# JOURNEY OF A PROJECT

**Project Brief** Issued. Read the content and highlight the words that jump to you about this project. Plan out your weeks. Note the deadline.

**Clarify** Break down the project to bite size pieces so you understand what you need to do to fulfil the brief. **Brainstorm/Mind Map** is a good way of generating ideas.

Some people may start writing up their **Introduction** now to begin the project. You might want to start this after collecting more research.

**Research**. Start collecting **Primary** and **Secondary** research. Go to exhibitions for good primary research. Draw, sketch, make rubbings, take photos. Collect references related to your project. Remember if it is secondary research you must reference it.

Please note: This is just a quick guidance to tackling a Fashion/Textiles project. Your College may have their own procedure to tacking a project. Always ask your tutors if you are not sure about project/brief. Some people may tackle a project differently or in a different order than I would. Make sure you read the brief properly and highlight the important things you have to produce in order to pass the unit/course.

**Present your work professionally!** If it is a garment you are producing and it's got threads hanging, trim it off. Give it an iron. Put it on a hanger. If it is an accessory will it be better displayed in a box or and jewellery hanger? Label all your work with Name and Project as standard. Hand in all the work the project brief asks you for. Remember leaving out just one piece of work could mean the difference between a merit and a distinction! Make sure all the important work is clearly labelled or easy to find.

Good Luck!

Sometimes you are required to produce a **Mood Board/Concept Board**. It is best to start it at this stage.

Start temporary fixing your research into your sketchbook. Never leave it loose in your pages. You can always go back and reorganise it. Start **annotating** your evidence. Some students will start adding a concept to their project. Don't do this unless the project asks for one. You might over complicate the project and get yourself more confused. Make sure the concept relates to your research. Usually the concept comes from your **Brainstorm/Mind Map** or **Research,** not randomly!

**Evaluate** your project. Use the PDF sheet to help if you need to.
Should be at least 1 A4 side minimal.

If you haven't started your **Introduction** you better do it now! Otherwise it will be very hard to stay on track with the project.

**Realise.** Making the garment. During this process it is best to take photos along the way so you can annotate what went wrong and how have you over come this? Anything you have changed to the design, or making process.

**Develop** your **Designs**. Look at your Primary research and Secondary research. Pull out what inspires you. Look at it at different it at different angles. Scales it up or reduce the size. Duplicate it. Look at the structure, texture, colour or shape. How can you reproduce it? How would you apply it to your own designs?

**Refine** your design. You may have a few possible designs before deciding on your final design. Sometimes you may not be able to make the garment due to finances, unable to source the fabric, or impossible to make, or lack of skills to make the garment.

**Sampling** & **Designing**. Start sampling it in Fashion/Textiles. Put your samples next to the picture that inspired you to produce this. Annotate. You need to show the viewer how you came up with idea. Reference and compare to designers that may have done similar work. You should at least be using up to ½ your sketchbook by now.