

Textile/Surface Design AAS Degree Program

<http://fitnyc.edu/textilesurfacedesign>

School of Art and Design

Applications accepted for fall only.

NYSID: 00833 CIP: 50.0402

The Textile/Surface Design AAS program prepares students for careers in the textiles, fashion, home furnishings, and related industries as textile designers, colorists, and freelance entrepreneurs. The curriculum focuses on the creative design process, product development, and technical, and digital skills for woven and printed fabrics, and decorative home products. Curriculum below is for the entering class of fall 2022.

Semester 1		Credits
MAJOR AREA	TD 112 - Textile Color Fundamentals	2
	TD 113 - Textile Surface Design: Styles Sources	2
	TD 126 - Textile Design Studio Practices	3
	TD 141 - Nature Studies	1.5
GENERAL EDUCATION	choice - see Requirements*	6
Semester 2		
MAJOR AREA	TD 114 - Computer Aided Print Design	3
	TD 138 - Introduction to Woven Design	2.5
	TD 251 - Techniques for Decorative Fabrics and Surfaces	3
RELATED AREA	TS 111 - Fundamentals of Textiles	3
GENERAL EDUCATION	choice - see Requirements*	3
	choice - see Requirements*	3
Semester 3		
MAJOR AREA	TD 161 - Fundamentals of Screen Printing	2
	TD 207 - Adobe Illustrator for Textile/Surface Design	2
	TD 238 - Woven Design and CAD	3
RELATED AREA	choice - see Related Area Electives*	1.5
GENERAL EDUCATION	choice - see Requirements*	6
Semester 4		
MAJOR AREA	TD 202 - Advanced Professional Practices	3
	TD 206 - Advanced Home Textiles	2
	TD 262 - Advanced Screen Printing	3
ELECTIVE	choice - General Elective	1.5
GENERAL EDUCATION	choice - see Requirements*	3

choice - see Requirements*	3
TOTAL CREDIT REQUIREMENTS	
GENERAL EDUCATION	24
MAJOR AREA	32
RELATED AREA	4.5
ELECTIVE	1.5
Total Credits:	62

***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 area, totaling 9 credits: G1, G2, and G3
- Six (6) credits from two (2) different areas in **non-HA 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 into 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.

Related Area Elective(s): 1.5 credits (minimum). BE 261, CD 123, CG 121, CG 214, CG 212, EP 311, FA 131, FA 132, FA 171, IN 201, PH 118 **or** any available course in Accessories Design, Advertising Design, Advertising and Marketing Communications, Fabric Styling, Fashion Design, Fine Arts, Graphic Design, Home Products Development, Illustration, Interior Design, Photography, and, Textile Development and Marketing **or** any course in the Creative Technology minor or any business or art course in the Ethics and Sustainability minor

Upper Division Alternative(s):

Graduates of this program are eligible to apply for admission to the Bachelor of Fine Arts programs in Fabric Styling and Textile/Surface Design, and the Bachelor of Science program in Textile Development and Marketing.

Upon graduating from the Textile/Surface Design AAS program, students will be able to:

1. Conduct structured research; analyze cultural and aesthetic trends, both historical and contemporary, on textile surface design products and use information to develop creative design concepts.
2. Think critically, including the ability to evaluate visual information and compare diverse perspectives, as well as come to fundamental conclusions and interpret information to produce original designs for appropriate textile markets.
3. Apply comprehensive textile design skills to design textiles through painting, weaving, screen printing, and demonstrate basic skills in drawing, repeat creation, and color application.
4. Apply fundamental computer skills to complement traditional design skills and develop original designs using CAD as a tool including basic technical preparation of designs for production.
5. Communicate ideas and express project concepts using foundational visual, oral, and written presentation skills, including the use of appropriate industry vocabulary.
6. Discuss global and cultural issues affecting the textile/surface design industry.