

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

AR 000 — FASHION ART

3-60 credit; 3 lab hours

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 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.