

FASHION STUDIES (FAS)

FAS 100 - Industrial Sewing Methods (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Introduces students to basic principles of apparel construction techniques. Course projects require the use of industrial sewing equipment. Presents instruction in basic sewing techniques and their application to garment construction. (NOTE: Final project should be completed to participate in the annual department Little Black Dress competition.)

Typically offered: Fall, Spring

FAS 101 - Flat Pattern I (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Introduces the principles of patternmaking through drafting basic block and pattern manipulation. Working from the flat pattern, students will apply these techniques to the creation of a garment design. Accuracy and professional standards stressed. Pattern tested in muslin for fit. Final garment will go through the annual jury to participate in the annual department fashion show. Prerequisite: Prior or concurrent enrollment in FAS 100 with a grade of C or better.

Typically offered: Fall, Spring

FAS 102 - Flat Pattern II (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Continues development of basic sloper set. Manipulates basic sloper set to create original design. Patterns tested in muslin for fit. Garment is constructed from corrected patterns. Final garment will go through the annual jury to participate in the annual department fashion show. Prerequisite: FAS 101 with a grade of C or better.

Typically offered: Fall, Spring

FAS 104 - Apparel Design and Construction (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Develops patterns from basic sloper set. Actual construction of finished garments to be shown at the annual department fashion show. Emphasis on styling, fit, and professional finishing. Prerequisite: Prior or concurrent enrollment in FAS102 with a grade of C or better.

Typically offered: Fall, Spring

FAS 105 - Fashion Design and Illustration I (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Introduces basic and advanced techniques in rendering the fashion figure, garments, details, and textiles using various media with a focus on application of color and texture. Students will begin to develop a personal illustrative style. Students will be introduced to technical drawing and flat sketches for use in spec sheets, presentations, and story boards.

Typically offered: Fall

FAS 107 - Textiles I (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Explores natural and manufactured fibers, their production, uses, and characteristics. Includes discussion of yarns, fabrics, finishes, design methods, aesthetic applications, and ordering specifications. Emphasizes traditional techniques as well as advancements in technology utilized in the textile industry.

Typically offered: Fall, Spring, Summer

FAS 108 - Textiles II (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Teaches transforming and manipulating textiles through surface design. This class includes textile dyeing, painting, printing, stitching, pleating, and embellishing. Introduces traditional and contemporary techniques to inspire original designs. Prerequisite: FAS 107 with a grade of C or better.

Corequisite: FAS 109

Typically offered: Fall

FAS 109 - Fashion Arts and Design (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Focuses on theory and principles of design for fashion, and familiarizes the student with major fabric names and constructions. Studies the use of unusual material in design and applies those materials to individual projects to be shown at the annual department fashion show. Studies the influence of present-day cultural trends in the field of design. Prerequisite: FAS 102 with a grade of C or better.

Typically offered: Fall

FAS 110 - Costume History (3 Credits)

2 lecture, 2 lab, 4 total contact hours

Introduces the elements of design and color in historical perspective. A survey of historical periods of design focusing on costumes. Examines the influences of social, political and economic forces on these periods. World Culture and Diversity

Typically offered: Fall, Spring

FAS 112 - Fashion Basics (3 Credits)

3 lecture, 0 lab, 3 total contact hours

Presents fashion merchandise through evaluation of fashion products. Develops awareness of construction, as well as workmanship and design elements, such as fabric, color silhouette and taste.

Start Smart

Typically offered: Fall, Spring

FAS 113 - Advanced Industrial Sewing Methods (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Focuses on application and mastery of basic sewing skills in pattern and fabric recognition and problem solving related to individual creative design. Emphasis on technology, technical accuracy and appropriate use of selected material and supplies. (NOTE: This course is intended for students with basic sewing skill and machine proficiency.) Prerequisite: FAS 100 with a grade of C or better or placement as demonstrated through Fashion Design Department testing. Contact program coordinator for additional information.

Typically offered: Fall, Spring

FAS 116 - Fashion Industries Career Practicum and Seminar (3 Credits)

1 lecture, 10 clinical/other, 11 total contact hours

Studies an overview of career and employment possibilities in the fashion businesses and industries. Places emphasis on individual career path selections through interest testing and career counseling. (NOTE: Concurrent employment of ten hours or more in a fashion related field is required. Contact program coordinator for additional information.)

Typically offered: Fall, Spring

FAS 117 - Textile Knitting Studio (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Introduces students to methods of knitting and design techniques. This course explores use of different materials/yarns and experiments with texture and color.

Typically offered: Spring

FAS 118 - Textile Weaving Studio (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Introduces weaving and different looms. Various techniques and materials will be introduced in this class. This class will explore the terminology of weaving and anatomy looms, project planning, drafting weave structures, selecting yarns, harnessing and problem solving.

FAS 201 - Draping (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Continues advanced development of the creative design process through basic draping techniques on industry standard dress forms. Final garments will go through the annual jury to participate in the annual department fashion show. Prerequisite: FAS 102 with a grade of C or better.

Typically offered: Fall

FAS 204 - Fashion Design Studio (4 Credits)

2 lecture, 4 lab, 6 total contact hours

Works on collection of individual design and actual construction of coordinated garments. This capstone course requirement includes garment entry and participation in annual department fashion show. Prerequisite: FAS 201 with a grade of C or better.

Typically offered: Spring

FAS 208 - Computer-Aided Patternmaking (3 Credits)

2 lecture, 3 lab, 5 total contact hours

Introduces students to the Computerized Patternmaking Software. Students learn the technical terminology and CAD tools to create and modify patterns. Prerequisite: FAS 102 with a grade of C or better.

Typically offered: Spring

FAS 210 - Advanced Fashion Illustration II (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Emphasizes work on a professional studio level. Focuses on work sketches as well as finished art. Studies illustration for advertising, publicity, promotion and display. Includes preparation of professional portfolio. Prerequisite: FAS 105 and GRA 112 with grades of C or better.

Typically offered: Spring

FAS 212 - Visual Fashion Merchandising (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Studies the communication of design and methods of interpreting consumer needs and motivations. Explores the techniques of educating the consumer and promoting good design through visual display methods. Prerequisite: FAS 112 with a grade of C or better.

Typically offered: Fall

FAS 220 - Apparel Analysis (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Analyzes construction standards and techniques used in the ready to wear market at various prices and quality levels. Emphasizes standard terminology necessary to describe and evaluate apparel. Basic sewing and research serves as a foundation for garment classifications, assembly and production. Prerequisite: FAS 107.

Typically offered: Fall

FAS 225 - Global Sourcing of Apparel and Textiles (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Defines global sourcing and provides an understanding of why and how companies participate in it. Explains how and where manufactured goods or components will be procured. Teaches that in today's global softgoods industry, sourcing has become a major competitive strategy for both manufacturers and retailers.

Typically offered: Spring

FAS 229 - Promotion of Fashion (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Introduces various techniques and methods to sell fashion. Helps to synthesize a number of skills such as critical and creative thinking, negotiating, teamwork, delegating and communication skills. Students will gain recognition and be responsible for team effort that is involved in the production of a fashion show.

Typically offered: Spring

FAS 230 - Fashion Forecasting (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Focuses on the social, economic, political and psychological forces that influence fashion. Research, recognize, and analyze predictive lifestyle and business trends that affect retail merchandising and marketing decisions. Introduces methods of forecasting fashion trends. Communicates and presents the forecast through creation of industry-based presentation material using current digital software. Prerequisite: GRA 101 with a grade of C or better.

Typically offered: Fall

FAS 245 - Topics in Fashion Design (3 Credits)

1 lecture, 4 lab, 5 total contact hours

Studies selected problems or topics in fashion design. The exact content and instructional methodology will vary from semester to semester depending on the material to be studied. A syllabus or course outline containing additional information will be available with pre-registration materials each time that the course is offered. Different topics may be selected and the course is repeatable to a maximum of nine credit hours. Prerequisite: Consent of instructor or department coordinator.