**COURSE INFORMATION FORM**

**DISCIPLINE**
Apparel and Textiles APTX

**COURSE TITLE**
Computer Aided Fashion Illustration and Technical Drawing

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**CATALOG DESCRIPTION**
Fashion illustration and technical drawing techniques utilizing state-of-the-art computer software and industry-level computer aided techniques

**PREREQUISITES**
APTX 130

**EXPECTED STUDENT OUTCOMES IN THE COURSE (ESO)**
Upon completion of this course, the student will be able to:

1. Demonstrate the computer uses of design techniques.
2. Evaluate computer software for the apparel industry with emphasis on design.
3. Execute fashion illustration and technical drawing techniques for use in a professional portfolio or product development tech pack.

**GENERAL EDUCATION OUTCOMES (ESO)**
Specify which general education outcomes, if any, are substantially addressed by the course. Numbers in parentheses identify the Expected Student Outcomes linked to the specific General Education Outcome.

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Revised 10/9/12
PROGRAM-LEVEL OUTCOMES

CAREER AND TECHNICAL EDUCATION PROGRAM OUTCOMES
Specify which Career and Technical program outcomes, if any, are substantially addressed by the course by completing the “Career and Technical Education template” to show the relationship between course and program outcomes to assessment measures.

1. Produce effective visual materials to communicate product development or marketing strategies.

CLASS-LEVEL ASSESSMENT MEASURES
Student accomplishment of expected student outcomes may be assessed using the following measures. (Identify which measures are used to assess which outcomes.)

1. Student projects (1-3)
2. Critiques (1-3)
3. Portfolio review (1-3)
Individual instructors may order this outline as fits the needs of their individual courses. In addition, they may place more emphasis on some areas than on others. What is assured is that this particular list is covered in the course. Other topics may be added to a course as the instructor sees fit, and as time and interest allow. An *asterisk can be used to mark an item as optional.

I. Introduction
   A. Digital drawings in product development and merchandising
   B. State of the industry computer programs and technology

II. Using Computer Software
   A. Introduction to workspace
   B. Tools
   C. Commands

III. Using computer software to generate technical flat drawings
   A. Back/front
   B. Measurement for proportion
   C. Garment details

IV. Using computer software to enhance images and illustrations
   A. Coloring and details
   B. Fabric fills
   C. Cutting out and changing backgrounds

IV. Computer Input
   A. Digitizing
   B. Scanning

VI. Preparing work for professional portfolio