



Graphic Design and Foundation in Design

DIPLOMA PROGRAM GRID



LaSalle College
Vancouver

QUARTER 1	QUARTER 2	QUARTER 3	QUARTER 4	QUARTER 5	QUARTER 6
CC110 Drawing	GD121 Concept Development	GD231 Corporate Identity	GD329 Portfolio I	GD311 Art Direction	GD432 Senior Project
CC112 Fundamentals of Design	GD230 Digital Illustration	GD212 Electronic Design	GD312 Design and Technology	GD322 Foundation of Electronic Production	GD330 Portfolio II
CC115 Colour Theory	GD223 Photoshop for Prepress	GD221 Production Procedures	GD412 Advertising Design	IMD102 Digital Visual Composition	
CC133 Digital Imaging	GD131 Typography	GD211 Advanced Typography	GD132 History and Analysis of Design	GD310 Dimensional Design	RS400 Professional Development
MAA121 Life Drawing I	ART102 History of Art in Early Civilization	WS121 Fundamentals of the World Wide Web	WS130 Web Site Development I	MM221 Computer Animation for Multimedia	WS230 Web Site Development II

22 Applied Courses	+	4 Applied Web Courses	+	3 General Education Courses	=	TOTAL 90 CREDITS
69 credits		12 credits		9 credits		



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COURSE DESCRIPTIONS



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QUARTER 1

CC110 DRAWING

This is a fundamental drawing course in which students will explore various methods of applying line, shape, form, shading, proportion, framing and perspective to develop drawings that communicate reality and imagination.
Credits: 3

CC112 FUNDAMENTALS OF DESIGN

Students will explore, identify and implement basic visual design principles and elements. Concept development processes and material manipulation will be used in combination with design principles to create effective and appropriate visual compositions.
Credits: 3

CC115 COLOUR THEORY

The creative process is introduced using the visual elements of additive and subtractive colour and the basic principles of design. This course explores theories regarding physical perception, psychology, and design aspects of colour. A variety of concepts, materials and techniques are used in class to investigate the aesthetic and psychological principles of design and colour.
Credits: 3

CC133 DIGITAL IMAGING

Students develop basic image manipulation skills in a raster-based computer environment.
Credits: 3

FD104 SURVEY OF THE FASHION INDUSTRY

This course is an overview of the fashion industry, including design, production, and marketing. Students examine the process of production from the development of textiles to the strategies of retailing.
Credits: 3

QUARTER 2

FD110 FASHION ILLUSTRATION

Students further explore techniques of fashion illustration for design communication. Life drawing is included.
Credits: 3

FM102 INTRODUCTION TO FASHION MARKETING

Students examine the basic principles of marketing, integrating the concepts of consumer motivation with modern marketing strategies and planning.
Credits: 3

FD130 TEXTILES FUNDAMENTALS

This course explores both natural and manmade fibres, their production, uses, and characteristics/properties. Course content includes a discussion of yarns, fabrics, fibres, and design possibilities with fabrics. Care, life and hand are discussed and analyzed. Course includes a discussion of the molecular structure of both natural and manmade fibres.
Credits: 3

FD190 HISTORY OF FASHION

Students analyze and research historic, national and cultural themes in costume and fashion from ancient to modern times.
Credits: 3

FD124 FUNDAMENTALS OF CONSTRUCTION

Students demonstrate a working knowledge of basic garment construction methods in a laboratory setting.
Credits: 3

QUARTER 3

FD210 CONCEPT DEVELOPMENT

Specialty design areas are explored through research, analysis and forecasting. Advanced design skills are applied through hand-rendering skills. This course includes the production of concept boards for finished portfolio boards as well as construction of sample garments.
Prerequisites: CC133, FD104 and FD110
Credits: 3

FD180 PRODUCT DEVELOPMENT

Students take products from concept to marketplace researching material markets and analyzing trends for development of private label merchandise. Prototypes are developed, and manufacturing and budgetary issues are analyzed. Technical garment drawings are emphasized.
Prerequisites: CC133 and FD104
Credits: 3

FD211 DIGITAL ILLUSTRATION FOR FASHION

In this course students will produce technically accurate and aesthetically pleasing garment designs and enhance their visual communication skills. Emphasis will be placed upon graphic design software and the study concepts related to graphic design within the fashion industry. Instruction includes planning, organizing a successful print project, translating fashion into graphic design by learning basic concepts including composition, typography, and colour.
Prerequisite: CC133
Credits: 3

FD240 FUNDAMENTALS OF PATTERNMAKING

Students analyze garment designs and apply basic flat pattern techniques in accordance with industry standards.
Prerequisite: FD124
Co-requisite: FD210
Credits: 3

FD224 INTERMEDIATE CONSTRUCTION

This course further explores construction techniques in a laboratory setting. Students use patterns and details to produce garments.
Prerequisite: FD124
Credits: 3

QUARTER 4

FD260 TRENDS AND FORECASTING

This course is a comprehensive study of trend forecasting, demographics, and social issues that affect fashion and related industries.
Prerequisites: CC133 and FD104
Credits: 3

FD280 APPAREL EVALUATION AND CONSTRUCTION

Students analyze construction techniques and standards used in the ready-to-wear market. Research develops skills in specifying, assembly and finishing.
Prerequisites: FD180 and FD240
Credits: 3

FD320 DESIGN STUDIO: WOMEN'S WEAR

In a laboratory setting, students design and construct apparel and accessories for the women's markets. All specialty areas are analyzed.
Prerequisites: FD130, FD180, FD224, and FD240
Credits: 3

FD241 INTERMEDIATE PATTERNMAKING

Students analyze garment designs and apply advanced flat pattern techniques in accordance with industry standards.
Co-requisite: FD320
Credits: 3

FD324 ADVANCED CONSTRUCTION

Students continue to refine and expand their knowledge of construction creating their own patterns for tailored pieces
Prerequisite: FD224
Credits: 3

QUARTER 5

FD370 FINAL COLLECTION CONCEPT

This course provides students the opportunity to develop and implement their own thesis project from concept to completion. Advanced concepts in designing a collection of marketable apparel will be covered. Students will be instructed in developing a design work board for a specific target market and selecting the most marketable ideas for the collections.
Prerequisite: Permission of the Program Director / Chief Academic Officer
Credits: 3

FM304 WEBSITE DEVELOPMENT

This course introduces students to the theory and practice of web design, interface design, interactivity and the competing theories on 'good' and 'bad' web design. This course also shows you a variety of web sites and web design styles and how to critically evaluate a web site. Students will learn to create effective web sites with maximum browser compatibility.
Prerequisite: FD211
Credits: 3

FD321 DESIGN SPECIALTIES II

This course is a further exploration of drafting and construction techniques, including tailoring and advanced sewing techniques. Students will be asked to design and draft patterns with adequate and proper details to produce an outerwear garment.
Prerequisites: FD320 and FD324
Credits: 3

FD340 COMPUTER PATTERNMAKING

This course will be an introduction to the Gerber system management and will develop the basic knowledge skills regarding the software. Students will learn how to input existing patterns and take a general look at the computeraided design process including alterations, creation, grading and marker marking. This course will focus on the set up of tools and tables the system uses in order to give the student a basic understanding of how Gerber works.
Prerequisite: FD240
Credits: 3

FD250 DRAPING

Students are exposed to the methods and principles of 3D pattern draping allowing for the expression of design concepts.
Prerequisite: FD241
Credits: 3

QUARTER 6

FD372 FINAL COLLECTION PRODUCTION

This course provides students with the opportunity to continue to implement their own apparel line. Students will construct a collection using industry standards.
Prerequisite: FD370
Credits: 9

FD341 COMPUTER PATTERNMAKING II

This course will be an introduction to PDS (Pattern Design System) and will focus on learning the basic skills needed to develop and modify patterns using the Gerber system. Students will learn how to use the tools provided by PDS, as well as apply them to various exercises provided during the course. Students will develop a personal instruction manual for their portfolio that they can use as reference after graduation. This course will focus on using the Gerber system as a tool for drafting women's clothing.
Prerequisite: FD340
Credits: 3

FD300 PROFESSIONAL DEVELOPMENT AND PORTFOLIO

This course focuses on the refinement of professional skills and the completion of the portfolio. Students will be prepared for the business environment and the transition into an applied arts profession. Emphasis is placed on the concepts of professionalism and an overall understanding of self-marketing in the field. Professional development tools are presented, including resume and cover letter writing, networking and interviewing skills. The final portfolio focuses on students' individual strengths. The work should reflect students' uniqueness and ability to meet demanding industry standards.
Prerequisite: Permission of the Program Director / Chief Academic Officer
Credits: 3