

FD: Fashion Design–Apparel (See also AF, AP, AR, DP, FF, TL)

FD 111 — Draping I: Fundamentals

3 credits; 6 lab hours

Introductory course explores the three-dimensional draping approach to executing garment design. Projects introduce the important principles of grain, balance, and construction. Through critiqued design development on the dress form, students develop their own sense of proportion, silhouette, line, and style, while exploring current market trends. Course utilizes strong sewing skills. Prerequisite(s) or

Co-requisite(s): FD 131 for evening/weekend students only.

FD 112 — Draping II: Constructed Silhouettes

3 credits; 6 lab hours

This course enables students to execute jacket styles utilizing advanced draping techniques and explores how to incorporate tailoring details to enhance garment designs. Students learn to develop draped pattern styles that include mounted and semi-mounted sleeves, and various collar and pocket styles.

Prerequisite(s): FD 111.

FD 113 — Apparel Design: Structured Silhouettes

4 credits; 8 lab hours

Students learn the principles of draping as a method of designing original garments in three-dimensional form. Draping techniques and construction skills are developed for more advanced structured garments, along with an understanding of silhouette, proportion, and current style trends.

FD 114 — Apparel Design: Soft Silhouettes

3 credits; 6 lab hours

Students learn to drape soft silhouettes using muslin and soft fabrics. Creative designs are explored, from basic to classic to complex shapes. An original garment is designed and executed in fabric.

FD 115 — Introduction to Draping

2 credits; 1 lecture and 2 lab hours

This course introduces the student to the basic principles of draping, keeping in mind the importance of grain, balance, and structure in a garment. An understanding of fundamental draping procedures and their application to current trends is addressed. Tools and materials essential for professional results are demonstrated and used.

FD 116 — Apparel Design Workshop

2 credits; 1 lecture and 2 lab hours

A continuation of FD 115, this course further develops students' understanding of fundamental draping procedures and their application to current trends. As a final project, a term garment is developed that involves the selection of fabric, draping, and construction, and following industrial sample room procedures.

Prerequisite(s): FD 115 and FD 131.

FD 121 — Flat Pattern Design I

1.5 credits; 3 lab hours

Introductory flat pattern course explores the two-dimensional method to execute garment designs. Utilizing basic slopers, students develop original design concepts through the slash-and-spread and pivot techniques. Projects are evaluated on the dress form for fit, balance, style, creativity, and proportion. Course utilizes strong sewing skills.

FD 131 — Sewing Techniques I

1.5 credits; 3 lab hours

Students learn the basic professional techniques used in the construction of designers' sample garments. Sewing techniques—including cutting, construction, and finishing—are explored, using industrial equipment to create sample garments in cotton or cotton-type fabrics.

FD 132 — Sewing Techniques II

1.5 credits; 3 lab hours

Builds upon skills learned in Sewing Techniques I. Students learn new and more complex design room construction, and develop advanced techniques currently used in the fashion industry. Prerequisite(s): FD 131.

FD 211 — Draping III: Soft Silhouettes

3 credits; 6 lab hours

This course involves creative draping techniques with emphasis on soft silhouettes and structure in design. Introduction to dolman sleeve styles, cowls, pants, and cut-and-sew knits are included. The variations in style expand students' creative, critical thinking, and technical skills into different areas of design, while draping in fabric.

Prerequisite(s): FD 112.

FD 212 — Draping IV: Advanced Techniques

3 credits; 6 lab hours

This course further develops creative and technical skills in apparel design. Advanced draping projects enable students to explore design through a variety of fabrication, draping, and construction techniques. Students also learn how design resources and presentation skills can help them articulate their ideas.

Prerequisite(s): (FD 113 and FD 114), or FD 211.

FD 221 — Flat Pattern Design II

1.5 credits; 3 lab hours

This course allows students to proceed from the study and application of the basic principles of patternmaking to a more comprehensive view of design within flat pattern methods and principles. Basic torso slopers are developed with the sleeve and are combined to form the kimono/dolman sloper.

Prerequisite(s): FD 121.

FD 223 — Digital Literacy For Designers

2.5 credits; 2 lecture and 1 lab hours

This is an interdisciplinary course cross-listed with CG 223. This course examines the concept of digital literacy through the lens of Art and Design. The course framework supports the development of critical and self-reflective skills, necessary components of ethical and socially responsible behavior in online environments. Students create content in a variety of forms, making use of new digital tools to support knowledge creation in a socially networked world. They work collaboratively to improve the civic life of their community, and understand that digital literacy is a core competency in the digital age.

FD 231 — Haute Couture Sewing Techniques

2 credits; 4 lab hours

This course introduces students to the finest sewing techniques practiced in couture workrooms and provides the basis for understanding haute couture. Students learn techniques in cutting, hand stitching, seam and hem finishes, pocket construction, pressing, and finishing.

Co-requisite(s): FD 232.

FD 232 — Haute Couture Decorative Techniques and Embellishments

2 credits; 4 lab hours

Expands knowledge of the couture by exploring various decorative techniques. Students learn how to hand bead as well as apply rocailles, sequins, pearls, and faux gems on different types of fabrics. In addition, students create embellishments from ribbons and fabric; hand embroider original designs; and learn techniques in quilting, pleating, and trapunto.

Co-requisite(s): FD 231.

FD 241 — Apparel Product Data Management

1.5 credits; 3 lab hours

Introduction to product data management. Students learn to facilitate the communication and coordination of pre-product development tasks by linking design, engineering, costing, and manufacturing information through a centralized database of product-related information.

FD 281 — Corsetry in Fashion I

2.5 credits; 1 lecture and 3 lab hours

Students study the history of corsetry from the 1600s to the 1850s and learn how the body is manipulated to create a fashion silhouette. Through museum visits and online market research, students analyze the differences between corsetry and class draping and develop technical patterns to create period corsets using traditional construction techniques.

Prerequisite(s): DP 112 or FD 112.

FD 282 — Corsetry in Fashion II

2.5 credits; 1 lecture and 3 lab hours

Students explore the history of corsetry from 1850 to the present and the interpretation of structured undergarments in contemporary fashion trends. Further developing the technical skills learned in FD 281, students create a period corset and design a contemporary corset and garment.

Prerequisite(s): FD 281 or approval of chairperson.

FD 321 — Computerized Pattern Design

1.5 credits; 3 lab hours

This course builds on students' patternmaking skills and enables them to advance to a more comprehensive study of design using computerized patternmaking methods and principles. Students learn the operation of the System Management and PDS (Pattern Design System) computerized flat pattern design and technical illustration programs.

FD 341 — Design with High-Tech Fabrics

1.5 credits; 1 lecture and 1 lab hour

Students examine the relationship between high-tech fabrics and contemporary sportswear, outerwear, and performance design. The course concentrates on the qualities and functions of high-tech fabrics and their adaptability for specific functions or fashion looks. Students also learn the special construction techniques and machines needed for these fabrics.

FD 351 — Body Contour

1.5 credits; 3 lab hours

This course introduces students to the design, merchandising, and manufacturing of body contouring designs in stretch fabrics. Students incorporate market and textile research to drape and flat pattern original designs, and execute the construction using appropriate construction techniques.

FD 352 — Knitwear Design: Flat Pattern Design and Sewing

1.5 credits; 3 lab hours

Students learn standard flat pattern design and sewing practices of the knitwear industry, including industrial methods of measuring, fitting, and finishing, in order to develop original knitwear designs through market research. Fabrics for the term project are produced in FD 353.

FD 353 — Knitwear Design: Machine Knitting

2 credits; 4 lab hours

An introduction to the hand-knitting machine as a tool for designing knitted fabrics and garments. Students learn the design aspects of fabric structure, stitch patterns, and textured yarns and colors in order to create new fabric designs in jersey structures. Original fabrics are created for use in FD 352.

FD 354 — Knitwear Design: Draping, Advanced Sewing, and Flat Pattern Design

1.5 credits; 3 lab hours

Students design and develop a line of fine gauge knitwear and sweater-weight garments using industry methods of draping, advanced sewing, and flat pattern design.

Prerequisite(s): FD 352.

FD 355 — Primavision I

1.5 credits; 3 lab hours

Students gain a working knowledge of technical line development and execution through the study and use of the proprietary software program Primavision, by Lectra Systems. Emphasis is on specs and construction details dealing with both woven and knit fabric development.

FD 356 — Seamless Knit Design: Stoll M1

2 credits; 4 lab hours

Students create a knitwear program through the study and use of the proprietary software Stoll M1 CAD system. Emphasis is placed on the construction of knitted fabrics in single and double bed.

Prerequisite(s): FD 352 and FD 353.

FD 361 — Introduction to Children's Wear

2.5 credits; 1 lecture and 3 lab hours

Introduces students to the children's wear market. Students study the differences between children's wear and adult clothing, and explore the issues that need to be addressed when designing clothing for children, including sizing, government safety standards, and the psychological implications of child development on design. Students design a collection using appropriate design concepts.

FD 362 — Active Sport Design

2 credits; 4 lab hours

Requirements and principles of movement in specific sports are discussed as they relate to the fit of active sports apparel. Students create designs based on the aesthetic and technical needs of the serious sports enthusiast.

FD 363 — Swimwear Design

2 credits; 4 lab hours

An introduction to swimwear design. Students gain a broad working knowledge of swimsuits and related apparel such as cover-ups and beach accessories. Original designs are produced using flat pattern and draping techniques, and industry specific construction methods and machinery.

FD 364 — Outerwear and Performance Apparel Design

2 credits; 4 lab hours

Students study the creation of women's performance apparel, which takes into account the principles of extreme movement, as well as the aesthetic and technical needs of the serious outdoor sports enthusiast. Using their knowledge of advanced new fibers, fabrics, trims, and performance construction techniques, students design performance apparel for a specific sport.

FD 371 — Intimate Apparel Sewing Techniques

2 credits; 4 lab hours

This course introduces students to the construction techniques involved in the development of intimate apparel products. Students create a prototype from a sloper, using professional sewing methods and application techniques.

FD 372 — Control Shapewear Design

2 credits; 4 lab hours

Students explore the design and construction techniques of control garment fitting prototypes. Through market research and demonstrations, students create original concepts and produce prototypes utilizing specialized construction methods.

Co-requisite(s): FD 371.

FD 373 — Intimate Apparel Line Development

1.5 credits; 1 lecture and 1 lab hour

Students study the functions of intimate apparel marketing. Through industry research, students analyze market classifications, trend forecasting, and the entire process of merchandising an intimate apparel product, from learning terminology to product development, pricing, and advertising.

FD 374 — Flat Pattern Design for Special Occasion

1.5 credits; 3 lab hours

Through lectures, demonstrations, and hands-on application, students learn to make patterns for after-five, evening, bridalwear and other special occasion dresses. Students develop their flat pattern-making skills in order to create master slopers that interpret design sketches into three-dimensional forms.

FD 375 — Textile Lace and Technology I

1.5 credits; 3 lab hours

Students learn about textile lace and embellishment technology and its relationship in the design, styling, and marketing of apparel products. Through lectures, field trips, market research, and construction demonstrations, students explore both the domestic and international textile market along with aesthetics, performance, and cost/price relationships.

FD 391 — Children's Wear Licensing Practicum

1.5 credits; 3 lab hours

This course familiarizes students with all aspects of designing licensed children's wear products. Students spend three hours per week for ten weeks at a children's wear host company, and three hours per week for five weeks with an apparel faculty mentor.

FD 451 — Knitwear Design: Full Fashion and Pointelle

2 credits; 4 lab hours

An introduction to full fashion knitting and the principles of pointelle design. Students use jersey and rib structures to create full fashion garments. Emphasis is placed on appropriate design solutions for full fashion garments and designing pointelle patterns.

FD 452 — Primavision II

1.5 credits; 3 lab hours

This course explores the industry procedures used to creatively design and technically develop knitwear lines using the Primavision TCX software. Students build on skills learned in FD 355, using the Primavision software as a cohesive tool to communicate and combine all phases of knitwear line development.

Prerequisite(s): FD 355.

FD 461 — Tailoring Techniques

2 credits; 4 lab hours

This course enables students to elevate their basic sewing skills to an advanced level. Students learn to construct a jacket utilizing hand-tailored methods. Through lectures and demonstrations, students evaluate different levels of quality garments to better understand construction and costing.

FD 471 — Foundation Design

2 credits; 4 lab hours

An introduction to foundation and undergarment design. Original designs are produced through flat pattern and draping, incorporating specialized sewing methods. Students research the undergarment fashion market and use historical and textile references to create original garments. Projects in this course coordinate with those in FD 472.

Co-requisite(s): FD 472.

FD 472 — Foundation Fitting Techniques

1.5 credits; 3 lab hours

An introduction to professional foundation-fitting techniques as used in the intimate apparel industry. Students learn fitting on a foundation fit model using retail samples and garments of their own design. Through in-class visits and demonstrations by industry experts, students participate in fitting prototypes to explore proper proportion, fit, and comfort.

Co-requisite(s): FD 471.

FD 473 — Underfashion Computer Patternmaking/Grading for Design

1.5 credits; 3 lab hours

This course introduces students to computerized pattern design and grading techniques utilized by foundation designers and industry. Students gain an understanding of specific requirements for foundation pattern shaping and sizing by learning computer pattern development and sizing procedures.

Prerequisite(s): FD 321 and FD 372

Co-requisite(s): FD 471 and FD 472.

FD 474 — Bridal Design

2 credits; 4 lab hours

Students are introduced to the specialized field of bridal design. Through market research, students explore the differences in the areas of formal, semi-formal, and informal bridal apparel in the American and international markets. Students develop a collection of bridal designs and execute an original design using industry techniques.

Prerequisite(s): FD 231, FD 232 and FD 374.

FD 475 — Leather Apparel Design

2 credits; 4 lab hours

This course introduces students to the use of leather, suede, and other animal skins for women's apparel design. The course explores the application of design principles exclusive to designing apparel with leather skins. Students create designs through draping and flat pattern utilizing industrial methods.

FD 491 — Senior Collection: Children's Wear

3 credits; 6 lab hours

Students develop a senior collection of children's wear under the supervision of an instructor and an industry designer. This course builds upon the technical, creative, and industry knowledge acquired in prior semesters. Utilizing market research and forecasting services, students design and construct a mini-collection.

Prerequisite(s): FF 393 or FF 394.

FD 494 — Senior Collection: Intimate Apparel

3 credits; 6 lab hours

Students develop a senior collection of intimate apparel under the supervision of an instructor and an industry designer. This course builds upon the technical, creative, and industry knowledge acquired in prior semesters. Utilizing market research and forecasting services, students design and construct a mini-collection.

Prerequisite(s): FF 396.

FD 495 — Senior Collection: Special Occasion

3 credits; 6 lab hours

Students develop a senior collection of special occasion designs under the supervision of an instructor and an industry designer. This course builds upon the technical, creative, and industry knowledge acquired in prior semesters. Utilizing market research and forecasting services, students design and construct a mini-collection.

Prerequisite(s): FF 391 and FF 397.

FD 496 — Senior Collection: Sportswear/Active Wear

3 credits; 6 lab hours

Students develop a senior collection of sportswear/active wear under the supervision of an instructor and an industry designer. This course builds upon the technical, creative, and industry knowledge acquired in prior semesters. Utilizing market research and forecasting services, students design and construct a mini-collection.

Prerequisite(s): FF 393 or FF 394.

FD 497 — Senior Collection: Knitwear

2 credits; 4 lab hours

Students develop a senior collection of knitwear under the supervision of an instructor and an industry designer. Utilizing market research and forecasting services, this collection builds upon the technical, creative, and industry knowledge acquired in previous semesters.

Prerequisite(s): FF 395

Co-requisite(s): TS 366.