Computer Aided Fashion Design II (Adobe Illustrator)

Course Title:	Computer Aided Fashion Design II (Adobe Illustrator)				**Academic Degree:**	B. Design
Department:	Fashion Design				**Date submitted:**	December 2021
Year & Semester:	Second Year/Four					Revision 001/FDDI/2021/Dec21

Course Descriptors:	B: Lab, O:Online Learning, I: Individual/Independent, L: Lecture P: Practicum, U: Studio X: Combined Lecture/Lab, Z: Combined Lecture/Studio, M: Seminar Internship	**Course Code**	**BFD 405**	**Prerequisites:**	
		Course Type	**X**	* Practical working knowledge of computers and basic Mac OS X or Windows skills. * Photoshop Fundamentals: An Introduction to Photoshop class or equivalent experience is recommended.	
	F: Fashion, D:Design, TD:Textile Design, T:Textiles, CAD:Computer Aided Design, TS:Technical Studies, GMT: Garment Manufacturing Technology, AMM:Apparel Marketing, Management & Merchandising	**Domain Type**	**CAD**		

		Credits	**2**	**Corequisites:**
		Developmental	**No**	1.8 GB Ram Minimum
	Contact Hours:	Lecture:	**0**	2.Graphic Card Minimum 1 GB, support DirectX11 and/or OpenGl 2.
		Outdoor:	**0**	
		Lab:	**3**	
		Studio	**0**	
		Tutorial:	**1**	**Other Requirements:**
		TOTAL:	**4**	
	Hours Maximum in Semester		**64**	None
	Internal Assessment		**60%**	**End Semester Examination** **40%**

Course Description: world's most popular graphics editing program - Adobe Illustrator. Adobe Illustrator is a complex graphics and vector editing software and paint program. It has become a mainstay with graphics designers, professional photographers, and even hobbyists to edit graphics as well as, create and manipulate images.

Adobe Illustrator is a course to enhance the skills of using Design tools on the computer, student will learn how to use Adobe creative suite to create impressive Designs, Students will move between Image retouching to vectors Designs, Students will learn Typography proprieties and Vector art in depth.

Topical Outline: Topical Outline will cover:

Understanding Adobe Illustrator, Selecting and Aligning objects, Using Shapes to Create Artwork for a Postcard Transforming Objects, Creating an Illustration with the Drawing Tools, Using Color and Patterns to Enhance Signage, Adding Type to a Poster, Organizing Your Artwork with Layers, Blending Colors and Shapes, Creating Logos with Brushes, Exploring creativity with effects and graphic styles.

Outcomes: Describe measurable skills or knowledge that students should be able to demonstrate as evidence that they have mastered the course content.

In this course, students will be able to. Understand the Illustrator interface in various design areas, they can Retouch and blend two images and can create a new design as per the requirement, Understand layers, Use effects and filters, Use the History Panel, Save a file for the web, Use of basic healing tools.

This whole course will give them an understanding of how to render the illustration, how to edit the photographs.

COURSE CONTENT

Unit No.	Module No.	Content	Hours
1	a	**GETTING TO KNOW THE WORK AREA** Introducing Adobe Illustrator, Opening an Illustrator file, Exploring the workspace, Getting to know the toolbar, Finding more tools, Working with the Properties panel, Working with panels, Moving and docking panels, Switching workspaces, Saving a workspace, Using panel and context menus, Changing the view of artwork, Using view commands, Using the Zoom tool, Panning in a document, Viewing artwork, Navigating multiple artboards, Using the Artboards panel, Panning with the Navigator panel Images, Arranging multiple documents	3
		Study/Teaching Material Link	
	b	**TECHNIQUES FOR SELECTING ARTWORK** Selecting objects, Using the Selection tool, Selecting and editing with the Direct Selection tool, Selecting with a marquee, Hiding and locking objects, Unlocking objects you've locked, Selecting similar objects, Selecting in Outline mode, Aligning objects, Aligning objects to each other, Aligning to a key object, Distributing objects, Aligning anchor points, Aligning to the artboard, Working with groups, Grouping items, Editing a group in Isolation mode, Creating a nested group, Exploring object arrangement, Arranging objects, Selecting objects behind	3
		Study/Teaching Material Link	
	c	**USING SHAPES TO CREATE ARTWORK FOR A POSTCARD** Creating a new document, Working with basic shapes, Creating rectangles, Editing rectangles, Rounding corners, Rounding individual corners, Creating and editing ellipses, Creating and editing circles, Changing stroke width and alignment, Creating a polygon, Editing the polygon, Creating a star, Editing the star, Drawing lines, Using Image Trace to convert raster images into editable vector art, Cleaning up traced artwork, Working with drawing modes, Placing artwork, Using Draw Inside mode, Editing content drawn inside, Working with Draw Behind mode, Finishing up.	3
		Study/Teaching Material Link	
	d	**DRAWING WITH THE PEN TOOL** Understanding curved paths, An introduction to drawing with the Pen tool, Getting started with the Pen tool, Selecting and editing paths, Drawing straight lines with the Pen tool, Starting with curved paths, Drawing a curve with the Pen tool, Drawing a series of curves with the Pen tool, Converting smooth points to corner points, Combining curves and straight lines, Creating artwork with the Pen tool, Drawing the swan, Editing paths and points, Deleting and adding anchor points, Converting between smooth points and corner points, Working with the Anchor Point tool.	3
		Study/Teaching Material Link	
	a	**EDITING AND COMBINING SHAPES AND PATHS** Starting the lesson, Editing paths and shapes, Cutting with the Scissors tool, Joining paths, Cutting with the Knife tool, Cutting in a straight line with the Knife tool, Outlining strokes, Using the Eraser tool, Erasing in a straight line, Assemble the first dinosaur, Creating a compound path, Combining shapes, Start by creating shapes, Working with the Shape Builder tool, Assemble the second dinosaur, Combining objects using Pathfinder effects, Understanding shape modes, Reshaping a path, Using the Width tool, Assemble the last dinosaur.	3
		Study/Teaching Material Link	

Unit No.	Module No.	Content	Hours
2	b	**TRANSFORMING ARTWORK** Starting the lesson, Working with artboards, Adding artboards to a document, Editing artboards, Copying artboards between documents, Aligning and arranging artboards, Setting options for artboards, Reordering artboards, Working with rulers and guides, Creating guides, Editing the ruler origin, Transforming content, Working with the bounding box, Positioning artwork using the Properties panel, Scaling objects, Reflecting objects, Rotating objects, Transforming with the Free Transform tool, Shearing objects, Positioning the bicyclist, Using Puppet Warp	3
		Study/Teaching Material Link	
	c	**USING THE BASIC DRAWING TOOLS** Creating with the Curvature tool, Drawing paths with the Curvature tool, Drawing a river path, Editing a path with the Curvature tool, Creating corners with the Curvature tool, Creating dashed lines, Drawing with the Pencil tool, Drawing paths with the Pencil tool, Drawing straight lines with the Pencil tool, Joining with the Join tool, Adding arrowheads to paths	3
		Study/Teaching Material Link	
	d	**GRADIENTS, BLENDS, AND PATTERNS** Working with gradients, Applying a linear gradient to a fill, Editing a gradient, Saving a gradient as a swatch, Adjusting a linear gradient fill, Applying a linear gradient to a stroke, Editing a gradient on a stroke, Applying a radial gradient to artwork, Editing the colors in the radial gradient, Adjusting the radial gradient, Applying gradients to multiple objects, Adding transparency to gradients, Applying a freeform gradient, Editing a freeform gradient in Points mode, Applying color stops in Lines mode, Working with blended objects, Creating a blend with specified steps, Modifying a blend, Creating and editing a smooth color blend, Creating patterns, Applying an existing pattern, Creating your own pattern, Applying your pattern, Editing your pattern.	3
		Study/Teaching Material Link	
	a	**USING COLOR TO ENHANCE ARTWORK** Starting the lesson, Exploring color modes, Working with color, Applying an existing color Creating a custom color, Saving a color as a swatch, Creating a copy of a swatch, Editing a global swatch, Editing a nonglobal swatch, Using the Color Picker to create color, Using Illustrator swatch libraries, Adding a spot color,	3
		Study/Teaching Material Link	
	b	**USING COLOR TO ENHANCE ARTWORK** Creating and saving a tint of a color, Converting colors, Copying appearance attributes, Creating a color group, Using the Color Guide panel for creative inspiration, Applying colors from the Color Guide panel, Using Recolor Artwork to edit colors in artwork, Recoloring artwork, Working with Live Paint, Creating a Live Paint group, Painting with the Live Paint Bucket tool, Modifying a Live Paint group	3
		Study/Teaching Material Link	

COURSE CONTENT			
Unit No.	Module No.	Content	Hours
3	c	**ORGANIZING YOUR ARTWORK WITH LAYERS** Understanding layers, Creating layers and sublayers, Creating new layers, Creating a sublayer, Editing layers and objects, Finding content in the Layers panel, Moving content between layers, Viewing layer content differently, Reordering layers and content, Locking and hiding layers, Duplicating layer content, Pasting layers, Applying appearance attributes to a layer, Creating a clipping mask, Adding area type, Converting between area type and point type, Importing a plain-text file, Threading text, Formatting type, Changing font family and font style, Activating Adobe Fonts, Applying fonts to text in Illustrator, Fixing missing fonts Images, Changing font size.	3
	Study/Teaching Material Link		
	d	**ORGANIZING YOUR ARTWORK WITH LAYERS** Changing text color, Changing additional character formatting, Changing paragraph formatting, Working with glyphs Images, Vertically aligning area type, Using glyph snapping, Resizing and reshaping type objects, Creating columns of text, Reshaping type objects, Sampling text formatting, Creating and applying text styles, Creating and applying a paragraph style, Practicing paragraph styles, Editing a paragraph style, Creating and applying a character style, Editing a character style, Wrapping text, Warping text, Reshaping text with a preset envelope warp, Editing the envelope warp, Working with type on a path, Creating text outlines	3
	Study/Teaching Material Link		
4	a	**ADDING TYPE TO A PROJECT** Adding type, Adding text at a point, Adding area type, Converting between area type and point type, Importing a plain-text file, Threading text, Formatting type, Changing font family and font style, Activating Adobe Fonts, Applying fonts to text in Illustrator, Fixing missing fonts Images, Changing font size, Changing text color, Changing additional character formatting, Changing paragraph formatting, Working with glyphs Images, Vertically aligning area type	3
	Study/Teaching Material Link		
	b	**USING BRUSHES TO CREATE AN AD** Working with brushes, Using Calligraphic brushes, Applying a Calligraphic brush to artwork, Editing a brush, Drawing with the Paintbrush tool, Editing paths with the Paintbrush tool, Removing a brush stroke, Using Art brushes, Applying an existing Art brush, Creating an Art brush, Editing an Art brush, Using Pattern brushes, Creating a Pattern brush, Applying a Pattern brush, Editing the Pattern brush, Using Bristle brushes, Changing Bristle brush options, Painting with a Bristle brush, Grouping Bristle brush paths, Working with the Blob Brush tool, Drawing with the Blob Brush tool, Editing with the Eraser tool	6
	Study/Teaching Material Link		
	c	**WORKING WITH PERSPECTIVE DRAWING** Understanding the perspective grid, Working with the perspective grid, Using a preset grid, Editing the perspective grid, Drawing objects in perspective, Selecting and transforming objects in perspective, Attaching content to perspective, Editing planes and objects together, Adding and editing text in perspective, Working with symbols in perspective, Adding symbols to the perspective grid, Transforming symbols in perspective, Releasing content from perspective, Working with the horizontal plane	3

COURSE CONTENT

Unit No.	Module No.	Content	Hours
	d	**ADDING TYPE TO A PROJECT** Using glyph snapping, Resizing and reshaping type objects, Creating columns of text, Reshaping type objects, Sampling text formatting, Creating and applying text styles, Creating and applying a paragraph style, Practicing paragraph styles, Editing a paragraph style, Creating and applying a character style, Editing a character style, Wrapping text, Warping text, Reshaping text with a preset envelope warp, Editing the envelope warp, Working with type on a path, Creating text outlines	3
		Study/Teaching Material Link	
5	a	**EXPLORING CREATIVE USES OF EFFECTS AND GRAPHIC STYLES** Using the Appearance panel, Editing appearance attributes, Adding another fill to content, Adding multiple strokes and fills to text, Reordering appearance attributes, Using live effects, Applying an effect, Editing an effect, Styling text with a Warp effect, Temporarily disabling effects to make edits, Applying other effects, Applying a Photoshop effect, Working with 3D effects Images, Using graphic styles, Applying an existing graphic style, Creating and applying a graphic style, Updating a graphic style, Applying a graphic style to a layer, Scaling strokes and effects	3
		Study/Teaching Material Link	
	b	**PLACING AND WORKING WITH IMAGES** Combining artwork, Placing image files, Placing an image, Transforming a placed image, Cropping an image, Placing a Photoshop document, Placing multiple images, Masking images, Applying a simple mask to an image, Editing a clipping path (mask), Masking with a shape, Masking an object with text, Finishing the masked text, Creating an opacity mask, Editing an opacity mask, Working with image links, Finding link information, Embedding and unembedding images, Replacing an image, Editing a symbol, Working with dynamic symbols	3
		Study/Teaching Material Link	
	c	**PLACING AND WORKING WITH IMAGES** Creating a symbol, Breaking a link to a symbol, Replacing symbols, Working with Creative Cloud libraries, Adding assets to a Creative Cloud library, Using library assets, Updating a library asset, Working with global editing, Adding another fill to content, Adding multiple strokes and fills to text, Reordering appearance attributes, Using live effects, Applying an effect, Editing an effect, Styling text with a Warp effect, Temporarily disabling effects to make edits, Applying other effects, Applying a Photoshop effect, Working with 3D effects Images, Using graphic styles, Applying an existing graphic style, Creating and applying a graphic style, Updating a graphic style, Applying a graphic style to a layer, Scaling strokes and effects	4
		Study/Teaching Material Link	
	d	**COMBINING ILLUSTRATOR CC GRAPHICS WITH OTHER ADOBE APPLICATIONS** Combining artwork, Placing image files, Masking an image, Sampling colors in placed images, Working with image links, Replacing a linked image, Packaging a file, Exploring Adobe Illustrator and Adobe Photoshop, Adobe InDesign, Adobe Muse, Adobe Fireworks, and Adobe Flash	3
		Study/Teaching Material Link	

GRADING

The following factors will be used in determining the student's final grade:

INDIVIDUAL INTERNAL GRADES	PERCENTAGE OF INTERNAL	FINAL GRADES	PERCENTAGE OF FINAL
Individual Submission	55%	Group Presentations/ Final Examination/ Presentation/ Submittion	40%
Individual attendance	05%		
Mid Semester Examination	00%		
Totals	60%		40%

ASSESSMENT WILL BE BASED ON THE FOLLOWING CRITERIA:

A student's creative ability, knowledge of design issues, technical skills, quality of execution, and presentation of work as determined through:

1. Studio classwork 2. Projects 3. Individual and group critiques/discussions 4. Portfolio review of work completed during the semester 5. Option of quizzes/exams/papers/reports/presentations as determined by the instructor

TEXT AND READINGS

* https://helpx.adobe.com/in/photoshop/tutorials.html
* CAD/CAM computer aided design and manufacture, Groover MP and E.W.Zinimmers, prentice hall, India 1984
* Computer aided design and manufacture, Bezant C.E, Ellis Horwood, England. 1983
* John Ireland, Patrick, Fashion Design Illustrator: men, B.T. Batsford, 1995
* John Ireland, Patrick, Fashion Design Illustrator: women, B.T. Batsford, 1995
* John Ireland, Patrick, Fashion Design Illustrator: children, B.T. Batsford, 1995
* John Ireland, Patrick, Fashion design drawing and presentation, B.T. Batsford, 1982

LIST OF ASSINGMENTS

* Draw 3 front view, 3 side view, and 3 three-quarter view croquis
* Illustrate men and women in different costumes
* Draw the following pictures: ⊠ Pocket variations
* Collar variations
* 2 styles of jackets
* 2 styles of skirts (pleats & gathers)
* 2 styles of pants
* 2 styles of tops (including t-shirts, sweater, woven shirts, etc).

SEMINARS/CREATIVE WORKSHOP

Guest Lectures
* Fashion designer
* Industry expert specialized in CAD / CAM

Computer Aided Fashion Illustration

Course Title:	Computer Aided Fashion Illustration			**Academic Degree:**	B. Design
Department:	Fashion Design			**Date submitted:**	December 2021
Year & Semester:	Third Year/Six				Revision 009/FDD/2021/Dec21

Course Descriptors:	B: Lab, O:Online Learning, I: Individual/Independent, L: Lecture P: Practicum, U: Studio X: Combined Lecture/Lab, Z: Combined Lecture/Studio, M: Seminar Internship	Course Code	BFD 603	Prerequisites:
		Course Type	X	* Practical working knowledge of computers and basic Mac OS X or Windows skills. * Photoshop Fundamentals: An Introduction to Photoshop class or equivalent experience is recommended.
	F: Fashion, D:Design, TD:Textile Design, T:Textiles, CAD:Comput-er Aided Design, TS:Technical Studies, GMT: Garment Manufacturing Technology, AMM:Apparel Marketing, Management & Merchandising	Domain Type	CAD	

Credits	2		Corequisites:
Developmental	No		1.8 GB Ram Minimum
Contact Hours:	Lecture	O	
	Outdoor	O	2.Graphic Card Minimum 1 GB, support DirectX11 and/or OpenGl 2.
	Lab	3	
	Studio	O	Other Requirements:
	Tutorial	1	
	TOTAL:	4	None
Hours Maximum in Semester		64	
Internal Assessment		60%	End Semester Examination 40%

Course Description:	This course, describes how to get started, use the basic tools, and apply them to various drawings by using Corel Draw, Adobe Illustration, Adobe Photoshop, CLO etc. Step-by-step digital fashion illustration exercises lead the students through each topic, An end-of-section student will learn how to design digital illustration using various software's like Adobe Illustrator, Adobe-Photoshop, CLO 3D, and Corel draw.
Topical Outline:	This course is an excellent introduction for students, designers, and apparel industry professionals who want to learn fashion illustration by using the software. It is well suited to all levels and all functions related to pattern design making also. It will also benefit any individual student who has a keen interest in fashion subjects.
Outcomes: Describe measurable skills or knowledge that students should be able to demonstrate as evidence that they have mastered the course content.	Will enable the students to present an effective portfolio by using their illustration skills using different software. Also To be able to make fashion stories and to widen the scope of fashion art in portfolio presentations.

COURSE CONTENT

Unit No.	Module No.	Content	Hours
1	a	**COREL DRAW LEARNING TOOLS** Interactive blend tools, Interactive contour tool, Interactive distortion tool, Interactive drop shadow tool, CorelDraw shapes, Star tool, Crop tool, Eraser tool, Knife tool, Interactive fill tool, Complex star tool, Spiral tool, Graph paper tool, Interactive transparency tool, Interactive extrude tool, Interactive envelope tool	3
		Study/Teaching Material Link	
	b	**COREL DRAW LEARNING TOOLS** Interactive blend tools, Interactive contour tool, Interactive distortion tool, Interactive drop shadow tool, CorelDraw shapes, Star tool, Crop tool, Eraser tool, Knife tool, Interactive fill tool, Complex star tool, Spiral tool, Graph paper tool, Interactive transparency tool, Interactive extrude tool, Interactive envelope tool	3
		Study/Teaching Material Link	
	c	**COREL BASICS** Pick tool - Move, Pick tool - Skew, Pick tool - Resize, Corel text basics, Simple wireframe, Wireframe, Behind / in front of, Preview selected preview, Zoom selected, Fit in window, Zoom all, Basics graphics terms - ungroup, Guidelines details, Guidelines, Outline, Fill colour, Fountain fill, Corel fill types, Angle & edge pad - Fountain fill, Duplicate, Select within group, Corel text fill, Import, Draft Combine, Group, Combine & group, Oder / Forward / Black one	3
		Study/Teaching Material Link	
2	a	**COREL TECHNIQUES** Shaping basics, Weld, Weld to, Weld to - target, source object, Simplify, Trim, Front minus back, Intersect, Back minus front	3
		Study/Teaching Material Link	
	b	**COREL DRAW BASICS EFFECTS** Fit text to path basic, Fit text to path intermediate, Fit text to path advanced, Removing text path basic, Removing text path intermediate, Blend rotation, Add respective basic, Add respective shape, Blend different shapes, Colour blending, Blend steps, Using power clips	3
		Study/Teaching Material Link	
	c	**ARTISTIC EFFECTS** Sunset, Chess board, Explode, Making precious stones, Making rings, Fashion designing, Extrude project, Pendant, Simple web buttons, Page curl, Cracked text effect, Combine effect, Shadows, Big text, Ray effect, Drop shadow, Line text, Sliced text, Contour effect, Grid effect, Adding effect	3
		Study/Teaching Material Link	

UNIT No.	Module No.	Content	Hours
3	a	tracing of basic and stylizes croquie, rendering of the croquie, Draping of the stylized garment on croquie, Rendeing of the style, face rendering, skin rendering, fabric rendering.	7 3
		Study/Teaching Material Link	
4	a	making stripes and checks, mapping of check/stripe/printed fabric in adobe and clo. rendering of the fabric in clo and adobe.	7
		Study/Teaching Material Link	
5	a	final range presentation, background, fashion flats, detailing etc.	3
		Study/Teaching Material Link	

COURSE CONTENT

GRADING

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TEXT AND READINGS

* https://helpx.adobe.com/in/photoshop/tutorials.html

LIST OF ASSINGMENTS

SEMINARS/CREATIVE WORKSHOP