Course Competency

CTE 2931 Advanced Digital Fashion Portfolio

Course Description

In this course, students will enhance their technical knowledge of 3D apparel development software introduced in previous courses, to develop projects for their portfolios. Students will also incorporate target market and research to build on previous course projects to produce professional presentations ready for the industry.

Course Competency	Learning Outcomes
Competency 1: The student will demonstrate how to use 3D software to expand on previous apparel designs by:	1. Critical thinking 2. Aesthetic / Creative Activities 3. Information Literacy
1. Utilizing 3D pattern making skills to develop previous design portfolio 2. Showing mastery of 3D application by importing developed patterns, tracing patterns and drawing patterns directly on the avatars. 3. Manipulating vector points to create realistic 3D renderings of apparel for market.	
Competency 2: The student wil develop and expand on previous design collection concepts for specific areas of the design market by:	1. Critical thinking 2. Aesthetic / Creative Activities 3. Information Literacy
1. Identifying various market segments. 2. Designing a group of garments to target a specific niche market. 3. Providing development process for the clear identification of the target consumer lifstyle.	
Competency 3: Students will understand the benefit of 3D Pattern Making and design	1. Critical thinking

development as a economically efficient and sustainable solution in the eeloving fashion industry by:	2. Information Literacy 3. Numbers / Data
1. Developing cost sheets and technical packs as part of their collection development. 2. Executing fittings of garmetns developed in 3D Pattern Making. 3. Determining best placement of surface design doe optinamte cutting and assembly.	
Competency 4: Students will develop methods of 3D rendering inclusive of environment and other supporting features by:	1. Aesthetic / Creative Activities 2. Computer / Technology Usage 3. Critical thinking 4. Communication
1. Utilizing graphic programs including but not limited to Adobe Photoshop and Adobe illustrator to create presentations. 2. Developing personal standards of format and quality for portfolio presentation. 3. Rendering realistic textiles.	

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