



Finalising and communicating fashion design solutions

Purpose

To finalise and communicate the design solution.

Tasks

Part A: Develop your preliminary design ideas

- Step 1** Brainstorm ideas
- Step 2** Expand on the idea
- Step 3** Refine the ideas to come up with a shortlist e.g. use a Lotus Diagram for this process - see Student response 25: [Developing fashion design ideas: A lotus diagram.](#)

Part B: Use your shortlisted ideas to develop your design solution

- Step 4** Make rough sketches of some of your options.
- Step 5** Evaluate the sketches with reference to your lotus diagram and to your criteria for success.
- Step 6** Amend as necessary.
- Step 7** If you want to create something unique, think outside the square—strategies like BAR and SCAMPER might help you.
- Step 8** Decide on your final design—this might involve pulling together the features from several of your sketches into one final design. Make a rough sketch of this design.
- Step 9** Evaluate your final design with reference to the criteria for success and, if necessary, make final adjustments to it.

The BAR strategy

- Make something in the design
Bigger
- **A**dd something
- **R**emove something.

The SCAMPER strategy

This is a more extensive form of the BAR strategy:

- **S**ubstitute something (e.g., a design feature, colour)
- **C**ombine ideas (e.g., from different illustrations they have seen)
- **A**dapt the design (e.g., to make it suitable for a different age group or to their activity)
- **M**odify the design (e.g., to better fulfil the clients' needs; e.g., bigger collar, longer length)
- **P**ut something on it (e.g., a pocket)
- **E**liminate something
- **R**everse a design feature.



Part C: Communicating the final fashion solution

Your design challenge may require you to illustrate your fashion design solution. If this is the case, the fashion design solution should be presented in a professional manner using appropriate graphical representations and correct technical terms.

Tips

- 1 It is suggested that you draw your final fashion design on to a figure. This can be hand-drawn or created digitally.
- 2 You may prefer to draw your designs freehand. Alternatively, you could use the fashion templates provided in Fact file J: [Fashion templates](#).
 - If using the templates, typically a better result will be achieved if you draw the garments on the template first and then trace the final presentation so that the actual figure under the garments is not shown.
 - Use watercolours for a stunning effect and then trace the outline with a fine fibre or plastic-tipped pen.
 - Anchor the illustration/s with a frame or similar.
 - Consider setting the illustration off-centre for greater interest.
- 3 Annotate the illustrations to describe and justify, for example:
 - the key features (fashion design features, fabric type, colour etc.) and why you chose them—remember to use correct technical terms for items such as design features (e.g., 'Mandarin collar', not just 'collar'; 'patch pocket' not just 'pocket').
 - how the features suit the activity for which the outfit is intended
 - how the accessories, which should be included, complement the outfit for sun safety.