View results

Respondent

6　　Chiara Vincenzi

52:19
Time to complete

1. Date of this semester progress report submission *

Feb 04th, 2025

2. Name of project exactly as it was listed in your award letter *

Digital Fashion Design: Teaching and Learning for a Sustainable Future

3. Date of original award letter *

May 25, 2024

4. Date of expiration listed on award letter (or on scope change approval if more recent) *

5/25/2026

5. How much was your award (i.e., original award plus any approved budget increases)? *

$ 43300

6. How much of your award has been spent to date (in dollars)? *

$ 13281.74

7. Date of forecasted project completion *

Dec 2026

8. Have you submitted one or more semester progress reports previously? *

○ YES

◉ NO

9. Describe, in detail, what has been completed on the project since the last semester progress report (or since the project commenced if you have not yet submitted a semester progress report)? *

Faculty Training in CLO 3D
Since the start of the project in Fall 2024, we have successfully completed beginner and intermediate faculty training sessions in CLO 3D. The training sessions were attended by 5 instructors: Chiara Vincenzi, Susan Becker, Richard Greeg, April McKinnis, Rochele Gloro.
Level 1 training was conducted on September 11, 12, and 13, while Level 2 training took place on October 2, 3, and 4. A total of 24 hours of training were provided.
CLO 3D Module Development for Spring 2025 Courses
As part of our efforts to integrate CLO 3D into the curriculum, we have developed CLO 3D modules for three courses offered in Spring 2025:
1. FAA 330: Making Sustainable Design, Fashion Module Instructor: Prof. Chiara Vincenzi
• This module introduces students to CLO 3D for designing zero-waste garments.
• Students will learn best practices in sustainable fashion design, focusing on optimizing resources and minimizing waste.
• The syllabus includes three dedicated CLO 3D classes to equip students with essential 3D digital fashion design skills.
2. ARTS 330: Fashion and Textile Design Instructor: Prof. Chiara Vincenzi
• A new CLO 3D module has been developed for this course.
• Students will be introduced to surface textile design and learn how to compose textile patterns.
• Working in groups, students will develop a mini collection presented digitally in a virtual showroom or runway.
• The digital visualization process using CLO 3D will allow students to review and refine their textile patterns, colors, and overall design before physical possible production, thereby conserving physical resources.
3. ARTS 221: Fashion Illustration Instructor: Prof. Chiara Vincenzi
• A new CLO 3D module has been integrated into the course.
• Students will learn the basics of CLO 3D, including garment modification and basic garment construction using the CLO library.
• The module aims to build essential industry skills by enabling students to create 3D representations of their designs.
• The course will culminate in a virtual runway presentation where students will render and finalize their avatars and garments.
4. THEA 443 Flat Pattern Drafting Instructor: Prof. Richard Gregg
• Building on Introduction to Costume Patterning, Flat Pattern Drafting is focuses on mathematical drafting systems and paper manipulation to achieve the desired garment shape.
• New module using CLO 3D for Flat Pattern Design.
Student Involvement and Impact
During the Fall semester, we hired a student employee, Kiera Oliva-VanDeWalle, that actively contributed to the project, demonstrating exceptional skill and creativity with CLO 3D. Her work has significantly inspired her peers, leading to increased interest in the software. Several students have reached out to the instructor Vincenzi, to learn more about CLO 3D and to become part of the project.
As a result of this growing interest, two independent studies were initiated in late Fall. These independent studies will transition into formal student employment positions in the Spring semester, allowing the students to continue contributing to the project's development and success.
During the Fall 2024 Semester prof Vincenzi has been contacted by graduating students that expressed great interest in learning the software before their graduation , since 3D modeling skils are one of the requirements for enty level fashion designer job and internships.
Zero Waste Workshop Open to Campus
Over Fall 2024, we began designing the Zero Waste Workshop, which will be conducted for the first time on campus in Spring 2025. We are partnering with CITL, SCD, and The Circular Fashion UIUC in developing this workshop. The workshop will be open to students from across campus and offered in three Friday sessions on April 11, April 18, and April 25 (20 - limited spots available). These sessions will be part of the Circular Fashion events planned for April and May 2025.

10. Describe, in detail, the project's challenges/obstacles since your last semester progress report (or since the project commenced if you have not yet submitted a semester progress report)? *

The main challenge we faced was the bureaucracy involved in obtaining the licenses. It took a few months to secure the licenses for student use, causing a delay in starting activities for the two independent studies. We have decided to carry these studies into the Spring semester, with completion expected by March. Afterward, the students will be hired to participate in workshop activities and assist Prof. Vincenzi in developing the fashion modules.

11. Describe, in detail, the project's successes since your last semester progress report (or since the project commenced if you have not yet submitted a semester progress report)? *

Since the beginning of the project, we have achieved remarkable success in integrating CLO 3D technology into both faculty development and student learning. Faculty members have gained valuable skills, enriching their teaching practices, while students have embraced the software with enthusiasm, leading to increased creativity and innovation in their work. The project has fostered a collaborative environment, inspiring independent studies and further student engagement.

12. Did your project have any changes to its team that SSC should know about (e.g., project lead, faculty/staff advisor, departmental financial contact)? *
NOTE: If yes, please complete the SSC Project Contact Information Change Form located at this link: https://forms.office.com/r/uBjx9nmNpG

◉ YES

◯ NO

13. Complete and upload the semester financial documentation for your project. You should reflect all expenditures since your last semester project report. We strongly suggest that you also upload supporting financial documentation from Banner for your award CFOP. NOTE: When your project is completed and/or expired (whichever comes first), any remaining project funds will be transferred back to the SSC.

https://studentengagement.illinois.edu/sites/default/files/2024-09/SSC-Budget-Timeline-SEMESTER-PROGRESS-REPORT-template.xlsx
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📄 FIOL_Revenue_Expense_YTD_Transaction_Statemen_Chiara Vincenzi.pdf

📄 CLO-14309_Chiara Vincenzi.pdf

14. (OPTIONAL FOR SEMESTER REPORT) Upload project marketing and/or media not previously submitted in semester progress reports.
NOTE: Project marketing and/or media must include SSC's logo and/or a statement of which fee(s) funded the project.