



COURSE PLAN

FIRST: BASIC INFORMATION

College

College : Faculty of IRBED - Balqa Applied University
 Department : Department Of Applied Science

Course

Course Title : Textile Design CAD
 Course Code : 020916274
 Credit Hours : 2 (0 Theoretical, 2 Practical)
 Prerequisite : 020916174

Instructor

Name : Ibtesam Alomari + Khawla Alawneh + haytham jaradat
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 Tel (Ext) :
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Office Hours :

Class Times

Text Book

Title Textile Design CAD, Irbid University College and KOICA, 2022

References

- Adobe Photoshop for Textile Design/ by Frederick L. Chipken
- CAD Practical Skills in Textile Technology and Design (TTD)/by Chitura, Patience , Chasokela, Doris
- CAD in Clothing and Textiles/ by Winifred Aldrich

SECOND: PROFESSIONAL INFORMATION

COURSE DESCRIPTION

Learn the graphic software technology to make the textile design process as a fast, convenient, and reproducible one. In addition, it is possible to have the ability to use computer graphics software programs for the fashion and textile fields.

COURSE OBJECTIVES

After studying this course, the student is expected to be able to achieve the following objectives:

- Understand the function and characteristics of computer graphic program plugins



- Create a textile design using adobe Photoshop textile design.
- Use computer design programs to design fabrics for clothing, accessories, home fashion
- Create textile design portfolio

COURSE LEARNING OUTCOMES

On successful completion of this course, students are expected to be able to:

- CLO1. Explain and apply the image expression method of the textile computer design program the textile
- CLO2. Create a textile design by applying the repeat function
- CLO3. Design a digital textile using natural or geometric patterns
- CLO4. Design the textile of fabric products with a computer design program.
- CLO5. Explain how to use 3D simulation and apply it
- CLO6. Materialize the actual texture using the digital textile design
- CLO7. Design textile using computer programs and create portfolios

COURSE SYLLABUS

Week	Topic	Topic details	Related LO and Reference (Chapter)	Proposed assignments
1	Introduction of Textile Program	<ul style="list-style-type: none"> • Class overview • A computer program for textile <ol style="list-style-type: none"> a) Adobe Photoshop b) Adobe Photoshop Textile Designer 	CLO1	
2	Understanding the digital image	<ul style="list-style-type: none"> • Bitmap image • Vector map image • The format of the file • How to express colors 	CLO1	
3	Digital textile design	<ul style="list-style-type: none"> • Refit concept • Refit types 	CLO2	
4	Digital textile design	<ul style="list-style-type: none"> • Geometric Design <ol style="list-style-type: none"> a) Drawing a simple motif b) Symmetric motif c) Applied design 	CLO3	
5	Digital textile design	<ul style="list-style-type: none"> • Paisley Design • Checkered design 	CLO3	
6	Digital textile design	<ul style="list-style-type: none"> • Floral Design <ol style="list-style-type: none"> a) A flower design on one side b) Design with hand-drawn flower motif scanned 	CLO3	
7	Products design	<ul style="list-style-type: none"> • Scarf and handkerchief design 	CLO4	

Week	Topic	Topic details	Related LO and Reference (Chapter)	Proposed assignments
8	Mid-term exam			
9	Product design	• Design for ties	CLO4	
10	Product design	• Home Fashion Design	CLO4	
11	3D simulation	• Apparel simulation • Interior simulation	CLO5	
12	Textures	• Textures	CLO6	
13	Portfolio Production	• Textile design using portfolio production computer programs	CLO7	
14	Portfolio Production	• Textile design using portfolio production computer programs	CLO7	
15	Portfolio Production	• Textile design using portfolio production computer programs	CLO7	
16	Final Exam			

COURSE SYLLABUS LEARNING RESOURCES

Methods/methods used in teaching the course such as lectures, discussion sessions and collection Information from different sources, practical activity, research assignments, Discussion Sessions

ONLINE RESOURCES

{ Write some useful websites related to the course and other material that help students to complete the course successfully.

ASSESSMANT TOOLS

Assessment Tools	%
Projects and Quizzes	20%
MID Exam	30%
Final Exam	50%
Total Marks	100%

THIRD: COURSE RULES

ATTENDANCE RULES



Attendance and participation are extremely important, and the usual University rules will apply. Attendance will be recorded for each class. Absence of 10% will result in a first written warning. Absence of 15% of the course will result in a second warning. Absence of 20% or more will result in forfeiting the course and the student will not be permitted to attend the final examination. Should a student encounter any special circumstances (i.e. medical or personal), he/she is encouraged to discuss this with the instructor and written proof will be required to delete any absences from his/her attendance records.

GRADING SYSTEM

Example:

Course Marks Average		
Average	Maximum	Minimum
Excellent	100%	90%
Very Good	89%	80%
Good	79%	70%
Satisfactory	69%	60%
Weak	59%	50%
Failed	49%	35%

REMARKS

{ The instructor can add any comments and directives such as the attendance policy and topics related to ethics }

COURSE COORDINATOR

Course Coordinator
Signature:
Date:

Department Head:
Signature:
Date: