **Link:** Enabled you to link layers. These will all move together unless unlinked.
- **Layer Effects (Styles):** Special effects applied to your image layer. Noted by the little f.

Each effect will be listed. Multiple effects may be used at once.

- **Add Layer Mask:** This is the button to press to add a layer mask to the currently selected layer. Allows you to paint away parts of your layer without damaging your original image.
- **Add Adjustment Layer:** The best way to apply image adjustments. They can change the color or tone of an image. All layers are affected underneath an adjustment layer (Unless clipped). This is a good option to use
- Image>Adjustments because adjustment layers are non-destructive and re-editable.
- **Layer Groups:** A good organizational tool. This puts layers into a folder. You can choose multiple layers and press Cmd/
- Ctrl+G to put them in a group, or create a group by clicking this Icon. Layers can be dragged in or out of groups in the Layers panel.
- **Create New Layer:** Press this icon to create a new layer. Drag an existing layer into this icon to create a duplicate of that layer.
- **Delete Layer:** Drag a layer into this icon to remove it. Or select the layer and then press this icon to get the same result.
- **Panel Options:** This will open a drop-down menu that provides a number of options, many that aren't listed anywhere else.

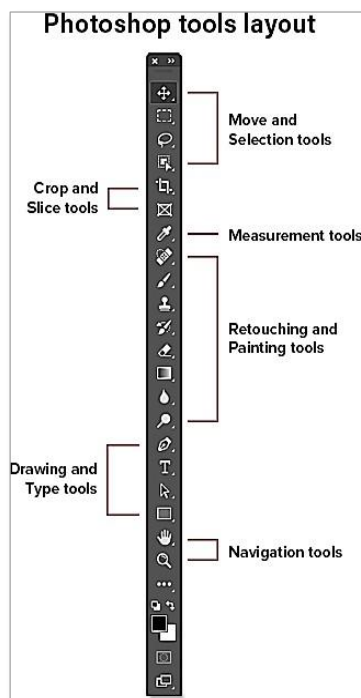
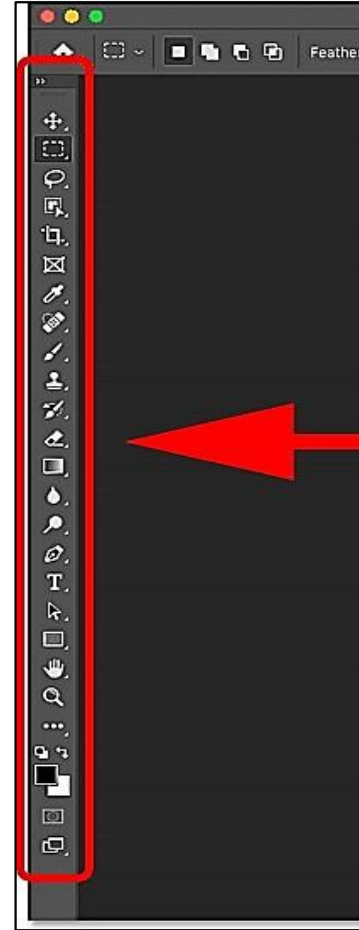


Types of Layers

In Photoshop there are a number of different types of layers. They are usually indicated by icons, here is what they all do.

- **Thumbnail:** A small picture of the layer's contents.
- **Layer Group:** This puts layers into a folder. Layers can be dragged in or out of groups in the Layers panel.

- **Type Layer:** The same as an image layer, except this layer contains type that can be edited; (Change character, color, font or size)
- **Adjustment Layer:** An adjustment layer is changing the color or tone of all the layers underneath it. To only affect the layer directly underneath it (and ignore the other underlying layers): Move your pointer on the line between the adjustment layer and the layer directly beneath it, hold down Alt/Option. You will see a symbol appear. Click to limit the adjustment. (Clip to layer) do the same thing again to toggle this option off.
- **Layer Style:** An effect has been applied. Click the eye to turn it on or off. Double click “effects” to open the Layer Styles options.
- **Layer Mask:** Allows you to paint on the mask to show and reveal portions of the image.
- **Smart Object:** A special type of layer that is actually a container that can hold; multiple (or 1) layers, vectors for illustrator, raw files, video, 3D or many other types of objects.



Basic Tools of Adobe Photoshop

Photoshop's toolbar is located along the left of the screen.

Choosing a Single or Double Column Toolbar

By default, the toolbar appears as a long, single column. But it can be expanded into a shorter, double column by clicking the double arrows at the top. Click the double arrows again to return to a single column toolbar:

The Tools Layout

Let's look at how Photoshop's toolbar is organized. While it may seem like the tools are listed randomly, there's actually a logical

order to it, with related tools grouped together.

At the top, we have Photoshop's Move and Selection tools. And directly below them are the Crop and Slice tools. Below that are the Measurement tools, followed by Photoshop's many Retouching and Painting tools. Next are the Drawing and Type tools. And finally, we have the Navigation tools at the bottom:

Move and Selection Tools:

Move Tool * (V)



The Move Tool is used to move layers, selections and guides within a Photoshop document. Enable "Auto-Select" to automatically select the layer or group you click on.

Art board Tool (V)



The Art Board Tool allows you to easily design multiple webs or UX (user experience) layouts for different devices or screen sizes.

Rectangular Marquee Tool * (M)



The Rectangular Marquee Tool draws rectangular selection outlines. Press and hold Shift as you drag to draw a square selection.



Elliptical Marquee Tool (M)



The Elliptical Marquee Tool draws elliptical selection outlines. Press and hold Shift to draw a selection in a perfect circle.

Single Row Marquee Tool



The Single Row Marquee Tool in Photoshop selects a single row of pixels in the image from left to right.

Single Column Marquee Tool



Use the Single Column Marquee Tool to select a single column of pixels from top to bottom.

Lasso Tool * (L)



With the Lasso Tool, you can draw a freeform selection outline around an object.

Polygonal Lasso Tool (L)



Click around an object with the Polygonal Lasso Tool to surround it with a polygonal, straight-edged selection outline.

Magnetic Lasso Tool (L)



The Magnetic Lasso Tool snaps the selection outline to the edges of the object as you move your mouse cursor around it.

Object Selection Tool * (W)



The Object Selection Tool lets you select an object just by dragging a rough selection outline around it.

Quick Selection Tool (W)

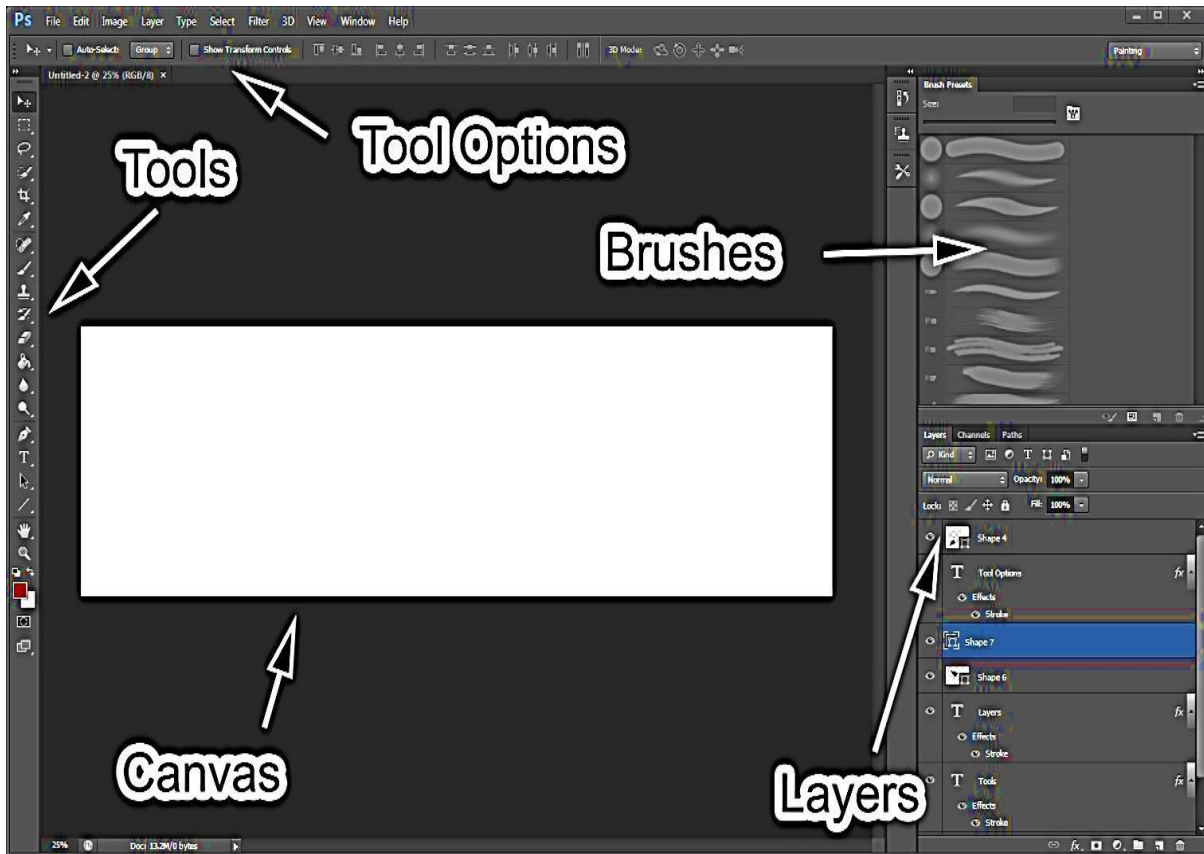


The Quick Selection Tool lets you easily select an object simply by painting over it with a brush. Enable "Auto-Enhance" in the Options Bar for better quality selections.

Magic Wand Tool (W)



Photoshop's Magic Wand Tool selects areas of similar color with a single click. The "Tolerance" value in the Options Bar sets the range of colors that will be selected.



Experiment and use of Different Shapes using Basic Tools

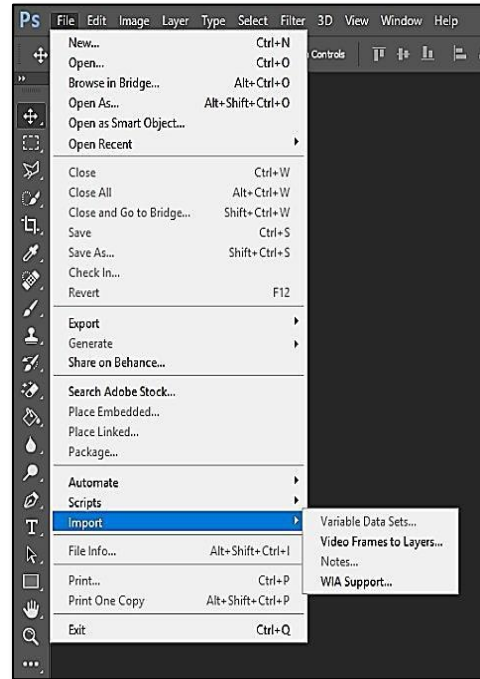
- **Creating Motif Using Adobe Photoshop**



Procedure to Import File/Images in Photoshop

Open Photoshop on your PC or Mac. It's in the All-Apps area of the Start menu in Windows, and the Applications folder in mac OS. Use this method if you want to import a single image into your Photoshop project.

1. Open the file you want to work on. To do this, click the File menu, select Open, and then double-click the file. To create a new file, Press Ctrl+N(Windows) or ⌘Cmd+N (Mac), name the file, then click OK
2. Click the New Layer icon. It's near the bottom-right corner of the Layers panel. It looks like a square sheet of paper with an upturned corner. This creates a new layer.
3. Click the File menu. It's at the top-left corner of the screen.
4. Click Place.... It is near the center of the menu. This opens your computer's file browser. This may be called Place Embedded in some versions of Photoshop.
5. Select the image you want to import and click Place.
6. The checkmark. It's at the top of the screen. The image is now placed on the new layer.



Point to Ponder!

1. Set the direction of your project.
2. Collect existing material.
3. Add inspiring imagery.
4. Add examples of motion & sound.
5. Add color, fonts & files.
6. Transform your board from messy to organised.
7. Remain open to inspiration, wherever you are.
8. Explain your thinking.

The Process of Developing Mood Board/ Research Board using Adobe Photoshop Tools:

Mood Board

A mood board, sometimes called an inspiration board, is a tool to help your visual ideas at the start of a creative project. It is a collage of images, material samples, color palettes and sometimes descriptive words and typography that will guide you in your work.

Uses of Mood boards

Mood Boards are used by a variety of creative professionals, including graphic designers, interior decorators, set designers, fashion designers, photographers, and event planners. Basically, anyone who is developing an object or environment that needs to have a particular “look” often starts with a mood board to specify design elements and color schemes.



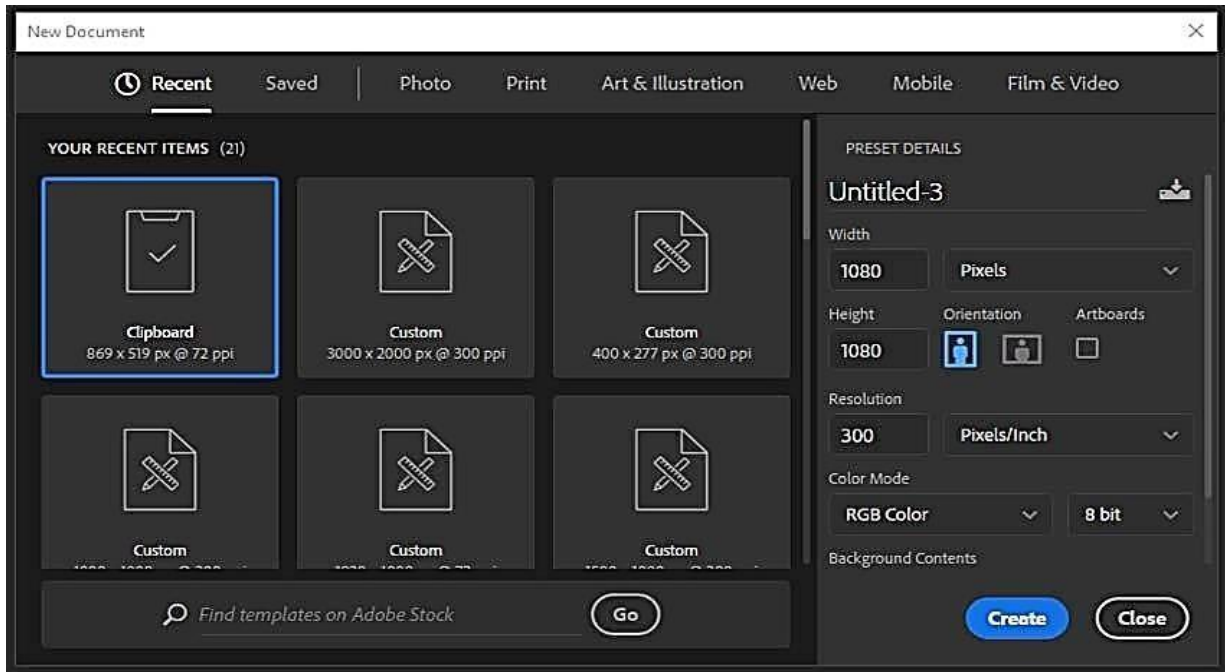
Reasons to Make Mood board

A mood board has two main purposes:

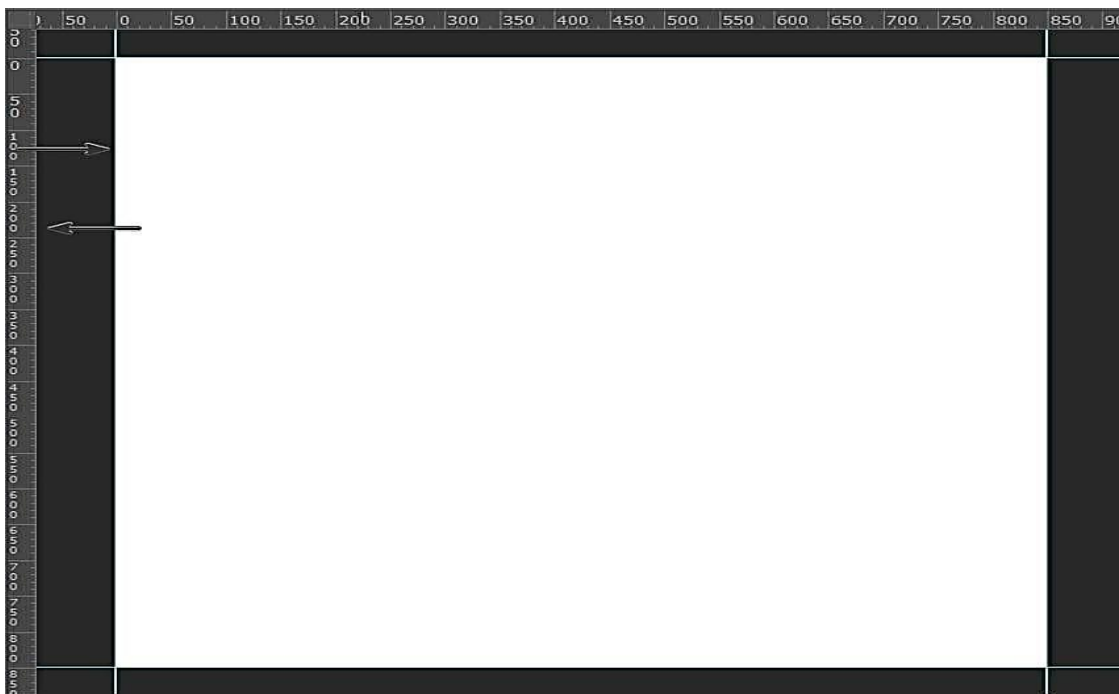
1. It helps you refine your ideas. Perhaps you are starting from a blank slate and you want to find inspiration. Perhaps you already have a strong idea but want to affirm to yourself that it comes together as you imagine and guide yourself through the many creative decisions ahead. In either case, a mood board will give you the clarity you need before you start buying materials or building elements.
2. It helps you communicate your ideas to others. Usually, a creative professional like a graphic or interior designer will build a mood board to present their ideas to a client. From there, the client will probably give feedback about the suitability of the overall idea or the strength of certain items on the mood board over others. They might even choose between multiple mood boards the designer has used to present different options. A layperson planning their own event or design project won't have clients, but they will probably also need to communicate their ideas to someone else at some point a contractor, collaborator or, if it's a wedding, their fiancé/e.

The Process of developing Mood Board

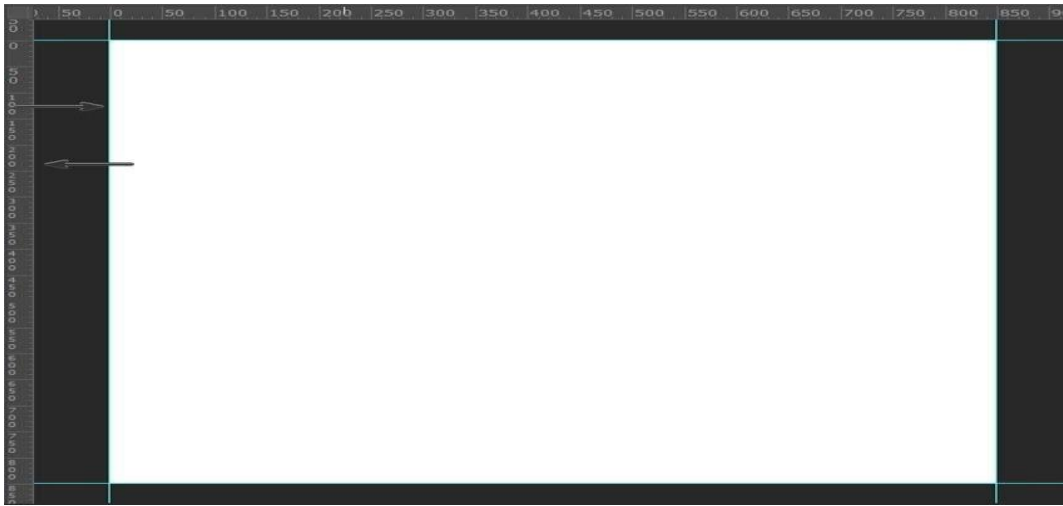
Step 1: Let's start by creating a new document with the following size: 1080 x 1080 px.



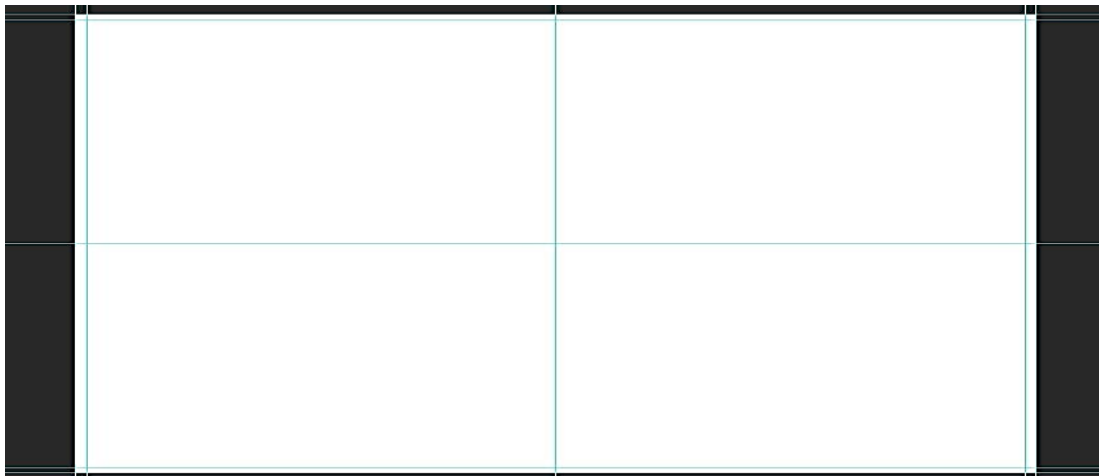
Step 2: Now press Control-R to activate the Guides and drag a Guide to each side of the document.



Step 3: Add four more guides indented by ten pixels from each side.

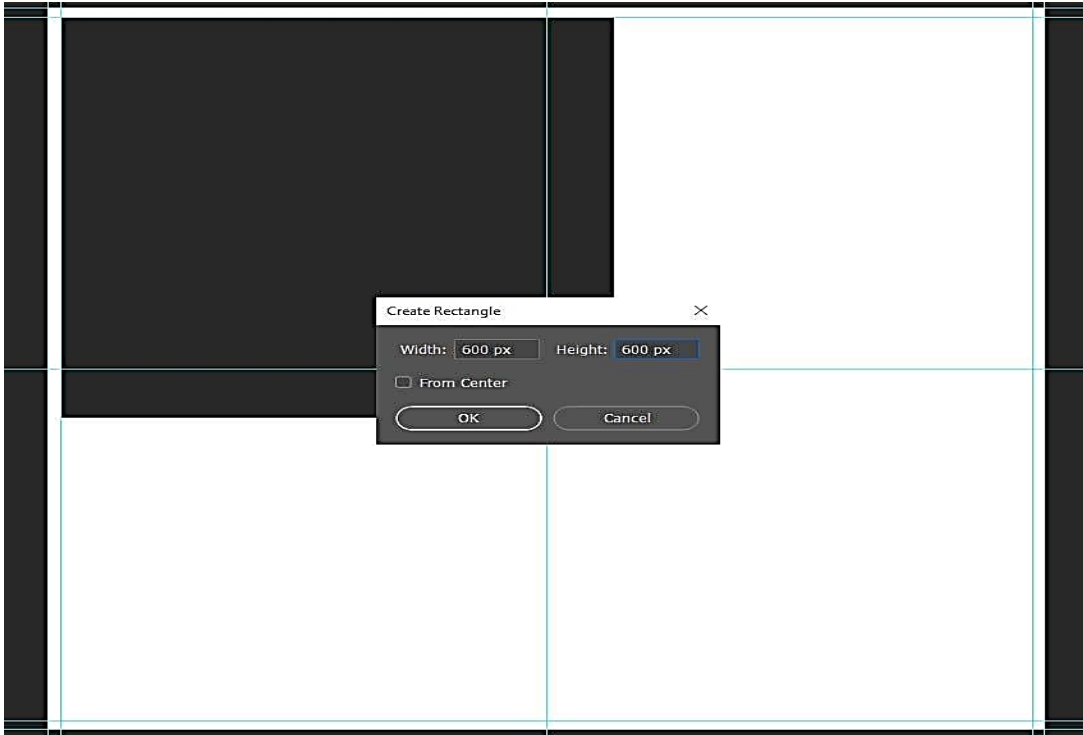


Step 4: And finally, add two more guides to the center of your document.

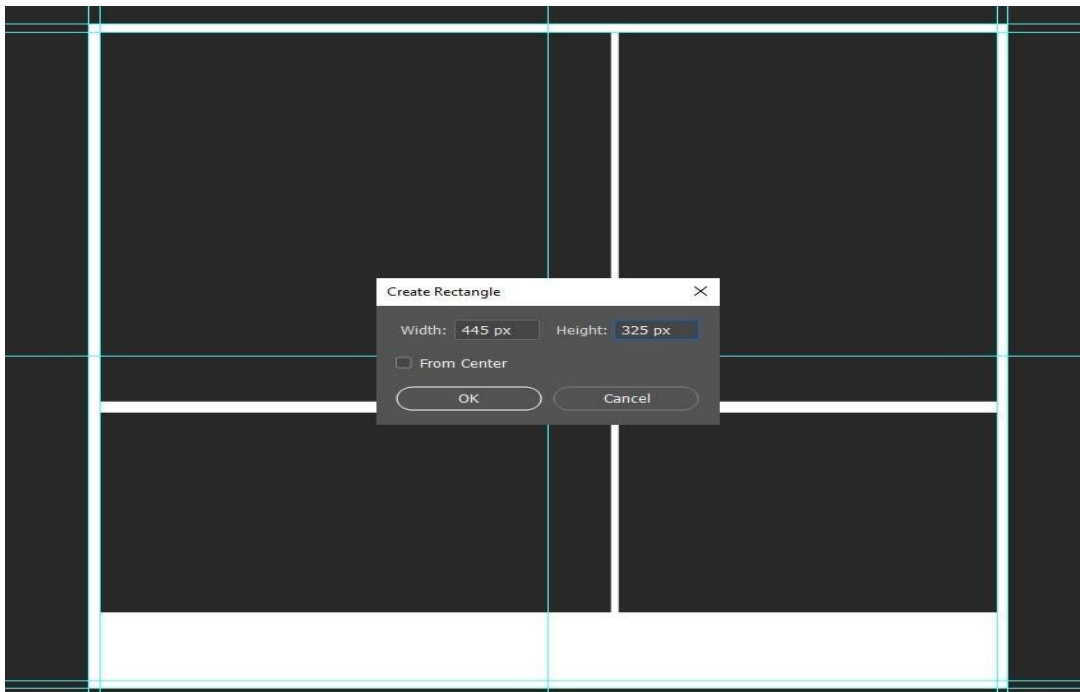


How to Make a Mood Board in Photoshop

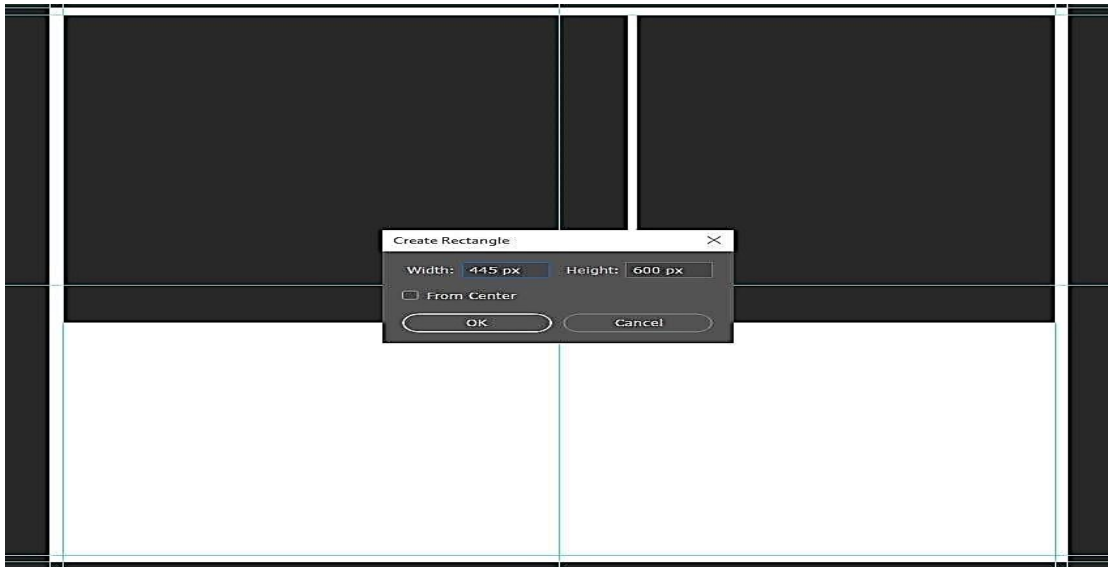
Step 1: Now, we are ready to start creating our mood board template. Press U and create a rectangle with the following size: 600 x 600 px. Move it to the upper left corner of the document while Holding Shift.



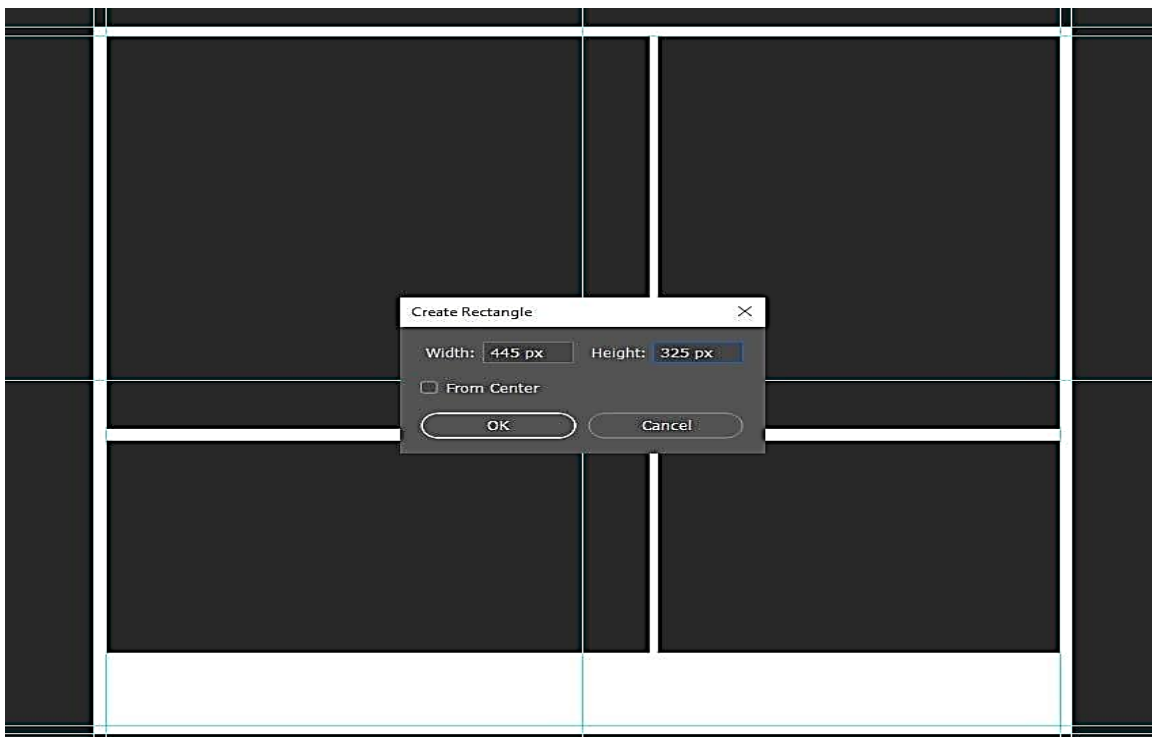
Step 2: Create another rectangle with a size of 445 by 600 px and place it in the right upper corner.



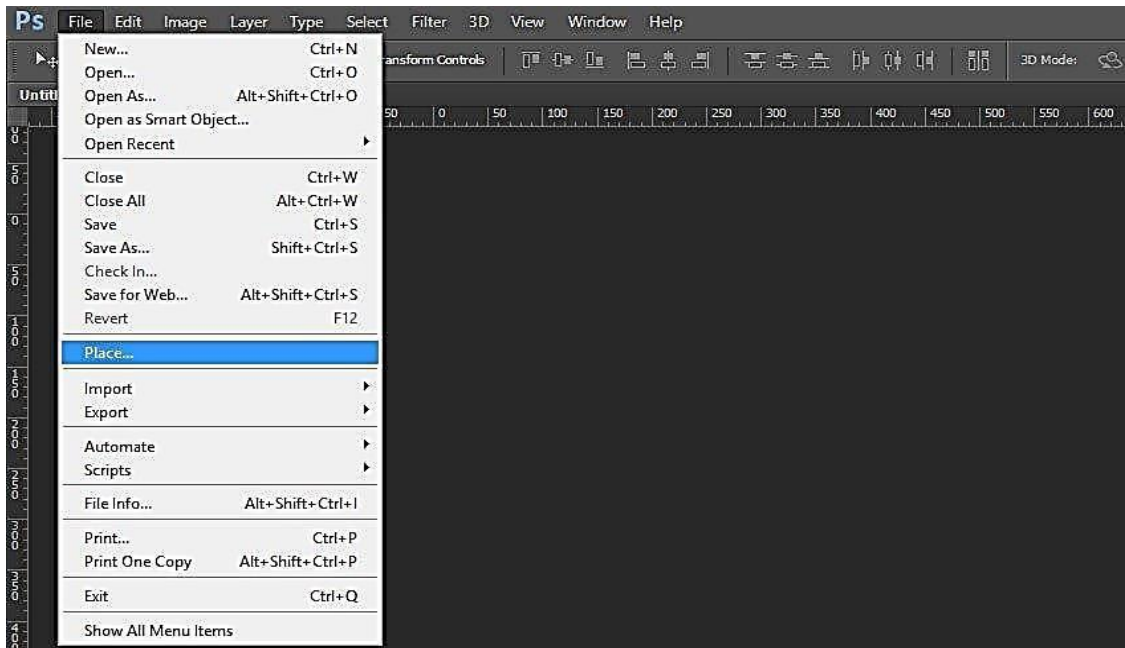
Step 3: For the third shape, we'll use a rectangle with a size of 600 by 325 px. Once you've created it, move it to the left guide and 18 px down from our first shape.



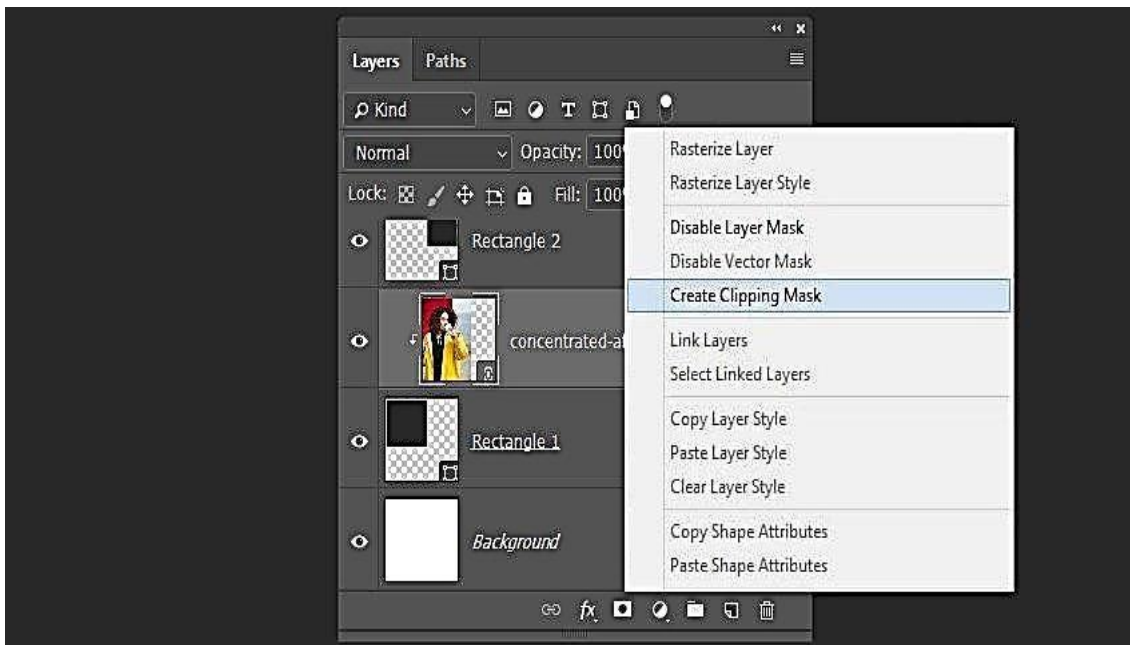
Step 4: Let's create the last shape for our photos. Make a rectangle with a size of 445 by 325 px and move it to the right guide, indented by 18 px from the top shape.



Step 5: Now, we can add our photos to the template. Just go to File > Place and select the photo you want to use.



Step 6: Put the photo above one of the shapes in the Layers panel and Right Click > Create a Clipping Mask.



Step 7: To re-size the image so that it will fit the shape, we need to hit Control-T and resize it while holding Shift.



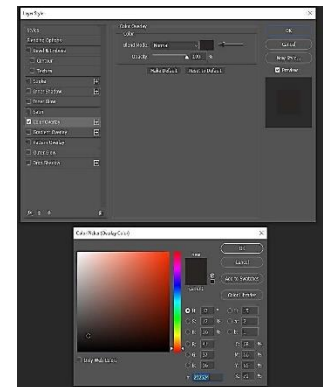
Step 8: Add three more photos, as we did before. And now you know how to make a mood board in Photoshop!

How to Make a Photo Collage Palette

Step 1: Now, let's add a color palette to our mood board Photoshop template! Create a rectangle with a size of 252 by 84 px and put it on the left guide, indented by 15 px from the bottom guide.



Step 2: Create three duplicates of the shape by pressing Control-J, and then move the shapes 18 px from one another.



Step 3: Double-click on the first palette shape in the Layers panel, and then select Color Overlay and select one of the main colors from your photo with the color picker.

Step 4: Add color overlays to the other shapes, just as we did before.

Here is our final result! Now you know how to create a mood board in Photoshop using rectangle shapes and guides. While working with mood boards, you could reverse the process: try to start by creating the color palette with the colors you prefer, and then find some photos that



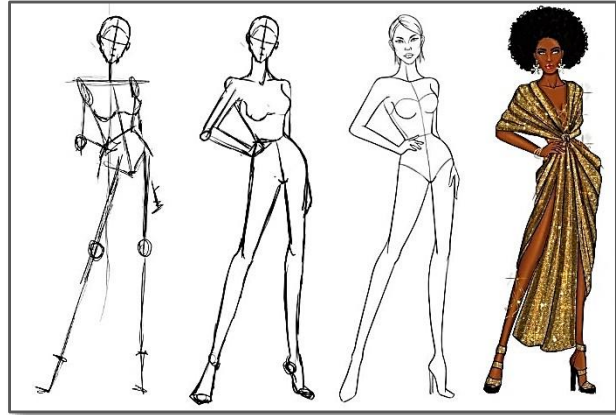
suit this color palette. The Pantone colors of the year could be a great choice for creating a base for your palette. Feel free to share your results in the comments below.



Basic Fashion Croquis using Adobe Photoshop

What is a Fashion Croquis?

In fashion, a Croquis is a quick sketch of an ensemble. The fashion model figure is exaggerated with elongated legs, arms, and neck. The average human body is about seven heads tall, but Croquis often span from eight to eleven heads tall.



Is Adobe Photoshop Good for Fashion Designers?

When combined with Illustrator, Adobe Photoshop adds to the versatility of your fashion design projects, allowing you to work with various bitmap images as well as imported Illustrator images.

Basics of Fashion Illustration

Fashion illustrations are found in magazines, promotional ads, and boutiques as stand-alone pieces of artwork. Alternatively, technical sketches called flats are used by fashion designers to convey the idea of a design to a patternmaker or fabricator. “Technical design sketches in the fashion industry usually stick to strict guidelines, but the beauty of illustration is that fashion artists are free to make figure drawings and digital art that are much more creative.

Point to Ponder!

- Understand body proportions. To get started with fashion drawing, you need to understand body anatomy.
- Define your character poses. Once you have the body proportions clear, practice sketching different poses.
- Place the clothes.
- Explore and find your style.

The Process of making basic Fashion Croquis

To make Fashion Croquis required Tools are:

1. Pen Tool
2. Line Segment
3. Shape Tool

● Start with a Straight Line

Draw a vertical line across your page to represent the span of your figure from head to toe.

● Divide Figure into Equal Sections

Evenly mark along the line so it's divided into sections. Since the first section will be the length of the head, the other sections are referred to as "heads" too. If it's your first time drawing a Croquis, make your figure ten heads tall. It's an even number that's easy to divide into smaller sections.

● Proportion the Figure

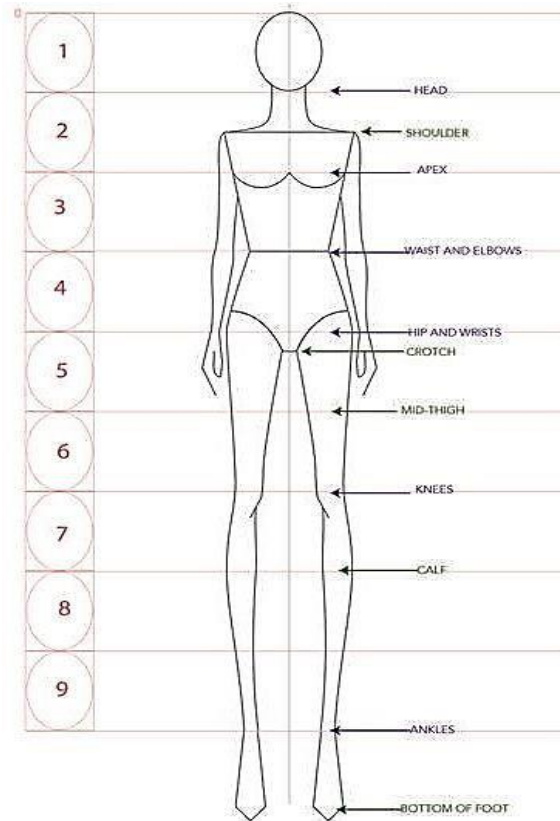
Decide how long the torso, arms, and legs should be. "The first section right on top is the head. Then the next is the neck. The torso is about two to three sections. The pelvis is one. And the rest of the sections are the legs and feet. This gives your Croquis model a tall, elegant look.

● Draw Lines for the Shoulders and Hips

Add in horizontal lines for the angles of the shoulders, chest, waist, and hips. For a cute pose, draw the shoulder line and chest line angled one way, and the neck and head angled the other. This is your time to refer to your reference drawings and experiment with different dynamic poses.

● Fill in the full figure

Once you have the angles in place, sketch in the full form of your model. Add curves to the hips and waist and flesh out the legs and arms. The hands should hit between the pelvis and mid-thigh. Sketch fingers on the hands and add the curves of the elbows and knees.



Basic Tools for Coloring Croquis

The basic tools to color a Croquis are as follow:

- **Brush Tool:**

The Brush tool paint the current foreground color on an image. The Brush tool creates soft strokes of color.

- **Paint Bucket Tool:**

The Bucket Tool will select the path you want to fill the color. Once you choose the Color, drop it to the selected path. Duplicate the layer and keep repeating the process until you get the desired Image.



Illustration of Basic Croquis with Garment Procedure to Draw Garment in Adobe Photoshop

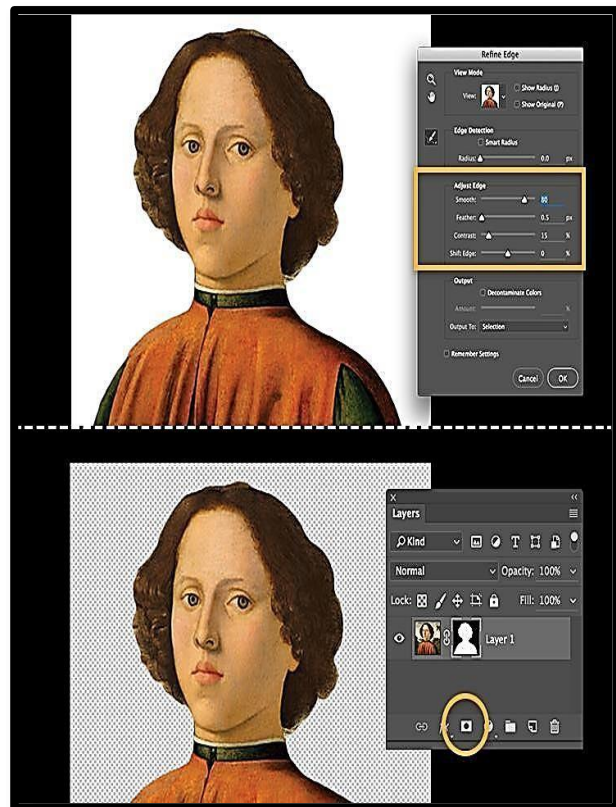
- **Create a new Photoshop Document**

Choose File > New to create a document.

Note: If you intend to have your pattern printed as a textile, choose a manageable dimension for a tile, such as 4 x 4 inches, and set the Resolution to 300 pixels / inch. Choose CMYK color for the Color Mode and press OK.

Start by finding an interesting image that would work as a repeating pattern.

Copy and paste or File > Place the chosen image onto the canvas.

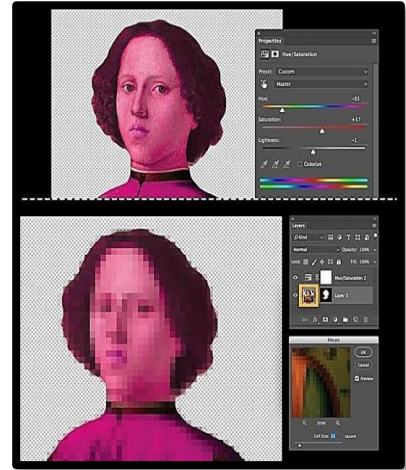


Procedure to Draw the Garment on Croquis in Adobe Photoshop

- **Cut Out Part of the Image**

Click the Quick Selection tool in your toolbar and drag over the area of the image you want to cut out. Hold down the Option/Alt key to subtract from your selection.

Choose Select > Refine Edge and manipulate the Adjust Edge controls to clean up your selection. Click OK. Finally, click Add Layer Mask in the Layers panel to isolate the selection from the rest of the image and make the background transparent.

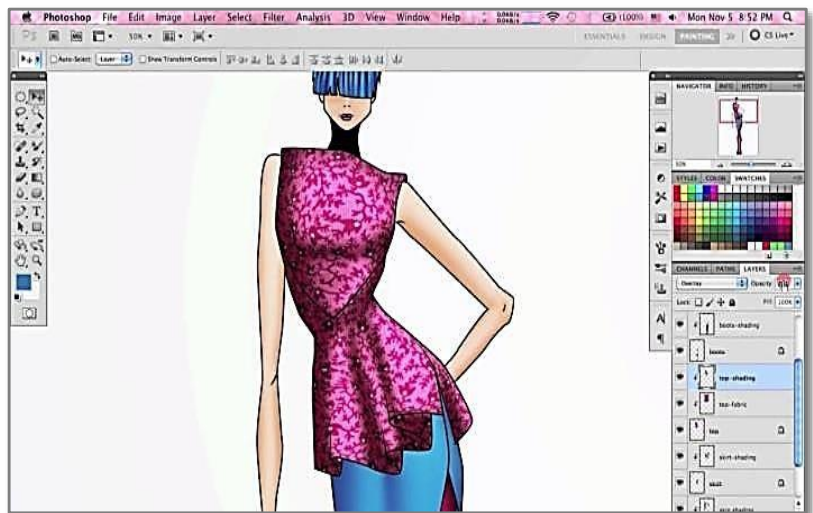


Basic Tools to Create and Color a Garment on Fashion Croquis

1. Adjust colors and apply filters

Choose Layer > New Adjustment Layer > Hue/Saturation, and then click OK. Adjust the settings in the Hue/Saturation panel to brighten the colors.

You can also apply other adjustments to get the effect you want. For instance, you can apply the Filter > Pixelate >



Mosaic to get a pixelated look. Make sure you select the image thumbnail in the Layers panel before applying filters.

Tip: Leah achieved her pixelated effect by duplicating the image layer and applying the Mosaic filter. Then, she masked out parts of the pixelated layer to reveal the original beneath it.

2. Save artwork to Creative Cloud Library

Now that you have artwork, you can save it as a graphic to your Creative Cloud Libraries and use

it in Illustrator to create a pattern.

Choose **Windows > Library**. Then Select all visible layers in your Layers panel. In the Libraries panel, click **Add Graphic**. A new graphic thumbnail appears in your library.

Tip: Repeat steps 2-5 any number of times to create a wide variety of graphics to use in your pattern.

3. Get Assets for Textile Design

To recreate the textile designs in this tutorial, copy the Pixel pattern library to Creative Cloud Libraries. Click **Save to Creative Cloud** to create a copy of the files in your own account.

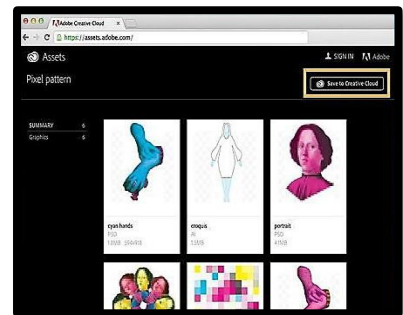
Once in your Creative Cloud Libraries, you can use these assets as patterns and images in your documents in Illustrator or Photoshop.



4. Create a pattern in Illustrator

Launch Illustrator and create a new document with the same specifications you used in Step 1 (4x4, 300 ppi). Click **Advanced** and ensure the color mode is set to **CMYK**.

Choose **Window > Libraries** and choose either your default library or the Pixel pattern library. Select the graphic thumbnail you created and drag it onto the art board.



Click the **Embed** button in the Control panel at the top of the screen to add your artwork to the document.

Several objects from your library to compose a pattern tile, rotating and scaling graphics as needed.

When you're happy with your tile, select all the graphics in your art board and choose **Object >**

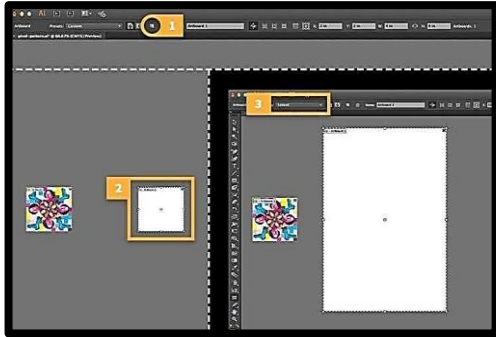
Pattern > Make. The Pattern options dialog opens

and a new pattern swatch is automatically added to the Swatches panel.



5. Set Pattern Options

In the Pattern Options dialog, give your pattern a name and experiment with Tile Type settings. Change the Overlap setting to see what kind of affects you can create. Click Done. Your changes are applied to the new pattern in the Swatches panel.



6. Use Pattern in an Illustration

Now that you have a textile, you're ready to apply it to a fashion sketch or Croquis. You can create your own Croquis and scan it into Illustrator, or you can use the one in the Pixel pattern library.

Start by creating a new art board. Click the art board tool in the toolbar.

Click new art board in the Control panel. Place the new art board on your canvas far away from your tile. Click the Presets menu in the Control panel and choose Tabloid.

Press Esc to exit the Art board tool.

Draw the Garment on Croquis in Adobe Photoshop:

In the Libraries panel, scroll to the Graphics section. Select the Croquis thumbnail, hold Option, and drag it onto the new art board. This allows you to place an editable version of the graphic. Click in the open space of the art board to deselect the entire Croquis, and then click just its garment. Click the Fill option in the Swatches panel then click the new pattern you just created.











Create a Whole Collection




Experiment with other textiles and Croquis to create your own fashion collection.



Key Points

-  CAD (Computer Aided Design) is the use of computer software to design and document a product's design process.
-  The link between fashion design and CAD is growing stronger and deeper.
-  The knowledge of CAD software is essential for an aspiring Fashion Designer entering the Fashion industry and even for an established fashion designer within the Fashion Industry.
-  CAD allows the fashion designer to explore various color-ways of a print developed as opposed to the traditional design methods
-  Photoshop allows you to open and edit existing image files, including JPEG, PNG, and PSD (Photoshop document) files.
-  You can also click and hold to select a different tool.
-  Layers Panel is a powerful tool that allows you to do many special things to your layer compositions.
-  A mood board is called an inspiration board, is a tool to help your visual ideas at the start of a creative project.

Web Links

-  <https://www.masterclass.com/articles/what-is-a-croquis-learn-how-to-draw-croquis-with-detailed-step-by-step-guide#quiz-0>
-  <https://www.fashiondesignacademy.co.uk/blog/fashion-sketches-for-beginners>
-  <https://textilelearner.net/computer-aided-fashion-designing/>

EXERCISE

Tick (✓) the Suitable Option

1. CAD stands for

- | | |
|--------------------------|-------------------------------|
| a) Computer after design | c) Computing aiding designing |
| b) Computer aided design | d) Computer aided designer |

2. Adobe Photoshop is the predominant _____ software on the market

- | | |
|-----------------------|-----------------------------------|
| a) Music manipulation | c) Photo editing and manipulation |
| b) Video editor | d) Video manipulation |

3. To open a file Select

- | | | | |
|---------------|----------------|---------------|----------------|
| a) File > New | b) File > Open | c) File > Cut | d) File > Save |
|---------------|----------------|---------------|----------------|

4. You can _____ to select different tool

- | | |
|-------------------|-------------------|
| a) Click and hold | c) Click and open |
| b) Click and save | d) Click and save |





5. A _____ is simply one image stacked on top of another

- | | | | |
|------------|----------|----------|-----------|
| a) Channel | b) Layer | c) Panel | d) Canvas |
|------------|----------|----------|-----------|

6. To adjust the slider for an exact amount of transparency click

- | | | | |
|-------------|-----------------|------------|--------------|
| a) New file | b) Blend option | c) Opacity | d) Crop tool |
|-------------|-----------------|------------|--------------|

7. Art board Tool (V) is

- | | |
|----|---|
| a) |  |
| b) |  |
| c) |  |
| d) |  |

8. Photoshop's Magic Wand Tool selects areas of similar color with a single click

- | | |
|--------------------|------------------|
| a) Similar image | c) Similar size |
| b) Similar opacity | d) Similar color |

9. Short key of Magic Wand Tool is

- a) D b) W c) E d) G

10. Short key of Polygonal Lasso Tool is

- a) J b) O c) P d) L

Give Short Answer to the following question

1. What is Photoshop?
2. Write down the file formats that Photoshop allows opening.
3. What do you know about the tool panel?
4. What is a layer?
5. What is the difference between opacity and fill opacity?
6. How blend mode works? Write down its short key.
7. What is add layer mask? And how it works?
8. Why layer group is use?
9. Define smart object layer.
10. Write down the difference between Polygonal Lasso Tool and Magnetic Lasso Tool

Answer the following question in detail

1. Enlist any 6 to 7 tools and explain them.
2. Explain the layer types.
3. Write a detailed note on the benefits and importance CAD in fashion designing.
4. What is mood board? Write down the process of creating mood board.
5. Write down the difference between layer and channel. Make a design with the help of pen tool and then treat that design on channel.

Final Project

- Create a floral motif on Photoshop.
- Make its mirror and half drop repeat
- Make a color board for its color scheme.

About the Author

Mohni Saif is a Director Academics for Faculty of Fashion & Textile Design @ Institute of Art, Design & Management. She completed his MFA from University of Punjab, College of Art& Design, and Lahore. She has been attached to the field of Art & Design for more than twenty years with a passion to establish a sound basis for evolving Art & Design in Education. She is also a research scholar of” Education Leadership & Management “

She has been working with various companies and non-governmental organizations to promote art at different levels in Pakistani society. She has been attached to design and deliver Art & Design, fashion & textile, interior design courses and workshops.

The learning and exposure that she got from Queensland University of Technology (QUT) Australia has been remarkable. She was exposed to the best VET practices in Australia to understand the harmony among all stakeholders in creating an exemplary demand driven TVET.

Furthermore, her contribution towards an effective TVET in Pakistan till date includes: writing several Art& Design Books. Conducting and participating in trainings for DACUMs formulation for multiple trades and sectors, and development of Competency Standards & Curriculum, Teaching Learning Material (TLM) and Assessment packages for several qualifications, building the soft skills & entrepreneurship among trainees.

قومی ترانہ

پاک سر زمین شاد باد! کشورِ حسین شاد باد!
تو نشانِ عزمِ عالی شان ارضِ پاکستان
مرکزِ یقینِ شاد باد!

پاک سر زمین کا نظام قوتِ اخوتِ عوام
قوم، ملک، سلطنت پائندہ تابندہ باد!
شاد باد منزلِ مراد!

پرچمِ ستارہ و ہلال رہبرِ ترقی و کمال
ترجمانِ ماضی، شانِ حال جانِ استقبال
سایہ خدائے ذوالجلال!



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