



### **Course Description**

#### **CTE2749C | Patternmaking Level 3 | 3.00 credits**

This course reinforces the students understanding of the art of draping and patternmaking and diverse methods the industry uses to create production patterns. Students will analyze draping and drafting techniques to create an awareness of which method is most applicable for a given situation. Analytical thinking and hands-on class experiences will strengthen students' skills, thus enabling them to expand on their creativity and provide proper fit to their creations.

### **Course Competencies:**

**Competency 1:** The student will integrate bodice, skirt, pant, and sleeve blocks to develop a complete garment:

1. Distorting the basic blocks to execute an original design that fulfills the use of fundamental design principles
2. Conceptualizing designs from inception to execution
3. Demonstrating appropriate fabric/material selection

**Competency 2:** The student will challenge traditional concepts of Western silhouettes by:

1. Reinventing the 20th-Century silhouette
2. Utilizing non-traditional textiles and materials
3. Researching the integration of technology and apparel

**Competency 3:** The student will Demonstrate knowledge of tools, materials, and processes used in the production of clothing and textiles by:

1. Testing patterns in muslin for fit and proportion of basic and complex design prototypes
2. Discussing and analyzing current and future methods of developing clothing and textiles
3. Evaluating industry-standard terminology, pattern identification, and tool usage

**Competency 4.** The student will create a garment by:

1. Utilizing and Integrating:
  - a. Soft tailoring techniques
  - b. Draping Flat pattern methods

### **Learning Outcomes:**

- Solve problems using critical and creative thinking and scientific reasoning
- Formulate strategies to locate, evaluate, and apply information
- Demonstrate an appreciation for aesthetics and creative activities