

Creation of the FAME Creative Fashion Construction and Design Course Trainers' Toolkit

Resources Pack

Project Title: FAME (Fashion eMpowers NEETs)

Programme: Erasmus+

Work Package 2: Conceptual and Analytical Framework, and FAME Creative Fashion Construction and Design Course Development

Project website: <https://thefameproject.eu/>

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Module 2: Fashion Design Development

**Session 6: Colour, Seasons and Moodboards
(Sustainability Lens)**

**Session 7: Drawing on templates (Proportion,
Styling Details and Annotation)**

**Session 8: Developing a Capsule Collection
(3 looks) and Presentation Skills**

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Session 7: Drawing on Templates (Proportion, Styling Details and Annotation)

The European Union co-funded this document and the TRACtion project. The sole responsibility of this publication lies with the author.
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From Mood board to Template Drawing



1 Inspiration



2 Translation



3 Instruction



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●●● What is a Croquis?



A fashion template used to keep proportion consistent while you develop garment ideas.



Croquis = guide

Pre-drawn body
template
Helps you focus on the
garment, not anatomy

Front & back

Show key design
information
Useful for maker or
portfolio review

Not one body

Templates can represent
different body shapes,
heights and needs

Your task

Adapt the clothing lines to
show silhouette, fit and
function

Tip: Draw lightly first. Build the garment shape
over the template, then strengthen final lines.

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●●● Proportion and Silhouette

Templates help communicate how the garment sits on the body.



Proportion

Length of jacket, sleeve, skirt or trouser
Balance between top and bottom

Silhouette

Overall outline: fitted, oversized, A-line, boxy, draped
Width and volume

Fit & drape

Where the garment touches or moves away from the body
How fabric falls

Construction logic

Seams, panels and openings must match the intended shape



Could another person understand the shape without hearing my explanation?

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●●● Styling Details to Draw Clearly



Design details turn a simple outline into a specific garment.



1 Seams

Panel lines, princess seams, yokes, side seams

2 Pockets

Patch, welt, flap, cargo, hidden pockets

3 Fastenings

Buttons, zips, hooks, ties, snaps, magnetic closures

4 Trims

Binding, contrast stitching, drawcords, labels, decorative tape

5 Finishes

Hems, cuffs, collars, plackets, linings

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Annotation

Callouts should explain materials, construction and design intention.

Good annotations include:

- Fabric name and key property: recycled cotton twill, medium weight.
- Construction detail: topstitch 0.5 cm from seam edge.
- Fastening: snap buttons or magnetic closure for ease of use.
- Function: adjustable hem for different styling and body shapes.
- Sustainability note: replaceable buttons, repair-friendly seams.

Use short, precise notes.
Avoid long paragraphs on the drawing.



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●●● How to Design an Outfit

Apply your colour story and design concept to template drawings.



1

Choose one moodboard idea

Select the strongest direction from Session 6.

2

Pick your template

Front and back view;
use a body template thoughtfully.

3

Block the silhouette

Draw garment lengths, widths and main shape lightly.

4

Add details

Seams, pockets, closures, trims and finishes.

5

Annotate

Explain fabric, construction and inclusive/sustainable decisions.

Work process: pencil first → review → refine → final line → colour/material notes.

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●●● Inclusive Design in Fashion

Design for real people, varied bodies, movement and daily needs



Body diversity

Consider size range, height, body shape and proportions.

Comfort and movement

Allow sitting, walking, layering, reaching and daily activity.

Adaptive features

Try adjustable waists, easy fastenings, openings, stretch panels or seated fit.

**Inclusive design is not an “extra”.
It is part of responsible fashion practice.**

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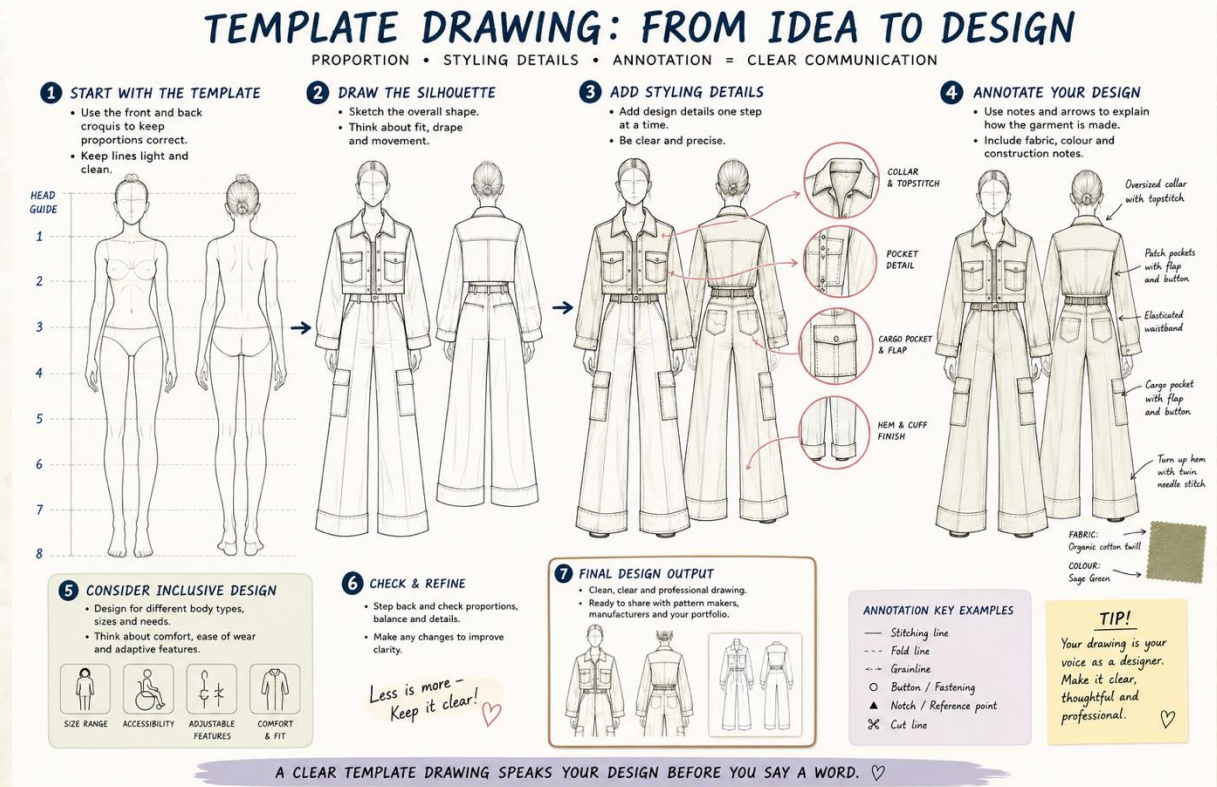
●●● Detail Callouts and Fabrics

Each design must communicate what will be made and how it should feel.

For each outfit, add:

- At least three design callouts.
- Fabric suggestions linked to function and sustainability.
- One note on fit, comfort or accessibility.
- One finishing or repair-friendly detail.
- Clear colour placement from the colour story.

Example: Patch pocket in deadstock cotton canvas; double topstitched for durability.



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Check Clarity, Not Perfection

Design communication improves through feedback (from your peers or colleagues)



Question 1: What do you understand?

Peer describes the garment without the designer explaining it first.

Question 2: What is unclear?

Identify missing details, confusing proportions or vague annotations.

Question 3: What could be more inclusive or sustainable?

Suggest one practical improvement.

Feedback rule: be specific, respectful and useful.

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●●● Mini Portfolio Checklist



Before submission, check that each template design is readable and complete.

✓ **Template views**

Front and/or back view included.

✓ **Clear silhouette**

Length, volume and proportions are visible.

✓ **Design details**

Seams, pockets, fastenings, trims and finishes are drawn.

✓ **Annotations**

Fabric, construction and finishing notes are included.

✓ **Inclusive thinking**

Comfort, fit, adjustability or accessibility is considered.

✓ **Presentation quality**

Page is tidy, legible and portfolio-ready.

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●●● Reflection



- What design detail did you draw most clearly today?
- Which annotation made your design easier to understand?
- What feedback will you apply before finalising your portfolio page?
- How confident do you feel drawing on templates? Rate 1–5.



Next step:
Refine, annotate and present your design decisions with confidence.

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●●● Conclusion



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Welcome to Session 7

This session takes your moodboard and colour story from Session 6 and turns them into **real garment designs**. By the end of today, you will have two drawn and annotated outfits ready for your portfolio.

Session 7

Design Development

Duration

3 hours

Delivery

Face-to-face

Trainer

Date

- ☐ Remember: Every idea you write down today is valid. This workbook is a safe space to think, explore and create.

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What You Will Learn Today

Skills You Will Build

- Use front and back fashion templates (croquis) as design tools
- Draw garment proportions, silhouettes, fit and drape accurately
- Illustrate and label seams, pockets, fastenings, trims and finishes
- Write clear technical annotations for fabric and construction
- Apply inclusive design thinking to your garment choices



The Design Journey — Where Are We?

Today bridges your creative ideas and the practical instructions a pattern maker or manufacturer would need.

Session 5

Research and inspiration
gathering

Session 6 ✓

Moodboard and colour story

Session 7 ← You are here

Template drawing, styling details
and annotation

Next

Technical development and
production planning

- You have already done the hard creative thinking. Today is about giving your ideas a visual form that others can understand and use.



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Activity 1: Visual Warm-Up

Work in pairs. Look closely at the garment or fashion image provided and answer the questions below. Take your time — there are no wrong observations!

Silhouette

What is the overall shape — fitted, A-line, boxy, oversized?

Fit

Where does the garment sit close to the body? Where does it move away?

Construction Lines

Which lines are seams? Which are styling or decorative lines?

Details

What fastenings, pockets or trims can you see?

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Activity 1: Observation Worksheet

Fill in your answers after studying the garment or image with your partner.

Question	Your Answer
Garment or image I observed	_____
Silhouette I would use to describe it	_____
Three details I can see	1. _____ 2. _____ 3. _____
One thing I cannot tell from the image alone	_____
What would a pattern maker need to know that is not visible here?	_____

What Is a Croquis?

The Designer's Best Tool

A **croquis** (say: "croh-kee") is a pre-drawn figure template used by fashion designers worldwide. It gives you consistent proportions so you can focus on the garment, not the body.

- Front and back views allow you to show all design details clearly
- Widely used in industry from high street to haute couture
- Available in a range of body shapes and sizes

Key rule: Draw the garment *over* the template — do not outline the body itself.



Activity 2: Template Drawing Steps

Follow these steps carefully. Work in pencil first — you can always refine later!

01

Secure the Paper

Place tracing paper over your front croquis template and secure it lightly with tape or a clip.

02

Find Your Reference Points

Identify the centre front line, shoulder line, waist and hip reference points.

03

Sketch the Silhouette

Using a pencil, lightly sketch the outer silhouette of a simple top.

04

Add the Bottom

Add a skirt or trouser shape below the waist.

05

Check the Back

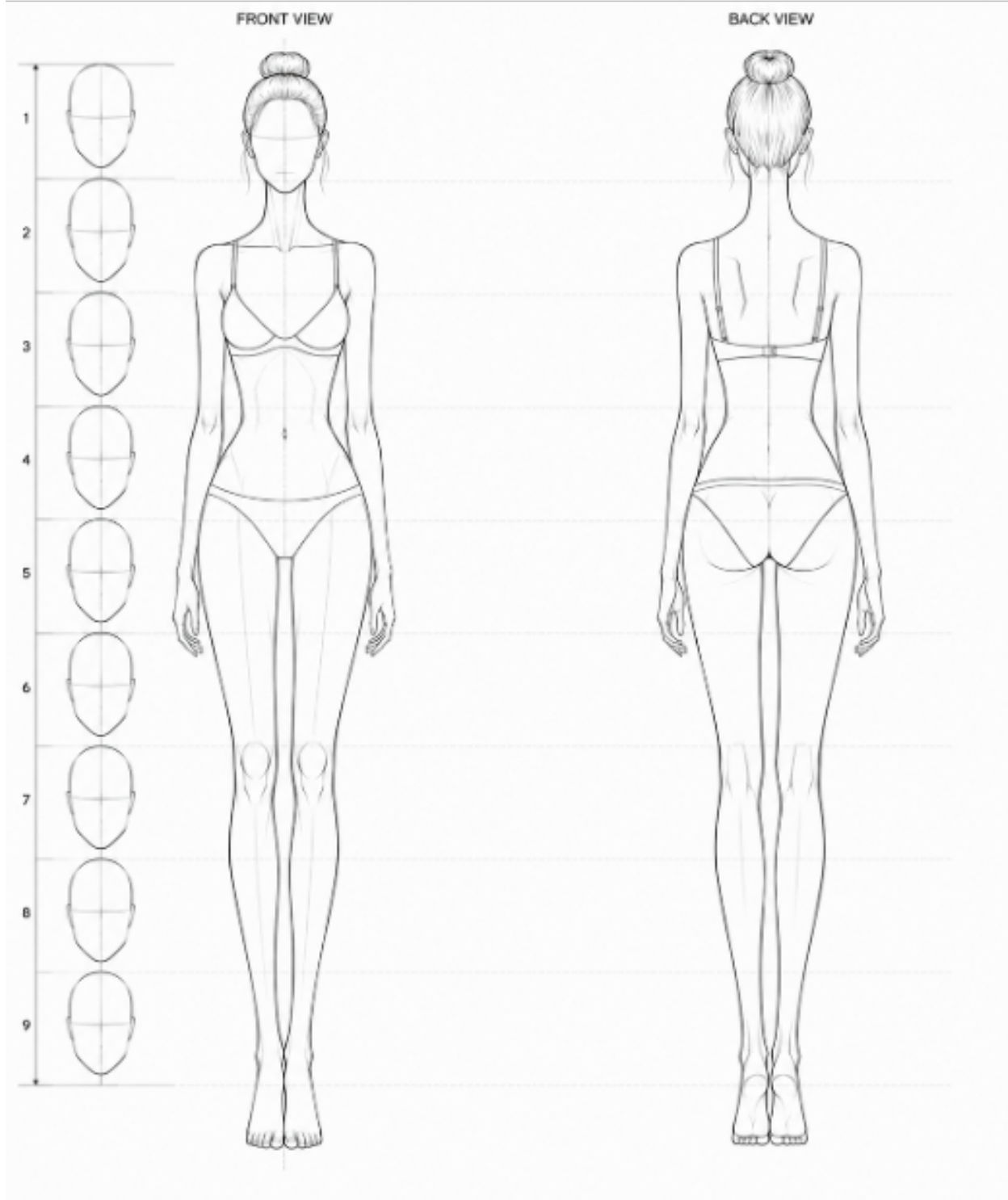
Repeat on the back template, checking that details match the front.

06

Finalise

Go over your final lines with a fine liner when you are happy with the result.

Activity 2: My First Template Drawing





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USE THIS TEMPLATE TO:

- Sketch the garment over the body outline.
- Show key silhouette and proportion decisions.
- Use colour from your Session 6 palette.
- Add only enough detail to communicate the idea.
- Technical perfection is not required.

QUICK NOTES

Main fabric: _____

Key closure: _____

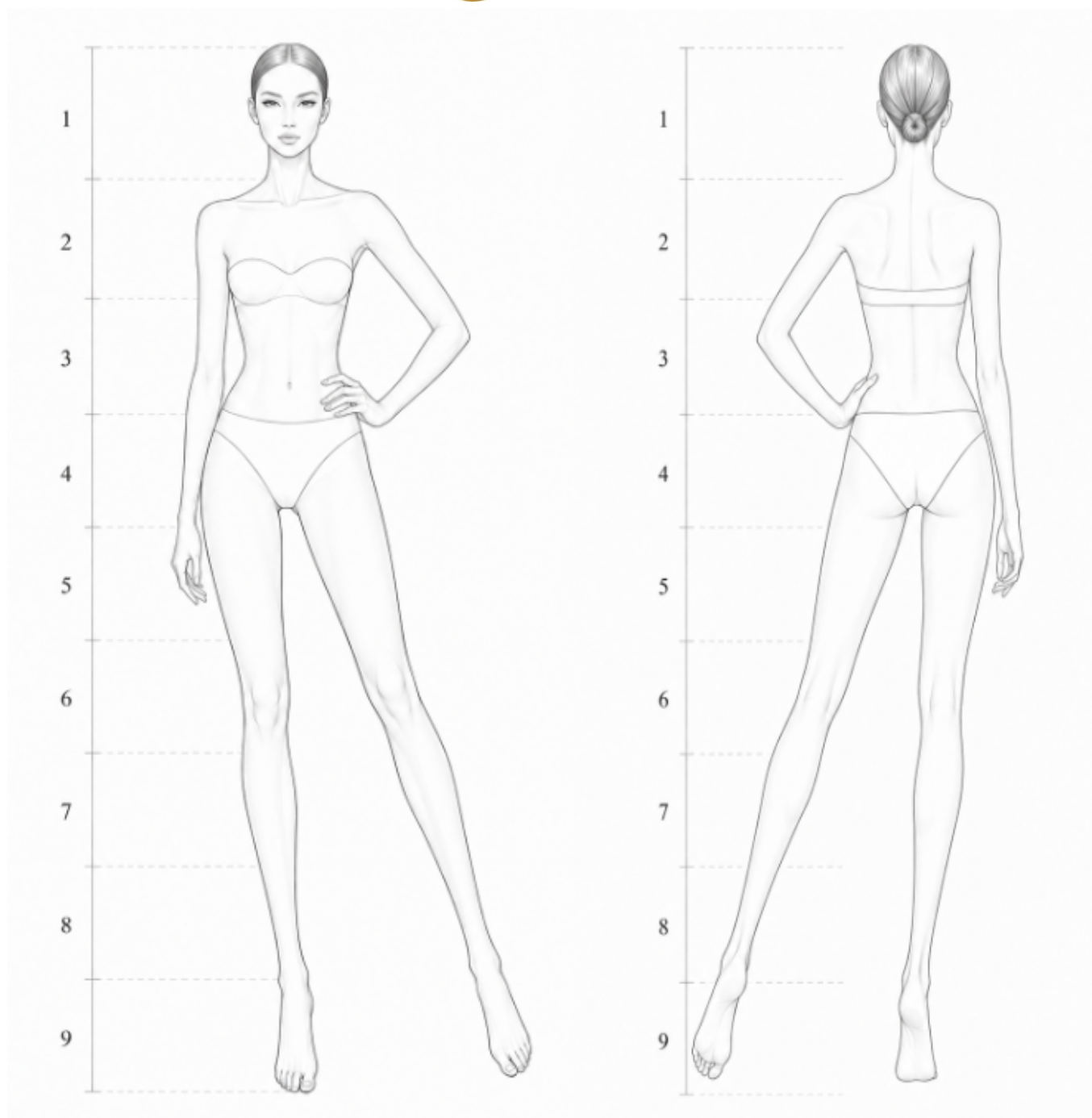
Fit / silhouette: _____

Inclusive feature: _____

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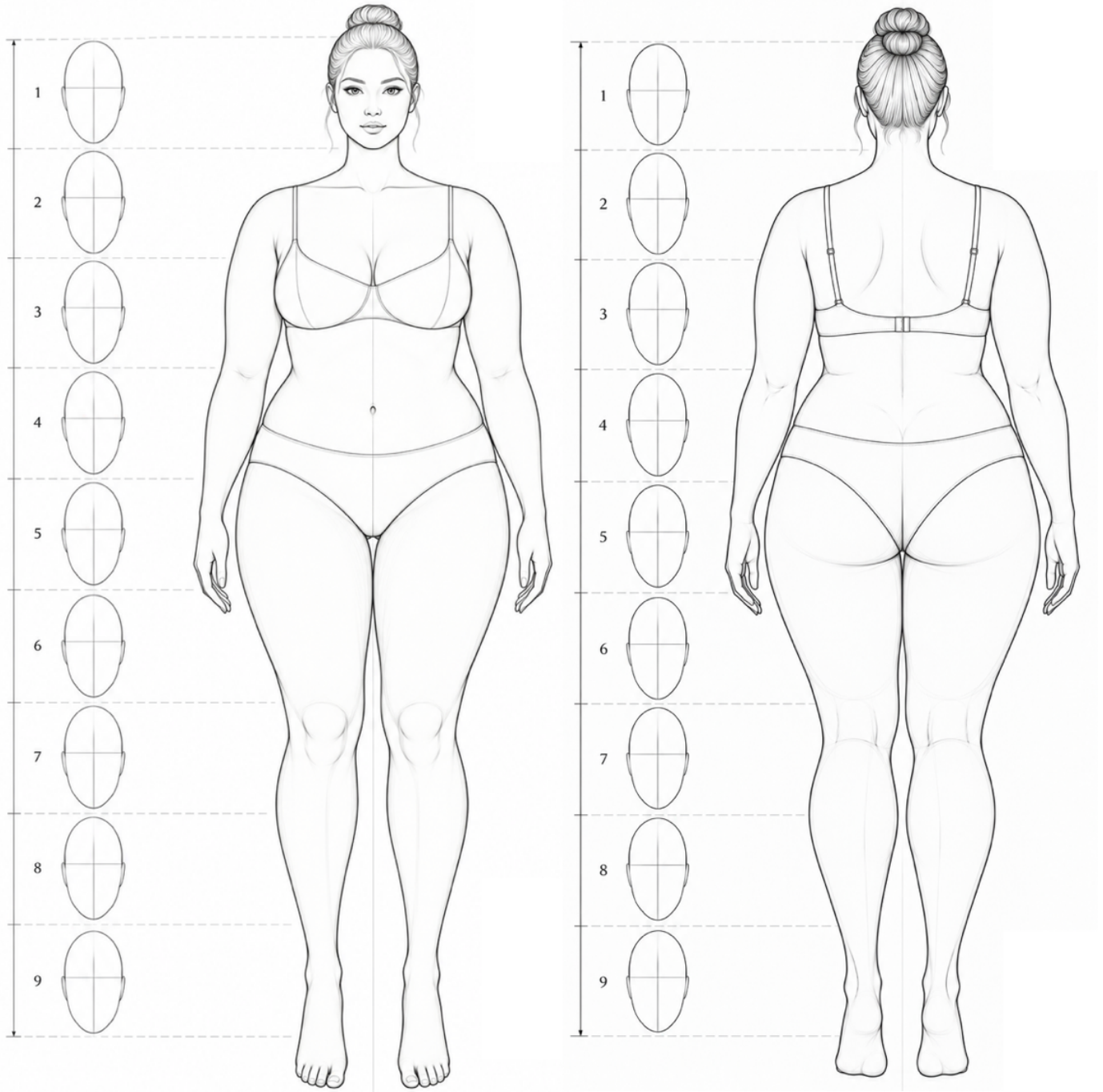
Fit / silhouette: _____

Inclusive feature: _____

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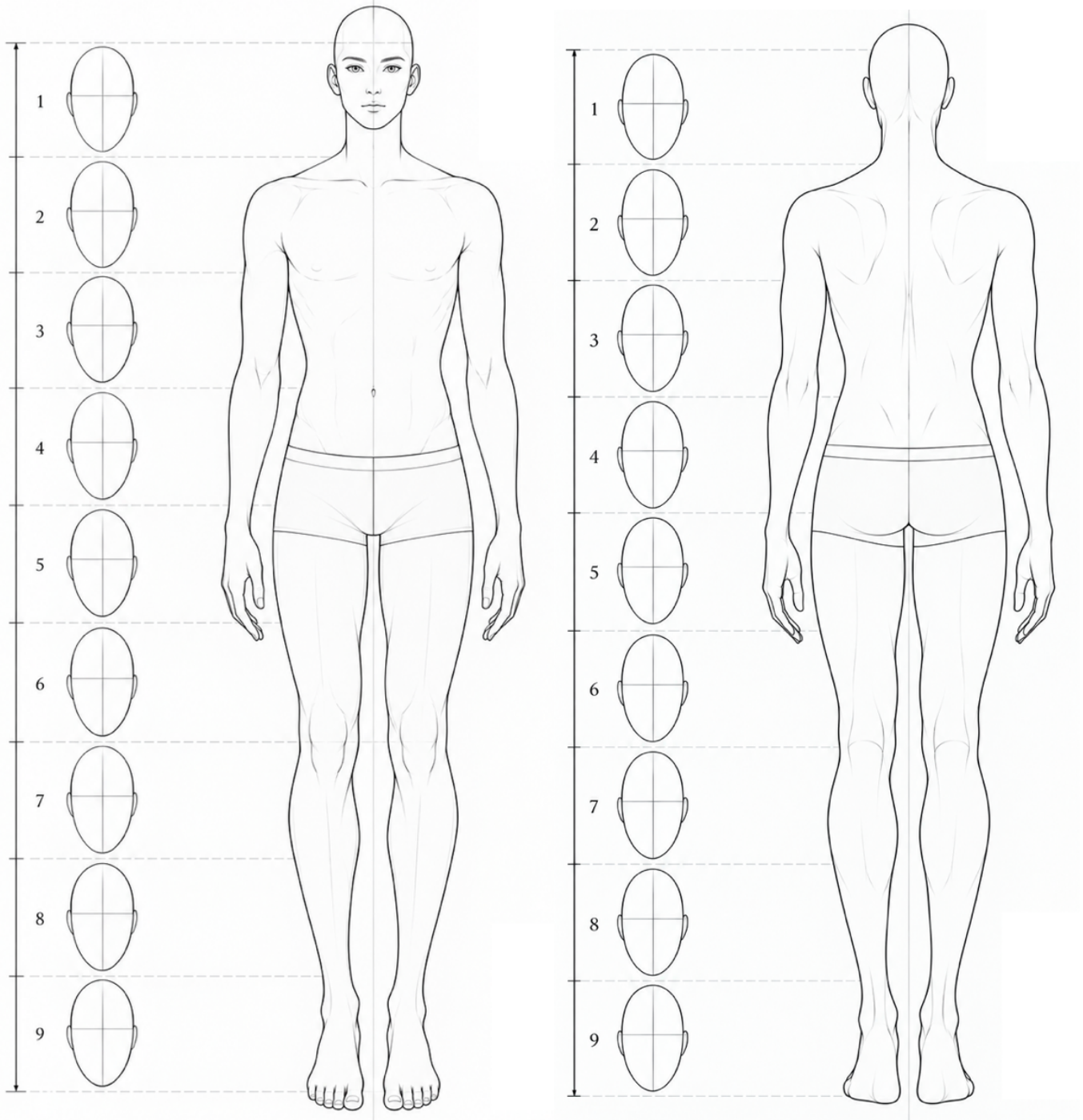
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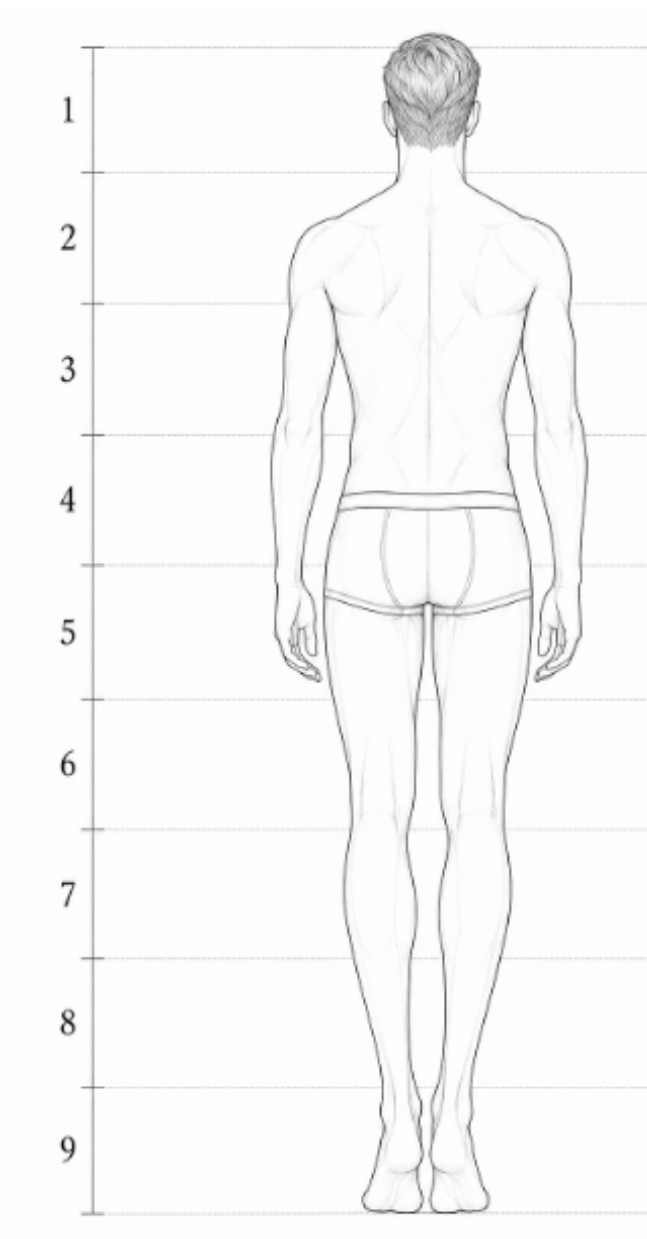
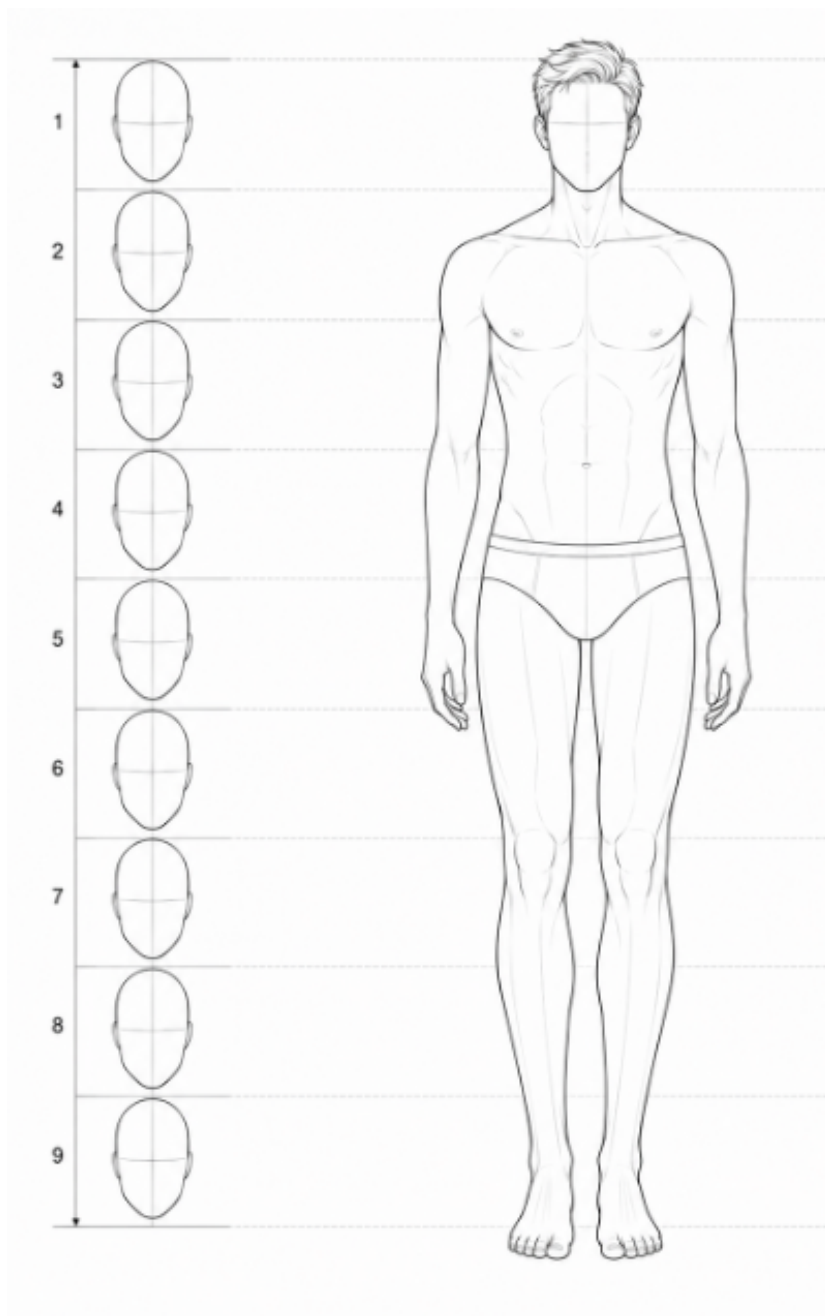
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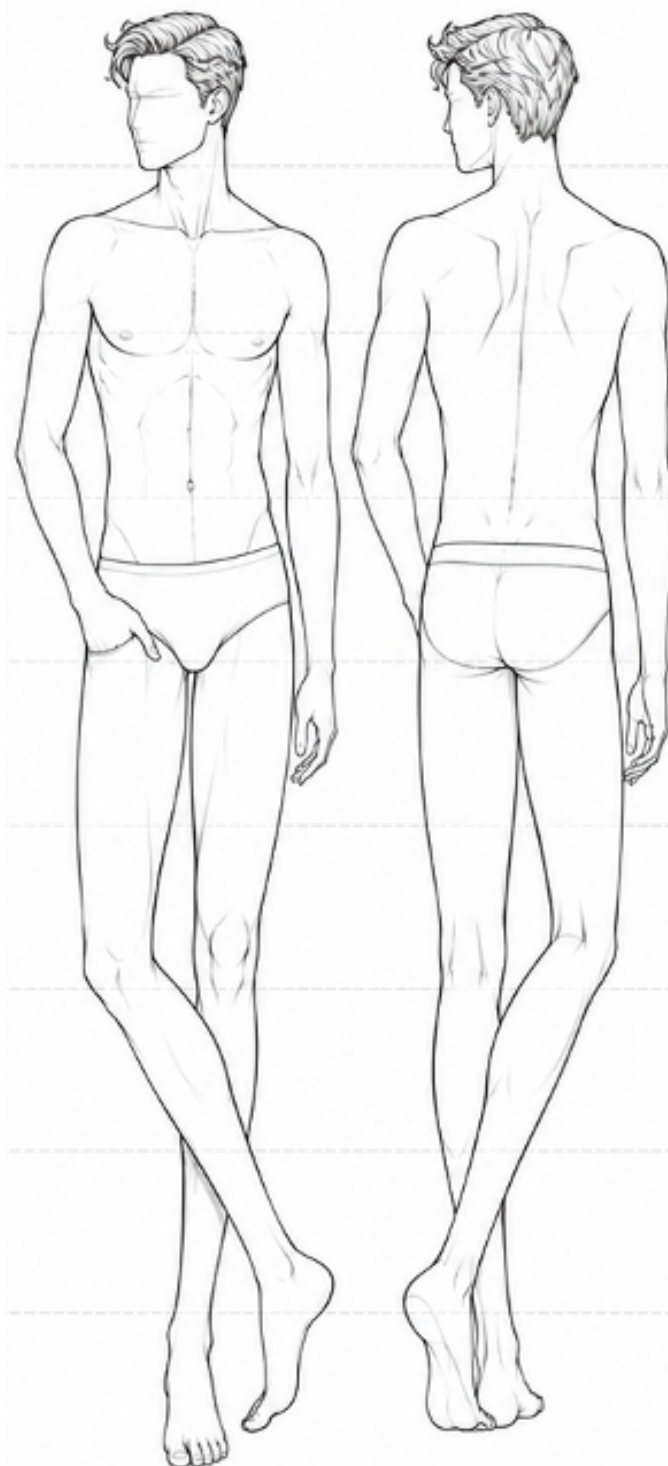


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FRONT VIEW

BACK VIEW



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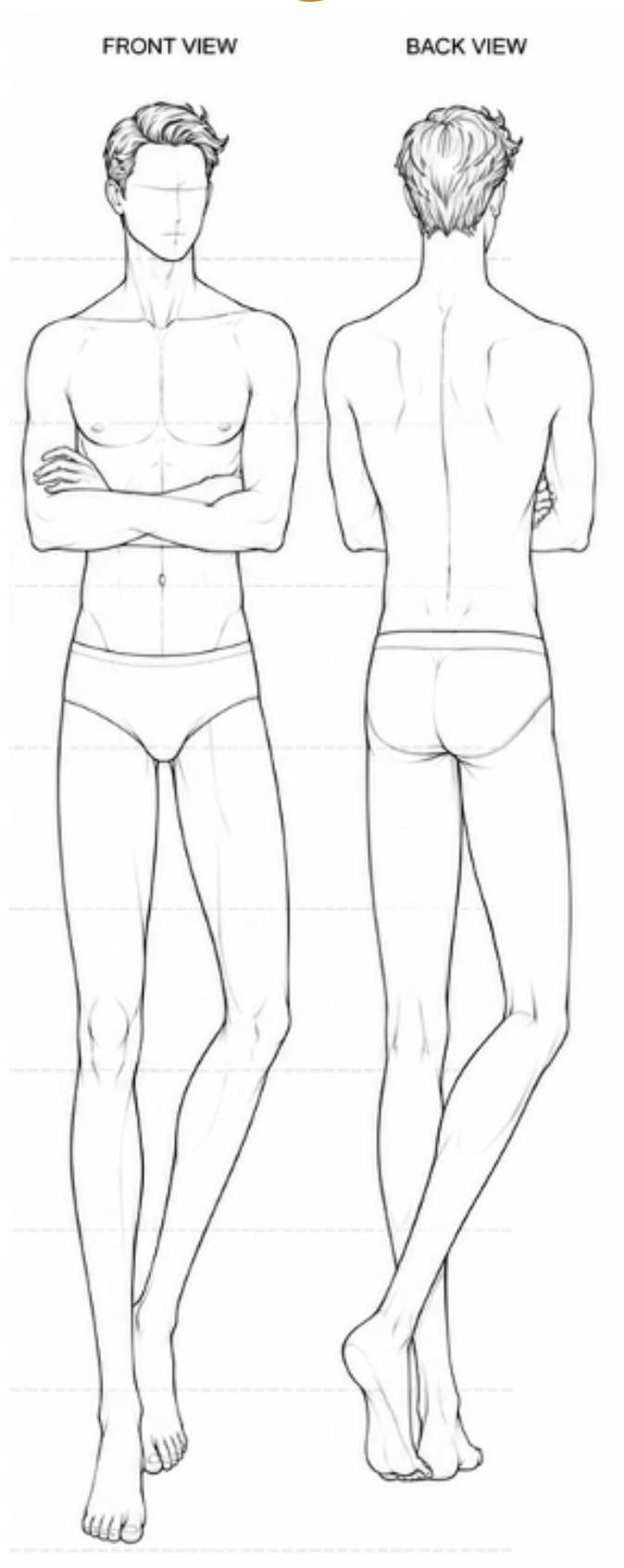
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Key closure: _____

Fit / silhouette: _____

Inclusive feature: _____

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Key Proportion Reference Points

Every proportion decision changes how a garment feels and who it speaks to. Use these reference points as a checklist when you draw.

Neckline

High, mid or low — affects formality and layering options

Waistline

Natural, dropped, raised or undefined

Hem Length

Crop, hip, knee, midi, maxi or floor

Sleeve Length

Sleeveless, cap, short, three-quarter or full

Garment Openings

Centre front, side, back or shoulder

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Silhouette Types — Quick Reference

Fitted

Follows the body closely throughout

Semi-Fitted

Skims the body with ease

Straight / Column

Same width from shoulder to hem

A-Line

Fitted at top, flares gradually to hem

Oversized

Deliberately wider than the body

Structured

Holds a shape independent of the body

Activity 3: Silhouette Practice Task

Choose one base garment (e.g. a simple dress or jacket). Draw it **three times** on separate templates, each in a different silhouette. See how much a garment can change just through shape!

Drawing	Silhouette Chosen	Notes / Sketch Area
Drawing 1		
Drawing 2		
Drawing 3		

Reflection: How does the design message change between your three versions?



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Garment Details — Visual Vocabulary

These are the building blocks of design — the things that make a garment interesting, functional and unique. Use your garment-detail reference sheets to see how each is drawn.

Seams & Structure

Darts, panel seams, yokes, topstitching

Pockets

Patch, welt, inseam, flap

Fastenings

Buttons, zips, hooks, snaps, ties, drawcords

Edges & Trims

Collars, cuffs, pleats, gathers, ruffles, binding

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Activity 4: Matching Task

Match each detail drawing on your reference card to its name and function. Then add details to your practice garment and record them below.

Detail Added	Name & Description	Where on the Garment?
Detail 1	_____	_____
Detail 2	_____	_____
Detail 3	_____	_____
Detail 4	_____	_____

Which detail was hardest to draw and why? _____

How to Annotate a Design

Annotation Principles

1 Use a Leader Line

A thin straight line runs from the detail to a label placed outside the drawing area.

2 Be Specific

Write "12 cm invisible zip, centre back" — not "zip here".

3 Describe Fabric Fully

Suggest fabric type, weight and handle — e.g. "medium-weight cotton twill, non-stretch".

4 Note Colour Placement

Indicate any front/back differences or colour blocking decisions.

The Golden Rule

Another person should be able to **make the garment** from your notes alone — without asking you a single question.

Good annotation is an act of communication. It turns your creative vision into a practical instruction.

Activity 5: Annotation Worksheet

Using the annotated design examples provided, practise adding callouts to a template drawing.
Aim for **at least five annotations**.

Fabric — Main

Type, weight,
stretch:

Fabric — Lining or Contrast

Type and
placement:

Fastening Detail

Type, size, position:

Seam or Construction Note

e.g. French seam at
side, topstitched:

Trim or Finish Note

e.g. bound hem in
contrast fabric:



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Designing for Everyone

Great fashion works for real people in real life. These five principles help you think beyond one body type or one set of abilities.

Size & Ease

Does the garment work across a range of body sizes?

Mobility

Can the wearer move freely and comfortably?

Sensory Comfort

Are seams, labels and closures placed to reduce irritation?

Accessible Fastenings

Larger zip pullers, magnetic closures, easy-entry openings

Adjustability

Elastic, ties, tabs and modular components that adapt to the wearer

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Activity 6: Inclusive Design Prompt Cards

In a small group, choose one user need from your prompt cards. Adapt one garment feature to meet that need **without reducing the aesthetic quality** of the design.

Prompt	Your Group's Response
User need we chose	_____
Feature we adapted	_____
How we adapted it	_____
Does it change the look of the garment? How?	_____

Inclusive design is not a compromise — it is an opportunity to make your garment stronger, smarter and more relevant to more people.

Activity 7: Design 1 — Outfit Visualisation

Create your first fully drawn outfit on a croquis template. Use your **Session 6 moodboard and colour story** as your starting point. Take your time — this is your first portfolio piece!

1

Silhouette

Clear silhouette with accurate proportions on the template

2

Views

Front and/or back view completed with consistent details

3

Colour

Colour placement drawn from your colour story

4

Details

At least three styling or construction details included

5

Inclusion

One inclusive, comfort or adjustable feature included



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Design 1: My Notes

 Sketch or Attach Design 1 Here

(Stick or draw your first outfit design here)

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Design 1 Details

Prompt	Answer
Garment name or working title	_____
Silhouette type	_____
Main fabric	_____
Key details (list three)	1. ____ 2. ____ 3. ____
Inclusive feature included	_____
What I am most pleased with	_____

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Activity 8: Design 2 — Outfit Visualisation

Create a second outfit that relates to Design 1 through colour, customer, occasion or product story — but is **distinct in silhouette or function**.

☐ Proportions

Proportions look believable on the croquis template

☐ Front & Back

Front and back details correspond and are consistent

☐ Moodboard Link

Design is visually linked to your moodboard and colour story

☐ Clarity

The garment could be understood by another person without verbal explanation

- ☐ Think of Design 1 and Design 2 as a **collection of two** — they belong together but each tells its own story.



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Design 2: My Notes and Peer Check

 Sketch or Attach Design 2 Here

(Stick or draw your second outfit design here)

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Design 2 Details & Peer Feedback

Prompt	Answer
Garment name or working title	_____
How it relates to Design 1	_____
Silhouette type	_____
Peer feedback received	_____
One change I made after feedback	_____

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Session 7 Reflection

Answer the three prompts honestly — there are **no wrong answers**. This helps you and your trainer understand your progress and plan the next steps.



Drawing Skills

Which drawing skill improved most today?



Annotation

Which annotation makes your design easier to produce?



Inclusive Thinking

How did you consider an inclusive or functional need?

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My Confidence Scale

Circle or highlight your number below. Be honest — this is for you, not a test.

1. Not Confident

I need more practice and support

2. Somewhat Confident

I understand but need more time

3. Confident

I can do this with a little guidance

4. Very Confident

I can do this independently

5. Ready for Next

I feel prepared to move forward

Circle your number: 1 2 3 4 5



Fashion Design Glossary

Key words you have used in this session — keep this page handy as a reference.

Term	Definition
Croquis	A pre-drawn figure template used to sketch garment designs
Silhouette	The overall outline or shape of a garment
Annotation	Written notes on a design drawing explaining construction and materials
Leader line	A thin line connecting a detail on a drawing to its label
Ease	Extra room built into a garment beyond body measurements for comfort and movement
Drape	The way a fabric falls and moves on the body
Dart	A stitched fold that shapes flat fabric to fit body curves
Dart	A stitched fold that shapes flat fabric to fit body curves
Yoke	A fitted panel at the shoulder or hip from which the rest of the garment hangs
Topstitching	Visible stitching on the outside of a garment, used for decoration or reinforcement
Welt pocket	A pocket with a neat, bound opening set into the garment
Modular	A design feature that can be added, removed or adjusted independently

Inclusive Design Prompt Reference

Keep this card close when designing. Use it to check your garment works for a wide range of people.

Size Range

Does the design work from a size 6 to a size 26 and beyond? Consider proportional scaling of design details.

Mobility

Can someone with limited arm or hand movement put it on independently? Think about opening placement.

Sensory

Are there scratchy labels, rough seams or tight waistbands that could cause discomfort? Soft finishes matter.

Fastenings

Could a magnetic closure or larger zip puller replace a small button? Function can be beautiful.

Dignity

Does the design allow the wearer to feel confident and comfortable? Inclusive design centres the person.



Portfolio Checklist and Follow-Up Tasks

Complete these tasks between now and your next session to keep your portfolio growing.

Portfolio Actions

- ☐ Refine your moodboard and colour palette in response to today's feedback
- ☐ Correct any inconsistent front/back details on both
- ☐ Add final drawings to your learner portfolio alongside your Session 6 work
- ☐ Photograph or scan your designs to create a digital



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Well Done — You Did It!

You have completed Session 7 of the FAME programme. **Two original garment designs**, drawn and annotated by you, are now part of your growing portfolio.

Remember

Every professional designer started exactly where you are today

FAME eMpowers NEETs

Your creativity has value — and your portfolio is proof of that

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Session 7 (Conclusion)





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Session 7: Reflection Sheet

Please submit feedback on the session you just completed.

* Indicates required question

How confident do you feel using fashion templates/croquis to communicate a garment design? *

1



2



3



4



5



Which drawing skill did you improve most during today's session: proportion, silhouette, styling details, or annotation? *

Your answer

Which part of drawing or annotating your template design was most challenging for you?

Your answer

How did you consider comfort, body diversity, accessibility, or inclusive design in your garment idea?

1



2



3



4



5

