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.

(1hr. lecture, 3 hr. lab)
Pre-Req CTE 2745C

### Course Competency

**Competency 1.** Integrate bodice, skirt, pant, and sleeve blocks to develop a full garment:

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

**Competency 2.** Challenge traditional concepts of western silhouettes:

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

**Competency 3.** Demonstrate knowledge of tools, materials, and processes used in the production of clothing and textiles:

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.

**Competency 4.** Create a garment:

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

### Learning Outcomes

3. Critical Thinking
9. Aesthetic/ Creative Activities

4. Information Literacy
8. Computer/Technology Usage

3. Critical Thinking
4. Information Literacy

9. Aesthetic / Creative Activities