DO YOU HAVE WHAT IT TAKES?
FASHION DESIGN CAREERS

DVD

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Name: _____

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VIDEO WORKSHEET

Review:

After watching *Fashion Design Careers: Do You Have What It Takes?*, answer the following review questions.

1. According to the fashion designers, what are some character and personality traits that a fashion designer should have?

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2. How do you become a fashion designer?

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3. Where do fashion designers get ideas for their designs?
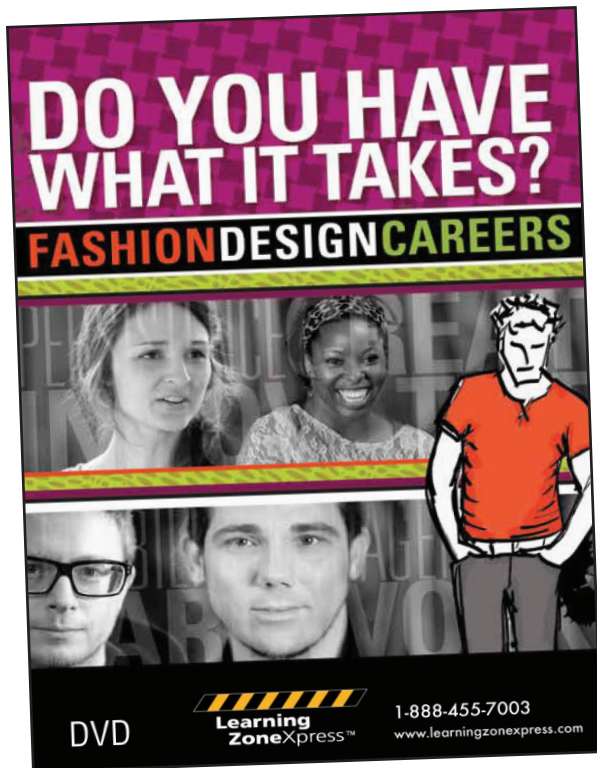
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4. If you were a fashion designer, where would you find inspiration for your designs?

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5. What are some the realities and hardships of being a fashion designer?

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6. Why do the fashion designers love doing what they do?

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7. How does Christopher define success?

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8. What advice do Christopher and Kevin offer for people interested in fashion design?

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ANSWER KEY

Review:

After watching *Fashion Design Careers: Do You Have What It Takes?*, answer the following review questions.

1. According to the fashion designers, what are some character and personality traits that a fashion designer should have?

    Kevin Kramp: *Self-identity and strong individuality*

    Adrienne Yancy: *Time management skills, artistic, drive, and perseverance*

    Kaja Foat: *Persistence, faith in your work and your company, and a sense of humor*

    Terri Martin: *Flexible, open-minded, willing to change*

    Danielle Evervine: *Driven, passionate, business know-how (communicate, schedule, time management)*

    Emma Berg: *Creativity, understand trend, passion for fashion, project management, budgeting, marketing, organization, persistence*

    Gibran Hamdan: *Creative, self inspired, self motivated, confident, able to take risks, diligent, focused on details*

    Christopher Straub: *Creative and know how to convey your thoughts to other people*

2. How do you become a fashion designer?

    There is no one path to becoming a fashion designer and there is no wrong way of doing it. Explore life. Look at architecture and art.

3. Where do fashion designers get ideas for their designs?

   Internet and technology; Other fashion; Inspiration from environment, literature, film; Images;

   Eco-friendly approach (reusing existing materials, using sustainable fabrics); Travel; Dreams,

   vacation, runway show

4. If you were a fashion designer, where would you find inspiration for your designs?

   Answers will vary.

5. What are some the realities and hardships of being a fashion designer?

   Kevin: ***Small operation, not guaranteed you will earn a living each month, work alone;*** **Emma:** ***Not***

   enough time (balancing a full time job with fashion design on the side); **Adrienne:** ***10-12 hours each***

   day by yourself sewing; **Terri:** ***Working as a team in a large company means adjusting ideas of***

   creativity and communicating ideas; **Kaja:** ***More struggles than being in the limelight;*** **Gibran:** ***Wealth***

   and fame does not equal success; **Christopher:** ***People don't give you a lot of credit for your work***

6. Why do the fashion designers love doing what they do?

   Kaja: ***Being creative;*** **Danielle:** ***It's an opportunity to show your style and personality and to interact***

   with the world; **Emma:** ***Creating gowns for women;*** **Terri:** ***Exciting to see clothes you've created on a***

   model walking the runway; **Christopher:** ***It's so much fun that he can't imagine doing anything else.***

7. How does Christopher define success?

   People want to buy your goods. They can relate to you and they want to be apart of what you're

   creating. People want to be involved and spend their hard-earned money on your work.

8. What advice do Christopher and Kevin offer for people interested in fashion design?

   Stay relevant in your design; Pursue your own work; Make sure people know your name and what

   your pieces look like; Do lots of drawing – messy drawing, clean drawing, painting, use color and

   texture, experiment with materials; If you don't know how to do something or how it works, try it.

   Don't wait to be taught, don't wait to be told. Initiate yourself; Innovate in all you do – perspective

   and approach; Create your world