

# Fashion Design Evening/Weekend Sequence

## School of Art and Design

Applications accepted for fall and spring.  
 NYSED: 00835 CIP: 50.0407

The evening/weekend option in Fashion Design replicates the curriculum of the traditional, full-time format. The sequence below represents a possible six semester progression for the evening/weekend major but may vary from student to student. The program is designed to enable students to evolve successfully as creative womenswear apparel design leaders and brand-builders through creative application of design knowledge acquired using experimental learning. The program is progressive and leads to the development of the student's own aesthetics. Successful students will be able to adapt and apply their acquired knowledge to the evolving fashion industry, related design fields, and other creative careers not yet imagined. Curriculum below is for the entering class of Fall 2022.

Semester 1		Credits
MAJOR	FD 117 - Design Studio I - Introduction	2
AREA	to Draping	
	FD 133 - Materials and Construction I	2
	FF 111 - Visual Design Concepts I	2
GENERAL	EN 121 - English Composition (G1)	3
EDUCATION		
Semester 1 Winter		
GENERAL	Choice - see Mathematics (G2)	3
EDUCATION		
Semester 2		
MAJOR	FD 127 - Design Studio II - Soft	3
AREA	Draping	
	FD 134 - Materials and Construction II	2
	FF 161 - Fashion Art Studio	3
Semester 2 Summer		
GENERAL	Choice - see History of Art (G5)	3
EDUCATION		

Semester 3		
MAJOR	FD 243 - Apparel Design Studio -	3
AREA	Patternmaking	
	FF 143 - Digital Design Studio	3
Semester 3 Winter		
GENERAL	Choice - see Science (G3)	3
EDUCATION		
Semester 4		
MAJOR	FD 217 - Design Studio III - Structured	3
AREA	Draping	
	FF 121 - Fashion Research and	2
	Inspiration	
Semester 4 Summer		
RELATED	FA 105 - Life Drawing or Choice*	1.5
AREA		
	TS 131 - Textile Principles for the	3
	Fashion Designer	
GENERAL	Choice - see Social Science (G4)	3
EDUCATION		
Semester 5		
MAJOR	FD 227 - Design Studio IV: Advanced	3
AREA	Draping	
	FF 211 - Visual Design Concepts III	2
	FF 245 - Digital Design: Flats and	1.5
	Floats	
Semester 5 Winter		
GENERAL	Choice - see English/Speech	3
EDUCATION		
Semester 6		
MAJOR	FD 244 - Design Development: Digital	1.5
AREA	Communication and Management	
	FF 212 - Visual Design Concepts IV	2
GENERAL	Choice - see Humanities (G7)	3
EDUCATION		
Semester 6 Summer		
GENERAL	Choice - see Social Science (G4)	3
EDUCATION		
TOTAL CREDIT REQUIREMENTS		
	GENERAL EDUCATION	24
	MAJOR AREA	35
	RELATED AREA	4.5
	<b>Total Credits:</b>	<b>63.5</b>

\*Fall 2022 Requirements: See below

## FIT's General Education and Art History Requirements for Art and Design Associate Degree Programs:

- Three (3) credits from each required General Education area, totaling 9 credits: G1, G2, and G3
- Six (6) credits from two (2) different areas in **liberal arts** courses in G4 - G10
- Three (3) credits of any 200- or 300-level English literature or speech course
- Six (6) credits from Art and Design History courses: HA 112 (3 credits, required for all Art and Design majors), plus another 3-credit HA course

FIT's Gen Ed courses are organized along the following categories: G1 Basic Communication; G2 Mathematics; G3 Natural Sciences; G4 Social Sciences; G5 Western Civilization; G6 The Arts; G7 Humanities; G8 Foreign Language; G9 Other World Civilizations; G10 American History.

See list of Gen Ed approved courses under FIT's General Education Requirements and Courses. An FIT Gen Ed course cannot be used to meet more than one General Education area.

Certain majors require specific courses. Please review your DARS audit to determine if a particular course is required by your major to meet General Education credits.

**Related Area Electives: 1.5 credits (minimum)**

FA 105 or CHOICE of another Fine Arts course

**Upper Division Alternatives:**

Graduates of this program are eligible to apply for admission to the Bachelor of Fine Arts programs in Fabric Styling, Fashion Design-Children's Wear, Fashion Design-Intimate Apparel, Fashion Design-Knitwear, Fashion Design-Special Occasion, Fashion Design-Sportswear, Textile/Surface Design, and Toy Design, and the Bachelor of Science programs in Production Management: Fashion and Related Industries, Technical Design, and Textile Development and Marketing.