UNIVERSITY OF HAWAI‘I AT MĀNOA
UHM-1 FORM (ADD A COURSE)

See Guidelines for instructions and deadlines. For undergraduate courses, submit an original and 5 copies; graduate courses, submit an original and 6 copies. If cross-listed, include extra copies for cross-listed department(s) & college(s). List one course per form. Attach additional sheets as needed.

1. Course Subject  
FDM

2. Course Number  
339

3. Effective Term (semester & year)  
Fall 2014

4. Frequency (check all that apply)  
☐ Fall semester  
☐ Spring semester  
☐ Alternate years

5. Offering Status (check one)  
☐ Regular  
☐ Experimental  
☐ Single-term

6a. Full Course Title (Alpha courses: attach separate sheet & specify title for each alpha)  
2D/3D Computer-Aided Design II

6b. BANNER Course Title (30 characters max, including spaces/punctuation. Alpha courses: attach separate sheet & specify title for each alpha)  
2D/3D Computer-Aided Design II

7. Grade Option (check all that apply)  
☐ Letter Grade  
☐ Satisfactory/Unsatisfactory  
☐ Credit/No Credit  
☐ Audit  
☐ Honors (Medicine only)

8. Gen Ed Core or Hawaiian/Second Language Requirement Designation (check one)  
 ☐ Do not consider for Core or Hawaiian/Second Language designation.  
 ☐ Request approval of Diversification (DA, DH, DL, DB, DP, DY, DS), Foundations (FW, FS, FG), or Hawaiian/Second Language (FSL) designation. (For Foundations, also submit a proposal to General Education Office.)  
 ☐ GEC Use:  
 ☐ Approve  
 ☐ Deny  
 ☐ GEC Initials

9. Contact Hours (meeting hours per week – if variable, specify range)  
3

10. # of credits (if variable, give range)  
3

11. Repeat Limit (Do NOT write “None”)  
0

12. Credit Limit (Do NOT write “None”)  
3

13. Schedule Type (check all that apply)  
☐ Lecture (LEC)  
☐ Laboratory (LAB)  
☐ Seminar (SEM)  
☐ Lecture/Discussion combined (LED)  
☐ Laboratory/Lecture combined (ELL)  
☐ Thesis/Dissertation (THE)  
☐ Hybrid Technology Intensive (HTI)  
☐ Directed Reading or Research (DRR)  
☐ Field Experience/Internship/Practicum (PRA)

14. Co-requisite Course(s)  

15a. Major Restriction (as it should appear in Catalog)  
FDM majors/minors only

15b. Banner codes of acceptable majors  
FDM

16. Class Standing Restriction  
none

17a. Prerequisite Course(s) (Use “and”, “ors” and punctuation to indicate relationships between prerequisites. “Or consent” implies for ALL prerequisites. “Consent” requirements can be implemented through your class schedules each semester.)  
FDM 338

17b. Minimum required grade for prerequisites  
D

17c. Blanket requirements listed in Catalog (If none, write “none”)  
The minimum required grade for prerequisites is a grade of D or better.

18. Catalog Description (Limit 35 words; 85 words for alpha courses)  
Exploration of CAD applications for 3D virtual garment design and retail store design. Use of OptiTex PDS software for 3D virtual garment design and Visual Retailing/Mockshop software for 3D virtual store design/visual merchandising.

19. Justification (Attach separate sheets and indicate the rationale for the request, expected course enrollment, program learning objectives and institutional learning objectives that the new course will cover, and a course syllabus specifying student learning objectives for the course. Syllabi are not required for "-99" courses.)  

20. Cross-listed or Honors Course(s)  

21. Requested By  
I certify that the student learning objectives for the course are consistent with the learning objectives of each program under which the course is listed.  
FCS/CTAHR  
Barbara Yee  
Department/Unit  
Chair/Director  
Signature  
[ Date ]

Approved By  
1st College or School  
Dean  
Signature  
[ Date ]

2nd College or School  
Dean  
Signature  
[ Date ]

General Education (Undergraduate courses numbered 100-499)  
Director  
Signature  
[ Date ]

Graduate Division (600 Level and above)  
Dean  
Signature  
[ Date ]

Mānoa Chancellor’s Office  
Vice Chancellor for Academic Affairs  
Signature  
[ Date ]

Rev. 7/2013
FDM 339 2D/3D Computer-Aided Design II  
Spring 2014; 3 Credits; Wednesday 1:30pm-4:30pm

Catalog Description
This course will explore CAD applications from 3D virtual garment design to 3D virtual store design processes using OptiTex and Visual Retailing/Mockshop.

Prerequisite Course
FDM 338 or Consent

Justification

Rationale for the request
Our program needs a course that focuses on fashion computer-aided design (CAD) skills using OptiTex and Visual Retailing/Mockshop because proficiency in CAD skills is important in the job market for design and visual merchandising positions.

Expected course enrollment
11 to 16 students

Program learning objectives and institutional learning objectives that the new course will cover
In this course, students will be able to:
   a. Work through exercises from 3D virtual garment design to 3D virtual store design processes.
   b. Learn advanced functions of the OptiTex system by making 3D virtual garments and 3D draping simulations with 3D virtual models.
   c. Learn the techniques of Visual Retailing/Mockshop tools by building interactive 3D stores and designing shop floor layouts.
   d. Create a digital design portfolio using OptiTex and Visual Retailing/Mockshop.

A course syllabus specifying student learning objectives for the course
Please see the attached for a course syllabus.
Lecture: W 1:30pm-4:30pm  
   Miller 9 (Entrance: Miller 7)  
Instructor: Dr. Ju-Young M. Kang  
Office: Miller 8  
Office Hours: Th 11:00am-11:50 am or by appointment  
E-mail: jykang@hawaii.edu (preferred method of contact)  

Course Description  

This course will explore CAD applications from 3D virtual garment design to 3D virtual store design processes:  
a. Use of OptiTex PDS software featuring 3D virtual garment design and 3D animation with 3D virtual models  
b. Use of Visual Retailing/Mockshop software focusing on a 3D store design/visual merchandising plan as a virtual reality tool  

Student Learning Outcomes  

In this course, students will be able to:  
a. Work through exercises from 3D virtual garment design to 3D virtual store design processes.  
b. Learn advanced functions of the OptiTex system by making 3D virtual garments and 3D draping simulations with 3D virtual models.  
c. Learn the techniques of Visual Retailing/Mockshop tools by building interactive 3D stores and designing shop floor layouts.  
d. Create a digital design portfolio using OptiTex and Visual Retailing/Mockshop.
Attendance

Attendance is absolutely essential and entirely your responsibility as are the consequences of your actions. Attendance will be taken at the beginning of each class period—if you arrive late more than 10 minutes, you will be marked absent for that class. You are required to be on time for each class, participate in discussions and critique of your own and other’s work. Students with more than 3 absences will receive a reduction of 2 letter grades from their earned grade (i.e. an A becomes a C) and 5 absences will receive an F as the final grade. The following reasons justify absences and makeup requests and must be documented: (a) illness certified by the Health Service or another physician and (b) death of parent, sibling, or grandparent (proof of funeral attendance must be supplied). During class all electronic devices and cell phones must be turned off.

Assignment Due Dates

Due dates for assignments are included in the syllabus, but may be subject to change. It is the student’s responsibility to contact someone in the class or the instructor if she or he misses class near a scheduled due date. Individual assignments must be turned in at the beginning of the class period in which they are due, one per student turned in by the student. A late assignment will only be accepted by the next following class. However, you will receive a reduction of 1 letter grades from your earned grade. All assignments must be completed to pass the course.
Computer Lab Rules

a. **NO food or drink is permitted** in the Computer Lab at any time.

b. **At the end of the semester** each student will be responsible for **one major cleaning task to maintain the quality of the computer lab.** These include dusting and cleaning the table tops and floors.

c. Users must save their data files to their own disks or flash drives. **Do not save to the computer’s hard drive.** Users are allowed to temporarily save their data files on the computer’s desktop, but users **must remove all files before leaving the station.** The Computer lab is not responsible for any files that are lost, stolen, or deleted.

d. Cell phones are to be set to “vibrate” mode.

e. The last person who leaves the lab is required to **turn off the computers** and close the doors.

f. Users are responsible for their own possessions. The Computer Lab staff is not responsible for personal items that are lost or stolen while in the lab.

g. If any computer equipment malfunctions, users should not attempt to repair it. Please notify an instructor.

h. Users are prohibited from installing software on any computer in the Computer Lab.

i. When the lab is full, users are allowed to work on a computer for one hour only. Because space in the lab is limited, users may be asked to leave, in which case users must do so calmly and swiftly.

j. All computers in the Computer Lab are for academic and instructional purposes ONLY. Using school-related equipment for commercial gain is strictly prohibited and may be subject to disciplinary action.
Grading

Students will be graded on the following elements:

<table>
<thead>
<tr>
<th>Category</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Class Participation</td>
<td>50 pts.</td>
</tr>
<tr>
<td>Lecture Summary Files</td>
<td>50 pts.</td>
</tr>
<tr>
<td>Midterm Exam</td>
<td>40 pts.</td>
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<tr>
<td>3D Virtual garments: Dresses</td>
<td>40 pts.</td>
</tr>
<tr>
<td>3D Virtual garments: Skirts + Blouses</td>
<td>40 pts.</td>
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<tr>
<td>3D Virtual garments: Pants + Blouses</td>
<td>40 pts.</td>
</tr>
<tr>
<td>3D Virtual store design I &amp; II</td>
<td>100 pts.</td>
</tr>
<tr>
<td>Final Oral presentation /Digital Portfolio</td>
<td>40 pts.</td>
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<td>400 total pts.</td>
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</table>

A-F grades will be assigned in accordance with university definitions; plus or minus indicate performance relative to the letter grade definition.

A  Achievement outstanding relative to the level necessary to meet course requirements (‘excellent’ above and beyond; initiative, creativity).
B  Achievement significantly above the level necessary to meet course requirements (‘good’).
C  Achievement that meets the basic course requirements in every respect (‘just fine’).
D  Achievement worthy of credit even though it does not fully meet the basic course requirements in every respect.
F  Performance that fails to meet basic course requirements and is unworthy of credit.

<table>
<thead>
<tr>
<th>Grade &amp; Approximate %</th>
<th>Grade &amp; Actual Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>A+ 96%</td>
<td>384-400</td>
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<tr>
<td>A  93</td>
<td>372-383</td>
</tr>
<tr>
<td>A- 90</td>
<td>360-371</td>
</tr>
<tr>
<td>B+ 87</td>
<td>348-359</td>
</tr>
<tr>
<td>B  83</td>
<td>332-347</td>
</tr>
<tr>
<td>B- 80</td>
<td>320-331</td>
</tr>
<tr>
<td>C+ 77</td>
<td>308-319</td>
</tr>
<tr>
<td>C  73</td>
<td>292-307</td>
</tr>
<tr>
<td>C- 70</td>
<td>280-291</td>
</tr>
<tr>
<td>D+ 67</td>
<td>268-279</td>
</tr>
<tr>
<td>D  63</td>
<td>252-267</td>
</tr>
<tr>
<td>D- 60</td>
<td>240-251</td>
</tr>
<tr>
<td>F &lt;59</td>
<td>&lt;239</td>
</tr>
</tbody>
</table>
Note: Final grade is based on accumulated grades/ evaluations in each category. Individual assignments must be turned in at the beginning of the class period in which they are due. All assignments must be completed to pass the course.

Incomplete

Incompletes will be given only in cases of your own documented medical or family emergency. At least 75% of coursework completed with a passing grade is required for an incomplete.

Academic Dishonesty

Professional and ethical behavior is required. Academic misconduct is defined as any act that violates the rights of another student with respect to academic work or involves misrepresentation of a student’s own work. Academic misconduct includes but is not limited to: cheating on assignments or examinations, plagiarizing pieces of work, depriving others of necessary coursework, and sabotaging another’s work. Discovery of academic misconduct is grounds for an F or N in the course.

Classroom Conduct

Students who engage in behavior that disrupts the learning environment for others may be subject to disciplinary action under the Code. All persons shall have equal access to its programs, facilities and employment without regard to race, color, creed, religion, national origin, sex, age, marital status, disability, public assistance status, veteran status, or sexual orientation. Reports of harassment are taken seriously, and there are individuals and offices available for help.
<table>
<thead>
<tr>
<th>Week</th>
<th>Contents</th>
<th>Software</th>
<th>Assignment Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>Week1</td>
<td>Introduction to the course: OptiTex and Visual Retailing/Mockshop</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Week2</td>
<td>Menu&gt; View, Piece</td>
<td>OptiTex</td>
<td></td>
</tr>
<tr>
<td>Week3</td>
<td>Menu&gt; Design, Tools</td>
<td>OptiTex</td>
<td></td>
</tr>
<tr>
<td>Week4</td>
<td>Menu&gt; 3D</td>
<td>OptiTex</td>
<td></td>
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<tr>
<td>Week5</td>
<td>Visual Store: Creating a room; Adding fixtures</td>
<td>Mockshop</td>
<td></td>
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<tr>
<td>Week6</td>
<td>Visual Store: Garment merchandising</td>
<td>Mockshop</td>
<td></td>
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<tr>
<td>Week7</td>
<td>Visual Shape and Visual Library: Adding the image and product details</td>
<td>Mockshop</td>
<td></td>
</tr>
<tr>
<td>Week8</td>
<td>[Midterm Exam: 40 pts]</td>
<td></td>
<td>Due: Lecture summary (50 pts)</td>
</tr>
<tr>
<td>Week9</td>
<td>[Dresses] 3D Virtual garment design</td>
<td>OptiTex</td>
<td></td>
</tr>
<tr>
<td>Week10</td>
<td>[Skirts + Blouses] 3D Virtual garment design</td>
<td>OptiTex</td>
<td>Due: Designs with 3D models for Dresses (40 pts)</td>
</tr>
<tr>
<td>Week11</td>
<td>[Pants + Blouses] 3D Virtual garment design</td>
<td>OptiTex</td>
<td>Due: Designs with 3D models for Skirts/Blouses (40 pts)</td>
</tr>
<tr>
<td>Week12</td>
<td>3D Virtual store design I</td>
<td>Mockshop</td>
<td>Due: Designs with 3D models for Pants/Blouses (40 pts)</td>
</tr>
<tr>
<td>Week13</td>
<td>3D Virtual store design I &amp; II</td>
<td>Mockshop</td>
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<tr>
<td>Week14</td>
<td>3D Virtual store design II</td>
<td>Mockshop</td>
<td></td>
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<tr>
<td>Week15</td>
<td>[Digital Portfolio]</td>
<td>OptiTex</td>
<td></td>
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<tr>
<td>Week16</td>
<td>[Digital Portfolio]</td>
<td>OptiTex</td>
<td>Due: 3D virtual stores I &amp; II (100 pts)</td>
</tr>
<tr>
<td>Final</td>
<td>[Final Oral Presentation: 40 pts]</td>
<td>Mockshop</td>
<td>Due: PowerPoint file</td>
</tr>
<tr>
<td></td>
<td>Digital Portfolio</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>