Budgeting for your course
Diploma of Applied Fashion Design and Technology

Computer
Although it is an expectation that you have your own laptop, is not compulsory. Computers will be used in some subjects from term 2. You will find it easier to complete your work if you have regular access to one. An internet connection is also highly recommended. If unsure of your needs, you should wait until the course has begun before making a decision about what to purchase.

When purchasing software, you should take care to buy software versions compatible with those available at the college. Consult your lecturer and the software retailer. Raffles uses Mac computers. Most programs used by Raffles College are available at “educational” prices. The main application used is Adobe Photoshop and Office for Mac.

Raffles College strongly condemns software piracy.

USB Drive
Raffles College does not guarantee the safety of files left on its computers. You should keep your work on your own USB drive.

Miscellaneous
Please be aware that you will be required to take notes and will need note books or lecture pads.
You will also be required to develop portfolios for several subjects. Students use portfolios to record classwork for future reference. Well-kept portfolios can enhance a student’s employment prospects. Your lecturer will tell you what you need. From time to time you will also need to purchase other materials or go on excursions. These may involve a nominal cost.

Text Books
While one copy of each of the following texts is kept in the Library, it is compulsory that all students make sure they have organised access to these books for the duration of their course, either by borrowing, purchasing or photocopying the relevant sections. This is your responsibility. It is therefore strongly recommended that you purchase the following texts to avoid disappointment, as the library’s open reserve system is heavily in demand, and cannot always guarantee that you will be able to access books at the very time you require them.

*Fashion Source Book* (Kathryn McKelvey)
*Pattern Making for Fashion Design Fifth edition* (Helen Joseph Armstrong)
*Essential Fashion Illustration* (Edited by Maite Lafuente)
All of these books are available from [www.Amazon.com](http://www.Amazon.com)

Fabric Policy
All students will be supplied with calico and fusing for 2 terms for pattern making and garment construction classes and applied fashion design classes (for draping exercises) only. Thereafter, you will be expected to purchase your own calico for all of your major projects in fashion design. Cardboard and litho paper is supplied for your convenience.

Fashion Design Art Kit
All items must be purchased prior to the commencement of the course.

- 1 Steel Rule 60cm
- 1 Metal Scalpel Handle No.3
- 1 Scalpel Blade No.11
- 1 Arches Pad 300gsm A3 15 Sh Med
- 1 design diary A4
- 1 White Flat Plastic Palette
- 1 As Artist Gouache 22.5ml Black
- 1 Pencil HB
- 1 Pencil 2B
- 1 Pencil 4B
Fashion Design Sewing Kit
All items must be purchased prior to the course commencing.

<table>
<thead>
<tr>
<th>Item Description</th>
<th>Quantity</th>
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<tbody>
<tr>
<td>1 8” Dressmaking Scissors</td>
<td>1 Pack Hand Sewing Needles + Mixed Straw Needles</td>
</tr>
<tr>
<td>1 Stiletto</td>
<td>1 Good Quality Tracing Wheel</td>
</tr>
<tr>
<td>2 Consew Bobbin Cases</td>
<td>1 Thread Clippers</td>
</tr>
<tr>
<td>6 Consew Bobbins</td>
<td>1 Set Plastic Patternmaking Rulers</td>
</tr>
<tr>
<td>8 Pattern Hooks</td>
<td>1 Teflon Machine Foot</td>
</tr>
<tr>
<td>1 Tape Measure Cm + Inches + Hole</td>
<td>1 Industrial Zipper Foot – Left</td>
</tr>
<tr>
<td>2 Pack Industrial Sewing Needle Size 70 &amp; 80 (Consew)</td>
<td>1 Industrial Invisible Zipper Foot</td>
</tr>
<tr>
<td>1 Industrial Tweezers</td>
<td>1 Industrial Straight Sewer Foot</td>
</tr>
<tr>
<td>1 Box Pearl Head Pins</td>
<td>3 Rasant Thread – Grey, Cream, White</td>
</tr>
<tr>
<td>1 box plain steel pins - fine</td>
<td>1 Service Kit for Industrial Sewing Machine</td>
</tr>
<tr>
<td>1 Unpicker</td>
<td>1 Loop Turner</td>
</tr>
<tr>
<td>1 Set Tailors Chalk</td>
<td>1 Magnetic Sewing Gauge</td>
</tr>
<tr>
<td>1 Pattern Notcher</td>
<td>1 Screw Drivers</td>
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Mannequins
You are required to purchase a dummy or mannequin by the beginning of your second term. These take roughly 4-6 weeks to order, name of supplier will be given in class
Estimated cost: $450 - $500
You must then ensure your mannequin has your name on it. It is your responsibility to take care of your mannequin at the college.

Specific subjects
Fashion design as a professional practice incurs costs because the designer is involved in producing an object, made by hand or machine for a consumer. Often this cost is for such things as purchasing calico for creating your prototypes, buying haberdashery items (threads etc) or fabrics and even outsourcing to various specialist technicians (eg pleaters). This is the nature of the industry in which you will be entering and any fashion program or course you undertake will require you to produce garments in order to demonstrate your skills as preparation to enter the fashion industry.

It is always up to you, as a creative person, how much you spend on any garment you produce, and some of the most spectacular designs often come from designers who spend very little, but who are resourceful in sourcing fabrics and making up garments in inexpensive or sustainably-conscious ways. Learning how to budget for collections is part of a designer’s skill-set, so in order to better help you to plan we’ve prepared a list of subjects and some estimates for the types of costs you may incur in your practical subjects.

Please note that this is only a guide in order to help you plan the design and production process. The figures quoted below are based upon past students’ experiences. They are rough estimates. If you decide to use labour-intensive or specialist techniques such as laser-cutting, leatherwork, or outsource to embroidery houses, it follows that your expenses would be much higher. The decision as a designer is yours to make. Finding cheaper alternatives is part of your research process and is encouraged. However, if you have any questions or concerns, please do not hesitate to discuss this further with your lecturer or Program Director.
FASHION DESIGN FOUNDATIONS
This subject concentrates on developing student’s basic drawing skills, and gaining an appreciation for the elements and principles of design. You will be expected to produce a folder of production sketches, and a portfolio of elements and principles. 1 X four-ring A4 folder with plastic inserts and A4 paper, drawing equipment, and an A3 folder with plastic inserts, a glue stick, double-sided sticky tape, scalpel, and a book of A3 charcoal art paper will be required.
Estimate: $100

PATTERNMAKING FOUNDATIONS
This subject requires you to make patterns and test them in calico. The paper, cardboard and calico will be supplied for this subject. The basic design and sewing kits are required, along with an A4 loose-leaf folder with plastic inserts. Zippers and buttons will be required. If the basic sewing and design kits have already been purchased, the projected expenses are:
Estimate: $30

GARMENT CONSTRUCTION FOUNDATIONS
This subject requires sampling of various garment assembly techniques. Calico will be provided. You will be required to purchase linings and interfacings, zippers and buttons.
Estimate: $30

FASHION INDUSTRY THEORY
This subject involves working with fibres and fabrics to identify the handling and performance requirements, and producing a fabric library. 2 X A4 folders, plastic inserts, and small quantities of different fabrics will need to be purchased.
Estimate: $50 - $100

FASHION DESIGN FOUNDATIONS 2
You will need access to a computer with ‘Photoshop’ and ‘Illustrator’, and Microsoft office ‘Excel’ installed. Although a PC is acceptable, Mac computers are in general use at Raffles. It is recommended, although not compulsory, that every student has their own laptop.
Estimate: $2,000

GARMENT CONSTRUCTION FOUNDATIONS 2
This subject will involve sewing simple garments, and manipulating fabrics to create new finishes. Fabrics, interfacings and components such as zippers will be required.
Estimate: $100

DRAPING
In this subject you will require a dress stand (mannequin) prior to commencement. Your lecturer will supply you with the details, or look on our website for details. It should be a size 8 from ‘Tinna Fashions’. 10m of 6mm wide red satin ribbon, and a pack of fine, long, stainless steel pins are required.
Estimate: $500 - $550

STUDIO PROCESSES
This subject requires you to design and produce an outfit. Your fabrics must be of good quality. Natural fibres are encouraged, although synthetics may be used with the prior approval of your lecturer. Projected expenses: Fabrics, calico for prototypes, trims and haberdashery.
Estimate: $500

PATTERN DEVELOPMENT
This subject includes developing your patternmaking skills, as well as grading the patterns. Once you have purchased the patternmaking equipment, there should be very little expenditure for this subject. An A4 loose-leaf folder, plastic inserts and A4 paper will be required.
Estimate: $20
VISUAL MERCHANDISING
A visual merchandising tool kit will be required for this subject. Your lecturer will provide specific details prior to the commencement of classes. Other consumables such as polystyrene, pins and nylon threads may be required.
Estimate: $200

INDUSTRY THEORY DEVELOPMENT
This subject concentrates on the historical development of fashion, as well as the skills for communicating and selling design concepts. You will also learn how to source resources for production, and to calculate costs using a calculator. A basic calculator will be required, or you can use the calculator on your mobile telephone. Inspiration boards will be produced. An A4 folder, plastic inserts and paper will be needed.
Estimate: $50

INDUSTRY INTERACTION
Students will be required to work in the fashion industry for an entire week. You will need to pay for your own transport costs to and from the workplace. This will vary due to where you live and where the workplace is located. An average estimate is all I can give.
$60

ADVANCED FASHION DESIGN DEVELOPMENT
In this subject you will concentrate on the theory of colour, and learn how to draw fashion illustrations. You will need drawing equipment, paints and rendering equipment, a design diary and art folder. Your lecturer will determine the exact requirements prior to the commencement of this subject.
Estimate: $100

ADVANCED STUDIO PROCESSES
In this subject you will learn how to fit garments to an individual figure, and make pattern alterations. Calico for toiles, thread and zippers will be required. A reference book will be developed.
Estimate: $40

ADVANCED PATTERNMAKING DEVELOPMENT
In this subject you will learn how to construct basic blocks to fit stock sizes. Your patternmaking equipment and rulers will be needed. Calico and zippers will be required for toiling purposes. An A4 folder with inserts and paper will be required to develop a reference resource.
Estimate: $30

ADVANCED STUDIO PROJECT
This subject is the culmination of all your prior learning. You will be producing an outfit for a client, in response to their brief. You will design it, pattern it, toile it and make it, using advanced patternmaking and garment construction techniques. You will need calico for toiling, good quality fabric for the outfit, plus lining, interfacing, zippers, buttons, and any other components in your design. The cost will vary considerably, depending on the amount of fabric required for your design, and the finishes included. Eg pleating, embroidery, etc. You will have learned how to cost garments in previous subjects. It will be up to the individual to set a budget, and stay within it. The average estimate given below may vary considerably. It will be up to the individual to determine the level of spending.
Estimate: $300 - $500