FASH A266: COMPUTERIZED PATTERN SYSTEM

Item	Value
Curriculum Committee Approval Date	12/02/2020
Top Code	130300 - Fashion
Units	2 Total Units
Hours	54 Total Hours (Lecture Hours 27; Lab Hours 27)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	Yes
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S), • Pass/No Pass (B)

Course Description

An introductory course on the operation of the current computer-assisted pattern-making software package, including the 3-D format. System management, digitizing, plotting, marker-making, pattern development, library structures of pattern data, development of pattern blocks, pattern design, grading, and drafting system features/functions will be covered. ADVISORY: FASH A150. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Apply 3D technology to create a first sample.
2. Use current pattern-making software systems, including the flow of data and terminology pertinent to the garment manufacturing industry.

Course Objectives

- 1. State and perform the Garment PDS Systems function and application related to the garment manufacturing industry.
- 2. Identify the flow of data in the PDS system.
- 3. Briefly describe career opportunities open to those interested in computerized pattern generation.
- 4. Answer questions concerning the major aspects of the Pattern Design System.
- 5. Access pattern data necessary to perform tasks.
- 6. State the Systems function and application in the garment manufacturing industry, including the 3D application/format.
- 7. Define terminology pertinent to system and industry.
- 8. Answer questions concerning the major aspects of the Digitizing, System Management, and Marker Making process.
- 9. Operate the plotter.
- 10. Access storage area information necessary to perform tasks.
- 11. Identify other computer systems available to the industry to do similar tasks.
- 12. Develop a multi-size marker of five pieces with and efficiency of 75% or greater.

Lecture Content

I. Course introduction/requirementsA. Relevance of computer-assisted pattern-making to the fashion industry B. Introduction to the current software system. II. Digitizing principles A. Demonstration: Preparation of pattern pieces for digitizing. B. Demonstration: Digitizing C. Student project assigned III. Marker-Making A. Intro to Marker-Making Screen B. Functions C. Tools D. Marker example IV. Introduction to PDS (Pattern Design Software) A. TerminologyB. System equipment overviewC. System data flow V. Working Environment A.Menus B.Toolbars 1. Piece bar 2. Piece list 3. Working area 4. Rulers 5. Delete and display 6. Zooming 7. Status bar VI. Design Project #1 A. Optitex software function application 1.Develop the pattern for design from a Tracking Sheet 2.Apply several functions to create a computerized pattern B. PDS line functions IV. Design Project #2A.Selection pieces B.Points C.Internals D.DartsE.Buttons V. Design Project #3A. PDS pattern fullness menuB. Dart menu C. Seam menuD. Features/functions VI. Design Project #4A.Conic functions 1.Circles 2.Ellipses 3.Corners B. Relationship to pattern development VII. Introduction of 3D functions in current softwareA. Introduction of Design Project utilizing 3D applicationB. Application of 3D technology to create a first sample

Lab Content

See Course Content.

Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)
- Lab (04)
- DE Live Online Lab (04S)
- DE Online Lab (04X)

Instructional Techniques

1. Lecture 2. Instructor system demonstrations

Reading Assignments

Hadouts related to course content to be supplied during lecture. 1-2 hours per week.

Writing Assignments

1. Brief one page review 2. Short answer forms 3. Final exam (true/false, short answer) 4. Proficiency demonstration using software technology 1-2 hours per week.

Out-of-class Assignments

Assigned research related to use of software and its application in industry. 1-2 hours per week.

Demonstration of Critical Thinking

Reading/brief writing assignment; final exam; proficiency demonstration using software technology

Required Writing, Problem Solving, Skills Demonstration

1. Brief one page review 2. Short answer forms 3. Final exam (true/false, short answer) 4. Proficiency demonstration using software technology

Eligible Disciplines

Fashion and related technologies (merchandising, design, production): Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience.

Other Resources

1. Selected handout materials to be provided and distributed by the instructor.