

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

Fall 2018 APD 310 Portfolio Development for Apparel Design

<Course Information>

Class Days & Time: M/W 8:00 am– 10:15 am
Classroom: Petty 222
Credits: 3 Credits

< Instructor's Information>

Name: Dr. Seoha Min
Office Location: Stone 355
Office Phone: 336-256-0271
Email: s_min@uncg.edu
Office Hours: M/ W 10:30am – 11:30am
or by appointment

<TA's information>

Name: Mon Thu Myin
Office Location: Stone 361
Office Phone:
Email: mamyin@uncg.edu

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

- Schneider, R. (2012). *Adobe for fashion: The ultimate guide to drawing flats*. New York, NY: New York Cookie Graphics.

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 effect 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.

Grades will be calculated based on the following:

In-class exercises (10 exercises. Each 35 points)	35% (350 points total)
Blog/ website development (First draft: 50 pts/ final draft: 100 pts)	15 % (150 points total)
Project 1	20% (200 points total)
Project 2	30% (300 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.

A = 93.0-100 % A- = 90.0-92.99 %	A = high quality work beyond stated requirements: "Excellent"
B+=87.0-89.99 % B = 83.0-86.99 % B-=80.0-82.99 %	B = quality work satisfying requirements: "Good - Very good"
C+=77.0-79.99 % C=73.0-76.99 % C-=70.0-72.99 %	C = work satisfies requirements, shows room for improvement in quality: "average"
D+=67.0-69.99 % D=63.0-66.99 % D-=60.0-62.99 %	D = minimally acceptable: "needs more effort"
F=below 60 %	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).

< Course Calendar >			
WEEK 1		8/15	Course intro Post two fashion-related portfolio websites to Canvas <u>Digital Portfolio Development</u>
WEEK 2 8/20	Adobe Photoshop for apparel design - Basic tools - Image manipulation In-class activity 1 Due: August 27th 8:00 am	8/22	Adobe Photoshop for apparel design - Rendering In-class activity 2 Due: August 29th 8:00 am
WEEK 3 8/27	Adobe Photoshop for apparel design - Pattern-making In-class activity 3 Due: September 3th 8:00 am	8/29	Adobe Illustrator for apparel design - Basic Flat drawing 1 In-class activity 4 Due: September 5th 8:00 am
<u>Reading*</u>	Adobe Illustrator Chapter 1,2, and 3	<u>Reading*</u>	Adobe Illustrator Chapter 1,2, and 3
WEEK 4 9/3	Labor Day holiday (no class)	9/5	Adobe Illustrator for apparel design - Basic Flat drawing 2 In-class activity 5 Due: September 12th 8:00 am
		<u>Reading*</u>	Adobe Illustrator Chapter 4
WEEK 5 9/10	Adobe Illustrator for apparel design - Advanced Flat drawing 1 In-class activity 6 Due: September 17th 8:00 am	9/12	Adobe Illustrator for apparel design - Advanced Flat drawing 2 In-class activity 7 Due: September 19th 8:00 am
<u>Reading*</u>	Adobe Illustrator Chapter 5	<u>Reading*</u>	Adobe Illustrator Chapter 6
WEEK 6 9/17	Adobe Illustrator for apparel design - Pattern-making In-class activity 8 Due: September 24h 8:00 am	9/19	Adobe Illustrator for apparel design - Figure drawing In-class activity 9 Due: September 26th 8:00 am
<u>Reading*</u>	Adobe Illustrator Chapter 8		Adobe Illustrator Chapter 9
WEEK 7 9/24	Adobe Illustrator for apparel design - Tech-pack/ layout In-class activity 10 Due: October 1st 8:00 am Adobe Illustrator Chapter 7 and 10	9/26	Intro to project 1 Submit digital portfolio to Canvas

WEEK 8 10/1	Article presentation 1 Workday for project 1	10/3	Article presentation 2 Workday for project 1
WEEK 9 10/8	Fall Break (no class)	10/10	Fieldtrip (no class- Petty 222 will be not available)
WEEK 10 10/15	CARS advising day (no class)	10/17	Article presentation 3 Workday for project 1
WEEK 11 10/22	Article presentation 4 Workday for project 1	10/24	Dr. Min is away for an invited talk (no class)
WEEK 12 10/29	Workday for project 1	10/31	Presentation of project 1 (PPT format, 5 mins for each student) Submit a moodboard (both .psd and .jpg format) and a design board (both .ai and .jpg format) to Canvas
WEEK 13 11/5	Intro to Project 2 Submit final website to Canvas (worth 150 pts)/ Website critique	11/7	Workday for project 2
WEEK 14 11/12	Workday for project 2	11/14	Dr. Min is away for ITAA (no class)
WEEK 15 11/19	Workday for project 2	11/21	Thanksgiving holiday (no class)
WEEK 16 11/26	Workday for project 2	11/28	Presentation of project 2 (PPT format) Submit a moodboard (both .psd and .jpg format) and a design board (both .ai and .jpg format) to Canvas

* This schedule is subject to change.