

Classroom Resources

Career Facts & Figures for Fashion Design

Defintion

WetFeet <http://www.wetfeet.com/Content/Careers/Design.aspx> uses the following definition for Fashion Designers: “Fashion designers determine the look of the shoes, dress, shirts, and pants you wear. As in the other design areas, you'll collaborate with others to create compelling designs. If you work for a company such as a Gap or Levi's, you'll work closely with the marketing department and your work will be driven by seasonal fashion trends. Your materials will be fabric: cotton, denim, polyester, and the like, and you'll be attentive to detail, style, and function. Many smaller niche fashion designers sell their work to high-end boutiques while other companies focus on the mass market.”

The Princeton Review <http://www.princetonreview.com/cte/profiles/dayInLife.asp?careerID=63> describes their lives as... “Fashion designers are involved in every phase of designing, showing, and producing all types of clothing, from bathing suits to evening gowns. Those with talent, vision, determination, and ambition can succeed in this difficult, demanding, and highly competitive industry. A designer’s day includes reading current fashion magazines, newspapers, and other media that reflect current trends and tastes. Designers look at materials, attend fashion shows, and work with other designers on projects. A designer should be able to communicate their philosophy, vision, and capabilities clearly and comprehensively through sketches, discussions, and, occasionally, samples.”

In the **California Occupational Guides** <http://www.calmis.cahwnet.gov/file/occguide/FASHION.PDF> The California Employment Development Department describes what a Fashion Designer does as follows: “Fashion Designers create clothing and accessory designs. They may plan the production and marketing of their creations. Designers specialize in one type of garment or accessory such as men’s or women’s wear, children’s garments, swimwear, lingerie, handbags, or shoes. Some high-fashion Designers are self-employed and design for individual clients. They make fashion news by establishing the silhouette, colors, and kinds of materials that will be worn each season.”

Professional Skills, Proficiencies, and Competencies Necessary

1. Written Communication – letters; memos; reports; presentations
2. Analytical Ability – complex problem solving; detail orientation; numerical, systemic, management, financial, customer, color, trend, and silhouette analyses
3. Computing Ability – software and hardware technology applications and trends; Photoshop; Illustrator; and Gerber training
4. Artistic Appreciation – creativity, contemporary and historical print and non-print

5. Oral Communication – active learning; active listening; critical thinking; public speaking
6. Social Skills – teamwork; coordination; motivation; negotiation; persuasion
7. Technical Skills – troubleshooting; technology design; manufacturing processes; flat sketching; grading; pattern drafting; draping; and garment construction
8. Systems Skills – judgment and decision making; visioning; systems evaluation; multi-tasking
9. Materials Knowledge – fabric weaves and finishes, trims, findings
10. Resource Management Skills – management of materials, people, and time

Fashion Design Career Options

- **Entry Level (up to 3 years)**
 - 1st Patternmaker
 - Assistant Designer
 - Assistant Grader
 - Assistant Production Patternmaker
 - Assistant Wardrober
 - Computer Marker Maker
 - Costume Intern
 - Design Room Assistant
 - Freelance Design/Patternmaker
 - Specification Writer

- **Mid Level (4+ years)**
 - 1st Patternmaker
 - Assistant Designer
 - Assistant Costume Designer
 - Assistant Merchandiser
 - Costing Analyst
 - Design Merchandiser
 - Design Room Coordinator
 - Designer
 - Fit Technician/Fit Specialist
 - Marker/Grader
 - Wardrober/Costumer/Stylist

- **Senior Level (10+ years)**
 - Costume Designer
 - Design Director
 - Head Designer
 - Head of Wardrobe
 - Owner/President

- Production Fit Coordinator
- Senior Designer
- Senior Patternmaker
- Senior Technical Designer

Annual Starting Salaries

- **0-3 years** = \$22k to \$65k
- **4+ years** = \$35k to \$90k
- **10+ years** = \$55k to \$160+k

Future Number of US Jobs

America's Career InfoNet Occupation Profile <http://www.acinet.org> states the national trend of United States employment for 2012 is 16,400 or an increase of +11%.

Projects California Growth

The following information is from the occupational projections produced by the California Employment Development Department's Labor Market Information Division
<http://www.calmis.cahwnet.gov/file/occguide/FASHION.PDF> :

Estimated number of workers in 1998:	22,800
Estimated number of workers in 2008:	31,100
Projected Growth 1998-2008:	36.4%
Estimated openings due to separations by 2008:	3,900

**These figures do not include self-employment.*

“Occupations in all areas of the design field are expected to grow faster than the average for all occupations through 2008. The estimated number of job opportunities from 1998 through 2008 is expected to total 12,200.”

Professional Organizations & Associations

American Apparel and Footwear Association (AAFA)

<http://www.apparelandfootwear.org>

Black Fashion Designers Association

<http://www.blackfashiondesigners.org>

California Fashion Association (CFA)

<http://www.californiafashionassociation.org>

Council of Fashion Designers of America (CFDA)

<http://www.cfda.com>

Fashion Group International (FGI)

<http://www.fgi.org>

Fashion Organizations

<http://www.fashion-beauty.com/FashionOrganizations.html>

Fur Information Council of America (FICA)

<http://www.fur.org>

Hispanic Designers Inc (HDI)

<http://www.hispanicdesigner.org>

International Association of Clothing Designers (IACD)

<http://www.jacde.com/english/index.htm>

International Formalwear Association

<http://www.formalwear.org>

Leather Apparel Association

<http://www.leatherassociation.com>

Men's Apparel Guild of California (MAGIC)

<http://show.magiconline.com/aug2003/v42/index.cvn?id=10056>

New York City Garment Industry Development Corporation

<http://www.gidc.org>

San Francisco Fashion Industries (SFFI)

<http://www.sffi.org>

Additional Sources for Industry Information

About Fashion

<http://fashion.about.com/od/industryinfo/>

America's Career InfoNet

<http://www.acinet.org>

California Apparel News

<http://www.apparelnews.net>

California Market Center

<http://www.californiamarketcenter.com>

CalJOBS

<http://www.caljobs.ca.gov>

Daily News Record

<http://www.dailynewsrecord.com>

Employment Projections by Occupation

<http://www.calmis.ca.gov/htmlfile/subject/occproj.htm>

Employment and Wages by Occupation

[http://www.calmis.ca.gov/file/occup\\$/OES\\$.htm](http://www.calmis.ca.gov/file/occup$/OES$.htm)

Fabrics.net

<http://www.fabrics.net>

Fashion Center

<http://www.fashioncenter.com/industryLinks.html>

InfoMat Fashion Industry Business Information

<http://www.infomat.com>

O*Net OnLine

<http://online.onetcenter.org/link/summary 27-1022.00>

Occupational Code References

- SOC (Standard Industrial Classification) 27-1022

- O*NET (Occupational Information Network) 27-1022.00
- OES (Occupational Employment Stats) 34038
- DOT (Dictionary of Occupational Titles) 142.061-018

Vault

http://www.vault.com/hubs/505/channelhome_505.jsp?ch_id=254

Women's Wear Daily

<http://www.wwd.com>

Student Competitions - FIDM

- **National Scholarship Competition:** Six [6] one-year scholarships to attend FIDM/The Fashion Institute of Design & Merchandising. Scholarships are available to high school students. The deadline is April 30th of each year.
 - Fashion Designer of Tomorrow
 - Fashion Merchandising Executive of Tomorrow
 - Graphic Designer of Tomorrow
 - Interior Designer of Tomorrow
 - Visual Designer of Tomorrow
 - Digital Artist of Tomorrow
- See **For Your Students** for additional student scholarship opportunities.