

FASHION DESIGN COURSE DESCRIPTIONS**ALL COURSES ARE THREE (3) SEMESTER CREDITS UNLESS OTHERWISE NOTED****FD 1010 Introduction to Fashion**

An introduction to the fashion apparel industry with an overview of industry practices, its growth, current state, and its future. Students explore fashion terminology, design trends, and seasonal cycles as well as the social and cultural significance of clothing. Studies include international and local designers along with design companies.

FD 1020 Color and Design

Students acquire knowledge of the theory of color and the numerous variables related to color. They learn about color harmony and composition, which follows specific rules about hue, brightness and contrast. This aesthetic play with color is further supplemented with an understanding of the principles and elements of design.

FD 2010 Pattern Drafting I - IV

Students learn the techniques involved in drafting well-fitted and proportionally correct block patterns along with adjustments and adaptations of these patterns to create stylish and fashionable apparel. Students will be creating garments of the patterns created in these courses during the Garment Construction courses. Follow-on courses FD 2011 - FD 2013 expand the knowledge and skills gained in this course.

FD 2014 Digital Pattern Drafting

Computer based pattern-drafting software training to enhance the skills learned in manual pattern drafting courses. Students will be creating and modifying patterns digitally using various programs. The knowledge imparted in this course will lead the students in developing patterns out of garments designed digitally or scanned sketches. Prerequisite: FD 2010

FD 2020 Draping I - IV

Basic draping principles are introduced through demonstrations as a method to provide three-dimensional form to original design concepts. Creative designs and interpretations of the basic and complex shapes are explored and developed. The subsequent courses FD 2021 - FD 2023 use the knowledge and skills gained in this course.

FD 2030 Quality Assurance in Textiles and Apparel

Principles of quality control and assurance are inculcated using case studies. Emphasis is on global quality standards being implemented in the textiles & apparel industry. Analysis of products, comparison with standards and reporting of results are the key areas to improve a product or the process of manufacturing the product. Students will be able to understand the basics of producing a high quality product.

FD 2040 History of Fashion

The history of fashion mirrors the history of civilization. Students learn and explore the evolution of fashion from prehistoric times to the modern era. They focus on the trends in style, fabrics, accessories, and footwear, while at the same time correlating this knowledge with the social and political background of each period.

FD 2041 20th Century Fashion

A study of trends, designs, styles, fabrics, accessories, and other elements of fashion in the 20th Century world along with the impact of fashion modern society.

FD 3010 Introduction to Fabric

An in-depth study of textile fibers and the process of textile manufacturing from fiber to finished fabric. Students will prepare a detailed textile reference notebook for fabric swatches. Practical inputs will be provided for fiber identification, knowledge of yarns, and construction.

FD 3012 Textile Design I - IV

This course and FD 3013 to FD 3014 cover the principles of developing pattern designs for textiles and decorative arts. Students learn to create color rendering of repeat patterns used in the textile industry. FD 3015 is the computer-based course that will use design software to create and modify designs digitally.

FD 3030 Surface Ornamentation

Students are taught the various embroidery techniques to create interesting effects on the surface of fabrics. They learn the basic hand stitches and undertake numerous research and practical projects. They are also encouraged to explore more possibilities and variations.

FD 3110 Garment Construction I - IV

Students explore traditional tailoring techniques and appreciate the construction of well-proportioned attire, ensuring a better understanding of the mechanical development in this field. Follow-on courses FD 3111 - FD 3113 expand on the skills and knowledge gained in this first course.

FD 3311 Fashion Illustration I-III

The human figure takes on a unique and somewhat exaggerated proportion in the art of fashion illustration. This course develops the ability to execute drawing of the clothed figure in a variety of angles and poses which show each garment to its advantage. By learning different media, students will be able to develop their creativity and enhance illustration skills in this course and the two subsequent courses, FD 3312 and FD 3313.

FD 3410 Life Drawing

In this course students will develop their skills of observation and analytical drawing of the human figure, which is seen as an important area of study in fashion design.

FD 3610 Fashion Photography

This course familiarizes students with the fundamentals of photography. Lectures include styles and techniques used in photography for the fashion media.

FD 4020 Fashion Accessories

This course will introduce students to design, pattern cutting, and creation of accessories. Students will learn preparation, assembly, machining, and finishing.

FD 4100 Fashion Merchandising

A detailed study of how the fashion industry works. Basic merchandising principles, concepts, and practices utilized in the operation of a fashion-oriented business are analyzed.

FD 4200 New Product Development

This is a new course being introduced in the fashion design department to enhance the management skills of the students. Students will be able to understand the process of launching a new product in the market and the relevant marketing management techniques to convert a concept into a brand.

IT 1090 Computer Applications

This course provides hands-on training in the use of commercially available software application packages such as Microsoft Windows, Word, Excel, Power Point, Access, Outlook, and Internet browsers.

IT 2612 Computer-Aided Design

Introduction and application of Computer Aided-Design with emphasis on training and opportunity to experiment with image creation techniques. Repeat patterns and manipulation of basic templates is taught. Adobe Illustrator and Photoshop are used to create both textile and garment designs. An introduction to different textile and apparel based software to give an insight on the latest technologies being used in the fashion houses as well as the industry. Prerequisite: IT 1090

FD 4990 Graduate Fashion Show

The annual fashion show is the culmination of intense training over a three-year period. Students design and produce their own collection that showcases their creativity and demonstrates consistency with current fashion trends. Students will also develop their portfolio containing original design work, flats and specification, photographs, and available trend resources.