UNIT

Fashion Fundamentals



Why We Wear Clothing

	Reason	Definition	Examples
		Clothing that provides physical	Hats/Helmets, Snowsuit,
1.		safeguards to the body, preventing	Reflective Gear, Bulletproof Vests,
		harm from climate and environment.	Safety Glasses, etc.
		Clothing that adds decoration or	Accessories, Jewelry, Shoes,
2.		ornamentation. Used as an	Bags/Purses, Nail Polish, Makeup,
		expression of individuality.	Hair Color, Hats, Body Art, etc.
		Clothing that establishes who	Uniforms, Bridal Wear,
3.		someone is, what they do, or to which	
		group(s) they belong.	Graduation Attire, etc.
		Clothing that covers the body	Varies according to personal
4.		according to the code of decency	preference, situation, cultural or
		established by society.	religious influence, etc.
		Clothing that establishes one's	Designer Labels, High End Jewelry,
5.		position or rank in comparison to	Insignias or Emblems, etc.
		others.	insignas of Emplems, etc.

Fashion Terminology

1.	Articles added to complete or enhance an outfit. (Shoes, jewelry, belts, handbags, etc.)	
2.	All men's, women's, and children's clothing.	
3.	A French expression that in the clothing industry means being ahead of fashion. Wild, daring and unconventional. "Far Out" and does not appeal to most people	
4.	Clothing that continues to be in fashion over an extended period of time. Sometimes called "timeless". Examples: dress pants, sheath dress, A-line skirt, button-up dress shirt, jeans, little black dress, etc.	

5.	A garment that is a combination of tailored and draped construction.	
6.	The various garment parts that distinguish different styles: necklines, collars, sleeves, bodice, lapels, hemlines, etc.	Crew Neck Henley V-Neck
7.	Wrapped or hung on the body and usually held in place with pins, buttons, toggles, sash or belt.	
8.	A temporary and passing fashion. It has a great appeal to many for a short time. Examples: Platform shoes, leg warmers, jelly shoes, shoulder pads, etc.	
9.	The currently accepted style that is favored by a large segment of the public.	
10.	A cycle of the rise, popularity and decline of a particular style. The five stages are: introduction, rise, peak, decline and obsolete.	The Fashion Cycle Peak Decline Obsolescence
	 en a fashion is introduced into the market	t.
	 ion gains in popularity. nion reaches its height of popularity.	
	 ashion begins to drop in popularity.	
	fashion is no longer popular.	
11.	The right size or how tight or loose the clothing is on the person wearing it.	And Property Name Trained The concess

12.	A category of clothing. (Dress, coat, suit, sweater, pants, etc.)	
13.	French for "Fine Sewing". The finest clothing by major designers made for individual customers. Original, one-of-a-kind and expensive designs.	
14.	Clothing mass produced in standard sizes and sold to customers without custom alterations.	
15.	The shape of a clothing style shown by its outer lines.	1
16.	A particular design, shape or type of apparel item. The style of a garment is determined by the distinct features that create its overall appearance.	Sheath Dress Shift Dress Princess Dress
17.	A garment made by cutting fabric pieces and then sewing them together to fit the body.	
18.	The movement of a fashion into and through the marketplace. Trends repeat every 20-30 years.	
19.	All the apparel a person owns including all garments and accessories.	

Design Details

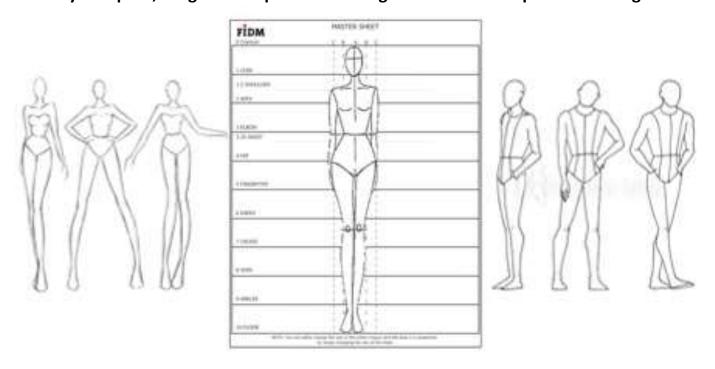
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Shirts	Collars	Sleeves	Necklines

Dresses				
Skirts				
Pants/ Trousers				
Jackets/ Coats				

Fashion Croquis

Croquis is the French word for "Sketch".

They are quick, rough and imperfect drawings used as the templates for design.



How to Draw Your Own Croquis

The Fashion Industry uses the 9 headed figure.				
Use	the FIDM Master Sheet and the following instructions to sketch a croquis.			
Step 1:	Draw an oval between the B-lines in box 1.			
Step 2:	Put dots on the C line where they intersect with the shoulder line in box 2.			
Step 3:	Put dots on the B line where they intersect with the waist line in box 4.			
Step 4:	Connect the dots to form an inverted triangle.			
Step 5:	Put dots on the C line where they intersect with line 4 (hip).			
Step 6:	Put dots on the B line where they intersect with line 6 (knees).			
Step 7:	Put dots just outside the B line where they intersect with line 7 (calves).			
Step 8:	Put dots half way between the A and B line where they intersect with line 9 (ankles).			
Step 9:	Connect the dots to form the hips, legs and torso.			
Step 10:	Draw a W between the B lines on line 10 (floor).			
Step 11:	Draw in the neck and shoulders.			
Step 12:	Draw in the feet and ankles.			
Step 13:	Draw in the arms.			
Step 14:	Lightly sketch in other reference lines, (collarbones, waistline, knees, etc.)			

Here is a helpful video:

FIDM	MASTER SHEET	
0 Cranium	СВАВС	
	î l l l i	
1 CHIN	i 1 1 i	
1.5 SHOULDER		
2 APEX	1 1 1 1	
	1 1 1 1	
2 5 500	i I I i	
3 ELBOW		
3.25 WAIST		
	1 1 1 1	
4 HIP		
	1 1 1 1	
	1 1 1 1	
5 FINGERTIPS	1 1 1 1	
	i I I i	
	1 1 1 1	
6 KNEES		
	1 1 1 1	
	11111	
7 CALVES	1 1 1 1	
	1 1 1 1	
	1 1 1 1	
8 SHIN		
	<u> </u>	
9 ANKLES		
500001357 15 0).	- 	
10 FLOOR		

NOTE: You can safely change the size of the entire croquis and still keep it in proportion by simply changing the size of the head.