

Job Title: Fashion Designer



Job title: Fashion Designer	Fashion designers design clothing and fashion ranges.
Entry requirements:	You'll usually need a foundation degree, higher national diploma or degree. Courses are widely available and include: • fashion design • art and design • textiles You should look for a course that covers both design and technical skills to get the practical knowledge needed by the industry. Some universities and colleges are members of the British Fashion Council. Entry requirements You'll usually need: • 1 or 2 A levels, or equivalent, for a foundation degree or higher national diploma • 2 to 3 A levels, or equivalent, for a degree You could do a college course, which will teach you some of the skills and knowledge you need to work in the fashion industry. Relevant subjects include: • Level 2 Award in Fashion - Sampling Fashion Techniques • Level 2 Diploma in Skills for the Fashion Industries • Level 3 Extended Diploma in Fashion Design and Production Entry requirements You'll usually need: • 2 or more GCSEs at grades 9 to 3, or equivalent, for a level 2 course • 4 or 5 GCSEs at grades 9 to 4, or equivalent, for a level 3 course You may be able to do an advanced apprenticeship to become a fashion studio assistant and work as an assistant in a design studio. You could then develop your design skills on the job. Entry requirements You'll usually need: • 5 GCSEs at grades 9 to 4, or equivalent, including English and maths, for an advanced apprenticeship
Skills required:	You'll need: • the ability to come up with new ways of doing things • the ability to use your initiative • excellent verbal communication skills • to be thorough and pay attention to detail • to be flexible and open to change • ambition and a desire to succeed • the ability to organise your time and workload • thinking and reasoning skills • to be able to carry out basic tasks on a computer or hand-held device

What you'll do:	As part of your day-to-day tasks, you could: • work to design instructions • analyse or predict trends in fabrics, colours and shapes • produce concept and mood boards (a collection of items to capture a mood, like photos, fabric pieces or colour samples) • produce designs by hand or by using computer-aided design (CAD) • develop basic shapes ('blocks') through patterns • estimate costs for materials and manufacture • find suppliers • supervise the making up of sample clothing items • make in-house presentations, for example to finance departments and merchandisers
What you'll earn:	• Starter: £20,000 • Experienced: £80,000 <i>These figures are a guide</i>
Working hours, patterns and environment:	• You could work in a workshop or in a creative studio. • 40 to 42 hours a week • Evenings, Weekends and Bank Holidays attending events or appointments
Career path and progression:	You'll need to get as much work experience as you can, for example through an internship, as there's strong competition for jobs in the fashion industry. It will help you get a better understanding of the role, and to meet people who may help you to find paid work later. You can create a portfolio of your design work to showcase your skills, which will help you at course and job interviews. Your portfolio should include mood boards, designs and technical drawings. With experience you could progress to senior designer, head of a department (like head of women's wear design) or design director. You could also go freelance or start your own company.