



### **Course Description**

#### **CTE2722C | Fashion Design 2 | 3.00 credits**

The course focuses on group design work and industry partnerships that allows the student to experience real world design briefs. The student will also explore design in a corporate setting either virtually or literally under the ethos of a given corporate DNA. Projects are then reviewed and feedback is given by the community (corporate) partners. In addition, the student will experiment with new technologies including but not limited to laser cutting, 3D printing, and wearable technology. Students develop sketchbooks detailing the development process of each project. Prerequisite: CTE1721C, CTE2745C.

### **Course Competencies:**

**Competency 1:** The student will demonstrate knowledge of the design process by:

1. Summarizing the process of research and development to arrive at their specific design solution
2. Documenting the process in sketches and photos
3. Defending avenues taken in the design development process

**Competency 2:** The student will develop an understanding of design under a corporate directive by:

1. Preserving the given corporate ethos for each project
2. Designing in a collaborative group structure
3. Presenting concepts for review and critique by community (corporate) partner, instructor, group members and class

**Competency 3:** The student will use knowledge of pattern making and construction to develop new designs by:

1. Developing patterns from scratch for both apparel and non- apparel products
2. Deciding the appropriate seam finishes for each product
3. Researching and executing new techniques based on the needs of the materials dictated by each project

### **Learning Outcomes:**

- Solve problems using critical and creative thinking and scientific reasoning
- Formulate strategies to locate, evaluate, and apply information
- Demonstrate an appreciation for aesthetics and creative activities