



INTRO TO FASHION TECHNOLOGY

lecture + lab

Introduction to Fashion Technology Fall 2014

FDM10050

Lecture :: E. Turner Stump Theatre

Music & Speech Building

Mon :: 9:15 am - 10:30 am

Rockwell Hall 124

001 - Margarita Benitez

Mon :: 2:15pm - 4:45pm

002 - Emma Peterson

Mon :: 5:30pm - 8:00pm

003 - Alexandre Marr

Tue :: 8:00am - 10:30am

004 - William Perrine

Tue :: 2:15pm - 4:45pm

005 - Dave Hahn

Tue :: 5:30pm - 8:00pm

006 - William Perrine

Wed :: 8:00am - 10:30am

007 - William Perrine

Wed :: 2:15pm - 4:45pm

008 - Dave Hahn

Wed :: 5:30pm - 8:00pm

009 - William Perrine

Thu :: 8:00am - 10:30am

010 - Kimberly Puckett

Thu :: 2:15pm - 4:45pm

011 - Kimberly Puckett

Thu :: 5:30pm - 8:00pm

012 - Dave Hahn

Fri :: 8:00am - 10:30am

013 - Dave Hahn

Fri :: 11:00am - 1:30pm

OFFICE HOURS (by appointment)

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NTT - Associate Lecturer
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Dave Hahn

Part-Time Faculty
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Emma Peterson

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Kimberly Puckett

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Course Description

This course introduces students to the fundamental concepts, procedures and techniques used for manipulating images and documents in digital imaging software and data management software.

Course Objectives

Through successful completion of classroom and independent lab activities it is expected that you will become proficient in data management software techniques, presenting information and composing digital images and graphics. The following is a sample of the tools, techniques, and concepts that will be covered.

- creating business budgets
- presenting information and data
- vocabulary associated with digital imaging and software packages
- raster v. vector graphics
- image resolutions, file types, importing + exporting
- input and output devices
- workspaces, navigation and palettes
- transformation tools :: moving, scaling, rotation
- layers :: stacking, opacity, adjustment
- fonts, type tools + typography basics
- filters + effects
- custom brushes and patterns
- workflow techniques + navigating between software packages
- working with shapes
- gradients + swatches

Spreadsheet Software

- software basics
- working with dates and times
- working with formulas
- creating business budgets
- managing multiple worksheets and workbooks
- advanced formatting techniques

Photoshop specific

- image retouching + cleanup tools :: cloning, healing
- image adjustments
- color and color adjustments
- white balancing images :: levels, curves

Illustrator specific

- selection tools
- paths
- strokes and fills
- blends and transformations
- compound shapes, pathfinder and alignment

Processing specific

- basic coding skills for surface design creation

website for course - download files and turn in assignments/projects here:

Blackboard LEARN at learn.kent.edu

Use your regular flashline login credentials

Required Course Supply List

- removable flash, jump drive or USB transfer drive, 8GB minimum
- notebook, pens and other classroom supplies.
- TurningTechnologies Responsecard XR, NXT (Clicker)
- Mouse
- Lynda.com Classroom for this course
- Laptop with the following software:

Software used in this course

Adobe Creative Cloud (or Adobe CS 6 Design Standard)
Microsoft Office 365

Required Technology

For this class, a TurningTechnologies Responsecard NXT is required. You can purchase a NXT Responsecard at the Kent State University Bookstore or online at the Turning Technologies Online Store (enter the school code SUQ5 when prompted).

Each student needs to have a clicker by week 2 and needs to register her/his NXT Responsecard in Blackboard Learn. To register the device, use the Device ID located on the back of the Responsecard and register through the TurningPoint Registration Tool in the course you are attending in Blackboard Learn. The tool is located after opening the course and clicking on the "Tool" link on the left side navigation of the course.

If you have to change your clicker ID during the semester you will need to re-register the new clicker ID and send notification of this change to me 24 hours before our next scheduled class meeting. If you experience any difficulties registering or operating your ResponseCard NXT, please contact me as soon as possible.

For assistance in registration contact support.kent.edu

What the Clicker is used for in this course:

- It is important that you come prepared to class; there will be participation questions on the lectures/etc. during each class, collected via clickers.
- There will be a series of knowledge based tests that will be submitted and evaluated through the clicker system.

NOTICE OF MY COPYRIGHT AND INTELLECTUAL PROPERTY RIGHTS.

Any intellectual property displayed or distributed to students during this course (including but not limited to powerpoints, notes, quizzes, examinations) by the professor/lecturer/instructor remains the intellectual property of the professor/lecturer/instructor.

This means that the student may not distribute, publish or provide such intellectual property to any other person or entity for any reason, commercial or otherwise, without the express written permission of the professor/lecturer/instructor.

Resources

Suggested Reading

Digital Fashion Illustration with Photoshop & Illustrator

Kevin Tallon

Batsford, 2008 - ISBN 0713490586

Digital Foundations

completely online book that is open source found at: <http://wiki.digital-foundations.net/>

Xtine Burrough, Michael Mandiberg

(all information and files are online but may be purchased in a book format)

Digital Textile Design: Portfolio Skills

Melanie Bowles, Ceri Isaac

Laurence King Publishers, May 2009 - ISBN-10: 1856695867

Fashion Designer's Handbook for Adobe Illustrator

Marianne Centner and Frances Vereker

Wiley-Blackwell, Apr 2007 - ISBN-10: 1405160551

Flats: Technical Drawing for Fashion

Basia Szkutnicka

Laurence King Publishers, May 2010 - ISBN-13: 978-1-85669-618-0

There are a variety of E-books for CS6 available thru the Kent State University Library's KentLink. Search for "Photoshop CC" or "Illustrator CC" at kentlink.kent.edu, click on any title that has the e-book icon on the right side of it's entry, and the click on "connect to electronic resource" -- this will take you to the actual e-book, and then click on start reading to access the actual e-book.

Online Resources

IMAGERY

Morgue File :: <http://www.morguefile.com/>

Creative Commons :: <http://creativecommons.org/> and <http://search.creativecommons.org/>

Google Images :: <http://images.google.com/>

Flickr :: <http://www.flickr.com/groups/freeuse>

Smithsonian Photography Initiative :: <http://photography.si.edu/default.aspx>

Pics4Learning :: <http://www.pics4learning.com/>

Open Photo :: <http://openphoto.net/>

Wikispecies :: http://species.wikimedia.org/wiki/Main_Page

The Creative Element :: <http://creativity103.com/index.htm>

BurningWell :: <http://www.burningwell.org/>

Open Clip Art Library :: <http://www.openclipart.org/>

TUTORIALS

Adobe Video Workshop :: http://www.adobe.com/designcenter/video_workshop/?id=vid0256

Layers Magazine :: <http://layersmagazine.com/category/tutorials/> click either *illustrator* or *photoshop*

45 Photoshop Tutorial Sites :: <http://www.1stwebdesigner.com/design/45-photoshop-tutorial-sites/>

Speckyboy.com :: <http://www.speckyboy.com> search for *photoshop + video tutorials*

Smashing Apps :: <http://www.smashingapps.com/>

There are many online resources available for both software :: just Google it!

GOOGLE IS YOUR BEST FRIEND TO FIND RESOURCES!!!

class policies

Attendance Policy

- There is so much technical, conceptual and design information to absorb, regular attendance is essential.
- **More than three absences combining lecture and lab during the semester will affect your final letter grade at the end of the semester. The 4th absence will result in the final full letter grade being dropped (ex. From A- to B-) and each subsequent 3 absences will result in an additional whole letter grade reduction.**
- **If you have 3 consecutive unexcused absences you will be given a 'stopped attending grade of F' on the last day you attended class.**
- As per 3342.3 -01.2: Legitimate reasons for an "excused" absence include, for example, but are not limited to illness, and injury, disability-related concerns, military service, death in the immediate family, religious observance, academic field trips, and participation in an approved concert or athletic event, and direct participation in university disciplinary hearings.
- All excused absences must be accompanied with a verifiable official note that states the date, time, contact person, and signature of authenticity.
- Although **there are no points given for attendance**, it is important that you attend every class and participate. Each lecture class not participated in is equal to 1 point off your cumulative GPA of 100.
- We will keep track of your presence via your participation with your clicker + sign-in sheets (lab).
- It is your responsibility to bring your clicker to every class. Don't forget it!!! **No alternatives accepted!**
- You can't receive participation points for the lecture if you aren't physically in the class.
- If possible, contact the professor **IN ADVANCE** if you will not be in class (*by email is preferred*).
- It is the student's responsibility to inquire about content that has been missed, to obtain any material that has been missed due to absence, and to turn in any assignments that are due.

Assignment Policy

- All assignments and projects are to be turned in via Blackboard LEARN on their respective due date.
- **No late assignments - unless you have an excused absence** (*see below*).
- If you have an excused absence you are still required to upload your assignment at the state it is in by the due date/time in order to receive an extension.
- All assignments are due on the date specified on the syllabus :: any date changes will be emailed.
- Participants are encouraged to work with their peers and share their work in order to receive feedback prior to due dates.

Late Work Policy (with excused absence)

- **Late work is not accepted** unless there is a medical, legal (court) or university documented excuse.
- **You MUST UPLOAD the assignment at the state it is in the day it is due and by the time it is due.**
- With an excused absence there you have one week from it's original due date to turn it in. If you are going to miss a class make sure to make prior arrangements with your instructors.
- **NOTE:** If you are overwhelmed or feeling behind, please contact me **before** (*i.e. not the same day*) the assignment is due to discuss options.

Lab

- Open class time/lab time is to be used for current assignments only
- The lab is open during building hours
- You may use it any time classes or special events are not in session
- Food, beverages and smoking are not permitted in the lab at any time.
- Phones and other devices are required to be turned on vibrate during class time.
- If you receive a call during class that you have to take, please step outside of the classroom.

Copyright and Projects

Always try to use your own graphics or from resources which explicitly give you permission to use their materials freely. If no clear "fair use", "public domain", or "creative commons" statement is available you should get permission if you use their materials in your projects. At the very least you **MUST** give credit for where and from whom you have borrowed the material.

Give credit in the text of your document, on your Works Cited Page, or on a Credits page for everything that you use. Include copyright information beside or under images (photographs, charts, maps, pictures, graphics). Include the following information next to the image: "c" or the word "copyright", the name of the creator of the image, then the copyright date. If this information is not available in or on your source, you can list the bibliographic information or web address of the source.

university policies

Registration Requirement

It is the student's responsibility to ensure proper enrollment in classes. You are advised to review your official class schedule during the first two weeks of the semester to ensure proper enrollment. Should you determine an error in your class schedule, you have until the end of the second week of the fall or spring semester to correct it with your advising office and the Office of the Registrar. If registration errors are not corrected by this date and you continue to attend and participate in classes for which you are not officially enrolled, you are advised now that you will not receive credit for the course at the conclusion of the semester.

Every class has its own schedule of deadlines and considerations. To view the add/drop schedule and other important dates for this class, go to FlashLine and choose Print Student Schedule on the Student Tools & Courses tab to see the deadlines for the course (use the CRN for this class).

Cheating & Plagiarism

Cheating and plagiarism constitute fraudulent misrepresentation for which no credit can be given and for which appropriate sanctions are warranted and will be applied.

"Plagiarism is the use or close imitation of the language and thoughts of another and the representation of them as one's own work." - Wikipedia.com

Students enrolled in the university, at all its campuses, are to perform their academic work according to standards set by faculty members, departments, schools and colleges of the university; and cheating and plagiarism constitute fraudulent misrepresentation for which no credit can be given and for which appropriate sanctions are warranted and will be applied.

"Plagiarize" means to take and present as one's own a material portion of the ideas or words of another or to present as one's own an idea or work derived from an existing source without full and proper credit to the source of the ideas, words, or works. As defined, plagiarize includes, but is not limited to:

- (a) The copying of words, sentences and paragraphs directly from the work of another without proper credit;
- (b) The copying of illustrations, figures, photographs, drawings, models, or other visual and nonverbal materials, including recordings, of another without proper credit; and
- (c) The presentation of work prepared by another in final or draft form as one's own without citing the source, such as the use of purchased research papers..

(References: Administrative Policy and Procedures Regarding Student Cheating and Plagiarism; University Policy Register, 3342-07 [Chapter 3 pgs 15-24]; University Digest of Rules and Regulations [pg 9])

Students with Disabilities

University policy 3-01.3 requires that students with disabilities be provided reasonable accommodations to ensure their equal access to course content. If you have a documented disability and require accommodations, please contact the instructor at the beginning of the semester to make arrangements for necessary classroom adjustments. Please note, you must first verify your eligibility for these through Student Accessibility Services (contact 330-672-3391 or visit www.kent.edu/sas for more information on registration procedures).

Students Academic Complaint Policy + Procedures

In accordance with University Policy, problems should be discussed with the instructor first. If the issue remains unresolved then you may address your concerns with the department director.

(References: Faculty Handbook [pg 3-9]; Administrative Policy Regarding Student Academic Complaint; University Policy Register, 3342-4-16 [Chapter 4 pgs 43-48]; University Life Digest of Rules and Regulations [pg 13])

email policy

- Email communication with the instructor must be done via their email address.
- Emails sent after 5:00PM on weekdays will be replied within 24 hours.
- Emails sent during the weekend (after 5pm on Friday) will be replied within 48 hours (Monday morning).

grading policy

Grades

A

The student presents the highest level of performance and attendance. The student's work reflects exceptional achievement both in quantity and quality, differentiating itself from other work, and surpassing all of the criteria set in the coursework descriptions. Ability to communicate and execute ideas exhibiting outstanding achievement. Demonstrates a mastery of the course concepts and shows the work ethic of a highly self-motivated student.

B

The student presents a good level of performance and attendance. The student's work is good/very good and reflects above-average achievement both in quantity and quality. Shows evidence of understanding the relationship between multiple course concepts. The student's ability to communicate and execute ideas exhibits above-average achievement.

C

The student presents an adequate level of performance and attendance. The student's work reflects an acceptable achievement both in quantity and quality, and all work is completed as assigned. Meets all expectations of the assignment and demonstrates clear student effort and improvement.

D

The student presents a less than adequate level of performance and attendance. The student's achievement is below average in quality and/or quantity. The student's work reflects an inability to satisfactorily communicate and execute ideas.

F

The student presents a level of performance and attendance such that the course requirements have not been met. The student's work and attitude reflect an unsatisfactory level of achievement both in quantity and quality. The student exhibits an unsatisfactory ability to, communicate and execute ideas and a pattern of low productivity.

Grading Scale

A	93-100	Excellent
A-	90-92	
B+	87-89	
B	83-86	Above Average / Good
B-	80-82	
C+	77-79	
C	73-76	Average / Satisfactory
C-	70-72	
D+	67-69	
D	65-66	Below Average / Poor
F	00-64	Unacceptable / Failure

course expectations

Student Responsibilities

All work turned in should be computer generated and typewritten. Plan and print out your work IN ADVANCE because last minute "computer-related" excuses will not release you from any deadlines.

ALWAYS make and keep backup copies of your work.

NEVER, and I mean NEVER work directly off your jump drive. Transfer your files locally and save back to the jump drive when finished. Make sure to eject them properly. Jump drives fail...often.

- consult class website at least once a week for updates: files, class resources
- attend all class sessions
- be punctual for class and participate
- bring appropriate materials + equipment to class
- read all assigned materials
- prepare and submit all assignments by the appropriate due dates
- devote at a minimum 6 hours per week, fulfilling assignments, readings and understanding class concepts
- present all work in a professional manner
- be prepared to discuss readings and assignments in class
- inquire about + obtain any missed content due to absence
- have patience, persistence and discipline
- pay attention to detail
- be creative
- be self-confident and have pride in your work
- be fearless

Course Web Site

The course's Blackboard LEARN site will be used to upload your assignments and projects from your lab sections. This will also be the repository for the syllabus and course documents.

Data Loss

Students are responsible to back up their files. Save your files in two places every time you are finished working on a file. At the end of class, for example, save on the hard drive and on your USB drive as well. Students are responsible for the re-creation of any lost or damaged files.

Final Grade Distribution

The final grade is based on the following:

Lecture Participation	=	150 pts	15%
Classwork Assignments (15 total)	=	150 pts	15%
Project 1	=	100 pts	10%
Project 2	=	100 pts	10%
Project 3	=	100 pts	10%
Project 4	=	100 pts	10%
Project 5 [final]	=	300 pts	15%
TOTAL	=	1000 pts	100%

Divide points by 10 to get GPA (1000/10 = 100 GPA)

**Each Lecture Class Participation is worth 1 point of your GPA.
15 lectures = 15 points of your total GPA.**

Lecture participation quizzes

The 15 week lab portion of the course will be structured with an interactive quiz component during each course. These interactions quiz students on course material presented during the current session or on material previously covered in the course lectures. In order to get points students must use their clickers to participate in the interactive lessons. Any problems with clickers must be resolved before or after class. It is your responsibility to ensure that you bring your clicker to class in order to participate.

Lynda.com Classroom

The Lynda.com Classroom will serve as our "online textbook" for this course. You will be assigned videos to watch that will help you with your current assignments and projects during the semester.

APA Writing Style

All text and papers to be handed in for credit are required to use the APA Writing Style. For more information about the APA Style please look at their website: www.apastyle.org. For help with citations please refer to: www.bibme.org

Lab Classwork

The 15 week lab portion of the course will be structured around classwork and projects. Tutorials and exercises will create specific learning objectives to be applied directly to the current project. Most exercises or tutorials will build on knowledge learned in previous exercises and/or tutorials, culminating in the final project. Each Classwork is worth 10 points.

Classwork must be turned in Blackboard LEARN *PRIOR*** to the start of your next lab session.**

Classwork 1 + 2: *Pen Tool Tracing :: Illustrator (worth 20 points)*

Classwork 3: *Motif + Patterns :: Illustrator*

Classwork 4: *Tank Top Flat :: Illustrator*

Classwork 5: *Live Paint + Live Trace :: Illustrator*

Classwork 6: *Working with Layers :: Photoshop*

Classwork 7: *Photo Retouching :: Photoshop*

Classwork 8: *Photoshop Tennis!*

Classwork 9: *Pantone Color Story :: Photoshop*

Classwork 10: *Motif + Patterns :: block, half-drop + seamless:: Photoshop*

Classwork 11: *Font :: Photoshop*

Classwork 12: *Excel 1*

Classwork 13: *Excel 2*

Classwork 14: *Processing*

Classwork 15: *Create a word cloud infographic using Wordle.com*

projects

All projects will be due as PDF files uploaded to your Blackboard LEARN account in the respective project/assignment folder.

Project 1 :: FLATS :: Illustrator

Using Illustrator create flats for a top, bottom and one piece garment including the front and the back of each flat. You will showcase each flat in black and white, 2 color versions and one pattern version. At the bottom/side of the page create a color story/patterns for the collection of flats.

Project 1 is DUE during your lab section on WEEK 4.

Project 2 :: CROQUIS :: Illustrator

Choose a theme and season to create a croquis board. You can scan in, create from tracing a photograph or draw the croquis in illustrator. You will create croquis with the garments you used for your flats.

There must be a total of 2 ****professional**** quality croquis on the board.

Project 2 is DUE during your lab section on WEEK 6.

Project 3 :: MOOD BOARD and a COLOR FABRICATIONS BOARD with Trend Research :: Photoshop

For this project you will be creating 2 boards: a mood board and a color/fabrications board. You are going to research a trend thru a professional trend site such as WGSN and write one page (300 words) about the trend. Makes sure to use proper APA Writing Style referencing and citations. Include URL links to where you found the images you use. Create the mood board with at least 5 images collaged together. Next, design a color board with 5 colors and 5 patterns/fabrication swatches based of your trend's colors. Show each of your 5 patterns in 2 color combinations (10 pattern swatches total on the board). Rename the colors according to the theme and include the Pantone numbers for each color. Please include the title and season on both boards.

Project 3 is DUE during your lab section on WEEK 8.

This project is due printed and mounted on boards as well as the files uploaded to BB Learn.

(pay attention to the difference between screen colors and printed color)

Project 4 :: DIGITALLY PRINTED SCARF

Create a digitally printed scarf that has a foreground, background, and midground through the use of collaging images and patterns. You will need to find at least 5 high resolution images (above 1,500 pixels in either h or w).

Project 4 is DUE during your lab section on WEEK 10.

Project 5 :: FINAL PRESENTATION :: Illustrator + Photoshop (final)

Choose a theme and seasons and design: 1 mood board, 1 color board with 5 colors and 5 patterns/fabrications, a flats board and a croquis board. Theme must be consistent through all boards. Keep presentation looking consistent by including at least 3 common elements on all of the boards. If you use processing for your patterns you need to write a brief document using APA Writing Style that includes your code, the original sketch that you modified, describe what you changed and cite the source. You are also to submit the processing sketch(es) with your assignment.

Mood Board: Visually express your theme for your collection. Include title, season and inspirations.

Color + Fabrications Boards: show the patterns in 2 color combinations. Rename the colors according to the theme and include the Pantone numbers for each color.

Flat & Croquis Board 1: include both front and back for: one top and one bottom (in black and white, 2 different color combinations and 1 pattern each). Include a croquis on the board showcasing the garment.

Flat & Croquis Board 2: include both front and back for: one piece garment (in black and white, 2 different color combinations and 1 pattern each). Include a croquis on the board showcasing the garment.

Project 5 is DUE during your lab section on WEEK 15!!!

We will turn this project in ONE COMBINED PDF. You MUST have the files saved as ONE PDF for the class review and critique.