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

AR 101 — Fashion Art and Design
1.5 credits; 1 lecture and 1 lab hour
For Fashion Merchandising Management and Textile Development and Marketing students. Studies basic proportions of the fashion figure, garment details and terminology, and principles of color. (G6: Arts).

AR 115 — Introduction to CAD Software for Fashion Designers
2 credits; 1 lecture and 2 lab hours
Acquire basic knowledge and hands-on experience with software applications typically used by designers in the fashion industry. Develop the computer skills needed to create original designs in various formats.

AR 152 — Leather Apparel Portfolio
2.5 credits; 1 lecture and 3 lab hours
Use basic drawing and computer skills to communicate design concepts and develop a digital portfolio of men's or women's leather apparel.

AR 182 — Flats and Specs for the Fashion Industry
1.5 credits; 1 lecture and 1 lab hour
Introduces the concept of sketching designs and actual garments in the flat format rather than on the fashion figure. Emphasizes developing flat sketches used for spec sheets, presentation and storyboards, designing and merchandising a line, and record keeping.
Prerequisite(s): AR 101 or approval of Fashion Design-Art assistant chairperson.

AR 213 — Introduction to Computerized Fashion Design
1 credit; 2 lab hours
Conceptualize fashion design ideas and create original artwork using the computer as a design tool.
Prerequisite(s): FF 112.

AR 214 — Fashion Design Using Photoshop
2 credits; 1 lecture and 2 lab hours
Using Adobe Photoshop, focus on sketching, color stories, line planning, silhouette, and fabric design in order to establish fashion design principles through digital line design development techniques. Includes analysis and interpretation of customer/category research.
Prerequisite(s): (AR 115 or AR 213) and AR 101, or approval of Fashion Design-Art assistant chairperson.

AR 215 — Fashion Design Using Illustrator
2 credits; 1 lecture and 2 lab hours
Use Adobe Illustrator to learn the fundamental and advanced techniques specific to fashion design. Aspects of drawing flats and garment details and working with images and color are addressed. Build fabric and trim libraries and create stitch effects and/or repeat prints.
Prerequisite(s): (AR 115 or AR 213) and AR 101, or approval of Fashion Design-Art assistant chairperson.

AR 216 — Fashion Design Using Primavision and Colour Matters
2 credits; 1 lecture and 2 lab hours
Master the use of Primavision and Colour Matters, CAD systems used extensively in the fashion industry, in order to create digital presentation boards, fashion graphics, woven and print designs, and flat garment sketches. Emphasis is on CAD usage within an art and design studio environment.
Prerequisite(s): (AR 115 or AR 213) and AR 101, or approval of Fashion Design-Art assistant chairperson.

AR 245 — Digital Fashion Design Portfolio

2 credits; 1 lecture and 2 lab hours

Selecting specializations and creating mini-collections, students produce professional digital portfolios using Adobe Photoshop, Adobe Illustrator, Colour Matters, and Primavision CAD applications.
Prerequisite(s): AR 214, AR 215 and AR 216 or approval of Fashion Design-Art assistant chairperson.

AR 291 — Outerwear and Performance Apparel Design Portfolio

2.5 credits; 1 lecture and 3 lab hours

Create product, spec sheets, and storyboards for various segments of the men's and women's outerwear and performance apparel industry in order to develop digital portfolios focusing on a particular market. Forecast and track trends, study licensing issues, and explore graphic design as it relates to logos and branding.
Prerequisite(s): (FF 111 or MW 151), (CG 211 or PH 272), and TS 171.

AR 292 — Haute Couture Portfolio

2.5 credits; 1 lecture and 3 lab hours

Study the muscular and skeletal functions of the human body and their relationships to the design and creation of haute couture apparel, visualizing how anatomy and aesthetics form the basis of designing a haute couture collection. Become proficient in the translation of ideas via the fashion design sketch and further develop a personal drawing style.
Prerequisite(s): FF 211 or approval of Fashion Design-Art assistant chairperson.

AR 301 — Fashion Art for Textile Designers

2 credits; 1 lecture and 2 lab hours

For baccalaureate-level Textile/Surface Design students. The basics of figure drawing and sketching in various media are presented. Students create original fashion designs using their own textile designs.

AR 311 — Sketching for Fashion Designers

2 credits; 4 lab hours

Draw garments as they appear on models and study clothing in relationship to the body. Large, half-size, petite, and junior-size figures are featured to study proportions used in the industry.