Application of Information Technology and Artificial Intelligence in Computer Assisted Costume Design

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Abstract. Costume Design and information technology can be used as a collision between fashion and information technology. As a course that combines artistry and technology, costume and costume design have higher and higher teaching requirements for technical environment on the basis of art display, and attaches equal importance to students' innovative thinking and practical ability in the teaching process. Compared with traditional teacher-centered, only attach importance to knowledge and neglecting the students' ability development of teaching mode can meet the demand for professional talents, and reasonable use of the information technology as the guide, give full play to student's main body role, respect students' individual differences, according to the diverse learning needs of students, In order to better train out of the garment industry needs high-quality talents.

Keywords: Costume Design, Application of Information Technology, classroom teaching, Art and Technology.

1. Introduction
The current social and economic development, technological innovation and information technology not only change the development of the big pattern, but also change the teaching method of teachers and the learning method of students. Understanding the application of information technology in the classroom teaching of costume design can provide a better basis for classroom teaching. At present, information technology is mainly used to assist teaching, such as the use of multimedia, the creation of information technology classroom and so on. In the research of some domestic scholars, Yan Hanbing believes that: In the information age, the teacher should be to "help", professor hogg resistance from the concept, development history, teaching resources, teaching process, teaching system design, system development, technology application, technology management, evaluation and development and reform of the education technology teaching materials for the comprehensive revision. Among them, emphasis is placed on the educational process with the support of appropriate technology and the name of education. Emphasis is placed on the study of instructional design theory and the construction of a learning-based instructional design theory. As a professional and practical major, costume and costume design can not only satisfy the course needs through theoretical teaching in the teaching process. Also need to carry out a certain practical operation, the application of information technology in classroom teaching to let students directly learn knowledge, have a better feeling, so as to stimulate the enthusiasm of students.
2. costume design under the application environment of information technology

Costume design and information technology can be used as a collision between fashion and information technology. As a course that combines artistry and technology, costume and costume design have higher and higher teaching requirements for technical environment on the basis of art display, and attaches equal importance to students' innovative thinking and practical ability in the teaching process. Compared with traditional teacher-centered, only attach importance to knowledge and neglecting the students' ability development of teaching mode can meet the demand for professional talents, and reasonable use of the information technology as the guide, give full play to student's main body role, respect students' individual differences, according to the diverse learning needs of students, in order to better train out of the garment industry needs high-quality talents.

The present information technology application in classroom teaching, mainly in order to realize the leapfrog promotion of classroom teaching quality, achieve the goal of education informationization, but clothing and apparel in the classroom in colleges and universities, and still exist in the traditional teaching focuses on the teaching of information technology, the first problem is CuFangXing information technology in the classroom, teachers for the persistence of the traditional teaching way, For classroom use do not take the information technology, lag and use of information technology means more or less there are some problems, lead to student's experience is poorer, is "the heavy form light content", is the teacher in the classroom give full play to the richness of the technology, but the class content and timeliness and there are no substantive change. It can be seen that information technology is facing great opportunities and challenges in the course teaching of costume design.

3. Application of information technology in clothing and costume design class

The use of information technology in the classroom teaching of costume design can greatly improve students' interest in learning, and also play a certain role in promoting the classroom teaching reform. In the classroom design of costume design, the use of information technology can well solve the problems encountered. For example, the teaching difficulties in the course process can be enriched through the teaching of information technology, so that the knowledge points in the classroom teaching can be broken through one by one. Let the students better grasp the absorption of knowledge, improve the students' learning thinking innovation ability and practical operation ability (See table 1 for course distribution).

| Numble | Course Name                      | Total Class hours | Practice Class hours |
|--------|----------------------------------|-------------------|----------------------|
| 1      | Computer aided design            | 40                | 24                   |
| 2      | Application of apparel CAD       | 36                | 18                   |

3.1. Use information technology to expand teaching content

Costume design itself is the fashion industry, the rapid economic development, the rapid development of science and technology under the opportunity, social demand for innovative talents is increasing, with same technology modernization needs, a lot of design companies require electronic plate-making, electronic mapping, and even to input data directly after the electronic cutting bed, etc., Students are required to have at least a dabble in information technology and information equipment. Therefore, it is necessary to use information technology to break through the traditional teaching mode in the classroom teaching of costume design, which requires the corresponding courses to be added or the importance of corresponding courses to be increased in the classroom teaching, such as: clothing CAD, computer-aided design, etc. In the course society, it is necessary to do a good job in teaching materials and the actual situation of the professional frontier; Before using information technology in classroom teaching, teachers should collect teaching materials from multiple angles to better stimulate students' interest, so as to improve the quality of learning, so as to make students develop synchronously with majors, majors, social demands and social trends.
Information technology in the classroom teaching, using the rich teaching information, let the students outside the classroom and using information technology to collect useful information, embodied in their design work or class assignments with teachers to discuss or talk to each other, also increased the teaching content of the study, from the side so as to realize the teaching content innovation, realize the students' ability of autonomous learning, To achieve the improvement of their overall ability and literacy.

3.2. Use information technology to achieve efficient classroom
Information technology and classroom teaching are not a simple one plus one equals two. Only by combining the characteristics of semi-professional subjects can we achieve the integration of classroom teaching and improve the learning efficiency of students. Compared with other courses in science and engineering and ideological and political science, the teaching mode of Costume design is relatively diverse and flexible. Even so, students' abstract understanding of some clothing terms is still not enough, and generally students' learning efficiency is very low. After the intervention by information technology in classroom teaching, teachers through a variety of information technology to improve the students' attention, for example, using PPT to show the design process, through the video to expand students' vision, for the students to build up a knowledge of visual information network, fundamentally solve the laches of students for learning, So as to guide students to the enthusiastic state into learning to improve the students' enthusiasm in class, to create an efficient learning classroom.

3.3. Use information technology to create teaching situation
In the traditional course of costume design, teaching and learning are carried out in a simple way. The teaching situation is basically out of a closed mode, which is not conducive to the cultivation of independent learning ability. The use of information technology can let the computer teacher in the classroom is the use of multiple interactive technology for teaching, throughout the teacher's education of students throughout the classroom teaching process, the use of a variety of information technology to assist teaching, to provide students with real demonstration pictures, better let students immersive, into it. In clothing design method for the course, for example, the basic is the teacher in the interpretation of the concept of information development, of teaching students to compare the teacher's explanation for learning, students' knowledge a stiff memory design period or the style of the designer and the representative works, wait until the actual exchange and late study found that only when too little because of the textbook pictures or or black and white images, Students simply can't recognize and understand. However, the use of information technology in the curriculum, such as multimedia technology play slides or documentary, will be the whole life of the designer cannot image and vivid representative work as well as for the show in front of the eyes of students, according to the teacher's explanation at this time for students and teaching materials on the term will be more image, also can better stimulate students' interest in learning. Similarly, in layout design, the presentation of styles and details before and after, together with the presentation of finished garments, can help students avoid mistakes and improve their operational efficiency and learning ability in the process of practice. Information technology for garment and clothing design of classroom teaching is a process from shallow to deep, each link of information technology through in classroom presentation and communication, technical information through the classroom teaching methods and learning methods of teaching object, play to the advantages of information technology in the classroom teaching, make clothing and apparel design class will be more colorful.

4. The influence of information technology on teachers and students in the classroom teaching of costume design
Is indispensable to the teachers and students in classroom teaching, in the costume design major, the students in this major before although have art strength, but it does to clothing or design professional basic is blank stage, a lot of basic knowledge of learning, and boring contact system makes students lose interest for students’ practical skills, also makes the teachers for classroom teaching to lose
confidence. The use of computer technology in classroom teaching and teaching can effectively improve this phenomenon.

4.1. The influence of information technology on the classroom teaching of costume design on teachers
The classroom teaching of costume design emphasizes flexible and diversified teaching courses for students. For students with relatively weak foundation, it is a big difficulty for teachers to teach. By using information technology, teachers can carry out targeted education according to the requirements of relevant courses and students' real professional accomplishment. For example, teachers can use various information technologies such as picture display and explanation or video playback to cultivate students' knowledge of costume design and improve their design level. Therefore, teachers are required to use information technology in classroom teaching. First, teachers should be quite skilled in the use of information technology equipment or software, in order to achieve twice the result with half the effort in classroom teaching; Secondly, teachers should prepare the lesson plans and lecture notes before using information technology. In the process of collecting the latest design trends in advance, they should design what kind of information technology can be used to demonstrate the teaching. Moreover, in the process of classroom teaching with information technology, teachers need to be skilled in teaching materials and speeches, which requires teachers to be familiar with the teaching materials to achieve a complete mastery; Finally, teachers need to use information technology in classroom teaching to enable students to get experiential learning in guest teaching, which requires teachers to have a comprehensive understanding of the courses of costume design, so as to perfectly link classroom teaching.

4.2. The influence of information Technology on students in costume design classroom teaching
Costume design is a "wear in the body of art and design", its design is the core of "people-oriented" design fit comfortable elegant appearance of clothing and the dual meet, physical and mental is also requires to have in the design of visual impact to produce aesthetic feeling after summing up experience and then accumulate through a lot of learning to make a good design. In the clothing and apparel design classroom teaching, the use of information technology in apparel design and development course, for example, the traditional teaching mode, students are often don't know what you want to do, whether in the process of design and fabric for color collocation, and draw the fabrics of whether there is wishful thinking, finally draw clothing design drawings and clothing material are often far more. By using information technology as a medium and relying on rich database materials in the early stage of classroom teaching, videos suitable for the course progress can be selected to play the designer's design process and design work display, so that students can feel the real design process in advance. According to the display of design process in the video, Learned that the proportion of clothing fabrics and clothing, clothing color information such as the mutual coordination, will look to correct their own design, after repeated research gradually in the next step in learning to find their own professional practice to strengthen weak spot, to a large extent can motivate students' interest for course, avoid the students in the skills of learning or practice in the process, It also helps students to avoid negative emotions such as "what am I doing?" and "What is the point of learning?" it also helps students to motivate themselves and turn their curiosity into enthusiasm for their major. The advantage of using information technology in the classroom teaching of costume and costume design is not only the reform of teachers' classroom teaching, but also a process of students' imitation. In the later period of costume design homework, students will also demonstrate and explain the homework according to the information technology commonly used by teachers. For example, the course homework will be made into PPT or small video for demonstration at the end of the course, which indirectly strengthens students' ability to apply information technology. Students in the work at the same time, also can make presentation in front of teachers and students, in front of the teachers and the students comprehensive presents its design concept and work, and promote each other between teachers and students, and students learning effectiveness of communication, make teachers can give
direct comments and points to student's work, change the traditional single communication mode, Better promote two-way communication between teachers and students.

Combined with the establishment and use of professional computer classrooms, the use of information technology is also more convenient, teachers and students can rely on information technology provided by the platform for simple communication. For example, in the computer aided design classroom teaching, the classroom gives a design theme, and students design clothes according to their own understanding with the help of computers. And teachers according to the main control computer check students' progress, timely grasp each student's progress and understanding of the design theme, aiming at the weak link of students communicate at any time to communicate with students, after the communication between teachers and students to make a correction for design works, you can avoid the imperfection of the students eventually hand over homework, and hit the innovation ability of students.

5. Conclusions
As information technology and the development of the costume design major, the application of information technology in the clothing and apparel design account for the proportion will gradually increase, and the use of information technology is not a denial of the traditional teaching, but in order to better meet the needs of many aspects of clothing and dress design major, in the process of classroom teaching to strengthen this professional course deep mining, Give full play to the complementary advantages of traditional teaching and information technology to achieve good classroom teaching effect. Information technology has become an indispensable teaching method in the present classroom teaching. But because information technology plays an auxiliary role in classroom teaching, that is to say, information technology can only play its role and advantages in advanced teaching concepts. In the classroom teaching of costume design, information technology is used to solve the technical problems existing in the teaching of teachers. In the face of now good development opportunities, information technology is used to expand the breadth of classroom teaching knowledge and deepen the depth of classroom learning, which undoubtedly plays a positive role in promoting.

Information technology can combine art and technology into one, and enrich the teaching process and methods of teachers in class through information technology. It is also necessary for teachers to use information technology in classroom teaching to show the process and final presentation of design to students. In the process of teaching, it is also the students’ understanding of information technology, which lays a good foundation for better use of information technology. Therefore, teachers should combine professional characteristics in the costume design classroom to carry on the extensive application of information technology. In other words, it is still in a stage of exploration. How information technology can serve the courses of clothing and clothing will be a long-term problem worth exploring.

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