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 Business Management and Textile Development and Marketing students. Studies basic proportions of the fashion figure, garment details and terminology, and principles of color.

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 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 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.