

STADIO



SCHOOL OF FASHION

ADOBE ILLUSTRATOR FOR FASHION DESIGN

SHORT LEARNING PROGRAMME
ONLINE ASSISTED

FORMERLY

LISOF



ADOBE ILLUSTRATOR FOR FASHION DESIGN

SHORT LEARNING PROGRAMME | 12 WEEKS | ONLINE ASSISTED

CAREER OPPORTUNITIES

- DESIGN CONSULTANT
- INDEPENDENT DESIGNER OR BRAND OWNER
- ELEVATE YOUR CAREER - SUSTAINABLE PRACTICES
- SUSTAINABILITY EXPERT
- TREND RESEARCHER
- TREND RESEARCHER

MODE OF DELIVERY - ONLINE ASSISTED

Saturdays from 09:00 - 12:30

DESCRIPTION

This 12 lesson course provides students with a fundamental understanding of how Adobe Illustrator can be used as a powerful tool for fashion designers, in presentations, technical applications and as a creative design.

We have adapted this course to be an online learning experience with the assisted guidance of a dedicated facilitator. Classes will be presented online, weekly at scheduled times. You will also have a weekly check-in with your facilitator.



STADIO SCHOOL OF FASHION IS THE ONLY INTERNATIONALLY ACCREDITED FASHION SCHOOL IN SOUTH AFRICA!

STADIO is registered with the Department of Higher Education and Training as a private higher education institution under the Higher Education Act, 1997. Registration Number 2008/HE07/004.

DISCLAIMER: The content of this brochure is accurate at the time of publication. STADIO reserves the right to change the programme content due to changes in legislation, as well as for market requirements and other reasons. Notice of such changes will be published on our website.

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OUTCOMES

You will learn tools and navigation necessary to comfortably use Illustrator to create professional flats and technical drawings.

- Customise your workspace
- Create vector artwork, manipulate lines and shapes with nodes and bezier handles.
- Combine shapes and apply fills and strokes.
- Understand and work with layers
- Technical drawings for clear directives to collaborators.
- Create customised brushes for clothing elements.
- Create simple pattern fills and work in layers.
- Creative fashion flats for impressive portfolio pieces and professional presentations

ON COMPLETION OF THIS COURSE YOU WILL BE ABLE TO

Use Adobe Illustrator to create simple technical drawings and creative flats, begin building your own library of vector elements to use in your fashion presentations.

ADDITIONAL OR SPECIFIC ADMISSION REQUIREMENTS

Age 16 and above, some background or understanding of Fashion Design/ Fashion Industry will be beneficial in understanding the course material.

Ideally, you should have some experience and knowledge of the sketching technical drawings and fashion flats by hand. and a fair degree of computer literacy is required.

ARTICULATION POSSIBILITIES

Successful completion of this short course can be included to your portfolio of evidence for RPL consideration.

COURSE KITS + SPECIALISED EQUIPMENT

No course kits are required, but a Personal Computer with enough the required specifications to run the latest version of Adobe Illustrator and reliable internet will be required to successfully attend each class.

MODULE DESCRIPTIONS

MODULE 1 – INTRODUCTION

- Personal introduction
- Navigating the workspace
- Understanding artboards.
- Introduction to the tools and windows we will be using in the course
- Customising your workspace, become comfortable with the software and reduce the feeling of being overwhelmed.

EXERCISE

- Save a custom workspace as demonstrated with a relevant selection of tools and window views.

MODULE 2 – DRAWING TOOLS, LINES IN-DEPTH

- What is a line? What is a path? What is a vector?
- Using the line tool and the pen tool.
- Manipulating lines with curves, angles, nodes and handles.
- Applying strokes, understanding closed and open paths.
- Creating dotted lines.
- Converting a line to a shape, what is the difference?
- Grids, rulers, guides and preferences.
- Snapping to grids and guides.
- Introduction to smart guides.
- Measuring a line precisely with illustrator, various methods

EXERCISE:

- Manipulate curved lines using bezier handles and snap to grid tools.

MODULE 3 – SHAPES AND FILLS

- Creating shapes, simple methods and additive and subtractive methods
- Creating shapes with specific measurements and constraints
- Combining shapes, using various methods
- Understand arranging objects with bring to front.
- Applying a fill to shapes, and understand when and why to do so.
- Duplicating shapes, various methods
- Transform, we introduce these tools as a method for manipulating shapes.
- Using smart guides as a tool for creating precision shapes and positioning them.
- Recap grids and guides, and using the snap to options to help create shapes.
- Create a from a combination of shapes, with a custom fill and stroke.

MODULE 4 – OBJECTS: REFLECT, ROTATE, ALIGN AND DISTRIBUTE

- Using transform tools freely, or with guides, smart guides, options and constraints.
- Reflect tool, various ways to use, how to combine a reflected object to create a symmetrical object
- Rotate tool, how to define an axis and rotate with precision.
- Using the scissors tool to create an open path from a closed path
- Using joining and combining to create a closed path again.
- Aligning and distributing objects.
- Scaling objects, various methods, troubleshooting common scaling problems.

DISCUSS:

- Potential applications of illustrator tools as pattern making tools.

EXERCISE:

- Design and create a detailed button illustration and save it as an object, use illustrator to duplicate and rotate the button distributed around a perfect circle.

MODULE DESCRIPTIONS CONTINUED

MODULE 5 – LAYERS AND GROUPS

- What is a layer? Create a template layer with a raster image.
- Discuss rasterisation, vector images versus raster images.
- Use image trace to create a vector image from a raster, discuss problems and options with this.
- How and why to lock, hide or dim layers.
- Grouping and ungrouping objects, and working in isolation mode.

EXERCISE:

- Using a locked raster layer as a template we add elements to quickly change a style.

MODULE 6 - RECAP AND QUIZ

- We create our first technical drawing using all the tools and transformations we have covered this far.
- Quiz: tools and transformations

ASSIGNMENT / HOMEWORK:

- Create a t-shirt over a template layer, and add a simple logo design suitable for screen printing or embroidery.

MODULE 7 – FILLS

- Explore more options for creating fills, apply colours to the t shirt created in module 6.
- Add colour, discuss working in a non destructive way.
- Work with various blending modes and opacity for different effects
- Create a gradient fill and learn to edit gradients.
- Create a simple tiled pattern fill.

MODULE 8 - BRUSHES FOR FASHION

- Brushes, apply a brush to a stroke.

EXERCISE:

- Create two custom brushes specifically for use in garment illustration. This uses all the techniques and tools learned up to this point.

MODULE 9 - TECHNICAL DRAWING

- DISCUSSION:
- Technical drawing and flats, what is the difference? What are industry expectations?
- Flipping the image and editing to create a front and back.
- Adding text
- Create a zoomed in detail

EXERCISE:

- We create a technical drawing of a basic pair of jeans and use our custom brushes.

MODULE 10 - DRAPE LINES AND FLOW

- Explore options to create movement in fashion flats
- Manipulate curved lines to convey folds in draped fabric.
- Consider texture and textile weight in how a garment is represented
- Add layers to convey shading.
- How to add a drop shadow or a bold outline to your work.

HOMEWORK:

- Create a flat fashion illustration of a dress with a full skirt.



MODULE DESCRIPTIONS CONTINUED

MODULE 11 – GARMENT VARIATIONS

- The importance of saving source images.
- We explore ways to manipulate work to create garment variations
- Manipulate the illustrations created in module 9 and 10.
- Saving your images correctly to send.

MODULE 12 - CREATIVE PRESENTATION

Submit a final creative image of your choice in colour, using photographic or hand drawn elements, incorporating brushes, fills and layers.

COURSE FACILITATOR

DOMINIQUE LE GRANGE FASHION DESIGNER

Dominique has worked in the fashion industry since 2001 as a designer and pattern maker.

She has worked for several labels locally and internationally, producing collections ranging from fast paced high street clothing in the UK, to bespoke couture gowns in the UAE.

She has showed several collections at SAFW, currently she works as a freelance designer, pattern maker and illustrator, working from home with her husband and her 3 year old daughter.



SPECIFIC REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS:

- **Wi-Fi:** Reliable broadband Internet access (Wi-Fi is available on all of our campuses, but you may prefer access from home as well)
- **Web browser:** Chrome/Safari/Opera/FireFox
- **Computer/Laptop:** A current Windows or Apple Mac computer/laptop capable of running the Office 365 software. Office 365 includes Word, Excel, PowerPoint and Outlook
- **PDF Viewer:** The free Adobe Acrobat software.
- **Scanning documents:** Ability to scan and upload documents (typically from your cellphone or smartphone)
- **Email/cellphone** for notification and communication
- **Communication:** A cellphone or smartphone for receiving notifications and communication (additionally WhatsApp is recommended for collaborating in student groups)

PLEASE NOTE

STADIO School of Fashion reserves the right to make course adjustments which might affect the course modules or duration of the course.

Course start dates are subject to reaching minimum intake numbers and dates and might be adjusted.

ACCESS TO TECHNOLOGY:

STADIO School of Fashion uses its ONLINE student administration and learning environments to provide students with materials and resources, to conduct online assessments, create discussion opportunities and render a range of administrative services.

Therefore, having continuous access to the above ONLINE facilities is essential for efficient communication, learning and success.

Kindly ensure that you have Adobe Illustrator fully installed. A monthly subscription can be purchased through ADOBE.

Also note that the course has been developed on Mac computer and the shortcuts may differ for PC's. A Mac computer is recommended but not required.

“
TO BE CREATIVE IS TO LET LITTLE
PIECES OF YOUR HEART GO AND
PLACE THEM IN EACH PROJECT YOU
MAKE.
Pat Bravo
”



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