AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title	Computer Aided Clothes Design II						
Course Code	MOT266		Couse Level	Short Cycle (Associate's Degree)			
ECTS Credit	3	Workload	74 *(Hours)*	Theory	2	Practice	0	Laboratory	0
Objectives of the Course	Make fabric and clothes designs using Illustrator and Photoshop programs and preparing designs for presentation						
Course Content	Giving information about the general structure of Photoshop,information about photo editing techniques,drawing simple sketches, select drawings , placement and arrangement, painting and coloring, working with layers, fabric and clothes design making, collection preparation						
Work Placement	N/A						
Planned Learning Activities and Teaching Methods		Explanation (Presentation), Demonstration, Individual Study					
Name of Lecturer(s)	Ins. Kutel Gültun ERKENEZ						

Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

Recommended or Required Reading

1	1. Tallon K.,"Dijital Moda Çizimi", Güncel Yayıncılık, 2009
2	2. Software catalogues

Week	Weekly Detailed Course Contents	
1	Theoretical	Using geometrical drawing commands
2	Theoretical	using editing commands
3	Theoretical	using coloring commands
4	Theoretical	saving commands
5	Theoretical	drawing human figures on the computer
6	Theoretical	drawing human figures on the computer
7	Theoretical	costume illustration
8	Theoretical	costume illustration
9	Theoretical	texturing and coloring
10	Theoretical	texturing and coloring
11	Theoretical	professional technical drawing
12	Theoretical	transferring stitching types onto drawings
13	Theoretical	adding supplementary material to the drawing
14	Theoretical	presentations

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	1	2	42
Assignment	5	2	0	10
Midterm Examination	1	10	1	11
Final Examination	1	10	1	11
			Total Workload (Hours)	74
			[Total Workload (Hours) / 25*] = **ECTS**	3

25 hour workload is accepted as 1 ECTS

Learning Outcomes

1	1. General information about using Photoshop program
2	Using drawing, editing ,saving and coloring commands

3	drawing human figures on the computer
4	Costume illustration , texturing and coloring on the computer
5	presentations

Programme Outcomes *(Fashion Design)*

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12	Ability to use the methods and techniques of career planning and discussing the effects of character traits on career preferences.
13	To have knowledge about substance use and addiction problem and prevention methods.

Contribution of Learning Outcomes to Programme Outcomes *1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High*

	L1	L2	L3	L4	L5
P1	5	5	5	5	5
P2	5	5	5	5	5
P3	5	5	5	5	5
P4	5	5	5	5	5
P5	5	5	5	5	5
P6	5	5	5	5	5
P7	2	2	2	2	2
P8	5	5	5	5	5
P9	5	5	5	5	5
P10	5	5	5	5	5
P11	5	5	5	5	5