

KINGSBOROUGH COMMUNITY COLLEGE
DEPARTMENT OF BUSINESS

Email: [REDACTED]

Work Phone: [REDACTED]

Office Location: Office hours will be held on Zoom / Blackboard by appointment.

Zoom Lab Hours: Email to request an appointment, I will reply within 24 hours.

FD 1400 – Garment Construction

3 hours 3 credits (No Prerequisite)

Required for AAS in Fashion Design. Open only to FD and FM majors.

Course Structure

Basic sample room garment construction procedures including seaming, seam finishing, pockets, collars, setting sleeve, pleats, gathers, darts and various other techniques are covered.

Students construct garments to demonstrate mastery of various techniques.

Required Text: Sewing for Fashion Design

By: Nurie Relis Publisher: Prentice Hall

ISBN: 0-13-496753-4

Required Materials: Sewing machines, Sergers, Ironing Board & Iron will be provided.

Personal Home Sewing Machine (assignments and project may need to be completed at home)

Scissors (1 fabric & 1 paper)

Bobbins (6)

Transparent Ruler (18")

Sewing Needles

Tracing Wheel

Tracing Paper

Thread

Pencils

Pins

7' zippers (2 regular & 2 invisible)

Invisible Zipper Foot

Regular Zipper Foot

Measuring Tape

Seam Ripper

Pin Cushion

* Cotton fabric for sewing projects (2-3 yards) **(No Knit / Stretch Fabrics)**

** Fabrics for final term garments (3 – 4 yards) **(No Knit / Stretch Fabrics)**

Thread (must match fabric)

Zipper 24" (must match fabric)

Course Learning Outcomes:

- 1) Operate a Straight Stitch Sewing Machine to construct garments
- 2) Operate an Overlock Sewing Machine to finish garments
- 3) Sew Seams, darts, pockets, collars, zippers, gathers and other various garment details
- 4) Read garment patterns and construction markings

Course Schedule

Week 1: Course Intro

- Introduction to Sewing Machines
- Basic Seams & Seam Finishes

Week 2: Darts and Tucks

- Sewing and finishing darts
- Sewing and finishing tucks

Week 3: Pockets

- Patch pockets
- Inseam pockets
- Pants pockets

Week 4: Collars

- Flat collar
- 2 piece collar

Week 5: Zippers

- Regular Zipper
- Invisible Zipper

Week 6: Hems

- Regular hem
- Blind Stitch hem
- Rolled hem

Week 7: Facings

- Armhole facings
- Neck Facings

Week 8: Buttons

- Sewing on a button
- Button Plackets
- Button holes

Week 9: Sleeves

- Setting and sewing a sleeve

Week 10: Begin Garment Project

- Reading the Pattern
- Preparing fabric for cutting
- Laying the pattern for cutting

Week 11: Sewing the Garment Project

- Seaming the pattern pieces together

Week 12: Finishing the Garment Project

- Completing the closure
- Hemming

Student Attendance Policy

Class attendance is mandated in order to gain knowledge, perform the skills and tasks for all assignments and projects.

Class participation is mandated.

Academic Dishonesty

Academic dishonesty is prohibited in The City University of New York and any such incidents are subject to disciplinary action. All students are expected to be honest in their academic work. When a student places his or her name on any academic exercise (report, portfolio, paper, examination) that is regarded as assurance that the work is the result of the student's own thought and study.

Examples of Academic Dishonesty include cheating, plagiarism, internet plagiarism, obtaining unfair advantage, and falsification of records. KCC's plagiarism policy is at www.kingsborough.edu

Access-Ability Services

Access-Ability Services (AAS) serves the KCC community as a resource regarding disability issues, promotes equal access to all KCC programs and activities, and makes every reasonable effort to provide appropriate accommodations and assistance to students with disabilities.

I am available to discuss appropriate accessibility and accommodations that may be required for student with disabilities.

Class Rules

No food or drink allowed in the classroom and the fashion lab.

Electronics

Your cell phone MUST be silent during class (and turned OFF during exams).

No texting! Any laptop/netbooks **MUST BE USED** solely for note-taking.

There is no talking to each other to disturb others. No talking on cell phones, surfing the web, emailing or texting messaging in class. Absolutely, no **profanity** or any inappropriate language are to be spoken in class.

Grading Criteria

Assignments are graded weekly and reflects the creativity of the design. Quizzes on the computer will also be administered. Final term project will schedule at the end of the semester.

A - grade is exceptional and outstanding.

B - grade is good and above average.

C - grade is average and acceptable.

D - grade is below average.

F - grade does not fulfill the requirements, is incomplete, and/or shows little understanding of the concepts.

Class Projects

All class assignments and projects must be submitted on the due date.

- 75%**
1. Quality of assignments: creative and original design concept.
 2. Final: term project / exam

Class Evaluation

- 15%**
1. Ability to follow instructions
 2. Cooperation: listening to critical critiques for improvement.
 3. Class performance based on understanding material and technical skills.

Professionalism

- 10%**
1. Courtesy and respect shown towards instructor and peers.
 2. Preparation: Readiness and motivation to perform with appropriate materials.

Periodicals / Magazine

Collezioni

Elle

Harper's Bazaar

Vogue

W

WWD

Websites

www.ellemag.com

www.fairchildpub.com

www.vogue.com

www.wwd.com

www.style.com

Student's Syllabus and Assignment Contract

My signature below indicates that I have read and understood these regulations, and that there will be assignments and projects based on the above Syllabus which will be given weekly.

I understand it is my responsibility to clear up any question or issues before any specific due date.

Please sign your name and today's date below. Return form to instructor.

Print Name: _____

Signature: _____ Date: _____

Email Contact: _____

Cell Phone: _____