Computation and Fashion
Classes will comprise of 25% lecture on relevant ideas in art and design ("Theory"), 25% instruction on technical skills ("Practice"), 15% guest lectures, and 35% lab time and project presentations.
There will be 2 short projects and 1 final project.

January 28
Introductions, brainstorming with tech and craft
homework: bring an article of clothing that you don't mind destroying to the next class

February 4
Theory: Designing & Deconstructing Classics
Practice: Fundamentals to clothing design
--First project assigned:
Sketching: Draw upon the ideas you explored in the first class and develop it further through a video sketch. Video should be no more than 2 min long. Don't worry too much about tech, focus on interactions, human context, and communication.

February 11
Theory: New Materials & Techniques in Fashion
Practice: CAD for 3D printing and laser cutting

February 25
Theory: Prints, patterns, and Computational design
Practice: Digital Fabric printing, computational techniques
--First project due

March 4
Theory: Couture to Ready-to-Wear
Practice: Knitting, crochet, and mass manufacturing cut and sew
--2nd Project assigned:
Materializing: Create a wearable form in digital space, and realize it in physical space. Create 2 iterations.

March 11
(out of town) --makeup class TBD--
Theory: Data is the New Black
Practice: Activity tracking, privacy, visualizations, api hacking

March 25
Theory: The body in digital space
Practice: 3D scanning, motion capture, animation
--2nd Project Due
--Final Project Assigned

Prompts:
Fashion is culture—it has long represented status, social circles, occupation, and important life events. The biggest cultural shift in the last couple decades has been the rise of readily accessible technology. Consider how technology is no longer just work, but a fundamental human expression. Reinterpret a fashion classic through the lens of computational software.

Consider how clothing and accessories are worn and used everyday and throughout a lifetime. Wear and tear builds from individual habits and patterns. Explore this theme of Daily Use through materials and code.

April 1
--Guest lecture-- sportswear
--Guest lecture-- fabrication

April 8
--Guest lecture-- architecture
--lab

April 15
--lab

April 22
--lab
--Photography, documentation

April 29
--Final Project presentations.