



UNIVERSITI TEKNOLOGI MARA

TDT612: COMPUTERIZED TEXTILE INDUSTRIAL APPLICATION

Course Name (English)	COMPUTERIZED TEXTILE INDUSTRIAL APPLICATION APPROVED
Course Code	TDT612
MQF Credit	2
Course Description	The course offers an application and advanced use of computer aided design software for textile design process. The aim of this course is to offer new opportunities for textile designers to explore the creative options by using a computer to extend beyond the traditional methods of textile design process such as developing and presenting the ideas which has been computer generated.
Transferable Skills	Demonstrate professional skills, knowledge and competencies.
Teaching Methodologies	Lectures, Demonstrations, Practical Classes, Computer Aided Learning
CLO	<p>CLO1 Demonstrate the textile design process using the CAD application efficiently</p> <p>CLO2 Ability to practice design fundamental framework for creating interesting workable textile design using CAD</p> <p>CLO3 Ability to incorporate CAD successfully and applying those synthesized computer technique in portfolio textile design process</p>
Pre-Requisite Courses	No course recommendations
Topics	
<p>1. 1.Design Brief</p> <p>1.1) 1.1. Essential first step toward designing pattern fabric and product.</p> <p>1.2) 1.2. Include many aspects considered during the design process from concept, context, cost, materials, production process, technique, time frame, end user, length of piece and when, where and how it is to be presented/ market.</p> <p>1.3) 1.3. Propose Individual design brief statement.</p>	
<p>2. 2. Design Research</p> <p>2.1) 2.1 Process of systematic investigation with the propose of increasing knowledge and finding new or better solutions, a mean of broadening outlook and enriching designs idea.</p> <p>2.2) 2.2 Photograph, drawing, sketches, samples, models.</p> <p>2.3) 2.3 Preparing research materials.</p> <p>2.4) 2.4 Create individual visual journal</p>	
<p>3. 3. Inspiration.</p> <p>3.1) 3.1. Inspiration can come from many object, emotion, person, place or form or even a process, technique, product or smell – it could be anything.</p> <p>3.2) 3.2 Creating Inspiration board</p>	
<p>4. 4. Design Concept</p> <p>4.1) 4.1. A concept is the idea behind the design or the intention of the piece. Design begin with inspiration, without a well – defined concept and firm idea about how to translate or use the inspiration the design process will tend to be more accidental than intentional.</p> <p>4.2) 4.2 Statement of intent.</p> <p>4.3) 4.3 Creating mood board for color and theme concept</p>	
<p>5. 5. Drawing and Sketching.</p> <p>5.1) 5.1. It is essential tool for communication and it used at every stage of the design development process.</p> <p>5.2) 5.2. Transfer drawing and sketching into digital process.</p> <p>5.3) 5.3. Creating drawing and sketching portfolio.</p> <p>5.4) Consist of designer's diary of the design journey in which observation and visual images are recorded and idea explored and developed</p>	

6. 6. Design Development Process 6.1) 6.1. Elements of design. 6.2) Shape – Study of shape characteristics, altering shapes. Simplification, modification. 6.3) Form. 6.4) Texture 6.5) Line 6.6) Color 6.7) Emotion 6.8) 6.2. Principles of design. 6.9) Harmony 6.10) Contrast. 6.11) Rhythm. 6.12) Movement 6.13) Tension 6.14) Unity 6.15) Balance 6.16) 6.3. Development of idea 6.17) Combination. 6.18) Overlapping 6.19) Scale 6.20) Transform. 6.21) 6.4 Creating the motif.
7. 7. Creating the motif 7.1) 7.1 - Shape 7.2) 7.2 - Shape combination
8. 8. Design Process I -Elements of Design 8.1) 8.1 Application of the elements
9. 9 Design Process II -Principles of Design 9.1) 9.1 -Application of the principles
10. 10 -Layout I 10.1) 10.1- Creating layout. 10.2) 10.2- Considered the principles of design element
11. 11 Layout II 11.1) 11.1 Creating different layout.
12. 12. Final Project Continuous - Colorways And Color Separation 12.1) 12.1 Colorways And Color Separation
13. 13. Final Design Proposal 13.1) 13.1 Creating Design proposal
14. 14. Final Project 14.1) Final Project Presentation

Assessment Breakdown	%
Continuous Assessment	20.00%
Final Assessment	80.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Individual Project	n/a	20%	CLO1 , CLO2

Reading List	Reference Book Resources	<ul style="list-style-type: none"> • 3D Graphics Programming with QuickDraw 3D, by Apple Computer (frame- dependent HTML at A • by Jeffrey Stanton and Daniel Pinal, <i>Atari Graphics and Arcade Game Design</i>, Ed., , illustrated HTML at atariarchives.org [ISBN:] • by Philip C. Seyer 1984, <i>Atari Player-Missile Graphics in BASIC</i> , Ed., , illustrated HTML at atariarchives.org [ISBN:] • Mitchell Waite 1979, <i>Computer Graphics Primer</i> , Ed., , illustrated HTML at atariarchives.org [ISBN:] • Hassan Ait-Kaci, <i>Warren's Abstract Machine A Tutorial Reconst</i>, Ed., , PDF at sfu.ca [ISBN:] • Compute!'s First Book of Atari Graphics 1982, <i>illustrated HTML at atariarchives.org</i>, Ed., , [ISBN:] • Compute!'s Second Book of Atari Graphics 1984, <i>illustrated HTML at atariarchives.org</i>, Ed., , [ISBN:] • Compute!'s First Book of Atari 1981, <i>illustrated HTML at atariarchives.org</i>, Ed., , [ISBN:] • Steve Ditlea 1984, <i>Digital Deli: The Comprehensive, User-Lovable</i>, Ed., , HTML at atariarchives.org [ISBN:] • Compute!'s First Book of Atari 1981, <i>illustrated HTML at atariarchives.org</i>, Ed., ,
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	