

View results

Respondent

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Chiara Vincenzi

7031:01

Time to complete

1. Date of this semester progress report submission *

Dec 28, 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 (or semester/year) of original award letter *

5/25/2024

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

5/25/2026

5. Enter the total amount of the award, including any budget increases as a result of a previous scope change. *

\$ 43300

6. What is your project's 6 digit fund account number created for this project and to which the SSC allocation was transferred? *

Please ask your project's financial contact for this information if unknown.

No answer provided.

This question is required.

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

\$ 32213.5

8. Date of forecasted project completion *

Dec 2026

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

☐ YES

☒ NO

10. 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)? *

Since the last report submitted in early Spring 2025, several key milestones have been achieved:

- Student Training and Curriculum Development: Two students were trained during Spring 2025 to assist with curriculum development and support the Zero-Waste Design Workshop.

- Zero-Waste Workshops: Conducted campus-wide Zero-Waste Design Workshops in both Spring 2025 and Fall 2025, promoting sustainable practices in fashion design. The workshops had 9 participants in Spring and 8 participants in Fall and were organized in collaboration with the CITL Innovation Studio and the Siebel Center for Design. These workshops were integrated into the Circular Fashion Expo during Fashion Revolution Week (April 2025) and again in Fall 2025.

- Integration of CLO 3D in Existing Courses:

ARTS 221: CLO 3D integrated in Spring 2025 and continued in Fall 2025; scheduled for Fall 2026.

FAA 330: CLO 3D integrated in Spring 2025 - Zero waste Digital project

ARTS 320: CLO 3D integrated in Spring 2025.

ARST 321: CLO 3D integrated in Fall 2025-Zero waste project

- New Course Offering: Successfully launched ARTS 499 – Digital Fashion Design, a new course introduced in Fall 2025, focusing on digital tools and workflows for fashion design using Clo 3D. Course descriptions: "This course introduces students to 3D fashion design using CLO 3D, a leading industry software. Students will learn to create digital garments, develop 3D patterns, and explore silhouettes, draping, and fit in a virtual environment. They will visualize designs on avatars, render fabrics, and apply textures and prints for realistic collections. The course highlights how digital prototyping can reduce waste and optimize the whole garment creation process. Skills gained can be applied in fashion industry, costume design, gaming, and animation. As a final project, students will transform a digital look into a physical sample and refine professional presentation techniques using rendering mockups and animations."

- Students' Work Exhibition: Organized an exhibition showcasing student projects from ARTS 499-Digital Fashion Design, featuring their final collections presented as a digital runway with avatars and 3D samples of one look from each collection. The exhibition was held at the Bloc Gallery at Art and Design from Dec 10 to Dec 16th 2025.

11. 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 encountered during Spring 2025 and Fall 2025 was related to delays in finalizing a legal agreement between the CLO 3D company and the University of Illinois.

We began discussions in January 2025 regarding the renewal of licenses and the purchase of advanced training, including official accreditation for CLO 3D instructors. This accreditation was intended to be completed in May 2025, at the end of the spring semester, through a program led by a CLO-certified instructor. However, the process was delayed due to difficulties in reaching an agreement between the two parties.

After several months of negotiations, the agreement was finalized in November 2025, and the purchase of CLO 3D licenses and instructor training/certification was successfully completed. This accreditation will add significant value to our campus and upcoming courses. Students enrolled in classes taught by certified instructors will be eligible to receive CLO micro-credentials, which they can showcase on their CVs and LinkedIn profiles, enhancing their competitiveness in job and internship searches.

Despite this positive outcome, the delay created uncertainty throughout the semester and slowed down several planned activities. For example, the advanced training and accreditation have been postponed to May 2026. During Fall 2025, I was unable to access a personal license or hire an intern to assist with CLO-related research.

Looking ahead, I plan to continue this project in Spring 2026 with one or more students. The students will continue to work with CLO 3D, combining virtual reality tools, such as particularly Gravity Sketch, and investigate ways to integrate VR workflows with CLO 3D, or promote sustainability in design.

12. 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)? *

The project has achieved several significant successes that have positively impacted students and the campus community:

- Student Training and Curriculum Development: Two students were trained during Spring 2025 to assist with curriculum development and support the Zero-Waste Design Workshop, gaining hands-on experience in sustainable fashion practices and digital design integration.

- Independent Studies with CLO 3D: Three students completed independent studies using CLO 3D, receiving training and producing portfolio-ready work. These students also volunteered to assist during the Zero-Waste Workshops, contributing to hands-on learning and peer support.

- Zero-Waste Workshops: Two campus-wide Zero-Waste Design Workshops were successfully conducted, one in Spring 2025 and another in Fall 2025, with 10 participants in the spring and 8 in the fall. These workshops were organized in collaboration with the CITL Innovation Studio and the Siebel Center for Design and integrated into the Circular Fashion Expo. Participants learned fundamental zero-waste concepts and created garments from scratch within three sessions, taking home completed pieces. This initiative promoted sustainability and hands-on learning for a total of 18 individuals.

- Integration of CLO 3D in Courses: CLO 3D was successfully incorporated into multiple courses:

- o ARTS 221: Integrated in Spring 2025 and Fall 2025; scheduled for Fall 2026.

- o FAA 330: Integrated in Spring 2025 for a zero-waste digital project.

- o ARTS 320: Integrated in Spring 2025.

- o ARTS 321: Integrated in Fall 2025 for a zero-waste project. This integration exposed over 95 students across these courses to industry-standard digital fashion tools, enhancing their technical skills and sustainability awareness.

- New Course Offering – ARTS 499 Digital Fashion Design: Launched in Fall 2025, this course introduced students to 3D fashion design using CLO 3D, covering digital garment creation, pattern development, draping, and rendering techniques. Students learned how digital prototyping reduces waste and optimizes garment creation processes. The course attracted 15 students, equipping them with skills applicable to fashion, costume design, gaming, and animation.

- Students' Work Exhibition: Organized an exhibition at the Bloc Gallery (Dec 10–16, 2025) showcasing projects from ARTS 499. Students presented their final collections through a digital runway with avatars and 3D samples of one look from each collection, demonstrating their ability to merge digital and physical design processes. This event highlighted the success of the new course and gave students professional exposure.

Overall, the project has impacted approximately 130 individuals through courses, workshops, and exhibitions, providing them with advanced digital design skills, sustainable fashion knowledge, and opportunities to showcase their work. These achievements align with the project's goals of integrating technology and sustainability into fashion education and preparing students for evolving industry demands.

13. How many students and how many non-students have been impacted by your project, thus far, and how? *

No answer provided.

This question is required.

14. 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 ALSO complete the SSC Project Contact Information Change Form located at this link: <https://forms.office.com/r/uBjx9nmNpG>

☐ YES

☒ NO

15. (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.

 [zero waste workshop Chiara Vincenzi.jpg](#)

16. 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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[CLO-15107 invoice 2025 Chiara Vincenzi.pdf](#)



[SSC-Budget-Timeline-Spring -Fall 2025-PROGRES Chiara Vincenzi.pdf](#)