

CARMEL COLLEGE

Fashion Design: Embellishing Textiles

Year 11

Curriculum Level 6

Course: Fashion Design: Materials Technology

Course Duration: 1 year (9 x 50 minute periods per 10 days). The course will consist of one unit.

Course Description:

This course provides students with an opportunity to explore textile decoration and techniques designers use for improving and altering fabrics used in creations. Students will undertake brief development, use design ideas to produce a conceptual design for a technological outcome, and develop a prototype that is enhanced by embellishment.

Unit Title: *Metamorphosis*

Achievement Objectives:

- **Brief Development** - students will justify the nature of an intended outcome (e.g. a fashion garment or accessory featuring embellishment) in relation to the need or opportunity and justify specifications in terms of key stakeholder feedback and wider community considerations.
- **Planning for Practice** - students will critically analyse their own and others' past and current planning practices in order to make informed selection and effective use of planning tools. Use these to support and justify ongoing planning that will see the development of an outcome through to completion.
- **Outcome Development and Evaluation**
 - *Conceptual design:* students will critically analyse their own and others' outcomes to inform the development of ideas for feasible conceptual design. Undertake ongoing experimentation and functional modelling, taking account of stakeholder feedback and the intended physical and social environment. Use the information gained to select, justify, and develop a final conceptual design of a fashion garment or accessory that features embellishment. Evaluate the conceptual design against the specifications to determine the proposed outcome's potential fitness for purpose.
 - *Prototype:* students will continue to undertake ongoing experimentation and functional modelling, taking account of stakeholder feedback. They will use the information gained to select, justify, and develop a prototype of a fashion garment or accessory (featuring embellishment) to be tested in its intended physical and social and environments. Evaluate the prototype's fitness for purpose against the brief and justify the evaluation using feedback from stakeholders.
- **Technological Products** – students will understand how materials are formed, manipulated, and transformed in different ways, depending on their properties, and understand the role of material evaluation in determining suitability for use in product development.

Context:

When designing and developing a product, the aesthetics (the way a product looks) and the performance properties (what it is designed to do), need to be suitable for the conditions that it will be used for. This unit gives students the opportunity to reflect on the trends of embellishment and to consider the interactions that societal influences, the environment and new technologies have on fashion. In doing so this will allow them to research, learn and implement the following ideas:

- Traditional crafts may have commercial appeal or become fashion items. These can be used as adornments for spiritual and personal use, to furnish living spaces and for use in ceremonial occasions.
- Available technologies and resources at the time will influence the manufacturing process involved in the creation or production of textiles or textile products.
- The purpose and conditions that a product will be used for needs to be considered when selecting materials and appropriate manufacturing techniques. Therefore testing and investigation will need to be carried out to ensure that choices are suitable.

Issue:

Over the last decade designers have turned the garments we wear upside down and literally inside out! What began with the trend of deconstruction has now resulted in a wide range of techniques for altering the appearance and the way existing technologies are used to enhance fabrics and garments. The use of embellishment and fabric modification techniques are changing the look and widening the use of the garments we wear and the fabrics they are made from. New technological developments such as fabric paints, dyes and trims for embellishment are widening the use of many traditional methods of decorating and enhancing clothes and decorative accessories.

Using a range of appropriate materials and processes students will be required to develop an outcome for their chosen stakeholder that is enhanced by at least one form of embellishment.

Learning Outcomes:

Students will:

- identify a need or opportunity from the given context and issue to establish a conceptual statement and specifications for an outcome to be developed
- generate design ideas that are informed by research and use stakeholder feedback to support and justify key design decisions
- develop sketches and use modelling tools that effectively communicate and test their design ideas as they develop their conceptual design
- evaluate the conceptual design against the specifications to determine the proposed outcome's potential fitness for purpose
- make informed decisions about the suitability of materials, components and processes, based on their performance properties, to select those appropriate for use in the production of a prototype
- produce and trial a prototype of the outcome to evaluate its fitness for purpose and identify any changes that would enhance the outcome
- use stakeholder feedback to support and justify key design decisions of their constructed prototype
- demonstrate understanding of how material composition and structure enables textile products to be formed, transformed and manipulated in specific ways
- describe the role of material evaluation in determining material suitability and informing the selection of materials when developing a textile product

Course Overview:

Exploring the context

Research the issue by investigating the role of embellishment in the fashion industry.

(Use actual examples and images)

Determine and discuss:

- examples of embellishment - structural and surface (trailing a variety of techniques could also be included at this stage)
- background research of fashion designers and examples of use of embellishment in their work
- how and why the fashion outcomes have been produced
- the environment they are placed in
- function and aesthetics
- target market
- manufacturing techniques

(A guest speaker or a technologist practicing in textile decoration would also be useful at this stage)

Preparatory activities - determine and discuss:

- introduction - including routines, safe work practice and equipment use
- writing a brief
- conceptual modelling
- relevant stakeholders and gaining feedback
- prototyping
- evaluating fitness for purpose
- forming, transformation and manipulation in relation to textile products

Refer to resources available on:

<http://technologynz.wikispaces.com>

<http://www.techlink.org.nz/Case-studies/Technological-practice/soft-Materials>

Idea Generation

Exploration of initial design ideas by:

- brainstorming a variety of potential ideas to identify a need or opportunity that would address the issue and context
- identifying initial physical and functional attributes of an intended outcome

Writing an initial brief for the outcome that is to be developed:

- conceptual statement
- initial specifications

Brief development

Research of the social and physical environment the intended outcome is likely to be used and investigation of possible techniques or processes that may be required for its development. Such as:

- key stakeholder research: what they would want from such an outcome and why (e.g. personal fashion style, figure type)
- market research: current fashion trends, analysis of existing outcome/s (e.g. similar products that may already be available, how they are priced and positioned, what materials and processing methods have been used and why)

(This could be expanded to provide evidence for 1.6)

- technical research: trialling of specific embellishment techniques to test initial ideas

Developing design ideas

Use of 2D sketching or 3D modelling to:

- analyse data from previous research
- generate initial concept ideas
- research alternatives to inform selection of design ideas
- annotate sketches to show both physical and functional design features of their ideas
- trial and model techniques to test and develop design ideas with stakeholders
- make any refinement to the design and justify why these may contribute to the potential outcome's fitness for purpose

Refining the brief and finalising the conceptual design

Evidence of:

- a developed brief comprising of a conceptual statement and refined specifications
- that communicates the final conceptual design (the proposed outcome) to demonstrate functional and physical features, including embellishment details
- that evaluates the conceptual design against the specifications of the brief and stakeholder feedback to determine and justify the proposed outcome's fitness for purpose

Planning the prototype

Research and further trialling by:

- exploring the resources that will be required to make the conceptual design (e.g. pattern, suitable fabric/s and/or components, skills and/or processes needed) in order to select those that best fit the purpose of the intended outcome
- selecting appropriate tools and equipment
- trialling and selecting techniques and processes by constructing a toile or sections of the intended outcome or further testing of the chosen embellishment technique/s
- making any refinement to the design and justify why these may contribute to the outcome's fitness for purpose
- finalising the brief and specifications as a result of informed selections and stakeholder feedback

Making the prototype

- using the materials, components, tools and equipment already selected to make the prototype to address the brief
- using tools and equipment following accepted safe practices
- continued consultation with stakeholders to gain opinions on the developing prototype

Evaluating the Prototype

Once the prototype is completed:

- trial the prototype (in situ) to test its ability to meet the physical and functional requirements and its suitability within its intended environment
- evaluate its fitness for purpose against the final brief
- gather stakeholder feedback to make these judgements and justify how the prototype meets the specifications of the final brief

Assessment

AS91044 (1.1) Undertake brief development to address a need or opportunity – 4 credits: Internal.

AS91046 (1.3) Use design ideas to produce a conceptual design for an outcome to address a brief – 6 credits: Internal.

AS 91047 (1.4) Undertake development to make a prototype to address a brief – 6 credits: Internal.

Suggested format: *a portfolio demonstrating evidence of the practice undertaken, the conceptual design and the completed prototype.*

AS 91049 (1.6): Demonstrate understanding of how materials enable technological products to function – 4 credits: External. **Format:** *written report*

Links to Assessment Resources:

Refer to <http://www.tki.org.nz/e/community/ncea/tech-lvl1.php> for published assessment resources 1.1, 1.3 and 1.4.

Refer to <http://www.nzqa.govt.nz/qualifications-standards/qualifications/ncea/subjects/technology/sample-external-assessments/> for sample assessment guides for 1.6