

Objective:

To apply the theory of design principles and elements as well as an inspiration to design womenswear in three different categories: eveningwear, day dresses, and sportswear (coordinates, not athletic).

Procedure:

Begin your design process by researching your inspiration on the Internet, or in a library and print off an image to refer to while designing. Consider the inspiration and how it could influence the design in Silhouette, Color, Fabric Choice, Embellishment and Seam Detailing. Go to a fabric store and select two coordinating fabrics suitable for each design category (total of 6 different swatches). The fabrics may be solid or pattern or a combination but they will be used together for your designs. You will be applying a 2" X 2" fabric swatch of the 2 fabrics chosen for each category (eveningwear, day dresses, & sportswear).

The following are the inspirations you are to use when designing:

- Eveningwear – Asian Food
- Day Dresses – African/Tribal
- Sportswear – Super Heroes

Using the supplied croquis, each design should be presented in either Flat Drawing or Fashion Illustration in **full color**, on an 11" X 14" Bristol Board. Be sure to indicate where each of the two fabrics is used in each garment. Put the two swatches on each board as well. Label the category- EVENINGWEAR, DAY DRESSES, & SPORTSWEAR below each figure. Paper clip 1 image of your inspiration to the back of the corresponding board.

Fill out the following form and include in your portfolio with the sketches.

Name: _____

Fill out the following form and turn in with your portfolio.

1. What experiences (life or work) have you had that that led you to seek a degree in Fashion Design? _____

2. Check the skills/experience that you have coming into this program:

- SEWING ILLUSTRATION TEXTILE KNOWLEDGE
 RETAIL BEADING EMBROIDERY KNITTING

3. Describe the fashion careers that you feel you would be prepared for by this degree:

4. Why have you selected UNT for this degree?

5. Explain why you are a better candidate for this program than someone else.

