



Design Project 1: virtual construction and design development Designprojekt 1: virtuell konstruktion och designutveckling

9 credits

Ladok Code: AX1VK1

Version: 5.0

Established by: Artistic Research and Education Board 2020-11-04

Valid from: Spring 2021

Education Cycle: First cycle

Main Field of Study (Progressive Specialisation): Fashion Design (G1F)

Disciplinary Domain: Design

Prerequisites: Completed course Basic Design 1: body and structure, 9 credits (or equivalent).

Subject Area: Design

Grading Scale: Fail (U) or Pass (G)

Content

The course aims to train one's ability to investigate basic design possibilities and artistic expression through the development of experimental design with digital design tools. The main content of the course is:

- Theoretical and practical foundations within digital design and construction
- Avatar design and solid modelling
- Construction development based on existing templates and avatars
- Visualisation and presentation of digital prototypes for design development
- Problems and opportunities in construction and designing with digital tools

Learning Outcomes

On completion of the course, students will be able to:

1. demonstrate knowledge and understanding of basic theories and concepts in digital modelling and computer-aided design work,
2. demonstrate proficiency and ability in digital modelling, from idea to construction and design,
3. demonstrate skills and ability in the presentation and visualisation of design ideas in virtual environments,
4. demonstrate basic knowledge of how virtual design tools can be used in different types of product design.

Forms of Teaching

Tuition consists of lectures, seminars, exercises and supervision.

The language of instruction is English.

Forms of Examination

The course will be examined through the following examination elements:

- Documented independent creative work (Learning outcomes 1-3) 7,5 credits Grading scale: Pass/Fail
- Written exam (Learning outcomes 4) 1 credits Grading scale: Pass/Fail
- Workshop (Learning outcomes 5) 0,5 credits Grading scale: Pass/Fail

For the grade passed on the entire course, an approved grade is required for all parts.

If the student has received a decision/recommendation regarding special pedagogical support from the University of Borås due to disability or special needs, the examiner has the right to make accommodations when it comes to examination. The examiner must, based on the objectives of the course syllabus, determine whether the examination can be adapted in accordance with the decision/recommendation.

Student rights and obligations at examination are in accordance with guidelines and rules for the University of Borås.

Literature and Other Teaching Materials

Redström, Johan & Wiltse, Heather (2020). *Changing things: The future of objects in a digital world*. London: Bloomsbury Visual Arts.

Cheng, Hong. (2017). Application of virtual reality technology in garment industry. 3rd International Conference on Social Science and Management (ICSSM 2017). Xi'an, Shaanxi, China 8-9 April 2017, pp. 164-168.

doi:10.12783/dtsschs/icssm2017/10326

Smitheram, Miranda. (2015). Imagining and imaging future fashion. *Craft Research*, 6(2), pp. 241-255.

doi:10.1386/crre.6.2.241_1

Wang, Yan-Xue & Liu, Zheng-Dong . (2020). Virtual Clothing Display Platform Based on CLO3D and Evaluation of Fit. *Journal of Fiber Bioengineering and Informatics*, 13(1), pp. 37-49. doi:10.3993/jfbim00338

Reference literature

Reference literature and other literature may occur.

Student Influence and Evaluation

The course is evaluated in accordance with current guidelines for course evaluations at the University of Borås, in which student perspectives are to be collected. The course evaluation report is published and made available to participating and prospective students in accordance with the above guidelines and forms the basis for the future development of courses and educational programmes. The course coordinator is responsible for ensuring these guidelines are followed.

Miscellaneous

This course is primarily a programme course for the Fashion Design Programme.

The main focus of the course is on learning outcomes: 1a-b, 3a-b, 4a-b, 6b.

The course can be conducted in Swedish if no international students are admitted.

This syllabus is a translation from the Swedish original.