FS 2321 Technical Studio II

Credits: 3

Expanding on basic garment development and construction skills, this course introduces students to fabric and material drape and how they can effectively and creatively manipulate and elevate basic patterns and fabrics to achieve design concepts and goals. Students will creatively experiment and move back and forth from 2D to 3D processes as a way to explore design development and garment component and detail variations. The appropriate finishings and 3D digital technology will be introduced.

| Prerequisites: FS1320 Tecl | hnical Studio I | | | | | |
|-------------------------------|--------------------------------|---------------------------------|-------------------------------|--------------------------------|------------------|-----------------------------|
| Course Learning | | | | | | |
| Outcomes: | Exceeding | Meeting | Developing | Not meeting | Program Outcomes | Institutional Outcomes |
| | Student work displayed an | Student work displayed a | Student work displayed a | | | |
| | excellent degree of | satisfactory degree of | limited degree of | Student work displayed no | | |
| Understand the | understanding the | understanding the | understanding the | degree of understanding the | | |
| characteristics of drape by | characteristics of drape by | characteristics of drape by | characteristics of drape by | characteristics of drape by | | |
| fabric qualities and | fabric qualities and | fabric qualities and | fabric qualities and | fabric qualities and | | Critical Thinking, Design |
| morphology. | morphology. | morphology. | morphology. | morphology. | FS3 | Competence |
| | Student work displayed an | Student work displayed a | Student work displayed a | Student work displayed no | | |
| | excellent degree of | satisfactory degree of | limited degree of | degree of demonstrating | | |
| Demonstrate intermediate | demonstrating intermediate | demonstrating intermediate | demonstrating intermediate | intermediate skills in | | Critical Thinking, |
| skills in manipulating basic | skills in manipulating basic | skills in manipulating basic | skills in manipulating basic | manipulating basic patterns | | Communication |
| patterns and draping to | patterns and draping to | patterns and draping to | patterns and draping to | and draping to meet design | | Competence, Design |
| meet design ideas and goals. | meet design ideas and goals. | meet design ideas and goals. | meet design ideas and goals. | ideas and goals. | FS4 | Competence |
| | Student work displayed an | Student work displayed a | Student work displayed a | | | Critical Thinking, |
| | excellent degree of | satisfactory degree of | limited degree of knowledge | Student work displayed no | | Communication |
| Demonstrate the ability to | demonstrating the ability to | demonstrating the ability to | of demonstrating the ability | degree of demonstrating the | | Competence, Design |
| resolve designs for | resolve designs for | resolve designs for | to resolve designs for | ability to resolve designs for | | Competence, Cultural |
| construction and finishing. | construction and finishing. | construction and finishing. | construction and finishing. | construction and finishing. | FS4, FS6 | Competence |
| | Student work displayed an | Student work displayed a | Student work displayed a | Student work displayed no | | Critical Thinking, |
| Fluency in experimental | excellent degree of fluency in | satisfactory degree of fluency | limited degree of fluency in | degree of fluency in | | Communication |
| exploration between 2D and | experimental exploration | in experimental exploration | experimental exploration | experimental exploration | | Competence, Design |
| 3D ideation and sampling | between 2D and 3D ideation | between 2D and 3D ideation | between 2D and 3D ideation | between 2D and 3D ideation | | Competence, Cultural |
| processes. | and sampling processes. | and sampling processes. | and sampling processes. | and sampling processes. | FS4, FS5 | Competence |
| | Student work displayed an | Student work displayed a | Student work displayed a | Student work displayed no | | |
| | excellent degree of fluency in | satisfactory degree of fluency | limited degree of fluency in | degree of fluency in design | | |
| Fluency in design thinking | design thinking and iteration | in design thinking and | design thinking and iteration | thinking and iteration | | |
| and iteration development | development through | iteration development | development through | development through | | |
| through research, inspiration | research, inspiration | through research, inspiration | research, inspiration | research, inspiration | | Critical Thinking, Cultural |
| | | collection and effective use of | | | | Competence, Design |
| sketchbooking. | sketchbooking. | sketchbooking. | sketchbooking. | sketchbooking. | FS1, FS3 | Competence |
| | | | | | | Critical Thinking, |
| | Student work displayed an | Student work displayed a | Student work displayed a | Student work displayed no | | Communication |
| | excellent degree of using 3D | satisfactory degree of using | limited degree of knowledge | degree of using 3D | | Competence, Design |
| Use of 3D technology to | technology to drape and | 3D technology to drape and | of using 3D technology to | technology to drape and | FC / FCF | Competence, Cultural |
| drape and visualize designs. | visualize designs. | visualize designs. | drape and visualize designs. | visualize designs. | FS4, FS5 | Competence |
| | | | | | | Critical Thinking, |
| | Student work displayed an | Student work displayed a | Student work displayed a | Student work displayed no | | Communication |
| | excellent degree of creating | satisfactory degree of | limited degree of creating | degree of creating spec | FC / | Competence, Design |
| Create Spec sheets. | spec sheets. | creating spec sheets. | spec sheets. | sheets. | FS4 | Competence |

| FS 2321 Technical Studio II Credits: 3 | | | | | | |
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| Expanding on basic garn manipulate and elevate b | nent development and cons basic patterns and fabrics to development and garment c | achieve design concepts | and goals. Students v | ill creatively experiment an | d move back and forth fro | m 2D to 3D processes as |
| Prerequisites: FS1320 Tec | hnical Studio I | ornponent and detail van | ацона. Тне арргорна | e iiiisiiiiigs and 3D digitar t | | |
| Course Learning | Tirlical Stadio i | | | | | |
| Outcomes: | Exceeding | Meeting | Developing | Not meeting | Program Outcomes | Institutional Outcomes |
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| FS 2321 Technic | FS 2321 Technical Studio II | | | | | | | |
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| Credits: 3 | | | | | | | | |
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| Prerequisites: FSI320 Tech | nicai Studio i | | | | | | | |
| Course Learning Outcomes: | Exceeding | Meeting | Developing | Not meeting | Program Outcomes | Institutional Outcomes | | |
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| FS 2321 Technic | FS 2321 Technical Studio II | | | | | | | |
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| FS 2321 Technic | FS 2321 Technical Studio II | | | | | | | |
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| FS 2321 Technical Studio II Credits: 3 | | | | | | |
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