

LAPT

LONDON ACADEMY OF PROFESSIONAL TRAINING

CERTIFICATE

Basic Fashion Sketching & Illustration

Workshop Level



LAPT — London Academy of Professional Training

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Reference FS-FDA-W • Fashion Centres

UKPRN 10067351 • Registered in England and Wales, company 4984798

AT A GLANCE

REFERENCE	FS-FDA-W
AWARD	Certificate
ASSESSMENT	440 marks — 264 to pass (60%)
PREREQUISITES	None
VALIDITY	Lifetime
AWARDING BODY	LAPT — London Academy of Professional Training

CURRICULUM

1 Creative Fashion Illustration 3 chapters · 12 classes65 marks • 1 Fundamentals of Fashion Sketching — 4 classes › 1.1 Understanding Basic Fashion Proportions › 1.2 Exploring Essential Sketching Techniques › 1.3 Practicing Body Pose and Movement › 1.4 Applying Textures and Fabrics in Illustrations • 2 Intermediate Fashion Illustration Techniques — 4 classes › 2.1 Exploring Proportions: Capturing the Fashion Figure › 2.2 Mastering Fabric Textures: Shading and Patterns › 2.3 Dynamic Poses: Illustrating Movement and Flow › 2.4 Integrating Color: Techniques for Fashion Palette • 3 Expressive Fashion Illustration and Style Development — 4 classes › 3.1 Understanding Expressive Techniques in Fashion Illustration › 3.2 Experimenting with Textures and Lines to Convey Emotion › 3.3 Developing a Unique Illustrative Style › 3.4 Applying Personal Style to Create a Fashion Narrative
2 Developing Personal Style 3 chapters · 12 classes65 marks • 1 Understanding Fashion Silhouettes and Proportions — 4 classes › 1.1 Exploring Key Fashion Silhouettes › 1.2 Analyzing Proportions in Fashion Design › 1.3 Applying Silhouettes to Personal Style Development › 1.4 Illustrating Proportional Balance in Sketching • 2 Color Theory and Personal Palette Development — 4 classes › 2.1 Understanding Color Theory Basics › 2.2 Exploring the Emotional Impact of Colors › 2.3 Identifying Your Personal Color Preferences › 2.4 Creating a Cohesive Personal Color Palette • 3 Incorporating Textures and Patterns in Style Expression — 4 classes › 3.1 Understanding Textures: Visual and Tactile Exploration › 3.2 Analyzing Patterns: From Classic to Contemporary › 3.3 Combining Textures and Patterns: Building Cohesive Designs › 3.4 Experimenting with Texture and Pattern in Personal Style Illustrations

3

Final Portfolio Project

3 chapters · 12 classes

65 marks

• 1 Concept Development and Mood Exploration — 4 classes

- › 1.1 Analyze Fashion Concepts and Themes
- › 1.2 Develop Mood Boards for Concept Visualization
- › 1.3 Sketch Initial Fashion Ideas Based on Mood Boards
- › 1.4 Refine Sketches and Prepare Final Concept Illustrations

• 2 Technical Sketching Techniques — 4 classes

- › 2.1 Understand Technical Sketching Fundamentals
- › 2.2 Master Proportion and Scaling in Fashion Illustration
- › 2.3 Practice Sketching Garment Details and Features
- › 2.4 Synthesize Techniques to Complete a Technical Fashion Illustration

• 3 Portfolio Compilation and Presentation — 4 classes

- › 3.1 Curate: Selecting Your Best Fashion Sketches
- › 3.2 Organize: Structuring Your Portfolio Layout
- › 3.3 Enhance: Adding Professional Touches to Illustrations
- › 3.4 Present: Crafting an Engaging Portfolio Presentation

4

Garment Detail and Textures

3 chapters · 12 classes

90 marks

• 1 Understanding Fabric Types and Their Properties — 4 classes

- › 1.1 Identifying Fabric Types: A Visual Guide
- › 1.2 Exploring Fabric Properties: From Softness to Structure
- › 1.3 Applying Fabric Knowledge: Matching Fabrics to Garment Use
- › 1.4 Sketching Textures: Bringing Fabrics to Life in Illustration

• 2 Sketching Garment Details: Seams, Fastenings, and Embellishments — 4 classes

- › 2.1 Understanding Basic Garment Seams: Types and Techniques
- › 2.2 Illustrating Fastenings: Zippers, Buttons, and Hooks
- › 2.3 Depicting Embellishments: Embroidery and Appliqué Basics
- › 2.4 Applying Textures to Garment Illustrations: Shading and Patterns

• 3 Rendering Textures and Patterns in Fashion Illustrations — 4 classes

- › 3.1 Understanding Fabric Textures in Fashion Art
- › 3.2 Techniques for Rendering Smooth and Rough Textures
- › 3.3 Creating Realistic Patterns with Line and Shape
- › 3.4 Applying Color and Shading for Depth in Textures

5

Introduction to Fashion Sketching

3 chapters · 12 classes

90 marks

• 1 Fundamentals of Fashion Illustration — 4 classes

- › 1.1 Understanding the Basics of Fashion Figures
- › 1.2 Exploring Linework and Proportions
- › 1.3 Capturing Movement and Posture in Sketches
- › 1.4 Creating a Style with Fashion Details

• 2 Detailing and Designing Garments — 4 classes

- › 2.1 Recognizing Garment Structure and Silhouettes
- › 2.2 Mastering the Art of Fabric Representation
- › 2.3 Illustrating Functional Details and Embellishments
- › 2.4 Integrating Style Elements into Fashion Sketches

• 3 Creating Dynamic Fashion Figures — 4 classes

- › 3.1 Understanding Proportions in Fashion Figures
- › 3.2 Drawing Dynamic Poses for Fashion Illustrations
- › 3.3 Capturing Movement and Flow in Fashion Sketches
- › 3.4 Adding Expressive Elements to Fashion Figures

6

Proportion and Anatomy

3 chapters · 12 classes

65 marks

• 1 Understanding Human Proportions in Fashion Illustration — 4 classes

- › 1.1 Explore the Basics of Human Proportions in Fashion Art
- › 1.2 Analyze the Eight-Head Figure Approach in Fashion Illustration
- › 1.3 Identify Key Anatomical Landmarks for Accurate Sketching
- › 1.4 Practice Sketching Proportional Figures in Fashion Contexts

• 2 Exploring Anatomy Dynamics for Fashion Sketching — 4 classes

- › 2.1 Identifying Key Anatomy for Fashion Figures
- › 2.2 Analyzing Movement and Posture in Fashion Models
- › 2.3 Mapping Proportions in Dynamic Poses
- › 2.4 Applying Anatomy Dynamics to Enhance Sketches

• 3 Applying Advanced Techniques in Anatomical Detailing — 4 classes

- › 3.1 Mastering Head-to-Body Ratios in Fashion Illustration
- › 3.2 Capturing Dynamic Poses with Anatomical Precision
- › 3.3 Enhancing Garment Design with Detailed Limb Proportions
- › 3.4 Refining Hand and Foot Sketches for Authenticity

