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

FF 111 — Fashion Art and Design I
2 credits; 4 lab hours
This course teaches students to understand, analyze, and draw the female fashion figure, front, turned, and back views. Students learn how to communicate their design ideas in a fashion sketch through garment details, silhouettes, and color theory. Acquiring skills in design development sketching enables them to create simple design groups.

FF 112 — Fashion Art and Design II
2 credits; 4 lab hours
Students learn to explore the nature and hand of fabrics, and how to render different textures, weights, and patterns in their fashion designs. Students develop original designs through researching historical periods, current fashion styling, and color trends as they are applied in fashion design. Design journals, customer profiles, and various presentation formats are introduced. (G6: Arts)
Prerequisite(s): FF 111.

FF 113 — Fashion Art and Design for One-Year Program
5 credits; 2 lecture and 6 lab hours
Students learn to sketch and render the contemporary fashion figure in order to create a fashion design collection. The course concentrates on proportion, fabric rendering, design details, garment silhouettes, and presentation techniques. (G6: Arts).

FF 114 — Model Drawing I for Fashion Designers
1 credit; 2 lab hours
Students learn to draw fashion figure proportion, movement, silhouettes, and details from the fashion model in a variety of poses. Emphasis is placed on experimenting with various media and techniques to render the different characteristics of fabric.

FF 141 — Introduction to Computerized Fashion Design
1 credit; 2 lab hours
This course introduces the basics of computer-aided design targeted specifically for the fashion industry. Using both bitmap and vector software, students learn techniques to conceptualize fashion designs and create industry-standard presentations.

FF 211 — Fashion Art and Design III
2 credits; 4 lab hours
Students prepare for their fourth-semester design collections by exploring the roles of research, design development, and editing in the fashion design process. Emphasis is placed on the application of design development to a variety of design groups in order to expand the students' knowledge of key fashion categories, markets, and price points.
Prerequisite(s): FF 112.

FF 212 — Fashion Art and Design IV
2 credits; 4 lab hours
This course enables students to understand the design process necessary for the execution of a design portfolio. Students create a design portfolio for two design seasons in their chosen area of study. An individual drawing style is developed along with suitable presentation techniques and formats.
Prerequisite(s): FF 113 or FF 211.

FF 213 — Model Visualization Techniques

1 credit; 2 lab hours

Students learn how to develop a quick and accurate methodology of fashion design sketching from models. The course provides ideas, inspiration, and a variety of techniques used to solve fashion design challenges.

Prerequisite(s): FF 113 or FF 211.

FF 221 — Fashion Past and Present

2 credits; 1 lecture and 2 lab hours

Slide lectures concentrating on Western fashion cover the ancient eras to the 20th century, emphasizing silhouettes, fabrics, garment details, construction, and accessories. Design projects for a variety of current markets are created with historic inspiration from the periods and cultures explored in the slide lectures, utilizing research from the library, museum, internet, and other sources.

Prerequisite(s): FF 112 or FF 113.

FF 241 — Fashion Design Computer: Photoshop

1.5 credits; 3 lab hours

Students learn the fundamental and advanced techniques specific to fashion design using Adobe Photoshop. Assignments focus on establishing fashion design principles through digital line design development techniques. Students develop increasingly advanced skills using the core software to produce coordinated fashion design presentations.

Prerequisite(s): AR 101 or FF 111 or FF 113 or approval of Fashion Design-Art assistant chairperson.

FF 242 — Fashion Design Computer: Illustrator

1.5 credits; 3 lab hours

Students learn the fundamental to intermediate-level techniques specific to fashion design using Adobe Illustrator. The course covers all aspects of drawing, including working with images and color. Course assignments focus on establishing industry techniques and developing proficiency in creating fashion designs using Adobe Illustrator.

Prerequisite(s): AR 213 or FF 141 or FF 241 or approval of Fashion Design-Art assistant chairperson.

FF 243 — Digital Flats and Specs

1.5 credits; 3 lab hours

Students learn to create garment specification sheets by integrating manual and digital skills. Digital design techniques and business practices are explored in order to create a presentation of a design collection.

Prerequisite(s): FF 241 and (FF 141 or FF 242).

FF 244 — Design Collections: Visual Solutions

1.5 credits; 3 lab hours

Students develop design collection concepts for specific areas of the design market in a variety of presentation formats using digital and analog media. Using field trips, retail market research, and internet exploration as a springboard for design, students work with a guest critic from the fashion industry to create a design project for presentation.

Prerequisite(s): FF 113 or FF 211.

FF 291 — Fashion Portfolio Collection

2 credits; 4 lab hours

This course enables the student to understand the design process necessary for the execution of a design portfolio, developing original ideas specialized in one area of the industry. Students analyze a target market and develop their own personal drawing and rendering style.

FF 321 — 20th-Century Style and the Modern Designer
2 credits; 1 lecture and 2 lab hours
A cultural history of 20th-century women's fashion in the Western world, and its influence on contemporary fashion. Students study fashion designers from the 1850s to the present day, and the political, social, and artistic influences on fashion. Primary research tools are explored as an inspiration for the students' own fashion designs.

FF 341 — Computer Art for Accessories Design
1.5 credits; 3 lab hours
Students learn advanced techniques specific to accessories design using Photoshop and Illustrator. Assignments focus on digitally created presentation and rendering techniques.
Prerequisite(s): AR 213 or AR 214 or AR 215 or FF 241 or PH 272 or permission of Accessories Design chairperson.

FF 351 — Knitwear Design I
1.5 credits; 3 lab hours
An introduction to knitwear design. Students study the knitting process, including yarns, stitches, patterns, and constructions, to create original design sketches specific to this market. Knit collections are completed in the following categories: performance and seamless knits, body-contouring intimates, cut-and-sew knits, and full-fashioned machine knits.

FF 352 — Knitwear Design II
1.5 credits; 3 lab hours
Students study full-fashioned and cut-and-sew knit design collection in order to create projects designed to focus on current knitwear industry trends. Course assignments incorporate yarn and trend market research, design development, rendering and design sketching of knits, and flat sketching.

FF 361 — Children's Wear Design
2 credits; 4 lab hours
Students develop a proficiency in sketching children's figures in the various age/size ranges of the children's wear market. Design projects are created based on an analysis of the trends, design requirements, and challenges of each age group of clothing, with emphasis on presentation, drawing, and rendering skills.

FF 362 — Computerized Children's Wear Design
1.5 credits; 3 lab hours
Using Adobe software, students develop their digital drawing skills to create design sketches, graphics, and production artwork for the children's wear market. From creating a digital flat to designing pattern repeats to final presentation boards, students learn the digital multitasking skills required in the fashion design industry.
Prerequisite(s): FF 243.

FF 371 — Shapewear and Foundation: Art
1.5 credits; 3 lab hours
This course introduces students to the intimate apparel control shapewear and body-contouring markets. Students design and sketch original collections in these intimate apparel categories. As inspiration, students research the internet, fashion forecasting services, museums, and fabric and trim shows. Retail market research is a co-assignment with FD 373.
Co-requisite(s): FF 372.

FF 372 — Intimate Apparel CAD

1.5 credits; 3 lab hours

Students learn digital techniques for visually presenting design concepts using over-the-counter software. A special emphasis is placed on renderings of specialty fabrics, trims, and constructions appropriate to specific intimate apparel categories.

Prerequisite(s): FF 243

Co-requisite(s): FF 371.

FF 391 — Bridal Design: Portfolio

2 credits; 4 lab hours

Students create a coherent design portfolio for the bridal industry by researching target market studies, trend spotting, and analyzing the design philosophies of contemporary bridal designers. Students also develop a personal drawing style and learn to develop design concepts via the fashion sketch to create a design presentation appropriate to the focused market.

FF 392 — Swim/Active Sport Portfolio

2 credits; 4 lab hours

Through the study of active sports and the principles of movement, students develop original design sketches for the serious and recreational athlete. As inspiration for portfolio collections, students conduct internet and in-store market research focusing on swim apparel and active sport product lines.

FF 393 — Portfolio: Sportswear

2 credits; 4 lab hours

Students plan and illustrate original designs for a women's or children's sportswear portfolio. Consideration is given to current trends in the sportswear industry and the impact of communication technologies and economic realities of a global marketplace. Students work in an interdisciplinary environment with the option of developing their concepts in digital or manual formats.

FF 394 — Portfolio: Active Wear

2 credits; 4 lab hours

Students plan and illustrate original designs for an active and performance apparel design portfolio for both the women's and children's wear market. Consideration is given to current trends in the industry, the impact of communication technologies, and the economic realities of a global marketplace. Students work in an interdisciplinary environment with the option of developing concepts in digital or manual formats.

FF 395 — Portfolio: Knitwear Design

1.5 credits; 3 lab hours

Students plan and illustrate original designs for a knitwear design portfolio. Consideration is given to current trends and technologies in the knitwear industry. Students work in an interdisciplinary environment with the option of developing their concepts in digital or manual formats.

FF 396 — Senior Portfolio: Intimate Apparel

1.5 credits; 3 lab hours

This course introduces students to the specialized areas of the intimate apparel soft market. Through extensive research, students gain an understanding of the daywear, loungewear, leisurewear, and sleepwear markets. Students develop their original design sketches into a comprehensive portfolio.

FF 397 — Senior Portfolio: Special Occasion

2 credits; 4 lab hours

This course enables students to understand the design process necessary for the execution of a portfolio appropriate for the evening wear and special occasion market.

Prerequisite(s): FF 391.

FF 398 — Outerwear and Performance Apparel Design Portfolio

2 credits; 4 lab hours

Students become familiar with the current outerwear and performance apparel market. They forecast and track trends and create product, storyboards, and spec sheets for various segments of the women's outerwear and performance apparel industry. Sourcing trims such as hardware and closures is studied.

Prerequisite(s): FF 243 or approval of Fashion Design-Art assistant chairperson.

FF 491 — Internship

2 credits; 2 lecture hours

An unsalaried, 12-week internship in the industry, scheduled individually for a minimum of 87 hours at the worksite and 3 hours on campus. Integrates students' design knowledge with field experience at a specific manufacturer with a company employee as a supervisor/mentor. The Internship Center assists the Fashion Design Department in placement.

FF 492 — E-Portfolio

1 credit; 2 lab hours

Students explore various techniques for integrating existing hand-generated and digital artwork in electronic fashion design presentations. Emphasis is placed on understanding the architecture of the e-portfolio, critical thinking, consistency, and ordering of content. Students learn to create visual databases, catalogues, slide shows, and basic web pages.

Prerequisite(s): FF 393, or FF 394, or FF 395, or FF 396, or FF 397, or approval of Fashion Design-Art assistant chairperson.