THE UNIVERSITY OF NORTH CAROLINA GREENSBORO
DEPARTMENT OF CONSUMER, APPAREL AND RETAIL STUDIES

Fall 2016 APD 310 Portfolio Development for Apparel Design

<Course Information>
Class Days & Time: M/W 9:00 am–11:15 am
Classroom: Stone Building 127
Credits: 3 Credits

<Instructor's Information>
Name: Dr. Seoha Min
Office Location: 355 Stone
Office Phone: 336-256-0271
Email: s_min@uncg.edu
Office Hours: M/W 11:30am – 12:30am
or by appointment

PREREQUISITES: APD 244

FOR WHOM PLANNED: Required junior-level course in the Apparel Design concentration of Consumer, Apparel, and Retail Studies degree.

COURSE DESCRIPTION
Development of a professional design portfolio that will emphasize investigation of specific apparel markets, target customers, seasons and fabrications, and various illustrative techniques

STUDENTS’ LEARNING OUTCOME: Upon successful completion of this course, students will be able to:
- Effectively communicate apparel designs professionally, demonstrating skill with various media and an understanding of aesthetics.
- Design cohesive groups of apparel within specific parameters such as season, target customer, pricing category, and market.
- Investigate and report on the creative process and aesthetic of influential designers and apply the knowledge when creating original designs.

REQUIRED TEXTS

REGISTRATION: It is the student’s responsibility to ensure proper enrollment in classes. You are advised to review your official class schedule during the first week of the semester to ensure proper enrollment. Should you determine an error in your class schedule, correct it with your advising office.
REQUIRED SUPPLIES
Sketchpad, pencils and erasers, storage device for computer files, fabric swatches, and other
supplies as needed.

COURSE REGULATIONS:
1. Attendance, punctuality, and productive participation are required. Absences will have an affect
on your final grade. Four or more absences will result in a reduction of two letter grades from
the final course grade (e.g., an A in the course would become a C). Five absences will result in
an F for the course. Two tardiness &/or early departures will count as one absence.

Students will not be penalized for absence during the semester due to unavoidable or legitimate
circumstances. The following reasons justify absences and makeup requests and must be
documented: (a) illness certified by a physician (b) death of parent, sibling, or grandparent (proof
of funeral attendance must be supplied), (c) participation in religious observances with advance
instructor notification (d) participation, certified by the Office for Student Affairs, in University
approved co-curricular activities. **Students are expected to notify me at least two weeks prior
to the planned absence and work due may be expected to be turned in before the planned
absence.**

*Note: I reserve the right to drop a student from the course after three (3) absences.*

2. Students are expected to attend class with all materials needed for the assignment at hand and
with any relevant homework. As failure to come with materials and/or homework results in no
meaningful work being done, it will be treated as an unexcused absence. Class time is to be used for
current assignments.

3. If a student misses a class, it is the student's responsibility to get the assignment from Canvas or a
fellow student. It is also the student's responsibility to get notes on missed demonstrations.
Demonstrations will not be repeated. Class time will not be spent catching up students who miss
class - it is not fair to take that time away from the students who attend.

4. **Assignments and projects will not be accepted late, nor will they be accepted incomplete.**
(To clarify - if an assignment is due at 1:00pm, then it is late if turned in at 1:01pm and will
not be accepted.) Exceptions will only be made for students with documented emergency excuses.
When a student misses an assignment due date because of an emergency, the student should show
the instructor what work has been done on the due assignment upon returning to class - in other
words, don't come back to class empty handed.

5. Dependent on your level of apparel construction and computer proficiency and your ability to
learn skills, an average of 6-12 hours of work outside the class per week may be necessary.

6. Turn cell phones to "manner mode" or off while in class and refrain from texting or talking on
them during class. Do not wear earphones to listen to music, audio, etc. during class.

7. **ALL construction MUST BE DONE ENTIRELY BY THE STUDENT WHO SUBMITS THE WORK.**
The instructor reserves the right to refuse to accept work that has not been observed as
significantly constructed in class. Appropriate sanctions for offenders include failing the
assignment, failing the course, or recommended expulsion.
Grades will be calculated based on the following:

- In-class exercises (8 exercises. Each 40 points) 32% (320 points total)
- Blog/website development 20% (200 points total) (First draft: 50 pts/ final draft: 150 pts)
- Project 1 20% (200 points total)
- Project 2 28% (280 points total)

Total 100% (1,000 points total)

*Your progress will be checked during the class and it will affect your grade of the projects.
*Grading rubrics will be uploaded at Canvas.

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<thead>
<tr>
<th>Grade</th>
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<tbody>
<tr>
<td>A+ = 97.0-100 %</td>
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<tr>
<td>A = 93.0-96.99 %</td>
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<tr>
<td>A- = 90.0-92.99 %</td>
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<tr>
<td>B+ = 87.0-89.99 %</td>
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<tr>
<td>B = 83.0-86.99 %</td>
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<tr>
<td>B- = 80.0-82.99 %</td>
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<tr>
<td>C+ = 77.0-79.99 %</td>
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<tr>
<td>C = 73.0-76.99 %</td>
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<tr>
<td>C- = 70.0-72.99 %</td>
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<tr>
<td>D+ = 67.0-69.99 %</td>
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<tr>
<td>D = 63.0-66.99 %</td>
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<tr>
<td>D- = 60.0-62.99 %</td>
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<tr>
<td>F = below 60 %</td>
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A = high quality work beyond stated requirements: “Excellent”
B = quality work satisfying requirements: “Good - Very good”
C = work satisfies requirements, shows room for improvement in quality: “average”
D = minimally acceptable: “needs more effort”
F = unacceptable

SPECIAL NEEDS: UNCG seeks to comply fully with the Americans with Disabilities Act (ADA). Students requesting accommodations based on a disability must be registered with the Office of Disability Services in 215 Elliott University Center, 334-5440, http://ods.dept.uncg.edu/, ods@uncg.edu.

CARS STATEMENT ON ACADEMIC DISHONESTY: The UNC-Greensboro Academic Integrity Policy states, “If knowledge is to be gained and properly evaluated, it must be pursued under conditions free from dishonesty. Deceit and misrepresentations are incompatible with the fundamental activity of this academic institution and shall not be tolerated.” By choosing to enroll in this course and by completing the assignments, project, quizzes, examinations, etc., you are by default held to the standards of the Academic integrity Policy, and you are subjected to sanctions should you violate the policy in any manner.

UNIVERSITY COPYRIGHT POLICY AND STUDENT CODE OF CONDUCT: Selling class notes for commercial gain or purchasing such class notes in this or any other course at UNCG is a violation of the University's Copyright Policy and of the Student Code of Conduct. Students also understand that enrollment in this course grants consent for their work to be selected for inclusion in college or departmental publications (online or in print). Your instructor may select to use your work to represent her/his skills as an instructor in a teaching portfolio (online or in print).
| WEEK 1 | 8/22 | Course intro  
Post two fashion-related portfolio websites to Canvas  
by August 24th 9:00 am | 8/24 | Intro to Digital Website  
**Create own blog or website**  
**Due: September 28th 9:00 am**  
Post your website to Canvas  
(first draft, worth 50 pts) |
| WEEK 2 | 8/29 | Adobe Photoshop for apparel design 1  
- Basic tools  
**In-class activity 1**  
**Due: August 31st 9:00 am** | 8/31 | Adobe Photoshop for apparel design 2  
- Image manipulation  
**In-class activity 2**  
**Due: September 7th 9:00 am**  
Adobe Photoshop Chapter 3, 4 |
| Reading* | |  | Reading* |  
Adobe Photoshop Chapter 1, 2 |
| WEEK 3 | 9/5 | Labor Day holiday (no class) | 9/7 | Adobe Photoshop for apparel design 3  
- Rendering  
**In-class activity 3**  
**Due: September 12th 9:00 am**  
Adobe Photoshop Chapter 5 |
| Reading* | |  | Reading* |  
Adobe Photoshop Chapter 6 |
| WEEK 4 | 9/12 | Adobe Photoshop for apparel design 4  
- Pattern making  
**In-class activity 4**  
**Due: September 14th 9:00 am** | 9/14 | Adobe Illustrator for apparel design 1  
- Flat drawing  
**In-class activity 5**  
**Due: September 19th 9:00 am**  
Adobe Illustrator Chapter 1 |
| Reading* | |  | Reading* |  
Adobe Illustrator Chapter 6 |
| WEEK 5 | 9/19 | Adobe Illustrator for apparel design 2  
- Advanced flat drawing  
**In-class activity 6**  
**Due: September 21st 9:00 am** | 9/21 | Adobe Illustrator for apparel design 3  
- Figure drawing  
**In-class activity 7**  
**Due: September 26th 9:00 am**  
Adobe Illustrator Chapter 3 |
| Reading* | |  | Reading* |  
Adobe Illustrator Chapter 2 |
| WEEK 6 | 9/26 | Adobe Illustrator for apparel design 3  
- Pattern making  
**In-class activity 8**  
**Due: September 28th 9:00 am** | 9/28 | **Website critique**  
Intro to Project 1 |
| Reading* | |  |  |  
Adobe Illustrator Chapter 4 |
<p>| WEEK 7 | 10/3 | Workday for project 1 | 10/5 | Workday for project 1 |
| WEEK 8 | 10/10 | Workday for project 1 | 10/12 | Workday for project 1 |
| WEEK 9 | 10/17 | Fall Break (no class) | 10/19 | Workday for project 1 |</p>
<table>
<thead>
<tr>
<th>WEEK 10</th>
<th>10/24</th>
<th>Workday for project 1</th>
<th>10/26</th>
<th>Fieldtrip to Mint Museum (FIRED UP: WOMEN IN GLASS)</th>
</tr>
</thead>
<tbody>
<tr>
<td>WEEK 11</td>
<td>10/31</td>
<td>Final presentation of project 1 (PPT format, 5 mins for each student) Submit a moodboard, illustrations, and flats</td>
<td>11/2</td>
<td>Intro to Project 2</td>
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<tr>
<td>WEEK 12</td>
<td>11/7</td>
<td>Workday for project 2</td>
<td>11/9</td>
<td>Dr. Min is away for ITAA. (no class)</td>
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<tr>
<td>WEEK 13</td>
<td>11/14</td>
<td>Workday for project 2</td>
<td>11/16</td>
<td>Workday for project 2</td>
</tr>
<tr>
<td>WEEK 14</td>
<td>11/21</td>
<td>Workday for project 2 Submit final website to Canvas (worth 150 pts)</td>
<td>11/23</td>
<td>Thanksgiving holiday (no class)</td>
</tr>
<tr>
<td>WEEK 15</td>
<td>11/28</td>
<td>Workday for project 2</td>
<td>11/30</td>
<td>Workday for project 2</td>
</tr>
<tr>
<td>WEEK 16</td>
<td>12/5</td>
<td>Workday for project 2</td>
<td>12/7</td>
<td>Final Presentation of project 2 (PPT format) Submit a moodboard, illustrations, and flats</td>
</tr>
</tbody>
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* This schedule is subject to change.