

## COURSE: CLOTHING PRODUCTION

### OVERVIEW OF COURSE

#### Goal

The student will demonstrate the skills learned in the Clothing and Textiles CORE by introducing more advanced techniques, related to the field, with experience in repairing and altering clothing for clients and themselves.

#### Description

Clothing Production is a laboratory course offering students the opportunity to expand their skills in clothing construction. Projects may include handling special fabrics, lining a garment, making alterations, and adapting clothing.

#### Skills, Knowledge and Behaviors to be Developed

The ability to:

1. Identify the quality of materials.
2. Analyze apparel designs and identify complex elements that will affect construction.
3. Identify classic styles.
4. Describe the handling requirements of special fabrics.
5. Identify and use appropriate underlining.
6. Demonstrate the skills of pattern selection and alteration.
7. Demonstrate basic and specialized techniques in the construction of a garment.
8. Perform a design adaptation for persons with special needs.
9. Perform a variety of basic clothing repairs and alterations.
10. Fit and mark a garment for alteration.
11. Disassemble and reassemble a garment.
12. Explore the employment opportunities related to clothing construction.
13. Apply the skills of clothing construction to the field of fashion design opportunities in clothing construction.

COURSE: CLOTHING PRODUCTION

CONTENT OUTLINE

- I. Apparel Design: Simple and Complex
  - A. Design Complexity
  - B. Fabric Requirements
    - 1. Pile fabrics
    - 2. One-way stretch
    - 3. Knits
    - 4. Stretch
  - C. Construction Features
    - 1. Interfacing
    - 2. Underlining
    - 3. Lining
    - 4. Seams and seam finishes
    - 5. Simple tailoring techniques
- II. Review of Basic Construction Skills
  - A. Body Measurement and Pattern Size and Selection
  - B. Pattern Alteration
  - C. Cutting and Marking
  - D. Use of Sewing Machine
- III. Garment Construction
  - A. Construction
  - B. Pricing the garment
- IV. Alterations
  - A. Altering a Garment
  - B. Pricing Alterations
- V. Design Adaptation
- VI. Capstone Project