

TD: Textile Design (See also SD)

TD 101 — Experimental Screen Printing

3 credits; 2 lecture and 2 lab hours

Students experiment designing with screens and printing on fabric while working in an actual workshop surrounding. Includes screen making, color mixing, and printing techniques. (Formerly SD 101).

TD 102 — Greeting Card/Decorative Paper

3 credits; 2 lecture and 2 lab hours

Students design and paint greeting cards and decorative wrapping paper using various media. Card formats included die-cut, pop-up, and French-fold with emphasis on trends and holidays. (Formerly SD 102).

TD 111 — Computer-Aided Design Principles for Textile Design

1.5 credits; 3 lab hours

An introduction to the fundamentals of computer-aided textile design. Students use current, off-the-shelf graphics software to produce original designs, croquis and repeat layouts, coordinates, and color combinations while exploring color palettes, scale, and proportion. Web resources, scanning, file management, and printing options are explained, and presentation skills are emphasized.

TD 112 — Textile Color Fundamentals

2 credits; 1 lecture and 2 lab hours

Introduction to traditional color theories and systems through comparisons and analysis. Color experimentation for use in textile fashion and home furnishing fabrics is developed in opaque watercolour (gouache). (Formerly SD 112).

TD 113 — Textile Surface Design: Styles & Sources

2 credits; 1 lecture and 2 lab hours

An introduction to the design styles, design vocabulary, and research methods necessary for creating original textile surface designs. Through image-based lectures, discussions, museum visits, design projects, and presentation critiques, students explore themes in fashion and the applied arts that will serve as a foundation in their future design work. (Formerly SD 113).

TD 114 — Computer Aided Print Design

3 credits; 6 lab hours

Computer-aided design software skills and techniques are applied to create original textile designs. Based on current market trend research, students create digital designs using a variety of layouts, repeats and seasonal palettes. They produce visualizations of their designs and printed presentations for their portfolio.

TD 115 — Introduction to Textile Surface Design

2 credits; 4 lab hours

This is an introductory course that familiarizes students with the textile surface design profession and it's practices. Utilizing a variety of painting media, students develop and strengthen design skills. Through research and reference material, they explore textile design painting techniques and terminology to create painted designs in repeat for the fashion fabrics market.

TD 121 — Studio Practices

3 credits; 6 lab hours

Students create painted designs and patterns for fashion fabrics appropriate for apparel using opaque watercolor (gouache). Emphasis is on developing original design concepts and exploring industry standards. (Formerly SD 121).

TD 122 — Printed Fabrics

3 credits; 6 lab hours

Students create original painted designs for printed fashion fabrics marketable for women's, men's, and children's wear. Professional methods of designing patterns, repeats, and color combinations are explored using transparent watercolor (dyes) and mixed media. (Formerly SD 122)

Prerequisite(s): SD 121 or TD 121.

TD 125 — Print Design Apparel & Home Furnishings

4.5 credits; 9 lab hours

For one-year Textile/Surface Design students. This course focuses on the principles of creating design layouts and developing color as they apply to the print field. Skill development in gouache and dye painting techniques is addressed, as well as current professional workflow practices in the textile design industry. (Formerly SD 125).

TD 126 — Textile Design Studio Practices

3 credits; 6 lab hours

Students develop original design concepts for apparel fabrics painting with gouache and dye. Trend information and references from a variety of sources is researched and analyzed for design inspiration. Technical and design related aspects of printing, layout, repeat and color according to industry standards is examined and applied.

TD 131 — Woven Design I

1.5 credits; 3 lab hours

Introduction to creating woven fabrics on a table hand loom. Students learn basic weaving techniques, drafting of weaves, and the interrelation of yarns, color, and weave structure in a fabric design.

TD 132 — Woven Design II

1.5 credits; 3 lab hours

Continued creative and experimental application of techniques learned in TD 131. Using the four-harness table loom, students are introduced to complex threadings and warp color arrangements to create weave patterns and textures.

Prerequisite(s): TD 131 or approval of chairperson.

TD 133 — CAD for Yarn-Dyed Woven Fabrics

1.5 credits; 3 lab hours

Yarn-dyed patterns are created using a computer-aided design (CAD) program for woven design. Students learn to create checks, plaids, stripes, and textured patterns for apparel and home furnishings. Colorways and coordinates are explored.

Prerequisite(s): TD 131.

TD 137 — Woven Design

3 credits; 6 lab hours

An accelerated course for one-year students that introduces them to designing woven textiles on table looms. Through planning and executing fabric samples, students learn how fiber, color, and structure are interrelated in woven design.

TD 138 — Introduction to Woven Design

2.5 credits; 1 lecture and 3 lab hours

This introductory course provides students an opportunity to create fabrics for apparel, home fashion, accessories and fine art. Hand looms are used to introduce weave structure, color and texture. Students translate ideas into original designs in the medium of weaving.

TD 141 — Nature Studies

1.5 credits; 3 lab hours

Study of design in nature as a source of inspiration for textile design. Students analyze growth and structure of plants and other forms of nature using live flowers and marine life as models for drawing and painting in representational techniques. (Formerly SD 141) (G6: Arts).

TD 142 — Advanced Nature Studies

1.5 credits; 3 lab hours

Painting from flowers and other nature forms with continued emphasis on observation, selection of color, structure, and design patterns. Students use forms in nature as a basis for stylized compositions in line and color. (Formerly SD 142)(G6: Arts)

Prerequisite(s): SD 141 or TD 141.

TD 151 — Techniques & Faux Finish Concepts for Home Furnishings

3 credits; 6 lab hours

Students learn the technical aspects of creating special effects for home furnishing surfaces, products, and furniture using a variety of mixed media as they integrate traditional skills with digital design. Emphasis is on experimentation in materials, techniques, and color. Design trends, references, and inspiration are studied. (Formerly SD 151).

TD 155 — Decorative Fabrics

2 credits; 4 lab hours

For one- year Textile/Surface Design students. The application of print design techniques to designing for home furnishings fabrics and wall coverings, using various media. Using professional methods and technical requirements, designs are created for residential, commercial, and industrial spaces. (Formerly SD 155).

TD 156 — Introduction to Decorative Fabrics

2 credits; 4 lab hours

Students learn the fundamental design aspects and technical requirements appropriate for decorative fabrics. Large-scale layouts, research sources, and current trending information are utilized in creating original designs for the market. (Formerly SD 156).

TD 157 — Wallcovering Design

1.5 credits; 3 lab hours

This course focuses on the creative development of original wallcoverings. Through the study of historical documents and references, students explore design and production methods needed to create multi-layered compositions. They learn about the wallcovering market through the introduction of home furnishing trends, design styles, and current production standards. (Formerly SD 157).

TD 161 — Fundamentals of Screen Printing

2 credits; 4 lab hours

Screen printing is the most widely used technique for printing in the textile industry. This course introduces the process of screen printing as both a commercial application and a creative medium. Students use imagery, drawing style, color and placement to produce original textile designs. Manual and digital techniques are applied to create artwork and print designs in repeat.

TD 181 — Fundamentals of Screen Printing

1.5 credits; 3 lab hours

Designs in repeat are printed on various fabrics in actual workshop surroundings. Emphasis is on screen printing techniques and original design. (Formerly SD 181).

TD 183 — Screen Printing: T-Shirts and Related Products

2 credits; 4 lab hours

Using modern screen print technology, students create original engineered designs for T-shirts and related products. Color-mixing principles and screen printing techniques are taught. (Formerly SD 183).

TD 185 — Screen Printing

2 credits; 4 lab hours

For one-year Textile/Surface Design students. Students prepare screens of their designs, mix pigments, and print on fabric in workshop surroundings. Emphasis is on creative design using a variety of techniques and media. (Formerly SD 185).

TD 201 — Color Analysis

2 credits; 2 lecture hours

Comparative analysis of color theories, emphasizing their use in the textile industry. Includes color harmony, psychological associations, optical illusions, experiments, sales appeal and promotion values, current color styling, and terminology. (Formerly SD 201).

TD 202 — Advanced Professional Practices

3 credits; 6 lab hours

Students develop original designs and co-ordinates using design trends as inspiration. Through lectures, demonstrations and market visits, students gain a stronger awareness of the textile/surface design industry. Preparation of student portfolios and professional presentation is emphasized.

Prerequisite(s): TD 126.

TD 203 — Textile Arts in India

2 credits; 4 lab hours

This short term study abroad course in Rajasthan, India, offers the opportunity to explore textile artisan culture in India through tours, lectures and presentations in workshops, museums, retail venues, and academic institutions. Students work alongside local artisans, document their findings in a sketchbook and create a design collection based on their research.

TD 211 — Surface Design in Paris

3 credits; 3 lecture hours

Students learn how to do extensive surface design research while abroad in Paris. Through on-site visits to design studios, galleries, libraries, museums, stores, and trend forecasting companies, students research an area of design interest for hard and/or soft product. Students keep a journal/sketchbook, give weekly oral presentations, and write a paper about the project outcomes of their research. Approximately three weeks in the summer. (Formerly SD 211)

Prerequisite(s): HA 112.

TD 212 — CAD and Design Fundamentals for Printed Textiles

1.5 credits; 3 lab hours

This course introduces students to design and CAD fundamentals for printed textile design. Design and production processes are explained. Students research trend information to create collections of repeating designs for specific markets.

TD 221 — Techniques for Printed Textiles and Surfaces

3 credits; 6 lab hours

Experimentation in a variety of materials and mixed media, techniques, and textures to create original and simulated designs for apparel and home fashion fabrics. Emphasis on awareness of color impact, current trends, industry standards and marketability. (Formerly SD 221)

Prerequisite(s): SD 122 or TD 122.

TD 224 — Computer-Aided Print Design

1.5 credits; 3 lab hours

Using Adobe Photoshop, students scan images and create original designs, repeats, colorways, and coordinates targeting specific markets. Emphasis is on creative use of the software, awareness of industry trends, and the development of an original portfolio of digitally produced designs. (Formerly SD 224).

TD 227 — Painting on Fabric

2 credits; 1 lecture and 2 lab hours

Students paint directly on silk, cotton, and synthetic fabrics, using appropriate pigments or dyes for setting colors permanently. Explores use of hand-painted fabrics for home furnishings, fashion, and studio applications. (Formerly SD 227).

TD 228 — Techniques for Fashion Fabrics

2 credits; 4 lab hours

Students learn the research, design, and technical skills needed to create textiles for the apparel and home furnishings markets. Emphasis is placed on research methods and experimentation with materials, techniques, and color to create textural effects using a variety of mixed media. (Formerly SD 228)

Prerequisite(s): SD 122, SD 125, TD 122, or TD 125.

TD 229 — Screen-Print Techniques for Fabric

2 credits; 4 lab hours

Students explore a variety of screen-making and imaging techniques in order to have an understanding of aesthetic and experimental printing methods. Emphasis is on surface effects, techniques, layering and color as they relate to design for fabric. Students present a professional portfolio of their work at the end of the semester. (Formerly SD 229)

Prerequisite(s): SD 181 or TD 181.

TD 237 — Experimental Wovens

2 credits; 4 lab hours

Using the standard design tools, a hand loom, and a computer, students explore the hand, color, weave structure, construction, pattern, and end use of woven fabric. The hands-on aspect of the class encourages creativity, technical development, and exploration of texture and finishes.

Prerequisite(s): TD 131 or TD 137 or approval of chairperson.

TD 238 — Woven Design and CAD

3 credits; 6 lab hours

Using proprietary weaving software, students are introduced to the process of designing for wovens on the computer. Hand woven collections are developed using complex harness structures. Trend analysis is used to inspire collections.

Prerequisite(s): TD 138.

TD 251 — Techniques for Decorative Fabrics and Surfaces

3 credits; 6 lab hours

In this course, focus is placed on the design aspects, techniques and technical requirements applicable for home furnishings, decorative fabrics and surfaces. Large-scale layouts, research sources and current trending information is utilized to create original designs. Students experiment in a variety of art materials and mixed media including techniques, finishes, textures and embellishments to create original designs and simulate effects from design references.

Prerequisite(s): TD 126 or TD 301.

TD 253 — Advanced Decorative Fabrics

2 credits; 4 lab hours

Students learn the design and technical skills required in the home furnishings textile industry. Through on-site field trips and research, students explore and analyze design inspiration. The technical aspects of painting, layout, repeat and color are examined. New layouts, techniques and colors are also introduced to sensitive students to the needs of home textile for the interior design industry. (Formerly SD 253)

Prerequisite(s): TD 155 or TD 156 or TD 251.

TD 261 — Industrial/Studio Practice

3 credits; 6 lab hours

Students are brought into contact with industry through lectures, demonstrations, and mill visits. Repeats, color combinations, coordinates, references pieces, and adaptations are stressed. Special attention is given to the preparation of student portfolios, with an emphasis on professional presentation. (Formerly SD 261)

Prerequisite(s): SD 125, SD 221, TD 125, or TD 221.

TD 262 — Advanced Screen Printing

3 credits; 6 lab hours

Emphasizing the development of personal style and professionalism in a modern screen printing environment, this course explores advanced methods of designing and printing yardage fabric. Students choose a market and produce a collection of autographically or digitally produced designs printed in repeat and in multiple color ways.

Prerequisite(s): TD 161.

TD 263 — Advanced Screen Printing: T-Shirts and Related Products

2 credits; 4 lab hours

In this course, advanced modern design techniques and industrial trends for T-shirts, apparel, accessories and home products are explored. Emphasis is on mixed-media and multi-color projects, and the use of specialty inks on a variety of surfaces. Manual and digital methods are used for design creation.

Prerequisite(s): TD 183.

TD 271 — Textile/Surface Design Using Adobe Illustrator

2 credits; 1 lecture and 2 lab hours

Students learn to use Adobe Illustrator for application to textile and surface design and gain proficiency in working between Adobe Illustrator and Adobe Photoshop. Target markets and the creative use of software for portfolio development are emphasized. (Formerly SD 271)

Prerequisite(s): TD 114 or TD 224.

TD 299 — Independent Study in Textile Design

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

TD 303 — Screen Printing with Typographic Imagery

1.5 credits; 3 lab hours

For Graphic Design students. The process and possibilities of screen printing as a medium of expression and reproduction are explored. Students focus on computer-generated typographic imagery and the effects of manipulation through this process. (Formerly SD 303)

Prerequisite(s): CD 322 and GD 312.

TD 312 — Computer Graphics for Textile Design I

2 credits; 1 lecture and 2 lab hours

Introduction to creating artwork on the computer, including scanning and cleaning images, original patterns, colorways, repeats, and woven fabrics. Designs are applied to fashion silhouettes for merchandising collections targeting specific markets. Portfolio-quality presentations are produced using digital printouts.

TD 313 — Advanced Photoshop and Illustrator

3 credits; 6 lab hours

This advanced class builds on students' existing knowledge of Adobe Photoshop and Illustrator to expand their skill level. Students create a design collection and presentation boards. Focus is placed on professional workflow, color management and preparation for traditional and digital production in the textile/surface design industry.

Prerequisite(s): TD 112 or SD 224, and TD 271.

TD 321 — Advanced Hand Screen Printing for Portfolio Development

2 credits; 4 lab hours

This course explores advanced methods of developing repeats and printing techniques for long table fabrics. Students choose a market and produce a line of fabrics for a specific client, while developing personal style and professionalism in a modern screenprinting environment.

Autographic as well as digitally produced positives may be used to produce large screens that will be printed in repeat and in multiple colorways. (Formerly SD 321)

Prerequisite(s): SD 185, TD 185, SD 229, or TD 229.

TD 332 — Advanced Woven Design

2 credits; 4 lab hours

This course introduces students to the research, development, and creation of complex, multi-shaft woven structures. Projects include an in-depth exploration of woven structures and creation of woven design collections based on market trends.

TD 333 — Fundamentals of Jacquard Design

3 credits; 6 lab hours

Students are introduced to the fundamentals of jacquard design to create woven fabrics using complex weave structures. Students use CAD technology to create a portfolio of innovative designs for today's textile industry.

Prerequisite(s): TD 332 or TD 334.

TD 334 — Complex Dobby Wovens

3 credits; 6 lab hours

In this course, students' advanced level drafting skills are applied to the creation of woven designs on harness dobby looms. They build on their drafting skills using CAD software, and create fabric simulations to plan designs. Through hand weaving, students explore materials, develop color, and consider end use for their fabrics.

Prerequisite(s): TD 238.

TD 351 — Surface Design: Paper Products

2 credits; 4 lab hours

Learning to design products to specification for tabletop, student produce print designs, shopping bags, playing cards, and tissue boxes. The uniqueness of designing for paper products is emphasized. Licensing and market trends are discussed. (Formerly SD 351).

TD 353 — Custom Rug and Carpet Design

2 credits; 4 lab hours

This course covers design of tufted and printed carpeting for custom, commercial, and mass markets. Students study repeats and technical requirements in carpet design, trends in construction, color coordination for various types of interiors, and the application of all types of printing and tufting equipment used in industry. Guest speakers and field trips are included.

TD 356 — Tabletop and Related Products

3 credits; 6 lab hours

Original design concepts are created for ceramic products, glassware and paper products for the home furnishings, giftware and tabletop industries. Decorative product designs are rendered in perspective to scale. Sources, product requirements, current trending information, sustainability issues and licensing is covered.

TD 357 — Applied Surface Design for the Home

3 credits; 6 lab hours

Students research design possibilities to create color/pattern-coordinated designs for a spectrum of home products. Critiques are in direct consultation with industry.(Formerly SD 357).

TD 361 — Screen Printing Scarves

3 credits; 6 lab hours

Scarves are one of the most decorative and versatile fashion accessories. Through the study of historic and contemporary references, students develop unique and innovative concepts and color ways for their own designs and hand screen print scarves in a professional studio.

Prerequisite(s): TD 161 or TD 101.

TD 362 — Screen Printing for Accessories Design

2 credits; 4 lab hours

Screen printing provides an array of unique applications for accessory design; original motifs, printed on a variety of materials including fabric and leather, custom design lining fabrics and multicolor prints with textural effects for a variety of products. Students develop original designs which they hand screen print in a professional studio setting.

TD 372 — Design for Knitted Fabrics I

2 credits; 1 lecture and 2 lab hours

Design and development of jersey, rib, interlock, and double-knit fabrics are studied. Students solve problems in adapting designs to machines using wheel, jacquard, and drum mechanisms.

TD 412 — Computer Graphics for Textile Design II

2 credits; 1 lecture and 2 lab hours

Advanced use of graphic design software with emphasis on woven fabric designs, knits, and tonal prints. Designs are texture-mapped onto garments and home furnishings images for specific markets, resulting in a digital portfolio.

Prerequisite(s): TD 312.

TD 413 — CAD for Portfolio Presentation

2 credits; 1 lecture and 2 lab hours

Students create a collection of digital textile designs that coordinate with the theme developed in TD 462. Using CAD programs, students develop this collection for the Textile/Surface Design BFA Senior Exhibition. Using these digital designs and other portfolio quality CAD designs, students build an online portfolio. Prerequisite(s) TD 313.

TD 414 — Digital Knit Design

3 credits; 6 lab hours

This course utilizes a variety of digital media to develop knit fabric collections and strengthen computer design skills. Through lectures, research and hands-on projects, students become familiar with knit design materials, terminology and development techniques. Using proprietary CAD software, students create knit fabric designs, yarm simulations, communicate color and pattern, and develop a professional portfolio for the apparel and home fashion markets.

TD 451 — Surface Design: Print Media Graphics

2 credits; 4 lab hours

Explores graphic design concepts for dinnerware, tabletop, and related products with special emphasis on the needs of industry and the marketplace. (Formerly SD 451).

TD 452 — Custom Carpet and Rug Design

3 credits; 6 lab hours

Students learn to produce designs for area rugs and carpet for residential and commercial markets. Skills are developed for both conventional and digital designs. Fiber use and manipulation as applied to hand tufted, hand knotted, printed and woven qualities are explored.

Prerequisite(s): TD 251.

TD 462 — Portfolio Collection

3 credits; 6 lab hours

Preparation of a professional portfolio collection inspired by research and influenced by market trends. Students' collections include coordinated designs for fashion, home, contract, or product, incorporating printed, woven, fiber art, knit, and CAD applications. (Formerly SD 462).

TD 471 — Advanced CAD with Adobe Photoshop and Fashion Studio

1.5 credits; 3 lab hours

Students develop advanced skills in Adobe Photoshop applied to surface design. Fashion Studio software is incorporated into the course, with the objective of designing product for a global marketplace using current trend information. (Formerly SD 471)

Prerequisite(s): SD 224 or TD 224.

TD 472 — Design for Knitted Fabrics II

2 credits; 1 lecture and 2 lab hours

Designing for circular knitting machines with special emphasis on repeats for patterning mechanisms and the newest yarn technology. Students solve problems in adapting jacquard design to machines using wheel and drum mechanisms.

Prerequisite(s): TD 372.

TD 473 — Advanced Digital Studio

3 credits; 6 lab hours

Students use proprietary textile design software to develop engineered fashion prints based on trend forecasting information. Technical aspects such as color separation for screen print and color matching for digital print production are applied. Students follow professional design studio practices to create fashion collections.

Prerequisite(s): TD313.

TD 481 — Screen Printing: Scarves

2 credits; 4 lab hours

Studies the requirements, limitations, and possibilities of designs for scarves. Students prepare screens, mix colors, and print a variety of fabrics with emphasis on techniques and fashion trends. (Formerly SD 481).

TD 491 — Internship

3 credits

A 12-week internship in industry, scheduled individually for a minimum of 126 hours at the worksite and 9 hours on campus. Students have the opportunity to intern in the product design, home furnishings, or apparel industry.

TD 499 — Independent Study in Textile Design

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.