



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Computer Based Garments Design II							
Course Code		MTS209		Couse Level		Short Cycle (Associate's Degree)			
ECTS Credit	4	Workload	100 (<i>Hours</i>)	Theory	3	Practice	1	Laboratory	0
Objectives of the Course		At the end of this course, students will be able to use geometric drawing commands, editing commands, coloring commands and saving commands in computer aided design programs; They will be able to draw human figures in computer environment, make clothes illustrations, make professional technical drawings, make texturing and coloring drawings, and prepare presentation files.							
Course Content		Drawing a human figure on a computer, making a clothing illustration on a computer, Texturing and coloring on a computer, Drawing in a computer environment using professional technical drawing knowledge							
Work Placement		30 working days							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Individual Study					
Name of Lecturer(s)		Ins. Leyla İZBUDAK							

Assessment Methods and Criteria

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

Recommended or Required Reading

1	Tallon K., "Digital Fashion Drawing", Current Publications, 2009
2	Catalogs of used programs

Week	Weekly Detailed Course Contents	
1	Theoretical	Using geometric drawing commands
2	Theoretical	Using edit commands
3	Theoretical	Using coloring commands
4	Theoretical	Using save commands
5	Theoretical	Draw a human figure on a computer
6	Theoretical	Draw a human figure on a computer
7	Theoretical	Making clothes illustrations on a computer
8	Theoretical	Making clothes illustrations on a computer
9	Intermediate Exam	Exam
10	Theoretical	Texturing and coloring on a computer
11	Theoretical	Texturing and coloring on a computer
12	Theoretical	Drawing in computer environment using professional technical drawing knowledge
13	Theoretical	Drawing suture types on technical drawing
14	Theoretical	Draw auxiliary materials on technical drawing
15	Theoretical	Draw auxiliary materials on technical drawing



16	Final Exam	Exam
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Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	1	2	42
Lecture - Practice	13	0	2	26
Assignment	10	0	1	10
Midterm Examination	1	10	1	11
Final Examination	1	10	1	11
Total Workload (Hours)				100
[Total Workload (Hours) / 25*] = ECTS				4
*25 hour workload is accepted as 1 ECTS				

Learning Outcomes

1	Running computer package programs
2	Drawing using computer aided design programs,
3	They will be qualified to make professional technical drawings by using computer package program
4	draw model on computer
5	make collage work

Programme Outcomes (Fashion Design)

1	Be able to use the theoretical and practical knowledge related to fashion design
2	Fashion marketing and promotional activities should be carried out in matters related to fashion design
3	Must be able to collect data for research, prepare and present research report, prepare project
4	Designing personal clothing to meet the expectations of the sector and preparing the creations on the computer
5	Should be able to recognize the fabric surfaces, select auxiliary materials, control materials.
6	It should be able to carry out steps of mold preparation, spreading, laying plan preparation.
7	Must be able to use the necessary equipment, equipment and machines for the applications related to fashion design, and make adjustments and maintenance.
8	Must be able to use computerized mold and design programs in the field of fashion design.
9	Must have the ability to manage and organize business by creating the idea of establishing a business in the field.
10	Can create a model she designs in her mind by applying the technical drawings of the clothes and fashion formal training.
11	Basic sewing techniques should be able to realize the production stages of women's, men's and children's wear.

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

	L1	L2	L3
P1	4	4	4
P2	2	2	2
P3	2	2	2
P4	5	5	5
P5	2	2	2
P6	4	4	4
P7	4	4	4
P8	5	5	5
P9	3	3	3
P10	5	5	5
P11	4	4	4

