A COMPUTER-BASED TUTORIAL DESIGNED TO ENHANCE STUDENT VISUALIZATION SKILLS

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Fluency in visualizing and manipulating 2D and 3D visual forms in the imagination is essential for apparel designers (AD). Because education minimizes visual skill development, entering freshmen often lack experience in per-ceiving how 2D garment components relate to 3D body and garment forms. The objectives of this on-going project are to (1) strengthen per-ceptual judgment; (2) reinforce recognition, analysis, interpretation, and evaluation of apparel designs; and (3) enhance skills in syn-thesizing and evaluating 2D and 3D information.

VISION DE LA MODE™ (VM), an inter-active computer-based tutorial, is being devel-oped using Authorware®, 5 Attain™. VM guides students through the initial stages of developing a two-dimensional pattern and provides options for viewing the resulting style in 3D. Feedback from a sophomore-level flat pattern class suggested that about half of the students need to improve skills in projecting a garment style when given a set of pattern pieces. Student interviews indicated that the 3D images were helpful in visualizing a pattern as a gar-ment. Students provided recommenda-tions rela-tive to content, implementation, and legibility.

VM expands opportunities for tradi-tional and non-traditional students to practice solving a variety of apparel design problems. Additional options for practice and testing are being incorporated. Tutorial development will be expanded to include implementation in other flat pattern and draping design courses.

Macromedia®. (1998). Macromedia® authorware5 attain: Using authorware attain. San Francisco, CA: Macromedia.