# The Art of Fashion

 Standard 2: Students will recognize and apply the principles and elements of fashion design.

 •
 Objective 1: Demonstrate knowledge of the elements of design.

 •
 Objective 2: Demonstrate knowledge of the principles of design.

#### <u>Mhat is Design?</u>

art.

A design is an arrangement of \_\_\_\_\_\_ in a product or work of \_\_\_\_\_\_\_

are designs.

These

The clothes people wear are design and use the same

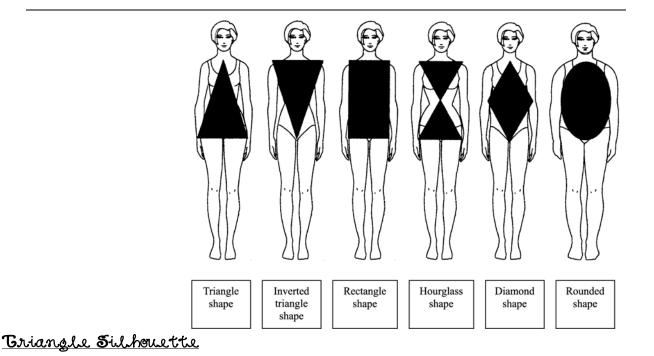
#### <u>Stees to Greed Design</u>

- 1. Help you to recognize \_\_\_\_\_
- 2. Help you select the designs that \_\_\_\_\_
- By understanding design, you will be able to \_\_\_\_\_\_

#### Figure Types

- Understanding figure types and body shapes is key to \_\_\_\_\_\_ which in turn will help you look your best.
- Body shape is called \_\_\_\_\_\_

figure and physique types are often compared to geometric shapes:



# This shape is \_\_\_\_\_\_ This means a person may have \_\_\_\_\_\_. Some people will describe this figure as \_\_\_\_\_\_. Inverted Triangle Silheuette

This person has a \_\_\_\_\_\_\_\_. Shoulders are \_\_\_\_\_\_\_. The bust or chest is \_\_\_\_\_\_\_\_. This shape may be described as \_\_\_\_\_\_\_.

• This is a \_\_\_\_\_

# Rectangle Silbouette

•	A person with this figure type has		
	The body shape has	<u>.</u>	The chest is usually
	and there is		
Hou.	rglass Silhquette		
•	When you picture an hourglass you envision an obj	ject that is	
	This also describes the h	ourglass figure type. This perso	n generally has a
(Ocd)	y <u>Shapes</u>		
•	No matter what figure or physique type, people can	use the elements and principles	of design to create an optical
	of a slightly different shape and, the	erefore, enhance their best featu	res.
<b>~</b>	<u>The Elemen</u>	10 0 a g g g g g g	
<u>en</u>	<u>ments of Oesign</u> The elements of design are		They
	are sometimes referred to as the		
	of these elements plays an important role in		
	designs.		-
<u>L</u> in.	<u>e s</u>		
•	Lines give direction to a design and		Lines
	also		
	They can be		
Ver	itical Cines		
•	These lines lead the eye	. They add	and create a
		re more	
Han	izental Sines —		
	These lines carry the eye from	Adds	and make a person
-	appear		
Cur			
<u> </u>	These lines	They are considered	
•	They can also		
Diad	zonal Lines		
<u></u>	These lines are	They produce the	as the
•	they most resemb		as the
Fan	m & Shape		
	·		If you
•	The outline of an object is its		-
	stand in front of a lighted area near a wall, you can	See your	

	a When people see you from a distance they only see			
•	When a	shape takes on a		
	it becomes a	Form is the		
	If an object has	, it has form. Form makes up the		
	of design. Alon	ng with people wear create	ŧ	
	form.			
•	Several forms or shapes are common in	clothes. These include the following:		
<u>Nati</u>	ural Form			
•	The natural form follows	Clothes fit		
	and reveal the			
Ful	<u>l Ferm</u>			
•	Some clothes, such as a			
	produce a	. These clothes tend to visually		
<u>Gub</u>	<u>ular Ferm</u>			
•	Clothes with a tubular form are more	They include a		
•	The tubular form creates the			
Bel	L Ferm			
•	Clothes that produce the	form look		
		are examples of bell forms.		
<u> Tex</u>	:ture			
•	Texture refers to			
	The	determine a fabric's texture. Some words that desc	ribe	
	textures are			
<u> Gyp</u>	es of Texture			
•	There are two main types of textures see	en in clothing.		
	1			
<u> Tex</u>	ture Guidelines			
•	When choosing textures follow these gui	delines:		
	1			
	2			

3		
4.		
5.		
J		
6		
Pattern		
Patterns used on clothing add extra	embellishments:	
1		
2		
3		
<u>Seler</u>	may be the first thing that	C
	colors is	
	; others are; e colors that will best	
	es. The first is hue	
Falue		
	of a color. Each color has a	wide value ccale from light to dark
	of a color. Each color has a vis added to a	
_		
Gints & Shades		
• Tints: A subcategory of value. A tint	is made by	
Shades: A subcategory of value. A subcategory of value.	shade is made by	
Entenisity		
• The	of a color. A	is more
intense than a	Adding more of the	makes a color
	will make the	ecolorintense.
<u> Ehe Color Mheel</u>		
The color wheel shows the		
	the	()
		000

## Primary Celers

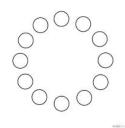
	are the primary colors	No other colors can
combined to make any of them.		
They are placed equal distances from	each other on the color wheel,	
	are made from them.	
ndary Coloris	are the secondary colors	. They are located
on the color		,
Mixing		forms the secondary colors.
_		
_		
-		
tiary Celers		
Combining equal amounts of a		hue form a
color. They are located between the		
These colors are		
	000	
<u>r Complements</u>		
·	on the color wheel. They	/ have the
r Complements Colors located when		/ have the

#### Marm Celeris

•		are considered warm colors.	They are	$\Phi$	
		Many peopl	e like to	Warm	
	wear warm colors.				
Caal	Colors		Cool	0 0	
•		are considered cool colors.		000	
		are te	erms	wikitise	
	often used to describe these colors.				
•	Long term hospital patients may stay in room	s painted soft green or blue-green	. These colo	rs are	
<u>Cala</u>	r Schemes				
•	Appealing combinations of colors form	Des	signers often l	base	
	on these tim	ne-tested color schemes.			
<u>m</u> one	<u>schromatic</u>				

A color scheme that \_\_\_\_\_\_

Someone wearing a pale blue shirt, navy jeans, and pure blue socks is displaying a monochromatic outfit.



## Analagous/Ddjacent

- Two to Four Colors are \_\_\_\_\_\_on the color wheel. They are \_\_\_\_\_
  - and \_

\_

٠

Autumn leaves in yellows, oranges, and reds are a great natural analogous color scheme.



#### <u>Griad</u>

٠	A triad uses	that form an		on the color
	wheel. Commonly it is your		colors.	

#### Direct Complement

This color scheme \_\_\_\_\_ • With this color scheme lower the of one or both of the colors to enhance one other. Split Complement This color scheme Creates a very \_\_\_\_\_ look to the design. Double Complement This color scheme One of the colors should be and can create a fun look. neutralis \_\_\_\_\_ are neutrals. They are known as the \_\_\_\_\_\_ the absence of color reflects light. \_\_\_\_\_ absorbs all colors. \_\_\_\_\_ is a blend of black and white. are made by combining color complements evenly. Accented Neutrals . This is a very A color scheme that \_\_\_\_various pieces in a wardrobe. when <u>The Principles of Design</u> Principles of Design The principles of design are the principles of design. When these are used correctly, the result is \_\_\_\_\_

# Propertion/Scale

<ul> <li>Proportion</li> </ul>	ו is	and of all the parts to the
whole. Th	nis includes	
•	shou	uld be in proportion to a person's
Balance		
Balance is	3	
	two types of Balance:	
<u>Fermal/Syn</u>	<u>nmetrical Balance</u>	
With form	al/symmetrical balance, both sides o	of the garment are
It is easy t	to achieve in clothing.	
Example: a sk	tirt with the same number of pleats o	on each side of the center.
Informal/I	Symmetrical Balance	
With inform	mal/asymmetrical balance the	on
either side	of the imaginary line.	
	. Not as easy to crea	te but usually more interesting.
Example: a jao	cket with an off-center closing.	
<u>Emphasis</u>		
Interesting	g designs have	
		The eye is
	and it is the	Often referred to as the
Emphasis	should be used to	
It is achiev	ved through:	
 Rihyt.hm		
_	the	created by line, shape, or color in a design. It caus
-	five ways that rhythm can be achiev	
_		
Rehytihm By	Graduation	
	-	
	, <u></u>	
- C	olor can go from	

# Rehythm By Oppesition

<ul> <li>Rhythm that is created when</li> </ul>				
Direct contrast created by				
placed next to each other.				
Rehythm By Radiation				
• When lines extend out from a _	Created with	۱		
	fan out from a central area.			
Rebythm By Repetition				
•		in a garment.		
Rhythm By Transition				
A fluid rhythm created when a _				
Harmony				
Using the elements of design ac	Using the elements of design according to the principles of design creates harmony and			
	In achieving harmony, all parts of a design look as if			
	It helps towith accessor	ies but never takes away		
from the overall design.				