FD 25 Advanced CAD: Syllabus

Pre/Co Requisite: BA60, FD13. FD20, FD22. Required for AAS in Fashion Design. Open only to FD majors

Instructor:

Contact:

In Person:

Office Hours: Tues: 3:00pm – 4:00pm Thur: 10:20am – 11:20am
Office   - Ext.

Virtual:

Email:
Video Chat: Email to make an appointment

Required Text:

Patternmaking for Fashion Design, Fifth edition. Helen Joseph-Armstrong. Pearson
ISBN – 13: 978-0-13-501876-7

*This is the same text required for FD20 – Patternmaking.

Required Materials:

Flash Drive
Laptop or Desktop Computer (if you do not own one, please inquire at KCC IT about obtaining a loaner laptop for this semester.)

Overview:

This is an advanced Fashion Design course, and is required for all Fashion Design majors. The course is a computer lab course where Optitex PDS is the central program covered. PDS stands for Pattern Drafting Software.

Students will learn to create basic slopers based on a model's measurements. They will use these slopers to draft basic pattern manipulations and create new styles and garments. Students will learn the techniques required to create and manipulate garment patterns using CAD software.

Rationale

In today's modern world, the techniques of pattern making are rapidly being transferred over into digital format. Now, the majority of fashion design companies utilize CAD software to create the patterns for their collections. The advantages of CAD software over traditional drafting methods are numerous. Pattern making is a highly sought after skill in the Fashion Industry, and those with both pattern making knowledge and the ability to use CAD software to implement it are competitive job candidates.

Outcomes

1- Generate basic slopers from measurements using Optitex PDS software

2- Manipulate and adjust patterns in PDS.

3- Change patterns to conform to fabric selection. (woven vs. knit)

4- Draft a variety of different garment details such as waistbands, facings, collars, button plackets, etc using Optitex.

5- Correct and adjust digitized patterns.

6- Create 3D visualizations of designs.

7- Gain mastery of Optitex tools.

8 – Utilize printed patterns to create finished fabric garments

Course Structure:

This is an **In-Person** class which will be primarily conducted in the classroom. However, this course will also have a **Black Board** page on which course information and announcements, assignment information, class videos, and discussion boards can be found. It will be required of the student to both attend in person classes and log on to Black Board when necessary.

In-Person Classes

This course will require students to come to an in-person class twice a week. The course will meet on Tuesdays or Thursdays throughout the Fall 2022 semester. You are required to attend the in-person sessions, and failure to do so will result in a WN. The in person sessions will focus on the topics of the week and involve activities and exercises aimed to give students a better understanding of that week's content.

Black Board

The Black Board page for this course will host many resources for this course. The general course information such as this syllabus, the weekly schedule, and VDI access tutorial for at home access to Optitex software can be found on it. Black board will also be a place to find assignment information, class announcements, and video lessons. It will be required to submit most assignments on Black Board, you will be able to find the assignment submissions in the relevant weekly folder for that assignment.

Grading

Grades will be based on student assignments and quizzes. Student assignments will include patterns created on Optitex PDS and garments created from student designed patterns. Each assignment will be graded based on the quality, accuracy and completeness of each pattern. Assignments will either require a student to replicate a given pattern, or use certain pattern drafting techniques to draft a pattern based on their own design. When drafting your own pattern, be sure to include a sketched image of your design for reference.

FD25-01 – Advanced CAD - Grade Breakdown:

How grading will work:

Each assignment or quiz will count for a certain amount of points. The number of points an assignment has, reflects its percentage impact toward your final grade. For example, an assignment with more points will have a larger impact on your final grade. In this course, there will be **a total of 360 pts** that have been divided up among the assignments. For each assignment a student will receive a score based on that assignment's total points. A student may keep track of their grade by adding up all of the points they have scored and dividing it by the total number of points for each assignment.

Example:
Assignment 1: Score – 9/10
Assignment 2: Score - 15/20
Assignment 3: Score – 17/20
Current Grade =(Student Score **41**) divided by (Total Points **50**) = .82 or 82% or **B-**

Assignments:
Assignment 1: Pillow Pattern………………….....10 pts or 3% of your final grade
Assignment 2: Skirt Sloper Size 8………………….20 pts or 6% of your final grade
Assignment 3: Mermaid skirt……………………... 20 pts or 6% of your final grade
Quiz 1: Pattern Info & Basic Skirt Manipulations…10 pts or 3% of your final grade
Assignment 4: Student Designed Skirt……………..40 pts or 11% of your final grade
Assignment 5: Shirt Draft…………………………..20 pts or 6% of your final grade
Quiz 2: Basic Bodice Manipulations ………………10 pts or 3% of your final grade
Assignment 6: Student Designed Shirt …………….40 pts or 11% of your final grade
Assignment 7:: Pants Draft………………………... 20 pts or 6% of your final grade
Assignment 8: Student Designed Dress……………40 pts or 11% of your final grade
Assignment 9: Hoodie Draft ……………………….20 pts or 6% of your final grade
Assignment 10: Model Snapshot ………………….10pts or 3% of your final grade
Final Exam: Student Designed Pattern …………….50 pts or 13% of your final grade
Final Exam: Pattern from Flat……………………...50 pts or 13% of your final grade

Other:

Extra Credit: Extra Credit is a great way to ensure the grade you want. Throughout the semester, puzzles will be given to the students. The puzzles will be posted to the week's content on Black Board in video format. Students will have the time in between the puzzle being posted and when the solution is posted to solve the puzzle and email the instructor the solution. If the solution is correct, and submitted on time, the student will receive 5 extra credit points added to their grade.

Example of Extra Credit Points being Factored into a Final Grade:

Assignment 1: Score – 9/10
Assignment 2: Score - 15/20
Assignment 3: Score – 17/20
Extra Credit Pts - 5
Current Grade =(Student Score **46**) divided by (Total Points **50**) = .92 or 92% or **A-**

Assignments:

All given assignments will have a specified due date shown the assignment description page. All assignments will be submitted on Black Board, except for finished garments which will be submitted in class. Assignment submission links can be found in the weekly folder relevant to the assignment in the course content section of Black Board. If there is an issue with your Black Board assignment submission please email your assignment to:

 XXXXXXXX@kbcc.cuny.edu

Final Exam: December 15 - The final exam include 2 parts, a project and exam that aim to include all techniques learned over the semester. The final will not have an in-person segment, both parts will be completed by the student in their own time and submitted on Black Board by the above due date.

Attendance:

Attendance for this course will be based on a student's punctual presence for in-person class sessions. Extremely poor attendance may result in a WU. **Failure to come to the first class along with failure to communicate with your instructor the first week of classes will result in a WN** within the first 2 weeks of class.

VDI Access to OptitexSoftware

This course will require the use of Optitex Software. Students will be able to access Optitex software in the class room as well as through their own at home computers (not available for cell phones or tablets). If you do not have an at home computer, please inquire with IT about how to obtain a loaner laptop. To access Optitex Software, students will have to down load a remote desktop software called Vmware Horizon. This software will enable students to remotely link their computers to on campus computers that are outfitted with Optitex software. **Instructions on how to download and set up remote desktop links can be found in the course information section on Black Board.**

Please note that any issue you might have with the VDI remote desktop access to Optitex can and should be handled by IT. **Please do not email your instructor with VDI issues. Instead, please email:**

helpdesk@students.kbcc.cuny.edu

Additional Notes:

No work is ever to be saved to the lab computers as they are wiped and re-imaged daily. This goes for in class work as well as work done via the remote desktop connection. **It is the student's responsibility to save and back up their own work.**

- **Academic Dishonesty:** You are expected to do your own work. If you cheat or copy someone else's work (or allow yours to be copied) you will be graded with ZERO or course failure. (KCC's plagiarism policy is at www.kingsborough.edu.)
- **Civility** and respect for others is essential in an academic environment. Any acts of harassment and/or discrimination based on race, gender, age, sexual orientation, religion, or ability will not be tolerated.

Resources:

If you have any questions or concerns about this course, please email them to the instructor at:

XXXXXXXXXXXXX@Kbcc.Cuny.Edu

You can also email the virtual Fashion Lab for any questions relating to the Fashion Design Program.

KCCFashionLab@gmail.com

For a full list of resources available to Kingsborough students, visit the school's website page for student resources:

https://www.kbcc.cuny.edu/studres/