

CAREER GUIDE FOR FASHION DESIGNER

SOC Code: 27-1022

Pay Band(s): 3 and 4 ([Salary Structure](#))

Standard Occupational Description: Design clothing and accessories. Create original garments or design garments that follow well established fashion trends. May develop the line of color and kinds of materials.

Fashion Designer positions in the Commonwealth are assigned to the following Roles in the [Media and Production Services Career Group](#):

[Media Specialist II](#)

[Media Specialist III](#)

While Fashion Designers within the Commonwealth are all located within the Media and Production Services Career Group, individuals may want to pursue other opportunities within the Commonwealth depending upon individual training, education, knowledge, skills, abilities, and interests.

Other Career Group(s) that may be of interest are:

[Training and Instruction](#)

[Housekeeping and Apparel Services](#)

[Public Relations and Marketing](#)

SKILLS, KNOWLEDGE, ABILITIES AND TASKS

(Technical and Functional Expertise)

Skills

***Note:** The technical and functional skills listed below are based on general occupational qualifications for Fashion Designer commonly recognized by most employers. Typically, you will not be required to have all of the skills listed to be a successful performer. Recruitment and selection standards for an individual state job must be based on the specific knowledge, skills, and abilities for that job as indicated in the job announcement and job description in the Employee Work Profile.*

1. Understanding the implications of new information for both current and future problem-solving and decision-making.
2. Analyzing needs and product requirements to create a design.
3. Adjusting actions in relation to others' actions.
4. Giving full attention to what other people are saying, taking time to understand the points being made, asking questions as appropriate, and not interrupting at inappropriate times.
5. Using logic and reasoning to identify the strengths and weaknesses of alternative solutions, conclusions or approaches to problems.
6. Considering the relative costs and benefits of potential actions to choose the most appropriate one.
7. Identifying measures or indicators of system performance and the actions needed to improve or correct performance, relative to the goals of the system.
8. Being aware of others' reactions and understanding why they react as they do.
9. Identifying complex problems and reviewing related information to develop and evaluate options and implement solutions.

10. Determining how a system should work and how changes in conditions, operations, and the environment will affect outcomes.

Knowledge

Note: The technical and functional knowledge statements listed below are based on general occupational qualifications for Fashion Designer commonly recognized by most employers. Typically, you will not be required to have all of the knowledge listed to be a successful performer. Recruitment and selection standards for an individual state job must be based on the specific knowledge, skills, and abilities for that job as indicated in the job announcement and job description in the Employee Work Profile.

The **Knowledge** of:

1. Design techniques, tools, and principles involved in production of precision technical plans, blueprints, drawings, and models.
2. Theory and techniques required to compose, produce, and perform works of visual arts, drama, and sculpture.
3. Principles and methods for showing, promoting, and selling products or services. This includes marketing strategy and tactics, product demonstration, sales techniques, and sales control systems.

Abilities

Note: The technical and functional abilities listed below are based on general occupational qualifications for Fashion Designer commonly recognized by most employers. Typically, you will not be required to have all of the abilities listed to be a successful performer. Recruitment and selection standards for an individual state job must be based on the specific knowledge, skills, and abilities for that job as indicated in the job announcement and job description in the Employee Work Profile.

The **Ability** to:

1. Come up with a number of ideas about a topic (the number of ideas is important, not their quality, correctness, or creativity).
2. Come up with unusual or clever ideas about a given topic or situation, or to develop creative ways to solve a problem.
3. Match or detect differences between colors, including shades of color and brightness.
4. Imagine how something will look after it is moved around or when its parts are moved or rearranged.
5. Listen to and understand information and ideas presented through spoken words and sentences.
6. Make precisely coordinated movements of the fingers of one or both hands to grasp, manipulate, or assemble very small objects.
7. Make fast, simple, repeated movements of the fingers, hands, and wrists.
8. See details at close range (within a few feet of the observer).
9. Read and understand information and ideas presented in writing.
10. Communicate information and ideas in speaking so others will understand.

Tasks

Note: The following is a list of sample tasks typically performed by Fashion Designer. Employees in this occupation will not necessarily perform all of the tasks listed.

1. Designs custom garments for clients.
2. Attends fashion shows and reviews garment magazines and manuals to analyze fashion trends, predictions, and consumer preferences.

3. Sews together sections to form mockup or sample of garment or article, using sewing equipment.
4. Directs and coordinates workers who draw and cut patterns, and construct sample or finished garment.
5. Arranges for showing of sample garments at sales meetings or fashion shows.
6. Confers with sales and management executives, or clients regarding design ideas.
7. Examines sample garment on and off model, and modifies design to achieve desired effect.
8. Integrates findings of analysis and discussion, and personal tastes and knowledge of design, to originate design ideas.
9. Sketches rough and detailed drawings of apparel or accessories, and writes specifications, such as color scheme, construction, or material type.
10. Draws pattern for article designed, cuts pattern, and cuts material according to pattern, using measuring and drawing instruments, and scissors.

INTERESTED?

Like people, occupations have traits or characteristics. These characteristics give important clues about the nature of the work and work environment, and give you an opportunity to match your own personal interests to a specific occupation. When you choose a job in an occupation that matches your own interests you have taken an important step in planning a successful and rewarding career.

The occupation of Fashion Designer has **Artistic**, **Enterprising** and **Realistic** characteristics as described below:

Artistic — Artistic occupations frequently involve working with forms, designs and patterns. They often require self-expression and the work can be done without following a clear set of rules.

Enterprising — Enterprising occupations frequently involve starting up and carrying out projects. These occupations can involve leading people and making many decisions. Sometimes they require risk taking and often deal with business.

Realistic — Realistic occupations frequently involve work activities that include practical, hands-on problems and solutions. They often deal with plants, animals, and real-world materials like wood, tools, and machinery. Many of the occupations require working outside, and do not involve a lot of paperwork or working closely with others.

LICENSURE, REGISTRATION, OR CERTIFICATION REQUIREMENTS

Generally this is not required for Fashion Designer positions in state government.

EDUCATIONAL, TRAINING, AND LEARNING OPPORTUNITIES

The Department of Labor provides the following information:

Fashion designers design clothing and accessories. In fashion design, employers seek individuals with a 2- or 4-year degree who are knowledgeable in the areas of textiles, fabrics, and ornamentation, and about trends in the fashion world.

Formal training for some design professions also is available in 2- and 3-year professional schools that award certificates or associate degrees in design. Graduates of 2-year programs

normally qualify as assistants to designers, or they may enter a formal bachelor's degree program. The Bachelor of Fine Arts degree is granted at 4-year colleges and universities. The curriculum in these schools includes art and art history, principles of design, designing and sketching, and specialized studies for each of the individual design disciplines, such as garment construction, textiles, mechanical and architectural drawing, computerized design, sculpture, architecture, and basic engineering.

The State Council of Higher Education lists the following Virginia educational institutions having a program in fashion design: Marymount University and Virginia Commonwealth University.

For more general information about art and design and a list of accredited college-level programs, contact: National Association of Schools of Art and Design: <http://nasad.arts-accredit.org/>.

Virginia's museums are a primary employer of Fashion Designers. For more information on the museums in Virginia, see the web site http://www.virginia.gov/cmsportal/education_836/education_1007/museums_1266/index.html

COMMONWEALTH COMPETENCIES

Competencies are a set of identified behaviors, knowledge, skills, and abilities that directly and positively impact the success of employees and the organization. Competencies can be observed and measured. When consistently demonstrated, competencies make employees particularly effective in their work. Competencies help lay out a road map to career success. You can use the Commonwealth Competencies to help improve your individual performance by adopting behaviors that make high performing employees successful in their jobs. In this way, you can use the Commonwealth Competencies for your further professional development.

The Commonwealth Competencies are:

1. Technical and Functional Expertise
2. Understanding the Business
3. Achieving Results
4. Serving the Customer
5. Teamwork
6. Interpersonal and Communication Skills
7. Leadership and Personal Effectiveness

The above competencies may be applied to employees throughout the Commonwealth of Virginia. They can be rank-ordered by agencies and hiring managers to represent the needs of a specific job. The rank ordering will change depending upon the occupation, an organization's priorities, the actual job requirements, and the supervisor's preferences.

Career success is both about what you do (applying your technical knowledge, skills, and ability) and how you do it (the consistent behaviors you demonstrate and choose to use) while interacting and communicating with others. Hopefully, by studying the Commonwealth competencies, identifying your developmental opportunities, and working to refine your own competence, you can take charge of your career!

For additional information about the **Commonwealth Competencies** go to: http://jobs.state.va.us/cc_planningctr.htm. For the competencies, we first list the competencies and then define each. Finally, we list competency indicators; to describe what successful performance looks like.

COMMONWEALTH CAREER PATH

Career opportunities in the Commonwealth are not limited to moving “up” to the next highest role and pay band, changing positions, or to becoming a supervisor. That’s because most roles describe a broad group of occupationally related positions that perform a range of work that requires increased knowledge and skills. For that reason, Commonwealth roles describe the career paths within the same or higher-level role for the same or different Career Group. The broad salary range and the Commonwealth’s pay practices provide flexibility in recognizing career development and advancement. ([Salary Structure](#))

For example: **Fashion Designer**

PAY BANDS	PRACTITIONER ROLES
3	Media Specialist II
4	Media Specialist III

PAY BANDS	MANAGER ROLES
4	Media Manager I
5	Media Manager II

Sample Career Path

Media Specialist II

The Media Specialist II role provides a career track for fashion designers whose duties range from entry-level to advanced-level. Duties include costume design.

Media Specialist III

The Media Specialist III role provides a career track for fashion designers whose expertise levels vary from advanced level to supervisory. Duties may include design projects and promotional objectives and supervising production.

Media Manager I

The Media Manager I role provides a career track for managers responsible for directing major exhibit and gallery projects or complex graphic design programs. Duties include leadership and creativity in managing: a department that plans, develops, coordinates, and monitors the production of multiple concurrent exhibits and gallery projects that meet aesthetic and conservatorial standards as well as time and budget allowances.

Media Manager II

The Media Manager II role provides a career track for managers responsible for providing leadership and creativity in directing multi-media services used by state agencies for promotional, educational and informational purposes. Areas of responsibility include state distance learning programs and/or graphic communications.

ADDITIONAL OCCUPATIONAL INFORMATION CAN BE FOUND AT:

O*NET (Occupational Information Network)

http://online.onetcenter.org/gen_search_page

Virginia Employment Commission

<http://www.alex.vec.state.va.us/>

Career One Stop

<http://www.careeronestop.org/>

Virginia Career Resource Network <http://www.vacrn.net/>