

Fashion

Fashion, Art and Design BTEC Certificate
Level 2

Fashion and Clothing

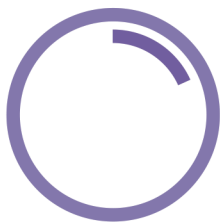
Start: Ongoing

Eligibility Criteria Applies

Work placement opportunities

Fashion designers need a wide range of visual, technical and thinking skills in order to develop their ideas and produce creative fashion designs. This course will enable learners to plan, research and present their own ideas in relation to a set project brief. This will involve learning about research techniques, how to source information and how to apply the information that they have found in answer to a targeted assignment brief. Learners will learn how ideas can be explored and developed, using the design cycle in a variety of ways relevant to contemporary fashion, and present final designs in response to the brief.

What you will learn

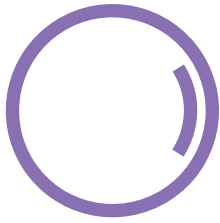


Unit 1: Introduction to Specialist Pathways in Art and Design

People who work in art and design have many specialist skills. The path they follow to gain these skills includes learning in very different areas of art and design. By following this unit, you will have opportunities to find out about, and start developing, some of these specialist skills. By trying out these skills for yourself, you will find out more about where your strengths and interests lie.

You will be given an introduction to some specialist pathways. You will discover how the design or making cycle works in art and design practice and learn about the specialist materials, techniques and processes of these particular specialist pathways. You will learn how professionals research widely from different sources to gain inspiration and how this helps them to generate ideas. Whichever vocational pathway you work in, you will continuously review your work to ensure that it meets your creative intentions. When you accept client briefs, you must be able to analyse what is required and identify the factors that have to be taken into account when you develop your response.

You will explore, experiment with and learn how to use specialist materials and techniques relevant to your brief. You will develop your chosen specialist skills. You will also learn about, and record, the health and safety issues associated with the traditional and contemporary media, techniques and processes that you use.

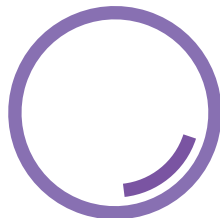


Unit 2: Creative Project in Art and Design

Have you ever wondered what makes an artist or designer work in a certain way? How do they decide which materials and techniques to use, for example for painting, sculpture, installation, animation, fashion? This project allows you to develop your understanding of how you work and to gain skills in an area of art and design.

Artists, designers and makers all explore different approaches to developing their creative work. They have different ways of making their ideas come to life through applying their chosen techniques and materials. In this unit you can develop your own creative response to a vocationally themed brief. This can be an area that you are interested in studying at a higher level in the future, or an area in which you hope to eventually find work. Or you might select it because you are interested generally in the creative industries and would like to explore and develop this interest further.

This creative vocational project should inspire you through this investigation of your preferred area of art design or creative media. You can explore and apply new areas of study and new working methods. You will learn to focus your project through planning and organising, taking your ideas from concept to final outcome. You will apply what you have learnt in previous units.

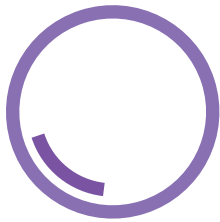


Unit 6: Investigating Contextual References in Art and Design

How are artists, designers and craftspeople influenced by the world they live in. In this unit you will investigate historical and contemporary art, craft and design practice, exploring how artists, craftspeople and designers work as individuals or as part of a key movement or culture. You will find out how work from the past has influenced contemporary design. This will be very useful to you because you can use your historical and contemporary findings to inspire your work. There are many exciting ways for you to record and reference your findings in writing, photography, illustration or through verbal presentations. Your developing research skills, seeking primary sources in shops, museums and galleries or from practitioners, will give you starting points to find secondary source material from books, magazines, journals and the internet.

New art, craft and design work is often created by developing others' ideas from the past and putting them into today's context. This is part of cultural change and helps us see the world in new and exciting ways.

Dame Vivienne Westwood seeks inspiration for her designs from a variety of sources, from 17th-century French Romantic paintings to the traditional tartan of Scotland and the dark Gothic of the punk era. Lucian Freud said, 'I go to galleries (to study others' work) when I'm sick.' He meant that, when he needed help with his artwork, he would seek out other painters' approaches for inspiration. Through the study of creative works, you will heighten your awareness of ethical, moral, social, cultural and environmental issues.

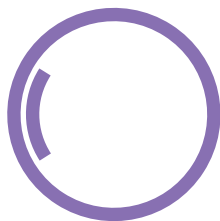


Unit 7: Recording for Creative Intentions in Art and Design

The ability to record from the world around you was one of the earliest purposes of art. This can be seen in the paintings found in prehistoric caves, where it is believed early humans recorded images of the world they saw around them as a means of communication. Even today the ability to record from first-hand observation is the fundamental starting point for all art and design practice.

Although the method by which we record from primary sources may have changed dramatically over time, it remains an important skill to develop. Many things we see around us start with a drawing, whether it is a toy, a dress, a car, a house or a new city. Through drawing and other means of recording, artists and designers are able to imagine and develop ideas with others. The introduction of new materials and technology has given artists and designers new ways of recording what they see. Photography and video have allowed artists and designers to make instant records of what they observe. However many still use the traditional skills of drawing and painting to record the world around them.

This unit will give you the opportunity to develop your skills of recording for creative intention. You will be given a brief. You will be expected to select and record from visual sources, based on the brief. You must then show your skills in applying your recording to show your creative intentions.

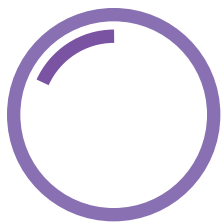


Unit 10: Fashion Brief

Fashion is not just about the top designers on the catwalks of London and Paris. It is about designing for different people, events, purposes and functions in a vast range of fields. There are people working as fashion journalists, art directors, fashion website designers, photographers and stylists or producing fashion shows and promoting

fashion through advertising and branding. The field of fashion extends to the music industry where performers and bands may require special costumes or dynamic photography and styling for a stage show or a public event and then there are costume designers working on historical and contemporary designs for TV and film.

This unit will introduce you to the broader world of fashion through set assignments covering a range of specialist fashion areas, which will encourage an individual and creative response to a fashion brief. You will explore different materials, techniques and processes and get to grips with the realities of fashion design and presentations. One you have developed skills in using processes, you will move on to development of a more substantial brief, through to presentation of final outcomes, for example in a catwalk show.



Unit 12: Textiles Briefs

Textile artists, designers or craftspeople explore themes, materials and processes to develop their skills and their ideas. They research widely from different sources to produce unique designs in response to briefs; either their own brief or that of a client or manufacturer. They will need to develop complex specialist skills required to produce work that may be woven, printed, knitted, embroidered, beaded or of some specialist textile design.

In this unit you will study textiles and textile designers, experiment with materials, equipment and techniques to come up with your own textiles ideas and produce your own piece of textiles in response to a brief. You will develop skills in surface pattern design and assemblage through specialist textiles using different media and materials. You will learn how to use the accompanying specialist tools and equipment correctly and safely. You will be made aware of the health and safety issues associated with the materials and techniques you will be studying.

For more info email admin@caramelrock.com

