

This official addendum replaces pages 68 - 72 of the 2023-24 Course Catalog

FASHION DESIGN

2023-24 Course Catalog

Fall - Foundation		
COURSE		CR
Life Drawing I OR	FNDT180	3
Creative Practices I	FNDT172	
Principles of Design	FNDT115	2
Drawing & Building Form	FNDT160	3
Writing in the Digital Age	ENGL107	3
Intro to Visual Culture	AHCS120	3
		14

Spring - Foundation		
COURSE		CR
Life Drawing I or II OR	FNDT180/182	3
Creative Practices I or II	FNDT172/173	
Connections through Color & Design	CAIL101	3
Drawing Studio Expanded Studio OR	FNDT162	2
Form & Space	FNDT161	
Elective	FNDT145	2
Birth of the Modern	AHCS121	3
Ways of Knowing	LIBS114	3
		16

Fall - Sophomore		
COURSE		CR
Sophomore Studio I	FSHD214	3
Sophomore Fashion Design I	FSHD244	3
Digital Design I	FSHD234	3
History of Costume	AHCS234	3
Creative Action Lecture*	CAIL200	3
		15

Spring - Sophomore		
COURSE		CR
Sophomore Studio II	FSHD215	3
Sophomore Fashion Design II	FSHD245	3
Digital Design II	FSHD235	3
Textile Science	NSCI315	3
Contemporary Fashion Issues*	LIBS210	3
		15

Fall - Junior		
COURSE		CR
Junior Studio I	FSHD314	6
Junior Fashion Design I	FSHD344	3
Creative Action Studio**	CAIL301	3
Math for Artists & Designers	MATH136	3
		15

Spring - Junior		
COURSE		CR
Junior Studio II	FSHD315	6
Junior Fashion Design I	FSHD345	3
Studio Elective**		3
Trends and Theories in Contemp Art	AHCS224	3
		15

Fall - Senior		
COURSE		CR
Senior Studio I	FSHD414	6
Senior Fashion Design I	FSHD444	3
Business of Fashion	LIBS414	3
Senior Liberal Studies Capstone	LIBS440	3
		15

Spring - Senior		
COURSE		CR
Senior Studio II	FSHD414	6
Senior Portfolio	FSHD415	3
Upper Division LAS Elective	LIBS314	3
Social Science Elective	SSCI210	3
		15

*Sophomores with A-L last names will take LIBS 210 in Fall and CAIL 200 in Spring.

Sophomores with M-Z last names take CAIL 200 in Fall and LIBS 210 in Spring.

**Juniors with A-L last names will take Studio in Fall and CAIL 301 in Spring.

Juniors with M-Z last names will take CAIL 301 in Fall and Studio in Spring.

SOPHOMORE STUDIO I

FSHD 214 - 3 credits

Your journey into the fashion studio starts here! This on campus course introduces you to processes used in garment construction including draping, patternmaking and sewing. Beginning with these basic principles you will learn industry techniques to construct muslin garments, sewing samples, and paper patterns using industrial equipment. By the end of this course, you will have created a sample garment, paper patterns, a draped basic dress, and a sewing notebook to use for future courses. *Lab fee: \$100*

SOPHOMORE STUDIO II

FSHD 215 - 3 credits

Diving deeper into techniques used for garment construction, this in-class course builds on the foundational knowledge of draping, pattern making and sewing acquired in Sophomore Studio I. You will construct and pattern increasingly complex garments using industry procedures and equipment. You will be challenged to interpret 3-dimensional design ideas through the creation of garments using fabrics that accurately reflect your sketches. During this course, you will create one garment of your own design, a full-size sample knit t-shirt, paper patterns, and complete a sewing notebook to use as reference for your career as a designer. *Lab fee: \$100*

Prerequisite: FSHD214 Sophomore Studio I

SOPHOMORE FASHION DESIGN I

FSHD244 - 3 credits

Fashion Illustration is the language designers use to quickly express their ideas in a 2-dimensional format. This course introduces you to drawing techniques fashion designers use to show their thought process. You will draw clothes on the figure, as well as rendering techniques to communicate a variety of textiles. You will develop an understanding of garment construction through flat technical drawings. Throughout the course you will have completed multiple projects that highlight specific markets. Your semester will culminate in a resort-wear collection that will demonstrate your knowledge of design development, croquis sketches, composition/layout, and technical flats.

SOPHOMORE FASHION DESIGN II

FSHD245 - 3 credits

Fashion Design is communicated in a 2-dimensional format, a critical skill for professional fashion designers. This course introduces you to the design process, and what it means to follow a design direction. You will implement your drawing skills obtained in previous coursework to create fashion croquis (quick sketches) that express your design concepts. You will continue to explore croquis sketching and flats, while integrating your experience from Sophomore Studio I by creating sewing samples to support your 2-dimensional designs. During this course, you will complete two projects that will expand your understanding of fabric/color stories, research, and adequate execution of your designs in a 2-dimensional format. Your semester will culminate with an athletic inspired collection that will prepare you for your first Mentor Project at Junior level.

Prerequisites: FSHD244 Sophomore Fashion Design I, FSHD214 Sophomore Studio I.

DIGITAL DESIGN I

FSHD 234 – 3 credits

Take your fashion croquis to the next level using Adobe Photoshop and a drawing tablet. In this online course you will learn how to render, make quick and easy color changes, and digitally drape fabric prints onto your fashion croquis. You will learn to create your own custom brushes to replicate elements like lace and stitching. Using drawing tools and filters you will develop fashion graphics and basic textile

print designs to use in your work while learning digital terminology and professional practices. Mastering these tools will help you generate engaging mood-boards and professional fashion design presentations.

DIGITAL DESIGN II

FSHD 235 – 3 credits

Introduction to Adobe Illustrator to draw flats/CADs is a requirement for anyone working in the fashion industry. In this online course, beginners will learn the tools and techniques needed to draw industry standard flats quickly and efficiently including digital terminology, professional workflow, and presentations. Throughout this course you will learn to create a custom brush library including specialty stitches, zippers, and trims. You will create a symbol library containing buttons, buttonholes, eyelets, rivets, bar tacks, and zipper pulls. These libraries along with custom templates, and graphic styles will be used to draw a range of different garment types including shirts, blazers, jackets, skirts, pants, jeans, denim jackets, turtleneck sweaters, and cardigans that you can build on in your professional career.

JUNIOR STUDIO I

FSHD 314 – 6 credits

Knowledge of construction is crucial for becoming a successful fashion designer. This on-campus course focuses on everything related to the moderately priced market. You will construct different types of garments through in-person demonstrations, instructional videos, and step-by-step pictorial manuals. Along the process, you will also learn how to create treatment samples for your Mentor Projects. Woven pants, a Bomber jacket, and a swimsuit are a few projects you will develop. You will also complete a bustier in cotton twill by draping, pattern making, fitting, and sewing, using intermediate-level industry methods. This project parallels the production process used in the fashion industry. You will also learn how to generate spec sheets and cost sheets, and how to incorporate them into a basic design technical packet (Tech Pack) digitally. *Lab fee: \$110*

Prerequisite: FSHD215 Sophomore Studio II, Co-requisite: FSHD344 Junior Fashion Design I

JUNIOR STUDIO II

FSHD 315 – 6 credits

Transform your own designs from 2-dimensional drawings to real-life garments. This on-campus course allows you to apply the skills and knowledge you've acquired while continuing to explore more advanced draping and pattern-making techniques. You will approach the mentor project by following the same methods used in the fashion industry, developing a work calendar, and incorporating your treatment samples made in Junior Studio I into your selected design. You will also create a more advanced Tech Pack based on the mentor project which mirrors the requirements of the fashion industry. There are also opportunities for advanced draping exercises. The final project focuses on constructing a pair of pants inspired by one of your own. *Lab fee: \$110*

Prerequisites: FSHD314 Junior Studio I, FSHD344 Junior Fashion Design I

JUNIOR FASHION DESIGN I

FSHD344 - 3 credits

Clothing centered around streetwear, dress and performance markets is accessible to every consumer of that division at the moderate price-level. This course introduces you to your first Mentor project with focus on the Junior market. Using fashion forecast resources, this course enables you to create fabric stories, garment construction and fashion croquis. You will have the opportunity to work with industry designers, with possibility for a sustainability project. By the end of the course, you will produce a collection, including fabric stories with surface treatments and industry level flat sketches to present to

your Mentor during sketch selection. You will produce your top design selected by the Mentor in Junior Studio II class.

Prerequisite: FSHD245 Sophomore Fashion Design II, Co-requisite: FSHD314 Junior Studio I

JUNIOR FASHION DESIGN II

FSHD345 - 3 Credits

Self-expression and a focus on your individual design aesthetic is a key element to becoming a good fashion designer. Through this course, you will develop your own design concepts for a series of design competitions focused on the contemporary market. This opportunity allows you to compete in the world with other designers and enables you to gain both exposure and scholarship funds. There will be opportunities for a sustainable project if you so desire. By the end of this course, you will have designed two collections for a contemporary market, a sketch book, fabric stories with treatments and designer level flat sketches aimed at preparing you for an internship in the fashion industry.

Prerequisite: FSHD344 Junior Fashion Design I

SENIOR STUDIO I

FSHD414 - 6 credits

The global contemporary Fashion Market is growing at an unprecedented rate. This on-campus course introduces you to construction techniques used by the industry. You will learn about tailoring techniques needed to construct a classic tailored jacket. In preparation for your Senior Mentor Project, your instructors will guide you to drape, draft a pattern and sew a finished garment. Through these projects you will come to understand the handling and construction of diverse fabrics and experiment with hand-sewing techniques. By the end of the course, you will create a classic tailored jacket and a Mentor-guided look of your own design. *Lab fee: \$150*

Prerequisite: FSHD315 Junior Studio II; Co-requisite: FSHD444 Senior Fashion Design

SENIOR STUDIO II

FSHD415 - 6 credits

Turning your 2-Dimensional design into a 3D garment entails precise construction methods. This on-campus course further engages you in the 3-D interpretation and completion of your original designs developed for Mentor Projects. You will perform intermediate applications of draping, pattern drafting, classic tailoring, and sewing techniques for a contemporary label that could include an eveningwear project. You will develop and abide by strict timelines during professional fittings. By the end of the course, you will complete an original designer-level creation, work independently within the context of a professional working environment. *Lab fee: \$150*

Prerequisites: FSHD414 Senior Studio I, FSHD444 Senior Fashion Design.

SENIOR FASHION DESIGN

FSHD 444 - 3 credits

Senior students design apparel for Mentor Projects representing the designer/contemporary markets. Working with designers following the fashion industry's seasonal schedule, students design contemporary clothes in better fabrics and finishing techniques. Students learn how to sketch their ideas to capture a look appropriate to the project, develop technical flats using analog and digital methods and create fabric boards with advanced fabric treatments. This course will culminate in a contemporary men's and women's collection.

Prerequisite: FSHD345 Junior Fashion Design II; Co-requisite: FSHD414 Senior Studio I

SENIOR PORTFOLIO

FSHD445 - 3 credits

The Fashion Portfolio is the apparatus used to showcase the skills you've acquired as a designer to prospective employers. Students develop professional Portfolios, targeting a specific market in the fashion industry, and produce four collections to that end, each including a concept board, color story, fabric and treatment developments, fashion drawings and technical flats. A Tech Pack developed in Junior Studio is included. This course concludes with a Senior Exhibit Portfolio Review where industry representatives and recruiters provide insightful critique of portfolios and potential job offers.

Prerequisite: FSHD444 Senior Fashion Design

STUDIO ELECTIVES

Special Topics (ST) in Fashion Design:

FSHD392 – 3 credits

These studio-based courses will explore cross-disciplinary special topics or broader topics in fashion. Course titles and descriptions will vary based upon topic to be determined based on faculty and student interest. The department will provide a listing of course offerings each semester.

Prerequisite: Students must have completed their sophomore year courses.

Samples of previously offered Special Topics Courses are listed below:

ST: CLO 3D Online

Watch your designs come to life in a virtual 3D environment before ever cutting the fabric. Using industry standard software CLO3D, students will learn to take their designs from 2D to 3D allowing them to instantly modify and view colors, patterns, fit, and fabrication. Throughout this on-campus course students will learn the techniques and tools needed to confidently navigate the CLO workspace. Using basic knowledge of patternmaking, you will create digital patterns that can be printed for physical samples or virtually stitched together in a 3D environment. This will open a whole new world of opportunities for designers to explore fabrication, drape, and fit in a virtual environment.

Prerequisite: Students must have completed their sophomore year courses.

ST: Fashioning the Fantastic

As the intersection of technology and fashion continues to evolve, students will develop digital-only fashion runway collections inspired by a game franchise, or brand. The project will showcase digital runway show that will serve as the backdrop for fantastical collections created on avatars. Students will integrate a fashion/digital perspective to widen the demographic of the gaming community in a fashion fantasy world.

Prerequisite: Students must have completed their sophomore year courses.

ST: Textile Exploration

Often, we design exciting clothes that have interesting fabrics, yet we can't find them by simply going to the fabric store or searching the internet. In this class we will focus on revealing fabric's potential through 3 genres of fabric modification. First, we will explore the creative process of dyeing with focus on Shibori and Batik techniques. Next the students will create unique textures through fabric

manipulation. Lastly, we will explore image making on fabric through cyanotype and screen printing. Each of these processes will generate large fabric prototypes that students can use as inspiration for future design work and portfolios.

Prerequisite: Students must have completed their sophomore year courses.

LABS

The following lab classes may be required if a student's work does not meet the standards set by the department:

- **STUDIO LABORATORY** This non-credit period is open to all students who need additional help in draping, pattern drafting, tailoring, or sewing.
- **ILLUSTRATION LABORATORY** This non-credit period is open to all students who need additional help in drawing and rendering.
- **DESIGN LABORATORY** This non-credit period is open to all students who need additional help in design

LIBERAL ARTS AND SCIENCES MAJOR SPECIFIC COURSES

HISTORY OF COSTUME

AHCS234 - 3 credits

A survey of costume from prehistory to the 21st century. A study of historical and social forces in understanding costume history, how costume influences today's fashions, how trends repeat themselves, and how the past functions as an aid in forecasting future fashion trends.

Required for Fashion Design majors.

CONTEMPORARY FASHION ISSUES

LIBS210 – 3 credits

Fashion is a cultural and social phenomenon that involves us all. The most visible form of consumption and most relevant form of non-verbal communication, fashion is also a representation and objectification of our identity, enabling and supporting social roles and structures. It accords us individuality while validating our group belongings. It is, in short, a fascinating and befuddling aspect of human history, and one that deserves attention.

This course aims at promoting an understanding of the most pressing issues in the field of fashion. It examines fashion theories, trends, and culture from the early 20th century to the present through the lenses of globalism, gender identity, diversity, environmental concerns, labor injustice, and ethical issues.

This course will familiarize students with the recent revolutions, present condition, and possible future scenarios in the fashion world. Students will be encouraged to question the conventional assumptions of fashion history, particularly as they determined the current crisis. Selected topics will include: the early development of the fashion industry and mid-century democratization of dress, the fashion revolutions at the end of last millennium, the phenomenon of fast fashion and the environmental crisis it caused – including current research and future trends.

Required for Fashion Design majors.

TEXTILE SCIENCE

NSCI315 – 3 credits

Study fibers, yarns, knit construction and acquire a practical understanding of how each affects the appearance and performance of the textile product. Knit swatches using a variety of stitches, combining yarns of varying gauges. Other topics include dyeing, printing, and finishes as processes that affect the aesthetic appeal of the finished product, and as functional finishes which enhance performance. The impact of these processes and issues of sustainability are examined as they relate to the cultivation and production of fibers. Learn to make fabric choices based on an understanding of the woven structure and knowledge of individual fabric properties. Required textbook: *Fabric for Fashion: The Swatch Book*, Second Edition, by Clive Hallett & Amanda Johnston. *Lab fee: \$30*
Required for Fashion Design majors.

BUSINESS OF FASHION

LIBS414 - 3 credits

Assuming a position in the Fashion industry requires business knowledge necessary for merchandising, product development, marketing, creative presentations and sales. Through lectures by industry professionals, this online class provides an overview of the apparel manufacturing process outside the realm of the design room, and the marketing partnership of wholesale manufacturers and retailers. The semester begins with professional practice protocols and job search strategies in preparation for successful entry into the workplace.
Required for Fashion Design Majors