

# Technical Design BS Degree Program

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## School of Business and Technology

Applications accepted for fall only. NYSED: 32621 CIP: 50.0407

The major in Technical Design prepares students for entry into the apparel industry, provides a solid foundation for complex technical design competencies, deepens students' problem-solving and critical thinking abilities, and facilitates the development of professional practices, interpersonal skills, and personal abilities that equip students for advancement in the evolving garment industry. Curriculum below is for the entering class of fall 2020.

<b>Semester 5</b>		<b>Credits</b>
MAJOR AREA	TC 311 - Production Pattern Development I	2
	TC 321 - Computerized Pattern Development	2
RELATED AREA	MG 314 - Manufacturing Process Analysis	2
	TS 301 - Advanced Textiles for Technical Design	2.5
LIBERAL ARTS	EN 321 - Strategies of Business Communication	3
	MA 311 - Mathematical Modeling for Business Applications	3
	SS 131 - General Psychology	3
<b>Semester 6</b>		
MAJOR AREA	TC 312 - Production Pattern Development II	2
	TC 322 - Computerized Grading, Marking, and Specs	3
	TC 341 - Technical Design: Wovens	2
LIBERAL ARTS	HA 112 - History of Western Art and Civilization: Renaissance to the Modern Era	3
	SC 147 - The Forensics of Fiber Analysis	3
	or 332 - Color and Light and SC 032 Color Science Laboratory	
	SS 171 - Introductory Sociology	3
<b>Semester 7</b>		
MAJOR AREA	TC 421 - Computerized Pattern and Fit Corrections	2
	TC 441 - Technical Design II: Stretch	2
RELATED AREA	IC 497 - Senior Internship: Career Planning	3
	or TS 332 - Technical Design for Sweater Knits	
LIBERAL ARTS	HA 344 - History of Western Costume	3
	choice - see Requirements*: Liberal Arts/Foreign Language	3
	SS 386 - Youth Subculture, Identity, and Fashion: A Sociological Perspective	3
<b>Semester 8</b>		
MAJOR AREA	TC 451 - Production and Technical Design	2
	TC 491 - Technical Design Senior Project	2.5
LIBERAL ARTS	choice - see Requirements*: Liberal Arts/Foreign Language	3
	SS 334 - The Psychology of Color	3
	SS 376 - Clothing and Society	3
<b>TOTAL CREDIT REQUIREMENTS</b>		
	MAJOR AREA	19.5
	RELATED AREA	7.5
	LIBERAL ARTS	36
	Total Credits:	63

**\*Fall 2020 Requirements:** See below.

**Liberal Arts:** 36 credits

The degree includes the Fashion History, Theory and Culture minor as part of its Liberal Arts requirements. Students must declare the minor in the Academic Advisement Center to be awarded the minor along with the major. If a course from the minor has been previously taken, students may select other Liberal Arts electives.

- **History of Art: 6 credits.** HA 112 and HA 344
- **English: 3 credits.** EN 121 and any additional EN course must be completed prior to enrolling in EN 321
- **Foreign Language: 6 credits.** Two semesters of the same foreign language, one of which must meet the General Education Foreign Language requirement (G8)
- **Science: 3 credits.** SC 147 or SC 332/ SC 032
- **Mathematics: 3 credits.** Mathematics Proficiency must be completed prior to enrolling in MA 311.
- **Social Sciences: 15 credits.** SS 131, SS 171, SS 334, SS 376 and SS 386

**NOTE:** An ideal candidate for the Tech Design BS degree program has earned an associate degree in either Fashion or Menswear Design from an accredited college. Interested students without a background in Fashion or Menswear Design are required to take the following bridge courses before the start of the program.

Required knowledge areas prior to program entry:

- TS 111 Fundamentals of Textiles
- FD 131 Sewing Techniques I **OR** FD 133 Materials and Construction I
- FD 117 Design Studio I - Introduction to Draping **OR** DP 111 Draping Proficiency I
- PM 121 Patternmaking I: Misses' and Women's Wear **OR** FD 243 Apparel Design Studio - Patternmaking
- AR 101 Fashion Art and Design
- TC 111 Beginning Adobe Illustrator for Technical Design

Upon graduation, students in the Technical Design B.S. program will achieve the following learning outcomes:

1. Develop and sew production patterns and document how the garment is to be constructed in language that is clear to the manufacture
2. Analyze the fit of a garment and document the problems in a clear and concise manner.
3. Follow a garment through pattern development, construction and fitting and create a Technical Specifications Packet (Tech Pack).
4. Measure a variety of garments: blouses, pants, skirts, jackets, dresses, intimate apparel and be familiar with different methods used to measure garments in the industry.
5. Distinguish between the properties associated with different fabric types and how these properties impact pattern development, sewing, pressing, finishing and fit.
6. Analyze a grading specifications sheet and grade basic patterns in a full size range without compromising the original design. Analyze corporate structure and describe the responsibilities of the designer, technical designer, merchandiser and contractor. Become familiar with safety regulations associated with specific garment types and customer base and develop creative solutions for mass production in accordance with safety regulations.

7. Work as a team to: (a) create clear objectives, balance people skills and abilities, (b) develop effective processes for making decisions and communicating efficiently and (c) develop leadership skills to resolve conflicts while maintaining mutual cooperation and respect for each other.
8. Use current technologies and software programs utilized in the Technical Design field with proficiency.