

FASH A266: COMPUTERIZED PATTERN SYSTEM

Item	Value
Curriculum Committee Approval Date	03/12/2025
Top Code	130300 - Fashion
Units	2 Total Units
Hours	54 Total Hours (Lecture Hours 27; Lab Hours 27)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	Yes
Basic Skills	Not Basic Skills (N)
Repeatable	No
Open Entry/Open Exit	No
Grading Policy	Standard Letter (S), • Pass/No Pass (B)

Course Description

An introductory course on the operation of the current computer-assisted pattern-making software package, including the 3-D format. System management, digitizing, plotting, marker-making, pattern development, library structures of pattern data, development of pattern blocks, pattern design, grading, and drafting system features/functions will be covered. ADVISORY: FASH A150. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Apply 3D technology to create a first sample.
2. Use current pattern-making software systems, including the flow of data and terminology pertinent to the garment manufacturing industry.

Course Objectives

- 1. State and perform the Garment PDS Systems function and application related to the garment manufacturing industry.
- 2. Identify the flow of data in the PDS system.
- 3. Briefly describe career opportunities open to those interested in computerized pattern generation.
- 4. Answer questions concerning the major aspects of the Pattern Design System.
- 5. Access pattern data necessary to perform tasks.
- 6. State the Systems function and application in the garment manufacturing industry, including the 3D application/format.
- 7. Define terminology pertinent to system and industry.
- 8. Answer questions concerning the major aspects of the Digitizing, System Management, and Marker Making process.
- 9. Operate the plotter.
- 10. Access storage area information necessary to perform tasks.
- 11. Identify other computer systems available to the industry to do similar tasks.
- 12. Develop a multi-size marker of five pieces with an efficiency of 75% or greater.

Lecture Content

I. Course introduction/requirements
 A. Relevance of computer-assisted pattern-making to the fashion industry
 B. Introduction to the current software system.
 II. Digitizing principles
 A. Demonstration: Preparation of pattern pieces for digitizing.
 B. Demonstration: Digitizing
 C. Student project assigned
 III. Marker-Making
 A. Intro to Marker-Making Screen
 B. Functions
 C. Tools
 D. Marker example
 IV. Introduction to PDS (Pattern Design Software)
 A. Terminology
 B. System equipment overview
 C. System data flow
 V. Working Environment
 A. Menus
 B. Toolbars
 1. Piece bar
 2. Piece list
 3. Working area
 4. Rulers
 5. Delete and display
 6. Zooming
 7. Status bar
 VI. Design Project #1
 A. Optitex software function application
 1. Develop the pattern for design from a Tracking Sheet
 2. Apply several functions to create a computerized pattern
 B. PDS line functions
 IV. Design Project #2
 A. Selection pieces
 B. Points
 C. Internals
 D. Darts
 E. Buttons
 V. Design Project #3
 A. PDS pattern fullness menu
 B. Dart menu
 C. Seam menu
 D. Features/functions
 VI. Design Project #4
 A. Conic functions
 1. Circles
 2. Ellipses
 3. Corners
 B. Relationship to pattern development
 VII. Introduction of 3D functions in current software
 A. Introduction of Design Project utilizing 3D application
 B. Application of 3D technology to create a first sample

Lab Content

I. Course introduction/requirements
 A. Lab introduction to the current software system
 II. Digitizing principles
 A. Practice: Preparation of pattern pieces for digitizing.
 B. Practice: Digitizing
 C. Student project assigned
 III. Marker-Making
 A. Intro to Marker-Making Screen
 B. Functions
 C. Tools
 D. Marker example
 IV. Introduction to PDS (Pattern Design Software)
 A. Terminology
 B. System equipment overview
 C. System data flow
 V. Working Environment
 A. Menus
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 A. Practice of Design Project utilizing 3D application
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Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)
- Lab (04)
- DE Live Online Lab (04S)
- DE Online Lab (04X)

Instructional Techniques

1. Lecture
2. Instructor system demonstrations

Reading Assignments

Handouts related to course content to be supplied during lecture. 1-2 hours per week.

Writing Assignments

1. Brief one page review 2. Short answer forms 3. Final exam (true/false, short answer) 4. Proficiency demonstration using software technology 1-2 hours per week.

Out-of-class Assignments

Assigned research related to use of software and its application in industry. 1-2 hours per week.

Demonstration of Critical Thinking

Reading/brief writing assignment; final exam; proficiency demonstration using software technology

Required Writing, Problem Solving, Skills Demonstration

1. Brief one page review 2. Short answer forms 3. Final exam (true/false, short answer) 4. Proficiency demonstration using software technology

Eligible Disciplines

Fashion and related technologies (merchandising, design, production): Any bachelor's degree and two years of professional experience, or any associate degree and six years of professional experience.

Other Resources

1. Selected handout materials to be provided and distributed by the instructor.