### APPAREL DESIGN
Course Syllabus

<table>
<thead>
<tr>
<th>Course Number:</th>
<th>APDT-0416</th>
</tr>
</thead>
<tbody>
<tr>
<td>OHLAP Credit:</td>
<td>No</td>
</tr>
<tr>
<td>OCAS Code:</td>
<td>9132</td>
</tr>
<tr>
<td>Course Length:</td>
<td>60 Hours</td>
</tr>
<tr>
<td>Career Cluster:</td>
<td>Arts, A/V Technology &amp; Communications</td>
</tr>
<tr>
<td>Career Pathway:</td>
<td>Visual Arts</td>
</tr>
<tr>
<td>Career Major(s):</td>
<td>Apparel Design Technician</td>
</tr>
</tbody>
</table>

**Pre-requisite(s):** APDT-0236 Apparel Design Introduction

**Course Description:** Course will provide an overview for basic design foundation for life and all future work. Students will gain an understanding of line, form, shape, texture, and color through terminology and manipulation of these elements. Students will develop a resource notebook applying the basic elements and principles of design

**Textbooks:**

**Course Objectives:**

A. **Elements of Design.**
   1. Discuss the effects of design elements — space, line, shape, form texture, and color. 
   2. Illustrate examples showing elements of design for apparel. 
   3. Set up resource notebook.

B. **Principles of Design.**
   1. Evaluate the five main principles of design - proportion, scale, balance, emphasis, and rhythm. 
   2. Sketch using a croquis the five main design principles. 
   3. Apply principles of design to resource book.

C. **Goals of Design.**
   1. Discuss appropriateness, harmony, variety, unity, and function. 
   2. Analyze example harmony, variety, unity and function in resource book.

D. **Color.**
   1. Collect samples of colors and identify by name. 
   2. Discuss the impact of color on human feelings. 
   3. Develop a color wheel. 
   4. Illustrate hue, value, and intensity. 
   5. Observe the effects of texture on the appearance of color.
E. **Accessories in Design.**
   1. Discuss the function and role of accessories in a design scheme.
   2. Create an accessory for apparel.

1 ODCTE objectives  
2 Priority Academic Student Skills (PASS) – High School Visual Art

**Teaching Methods:** The class will primarily be taught by the lecture and demonstration method and supported by various media materials to address various learning styles. There will be question and answer sessions over material covered in lecture and media presentations. Supervised lab time is provided for students to complete required projects.

**Grading Procedures:**
1. Students are graded on theory and shop practice and performance.
2. Each course must be passed with seventy (70%) percent or better.
3. Grading scale: A=90-100%, B=80-89%, C=70-79%, D=60-69%, F=50-59%.

**Description of Classroom, Laboratories, and Equipment:** Tulsa Technology Center campuses are owned and operated by Tulsa Technology Center School District No. 18. All programs provide students the opportunity to work with professionally certified instructors in modern, well-equipped facilities.

**Available Certifications/College Credit:** The student may be eligible to take state, national or industry exam after completion of the program. College credit may be issued from Oklahoma State University-Okmulgee or Tulsa Community College. See program counselor for additional information.

**College Credit Eligibility:** The student must maintain a grade point average of 2.0 or better.