



**“A CAREER IN FASHION &  
SNEAKER DESIGNING”**

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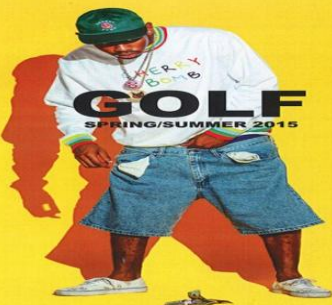
**English 12**

**5<sup>th</sup> period**

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# A CAREER CHOICE

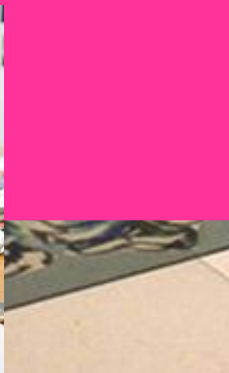
- IMAGINATIVE MINDSET
- CREATIVITY
- A COMPETITIVE CAREER
- PASSIONATE TOWARDS FASHION & ART
- ABILITY TO THINK DIFFERENT
- IMPECCABLE DRAWING SKILLS
- ABILITY TO TELL A STORY THROUGH





# IMPORTANT SKILLS

- ARTISTIC DRAWING & CREATIVITY MINDSET
- AMAZING VISUALIZATION SKILLS
- EXCELLENT EYE FOR DETAIL
- COMPETITIVE SPIRIT
- STRONG BUSINESS SENSE
- GREAT COMMUNICATION SKILLS
- GREAT COLLABORATION SKILLS



# EDUCATION OR EXPERIENCE

## EDUCATION

- BACHELOR'S DEGREE
- 2-4 YEAR DEGREE PROGRAMS
- INTRODUCTORY FASHION KNOWLEDGE

## SIMILARITIES

- BOTH REQUIRE BACKGROUND KNOWLEDGE



## EXPERIENCE

- INTERNSHIPS ARE VALUABLE
- ASSISTANT POSITIONS
- PORTFOLIO & ARTISTIC PROFICIENCY



# CAREER FEATURES

## BENEFITS

- LUCRATIVE SALARY
- MINIMUM EDUCATION
- EXCITING ENVIRONMENT
- TRENDSETTING
- ENTREPRENEURSHIP

## ENVIRONMENT

- NEW YORK CITY
- LONDON
- PARIS
- (WORK FOR) MANUFACTURERS
- (WORK FOR) WHOLESALERS

## WORKING

### CONDITION

- FASHION COMPANY STUDIOS
- LONG HOURS
- TRAVEL TO MEET SUPPLIERS
- RECEIVE HEALTH INSURANCE, EMPLOYEES DISCOUNT, PAID TRAVEL
- CREATING DESIGNS DAILY





# STEPS TO ACHIEVING THE CAREER GOAL

## 1. PREPARE IN HIGH SCHOOL

-DEVELOP BASIC ART, DRAWING, AND TAKE DESIGN CLASSES IN HIGH SCHOOL. CREATE A PORTFOLIO OF SKETCHES TO SHOW ARTISTIC TALENT.

## 2. EARN AN ASSOCIATE'S OR BACHELOR'S DEGREE

-ADVANCE IN PATTERN MAKING, STITCHING METHODS, DRAPING, AND FABRIC.

## 3. INTERNSHIP

- GIVES OPPORTUNITY TO OBSERVE OPERATIONS IN PROFESSIONAL SETTING.

## 4. OBTAIN A JOB

- IN THE BEGINNING, YOU MAY START AS A SKETCHING ASSISTANT OR PATTERN MAKER



# REASONS TO CHOOSE THIS CAREER



## FASHION IS A BOOMING CAREER

-YOUR CREATIVITY IS RECOGNIZED. THE PERSONALITY OF THE DESIGNER IS ALWAYS REFLECTED IN THEIR WORK

## ABILITY TO WORK ANYTIME, ANYWHERE

-UNLIKE OTHER JOBS WHERE YOU ARE EXPECTED TO WORK FROM YOUR OFFICE, A FASHION DESIGNER HAS THE ADVANTAGE TO WORK ANYTIME, ANYWHERE. YOU CAN SETUP A SHOP OR BOUTIQUE.

## EXPERIENCE NEWNESS EVERYDAY

-WITH THE NUMBER OF ROLES AVAILABLE, NO TWO DAYS ARE EVER IDENTICAL. YOU GET TO MEET NEW CLIENTS, MAKE NEW DEALS AND CREATE NEW AWESOME DESIGNS.

UNITY  
3RD  
BASS  
THE WORLD UNITY

APPLY COMPREHENSIVE ABILITIES IN CREATING AND PRESENTING PRODUCT FOR ENTRY-LEVEL POSITIONS IN THE FASHION INDUSTRY.

WORK WELL TOGETHER AS AN EMERGING TEAM PLAYERS AND INNOVATIVE DESIGN THINKERS.

UNDERSTAND AND IMPLEMENT NEW TECHNOLOGIES RELATIVE TO DESIGN DEVELOPMENT, MATERIAL CHOICES, AND MANUFACTURE.

ADAPT INSPIRED KNOWLEDGE & ABILITIES TO ONGOING CHANGES IN GLOBAL FASHION AND CREATIVE INDUSTRIES.



# QUALIFICATION, DUTIES,/RESPONSIBILITIES, SALARY INFORMATION

## QUALIFICATIONS

- BACHELOR'S DEGREE PROGRAMS
- HANDS-ON LABORATORIES,
- SPOT TRENDS
- GREATEST CREATIVITY CAREER

## DUTIES/ RESPONSIBILITIES

- EVALUATE & ANTICIPATE INDUSTRY TRENDS
- DEFINE APPAREL COLLECTIONS
- SELECT FABRICS & ACCESSORIES
- CREATE PATTERNS
- ASSIST IN MARKETING



## SALARY INFORMATION

- BEGINNING
  - \$9.91 HOURLY
  - \$20,620.4 YEARLY
- \$16.13 HOURLY
- \$33,560.8 YEARLY
- \$21.56 HOURLY
- \$44,838.2 YEARLY
- MEDIAN
  - \$31.89 HOURLY
  - \$66,338.1 YEARLY
- ADVANCE
  - \$48.34 HOURLY
  - \$1000.555 YEARLY
- ± \$1,000,000





# RELATING FACTORS OF OCCUPATIONS



## COSTUME DESIGNING

- COSTUME DESIGNERS MAKE COSTUMES FOR DIFFERENT BUSINESS, USUALLY THEATER OR FILM.



## GRAPHIC DESIGNING

- GRAPHIC DESIGNERS SIMILAR JOB BY DESIGNING APPEALING VISUAL ART FOR A VARIETY OF INDUSTRIES







TOP



100% CHAMBRAY

BOTTOM



100% DENIM

**PLUTO**  
 (S19 RUNNER'S COLLECTION)  
 "SKYLINE"

MESH SOCK Lining  
 MESH TONGUE  
 LEATHER  
 ROUND LACES  
 SATIN HEEL CAP  
 LEATHER EYELETS  
 SATIN SUEDE  
 CORPUROD MUBUCK  
 SATIN  
 FOAM MIDSOLE  
 TRACTION PATTERN SOLE

**\* SNEAKER DESCRIPTION \***  
 From the S19 Runner's collection, this sneaker adds a pop of color of design with strips of different material running down the sneaker. This runner does not shy away from the design aspect, this sneaker forces you to wear it when go out and it forces you not to wear it back. Different material aspect of the sneaker gives it a sense of uniqueness. Also, it gives off a vibe which screams "Rainbow"!

**\* MATERIALS USED \***  
 - SATIN  
 - SUEDE  
 - MUBUCK  
 - CORPUROD  
 - RUBBER  
 - FOAM  
 - LEATHER  
 - ROUND LACES



TOP



100% SWEATER KNT

BOTTOM



100% CHINO CLOTH

**PLUTO**  
 (S20 CANVAS)  
 "COLORFULS"  
 \$125

PAINT BRUSH  
 YELLOW STRICHING  
 MESH TONGUE  
 SATIN Lining  
 PLUTO TONGUE TAG  
 2-TONE LACES  
 KIDS BEING KIDS ARTWORK  
 CANVAS heel cup  
 2-TONE MIDSOLE  
 FOAM  
 SIDE-CUP  
 RUBBER SOLE  
 CANVAS  
 RUBBER  
 TRACTION SOLE

**\* SNEAKER DESCRIPTION \***  
 This designer lifestyle sneaker does not shy away from bright colors. A white canvas sneaker with a paint artwork from the designer of PLUTO. This artistic sneaker contains a two-tone color pallet that you rarely see nowadays on a sneaker. The color's Electro Blue and Salmon Pink resides on the laces and the midsole lining. The artwork on the sneaker is named "KIDS BEING KIDS" and all the colors are placed through different places of the sneaker. The most unique look is a paintbrush which is placed at the back of the sneaker, the paint brush replaces the traditional pull-tab. A sneaker that'll look great in the summer time or to flex your fashion sense

**\* MATERIALS USED \***  
 - CANVAS (upper), (heel cup)  
 - PAINT BRUSH (BACK "PULL TAB")  
 - SATIN (sock lining)  
 - FOAM (MIDSOLE)  
 - RUBBER (TOE); (SOLE)  
 - MESH (TONGUE)  
 - 2-TONE (EYELETS) LACES



**AWAY TO UTOPIA**

This first design is meant to resemble a futuristic, space-themed outfit. The top design is a futuristic sweater knit, which is inspired by the science fiction genre. The bottom design is a pair of pants, which is inspired by the science fiction genre. The entire outfit is made from a variety of materials, including felt, fabric, and paper. The top design is a futuristic sweater knit, which is inspired by the science fiction genre. The bottom design is a pair of pants, which is inspired by the science fiction genre. The entire outfit is made from a variety of materials, including felt, fabric, and paper.

TOP: SWEATER KNIT

BOTTOM: NYLON

**CALMING WINDS OF VACATION**

This second design matches the calmness of nature's beautiful flowers and colorful environment. Inspired by a flower, these combinations of a one-piece robe and a sweat short are created with two materials, which is cotton and sweater knit. These materials are used to make this design comfortable for long walks on the beach, adventuring around, or even having a leisurely lunch under the sun.

TOP: COTTON

BOTTOM: SWEATER KNIT

**FABULOUS FUNKY NIGHT**

This third design displays the elegance of a dinner outfit with a twist. Inspired by the way to wear fashionable, modern, and dramatic at night. The top design is a blouse with a high collar and a long sleeve. The bottom design is a pair of pants with a wide leg and a high waist. The entire outfit is made from a variety of materials, including felt, fabric, and paper. The top design is a blouse with a high collar and a long sleeve. The bottom design is a pair of pants with a wide leg and a high waist. The entire outfit is made from a variety of materials, including felt, fabric, and paper.

TOP: FLEECE

BOTTOM: SILK

**CALMING WINDS OF VACATION**

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TOP: COTTON

BOTTOM: SWEATER KNIT



# Conclusion

I am interested in Menswear design because it's a major that I could show my fashion artistic side. I always wanted an exciting job that I could express who I really am, explore more of my drawing abilities, and have fun while on the job. Buying clothes always brings me joy; it inspires me to make up an exciting outfit that I enjoy wearing. My love for sneakers aided me in the material department of fashion, every sneaker that I own, touch, or research makes me learn a new material that could be implemented into clothing pieces. Clothing and drawing always kept me happy, which made want to create my own brand one day with clothes that I personally designed and sell it to the world. Listening to Hip-hop music gave me interest in fashion because of the clothes that they wear at their concerts. A Hip- Hop artist always has to have a uniform in fashion, it inspired me to find my own taste of clothing that I would like to purchase. My Family made me be interested in fashion in the first place, they bought me expensive clothing brands when I was younger, and later bought me clothes that I'm interested in. My family and I always ask each other advice about the clothes that we are wearing, and it is my family's joy as well to go shopping and buy clothes that they like. My interests in drawing came from watching a lot of cartoons when I was younger, it influenced the way that I draw and it was mere practice to me to draw cartoons and later realistically. Through drawing, it helped me in the designing aspect in the fashion major and it furthered my interests.



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