



## Cad in Fashion Design II

### Course Guide Book

- **Basic information**

<b>Title of the course:</b> CAD in Fashion Design II		<b>Course manager:</b> Biniyam tesfaye		
<b>Course code:</b> Fdes 3154		<b>Office location:</b> Behind registrar building office no 304		
<b>Credit point:</b> 5 credit points		<b>Email:</b> Binijr1997@gmail.com		
<b>Target group:</b> 3 <sup>rd</sup> year fashion design students		<b>Mobile :</b> 0982036706		
<b>Module no:</b> 15		<b>Module Name:</b> CAD in Fashion Design		
<b>Lecture days and hours</b>				
	Lecture	Laboratory	tutor	Home study
Day			-	-
Hour	1	6	-	3
Room				

- **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 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 fashion industry. This course mainly teaches Adobe Photoshop CS in combination other software's and techniques applicable to creating digital presentation board and digital portfolio.

- **Objectives of The Course**

- ✓ To develop adobe Photoshop skill.
- ✓ Maintain skill of creating and developing mood and color board using CAD
- ✓ 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.
- ✓ To develop skill making digital portfolio using Adobe Photoshop.

- **Course contents**

<b>Course Content</b>	<p>In this course the fashion designers are supposed to use Adobe Photoshop, and Adobe Illustrator to design different fabrics and fashion illustrations.</p> <p><b>DETAILED CONTENTS</b></p> <p><b>(Software: Use of Photoshop )</b></p> <ol style="list-style-type: none"> <li>1. Design a traditional and a contemporary motif</li> <li>2. Draw 3 profiles of female flesh figures (front, back and side view)</li> <li>3. Design an executive wear along with accessories</li> <li>4. Drape an Ethiopian Traditional clothing with masking effect</li> <li>5. Pick up a costume worn by a famous fashion model. Scan his/her figure and redesign the texture and the color combination of the dress.</li> <li>6. Design a mood/story board according to the selected theme (both paper and computer assignment)</li> </ol>
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	<p>7. Design a logo and create a brochure for your own label</p> <p>8. Draw the given image and work on draping on a men's polo t-shirt</p> <p>9. Draw the given image and work on draping on a women's night wear</p> <p>10. Draw the given image and work on draping on a ladies skirt</p> <p>11. Draw the given image and work on draping on a kid's wear</p> <p>12. Scan the given figure and work on color combination using the given color codes.</p> <p>13. Scan the given figure and do the modifications as needed</p> <p>14. Create a fully fashioned garment using knit expert software</p> <p>15. Create a set of garments using given colors and motifs combination, meant for specific end uses as given</p>
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**• Tentative schedule of Lecture, Laboratory, Tutorial topics, Activities, Assignment, and Readings**

<b>Weeks</b>	<b>Lecture topics</b>	<b>Laboratory</b>	<b>Student activities</b>	<b>Reading</b>
<b>1,2,3</b>	<ul style="list-style-type: none"> <li>• CAD concepts and ideas</li> <li>• Digital images</li> <li>• Resolutions</li> </ul>	<ul style="list-style-type: none"> <li>• Setting Photoshop</li> <li>• Exercising Photoshop Lesson 1 Lesson 2</li> </ul>	<b>Practicing basics of Photoshop</b>	Armstrong, j., Ivas, L., & Armstrong, W. (2006)
<b>4,5</b>	<ul style="list-style-type: none"> <li>• Introduction about the course</li> <li>• CAD in Fashion</li> </ul>	<ul style="list-style-type: none"> <li>• Creating mood board</li> <li>• Creating color board</li> <li>• Inspiration board</li> </ul>	<b>Developing different fashion boards. Mood. Color.</b>	Armstrong, j., Ivas, L., & Armstrong, W. (2006)
<b>6,7</b>	<ul style="list-style-type: none"> <li>• Creating digital Fashion boards <ul style="list-style-type: none"> <li>○ Mood board</li> <li>○ Color story board</li> <li>○ Flat board</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Creating theme board</li> <li>• Creating client board</li> </ul>	<b>Developing different fashion boards. Theme. Client.</b>	Armstrong, j., Ivas, L., & Armstrong, W. (2006)

<b>8</b>	<b>MID EXAMINATION</b>			
<b>9,10</b>	<ul style="list-style-type: none"> <li>• <b>Creating textile designs</b></li> <li>• <b>Color reduction in textiles</b></li> </ul>	<ul style="list-style-type: none"> <li>• <b>Creating textile designs</b> <b>Lesson1</b> <b>Lesson 2</b></li> </ul>	<b>Developing textile patterns and colors</b>	Armstrong, j., Ivas, L., & Armstrong, W. (2006)
<b>11,12</b>	<ul style="list-style-type: none"> <li>• <b>Digital Printing</b></li> </ul>	<ul style="list-style-type: none"> <li>• <b>Photoshop and digital printing techniques</b></li> </ul>	<b>Project work development</b>	Armstrong, j., Ivas, L., & Armstrong, W. (2006)
<b>13,14</b>	<ul style="list-style-type: none"> <li>• <b>Digital Portfolio setting up</b></li> </ul>	<ul style="list-style-type: none"> <li>• <b>Combining Ps &amp; Illustrator</b></li> </ul>	<b>Combining Ps and illustrator</b>	Armstrong, j., Ivas, L., & Armstrong, W. (2006)
<b>15</b>	<b>Project work presentation</b>			
<b>16</b>	<b>FINAL EXAMINATION</b>			

- **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**

<b>1. Assignments /Seminar:</b>	<b>50 %</b>
<b>2. Final Project :</b>	<b>50 %</b>
<b>Total</b>	<b>100 %</b>

**Lecture**

<b>1. Mid exam:</b>	<b>30%</b>
<b>2. Final exam:</b>	<b>50%</b>
<b>3. Quiz (2):</b>	<b>20%</b>
<b>Total</b>	<b>100%</b>

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**

- ✓ Lazear, S.M. (2008). Adobe Photoshop for fashion design. New Jersey: Pearson Prentice Hall.
- ✓ Centner M., & Vereker F. (2007). Fashion Designer's Handbook for Adobe illustrator.

- **Approval**

Biniyam tesfaye

Course manager

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Ashenafi kahsay

Program head

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Tewodros tenagne

Teaching-learning quality head

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