



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Fashion Drawing							
Course Code		GIY256		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	4	Workload	100 (<i>Hours</i>)	Theory	3	Practice	1	Laboratory	0
Objectives of the Course		With this course students; Will be able to determine the place and importance of fashion in clothing, to prepare silhouette in fashion picture, to create model with drawing on silhouette.							
Course Content		To get a copy silhouette for a fashion picture over a human body drawn in live mode and at different stops from printed sources. To be able to do silhouette analysis in fashion picture. To be able to make fabrics and clothes drawings. To be able to tell basic clothes forms with fashion picture. Models to develop models, accessories to complete clothes forms to draw							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Demonstration, Case Study, Individual Study					
Name of Lecturer(s)									

Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

Recommended or Required Reading

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Week	Weekly Detailed Course Contents	
1	Theoretical	To get a silhouette for fashion drawing from life drawing human body
2	Theoretical	To get a silhouette for fashion drawing from life drawing human body
3	Theoretical	To obtain copy-style silhouette in different positions from printed sources
4	Theoretical	To obtain copy-style silhouette in different positions from printed sources
5	Theoretical	Making silhouette analysis in fashion drawing
6	Theoretical	Making silhouette analysis in fashion drawing
7	Theoretical	Making silhouette analysis in fashion drawing
8	Theoretical	Drawing fabrics and clothes
9	Intermediate Exam	Midterm
10	Theoretical	To express basic clothes forms with fashion drawing
11	Theoretical	To express basic clothes forms with fashion drawing
12	Theoretical	Developing model from another model
13	Theoretical	Developing model from another model
14	Theoretical	Drawing the accessories that complement the developed clothing forms
15	Theoretical	Drawing the accessories that complement the developed clothing forms
16	Final Exam	Final Exam

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	3	42
Lecture - Practice	14	0	1	14
Studio Work	14	0	2	28
Reading	14	0	1	14
Midterm Examination	1	0	1	1
Final Examination	1	0	1	1
Total Workload (Hours)				100
[Total Workload (Hours) / 25*] = ECTS				4

*25 hour workload is accepted as 1 ECTS



Learning Outcomes

1	Drawing silhouette illustration from live model
2	Drawing illustration of silhouette from printed materials
3	Drawing fabric and clothes
4	Creating and developing a garment model on silhouette
5	Drawing accessories that complement the clothing developed

Programme Outcomes (*Garment Manufacturing Technology*)

1	To be able to use theoretical and practical knowledge related to Garment Manufacturing Technology
2	To carry out brand management, marketing and promotional activities related to Garment Manufacturing Technology
3	Having the skills of data collection, research report preparation and presentation for the research, preparing the project
4	Being able to plan the processes / processes related to Garment Manufacturing Technology to meet the expectations of the sector, to be able to make business organization, production plan and control, prepare working instructions
5	To be able to determine textile raw materials and surface properties, to choose garment auxiliary materials, to be able to control materials
6	To be able to carry out steps of pattern preparation, grading, pattern layout preparation
7	To be able to use necessary equipments and machines for applications related to Garment Manufacturing Technology and to make adjustments and maintenance
8	To be able to use computer aided pattern and design programs, production applications in Garment Manufacturing Technology
9	Having the ability to manage and organize business by creating the idea of establishing a business in the field
10	To be able to create a model by applying technical drawings of clothing and basic arts education
11	To be able to realize basic sewing techniques, production stages of women's, men's and children's wear

Contribution of Learning Outcomes to Programme Outcomes 1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High

	L1	L2	L4	L5
P1	3	3	3	3
P6	2	2	2	2
P10	5	5	5	5

