



Cad in Fashion Design I

Course Guide Book

- **Basic information**

Title of the course: CAD in Fashion design 1		Course manager: Biniyam tesfaye		
Course code: Fdes 2152		Office location: Behind registrar building office no 304		
Credit point: 5 credit points		Email: Binijr1997@gmail.com		
Target group: 2 nd year fashion design students		Mobile : 0921017403		
Module no: 16		Module Name: CAD in fashion design		
Lecture days and hours				
	Lecture	Laboratory	tutor	Home study
Day			-	-
Hour	1	6	-	3
Room	1308	Gar Lab 3		

- **Course Description**

The traditional skills of forecasting, sketching, pattern making, cutting and sewing are not enough for students, rather than those students should must know the digital world of fashion and garment industry, from scratch students must able to transform their 2- dimensional plans in to computer aided and generated images in addition to knowing the basics of computer

usage related to garment industry. This course mainly teaches Adobe illustrator CS in combination with other software's and techniques applicable to creating digital presentation and digital portfolio.

- **Objectives of The Course**

- ✓ To develop adobe illustrator skill.
- ✓ To develop skill of using combination of Adobe Ps and Adobe Illustrator.
- ✓ To know the concept about digital printing.
- ✓ To understand the importance of presenting a creative idea/ concept using digital portfolio.

- **Tentative schedule of Lecture, Laboratory, Tutorial topics, Activities, Assignment, and Readings**

Weeks	Lecture topics	Laboratory	Student activities	Reading
1,2,3	<ul style="list-style-type: none"> • Introduction about the course • Overview about CAD system: CAD definitions, advantages, Applications, latest CAD technologies, Computer Basics and Apparel Design Process 	<ul style="list-style-type: none"> • Setting the Illustrator and Photoshop • Exercising • illustrator Lesson 1 Lesson 2 	Practicing basics of illustrator	Armstrong, j., Ivas, L., & Armstrong, W. (2006)
4,5	<ul style="list-style-type: none"> • Digital images • Resolutions 	<ul style="list-style-type: none"> • Software Basics: Getting Started with Adobe Photoshop • Getting Started with Adobe illustrator. 	Practicing basics of photoshop	Armstrong, j., Ivas, L., & Armstrong, W. (2006)
6,7	<ul style="list-style-type: none"> • Basic design ideas • Design elements 	<ul style="list-style-type: none"> • Flats w/ Adobe Illustrator • Flats and Specifications 	Practicing basics of illustrator	Armstrong, j., Ivas, L., & Armstrong, W. (2006)
8	MID EXAMINATION			

9,10	<ul style="list-style-type: none"> • Creating textile designs • Design principles 	<ul style="list-style-type: none"> • Creating textile designs Lesson1 Lesson 2	Developing textile patterns and colors Exploring design ideas	Armstrong, j., Ivas, L., & Armstrong, W. (2006)
11,12	<ul style="list-style-type: none"> • Digital Printing • Other cad software's 	<ul style="list-style-type: none"> • Illustrator and digital printing techniques 	Project work development	Armstrong, j., Ivas, L., & Armstrong, W. (2006)
13,14	<ul style="list-style-type: none"> • Digital Portfolio setting up 	<ul style="list-style-type: none"> • Combining Ps & Illustrator 	Combining Ps and illustrator	Armstrong, j., Ivas, L., & Armstrong, W. (2006)
15	Project work presentation			
16	FINAL EXAMINATION			

• Teaching Methods

The process of teaching mainly begins with student individual interest and generally involves a teacher. This course mainly concentrates on laboratory sessions practicing particularly on software's, in addition to that Lectures supported by assignments, Exercises, and project work which can help students to improve the skills of those software's and additional knowledge about CAD.

- **Assessment methods**

- Laboratory**

- 1. Assignments : 50 %
 - 2. Final Project : 50 %
 - Total 100 %**

- Lecture**

- 1. Mid exam: 30%
 - 2. Final exam: 40%
 - 3. Assignments: 30%

- Total 100%**

N.B- For Item 1, there shall be a minimum of 5 activities comprising of Assignments, Seminar activities; the combination will be decided by the Course Instructor depending on the nature of the course. The laboratory part will be converted in to 75% and the lecture part will be converted in to 25% out of 100%.

- **Course Policy**

All students are expected to abide by the code of conduct of students throughout this course. Academic dishonesty, including cheating, fabrication, and plagiarism will not be tolerated and will attract disqualification of marks or values. It is expected from students to do all the assignments and activities they are supposed to accomplish. Students are required to submit and present the assignments provided according to the time table indicated. Teachers give directions and instruction about assignments and other responsibilities of students. Minimum of 85 % attendance during lecture hours; and 100 % attendance during Tutorial/ Practical/ Laboratory sessions, except for some unprecedented mishaps (wherever applicable). Your Mobile phone should be silent during laboratory and lecture sessions and also any electronic device which can disturb the teaching learning process.

- **Text books**

- ✓ Armstrong, j., Ivas, L., & Armstrong, W. (2006). From pencil to pen tool: Understanding and creating the digital fashion image. New York: New York: Fairchild Publications.

- **Reference books**

- ✓ Centner M., & Vereker F. (2007). Fashion Designer's Handbook for Adobe illustrator.

- **Approval**

Biniyam tesfaye

Course manager

signature

Ashenafi teklay

Program head

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Tewodros tenagne

Teaching-learning quality head

signature