

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

## [Fall 2023] APD 310-01 Portfolio Development for Apparel Design

### <Course Information>

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Class Days & Time:	M/W 8:00 am– 10:15 am
Classroom:	Stone 127
Credits:	3 Credits

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### < Instructor's Information>

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Name:	Dr. Haeun (Grace) Bang
Office Location:	Stone 355 / Zoom
Email:	h_bang2@uncg.edu
Office Hours:	M/ W 1:00 – 2:00 PM or by appointment

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### < TA Information>

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Name:	Donghoon Shin
Email:	d_shin2@uncg.edu

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**PREREQUISITES:** APD 244, APD 252

**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.

### COURSE OBJECTIVES & STUDENTS' LEARNING OUTCOMES:

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
- Develop and suggest creative design approaches to fashion that can contribute to socio-ecological resilience by discovering a unique way of upcycling unwearable/useless products

### REQUIRED TEXTBOOK:

- Schneider, R. (2012). *Adobe for fashion: Illustrator CS6 (The ultimate guide to drawing flats)*. New York, NY: New York Cookie Graphics.  
(Related Website: <https://www.adobeforfashion.com/>)

**REQUIRED SUPPLIES:**

USB drive (storage device for computer files), sketchpad, pencils and erasers, and other supplies for the design project as needed.

**COMMUNICATION:**

If you have any questions or concerns about this course, please feel free to contact me via email ([h\\_bang2@uncg.edu](mailto:h_bang2@uncg.edu)). I will try my best to reply as quickly as possible, but please allow 24 hours for response to your email Monday-Friday, and additional time on the weekends. If you would like to meet with me via Zoom—even besides my office hours—email me so that we could schedule our virtual meeting together. **When you email me, the subject of your email should indicate the course code and section—i.e. [APD 310] YOUR SUBJECT.**

**COURSE REGULATIONS:**

1. Attendance, punctuality, and productive participation are required. **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 five class days in advance.** *\*Note: The instructor reserves 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.** 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 8:00am, then it is late if turned in at 8:01am 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, do not come back to class empty handed.

5. **Note that due dates for some assignments are subject to change.** You will be notified via Canvas announcement, and it is your responsibility to check it.

6. 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.**

7. **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.

8. **ALL ASSIGNMENTS 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.

**STUDIO RULES:** The studio is a shared space, and many tools will be shared with your classmates. Be respectful of the mannequins and equipment. Please refer to the Studio Rules document uploaded on Canvas for specific studio procedures.

### GRADING POLICY

In-class activities (8 activities)	<b>20% (200 pts)</b>
Tech Pack	<b>10% (100 pts)</b>
Design Project	<b>30% (300 pts)</b>
Digital Portfolio Draft	<b>10% (100 pts)</b>
Final Digital Portfolio	<b>30% (300 pts)</b>
<b>Total</b>	<b>100% (1,000 pts)</b>

### GRADING SCALE

A = 93.0-100 % A- = 90.0-92.99 %	High quality work beyond stated requirements: “Excellent”
B+ = 87.0-89.99 % B = 83.0-86.99 % B- = 80.0-82.99 %	Quality work satisfying requirements: “Good - Very good”
C+ = 77.0-79.99 % C = 73.0-76.99 % C- = 70.0-72.99 %	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 %	Minimally acceptable: “Needs more effort”
F = below 60 %	Unacceptable: “Failure”

\*Your progress will be checked during the class, and it will affect your grade of the projects.

\*There will be some extra credit opportunities during the semester.

\*Grading rubrics will be uploaded at Canvas.

**ACADEMIC INTEGRITY POLICY:** By submitting an assignment, each student is acknowledging their understanding and commitment to the Academic Integrity Policy on all major work for the course. Refer to the following URL: <https://osrr.uncg.edu/academic-integrity/>.

**ACCOMMODATIONS/ADA STATEMENT:** UNCG seeks to comply fully with the Americans with Disabilities Act (ADA). Students requesting accommodations based on a disability must connect with the Office of Accessibility Resources and Services (OARS) in 215 Elliott University Center, (336)334-5440, oars.uncg.edu.

**RELIGIOUS OBLIGATIONS STATEMENT:** State how you make accommodations and what your policy for advance notification any required make-up work. For more information on UNCG's Religious Obligations policy, visit: <https://catalog.uncg.edu/academic-regulations-policies/university-policies/>

**ATTENDANCE POLICY FOR UNIVERSITY SPONSORED EVENTS:** Regular class attendance is a responsibility and a privilege of university education. It is fundamental to the orderly acquisition of knowledge. Students should recognize the advantages of regular class attendance, accept it as a personal responsibility, and apprise themselves of the consequences of poor attendance. Instructors should stress the importance of these responsibilities to students, set appropriate class attendance policies for their classes, and inform students of their requirements in syllabi and orally at the beginning of each term.

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**TECHNICAL SUPPORT:**

For technical assistance, please submit a 6-TECH ticket, call 6-TECH at (336) 256-TECH (8324), or email [6-TECH@uncg.edu](mailto:6-TECH@uncg.edu). For more information, please visit the ITS website via this link: <https://its.uncg.edu/Help/>

**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](mailto:ods@uncg.edu).

**CARS DEPARTMENT 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.

**CARS DEPARTMENT STATEMENT ON STUDENT CONDUCT AND COMPLAINT BEHAVIOR:** The Department of Consumer, Apparel, and Retail Studies (CARS) expects that all students enrolled in the CARS major will behave professionally and in a manner that reflects positively on the department, the school, and the university. This expectation applies to conduct within CARS courses, when working at internship sites, and attending events where students are acting as representatives of the CARS program.

Complaints pertaining to a specific course must first be brought up with the instructor. Per the UNCG University Catalog, if a student wishes to appeal an assigned grade, the student should first discuss the concerns with the instructor. If desired, the student may further appeal to the department head, the dean of the school or college, and the provost, in that order. See the University Catalog for further details on Grade Appeals.

**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).

<b>&lt; Tentative Course Schedule &gt;</b>				
	<b>MON</b>		<b>WED</b>	
W 1			8/16	Course intro - Review syllabus - Intro to digital portfolio - Create Wix.com account  <b>Exercise: Analyze two fashion-related portfolio websites</b> - Due: 8/20 (Sun) 11:59 pm
W 2	8/21	Adobe Photoshop for Apparel Design - Basic tools - Image manipulation  <b>In-class activity 1: Create a fashion collage</b> - Due: 8/27 (Sun) 11:59 pm	8/23	Adobe Illustrator for Apparel Design - Basic tools  <b>In-class activity 2: Creating &amp; Modifying Shapes</b> - Due: 8/27 (Sun) 11:59 pm
	<u>Reading HW</u>	Adobe Illustrator Chapters 1 & 2	<u>Reading HW</u>	Adobe Illustrator Chapter 3
W 3	8/28	Adobe Illustrator for Apparel Design - Basic Flat drawing  <b>In-class activity 3: Basic Flat Drawing 1</b> - Due: 9/3 (Sun) 11:59 pm	8/30	Adobe Illustrator for Apparel Design - Basic Flat drawing  <b>In-class activity 4: Basic Flat Drawing 2</b> - Due: 9/3 (Sun) 11:59 pm
	<u>Reading HW</u>	Adobe Illustrator Chapter 3	<u>Reading HW</u>	Adobe Illustrator Chapter 4
W 4	9/4	<i>No Class</i> (Labor Day holiday)	9/6	Adobe Illustrator for Apparel Design - Advanced Flat drawing 1  <b>In-class activity 5: Advanced Flat Drawing 1</b> - Due: 9/10 (Sun) 11:59 pm
			<u>Reading HW</u>	Adobe Illustrator Chapter 5
W 5	9/11	Adobe Illustrator for Apparel Design - Advanced Flat Drawing 2  <b>In-class activity 6: Advanced Flat Drawing 2</b> - Due: 9/17 (Sun) 11:59 pm	9/13	Adobe Illustrator for Apparel Design - Advanced Flat Drawing 3  <b>In-class activity 7: Pockets, Zippers, Ribbon &amp; Jeans</b> - Due: 9/17 (Sun) 11:59 pm
	<u>Reading HW</u>	Adobe Illustrator Chapter 6	<u>Reading HW</u>	Adobe Illustrator Chapter 9

W 6	9/18	Adobe Illustrator for Apparel Design - Advanced Flat Drawing 4  <b>In-class activity 8: Fashion Croquis</b> - Due: 9/24 (Sun) 11:59 pm	9/20	Adobe Illustrator for Apparel Design - Advanced Flat Drawing 4  <b>In-class activity 8: Fashion Croquis</b> - Due: 9/24 (Sun) 11:59 pm
W 7	9/25	Intro to Design Project - Design ideation - Understand tech pack  <b>HW: Submit the summary of your research and design plans</b> - Due: 10/1 (Sun) 11:59 pm	9/27	Intro to Design Project - Create mood board  <b>HW: Submit mood board to Canvas</b> - Due: 10/1 (Sun) 11:59 pm
W 8	10/2	Intro to Design Project - Learn how to create and apply patterns in Adobe Illustrator - Develop prints for the collection	10/4	Project Workday - Prints development  <b>HW: Upload 3 prints to Canvas</b> - Due: 10/8 (Sun) 11:59 pm  <i>*Order printed fabric(s) for the collection</i>
W 9	10/9	No Class (Fall Break)	10/11	Project Workday - Sketches  <b>HW: Upload at least 10 sketches to Canvas</b> - Due: 10/15 (Sun) 11:59 pm
W 1 0	10/16	Project Workday - Create 3 design boards	10/18	Project Workday - Create 3 design boards  <b>HW: Upload design boards to Canvas</b> - Due: 10/22 (Sun) 11:59 pm
W 1 1	10/23	Project Workday - Create sample garment  <b>Digital Portfolio Draft Due</b> **The link for the portfolio should be uploaded to Canvas <b>before 11:59 PM!</b>	10/25	Project Workday - Create sample garment
W 1 2	10/30	<b>Sample Garment Check</b>  <b>HW: Upload sample garment evaluation to Canvas</b> - Due: 10/30 (Mon) 11:59 pm	11/1	Project Workday - Final garment construction
W 1 3	11/6	Project Workday - Final garment construction	11/8	No Class (Dr. Bang will be attending the ITAA conference)

W 1 4	11/13	<b><u>Final garment check</u></b>  <b>HW: Upload final garment evaluation to Canvas</b> - Due: 11/13 (Mon) 11:59 pm	11/15	Project Workday - Tech pack - Final paper & presentation
W 1 5	11/20	<b><u>Final Paper &amp; Presentation Due</u></b>  <b>**All of them must be uploaded to Canvas by 11:59 AM!</b>	11/22	<i>No Class</i> (Thanksgiving holiday)
W 1 6	11/27	Workday for Portfolio	11/29	<b><u>Final Digital Portfolio Due</u></b> <b>**The link for the portfolio should be uploaded to Canvas before 11:59 PM!</b>

\* This schedule is subject to change.