

This addendum replaces the Fashion Design section (pages 231 – 238) of the 2017-18 *The Hoot*.

FASHION DESIGN

Innovation in fashion design results from a rigorous process of developing and editing ideas that address specific design challenges. Students in our program work alongside expert, professional faculty and guest mentors, who are current and visible designers, to become educated and practiced in all aspects of the design process. Throughout their experience, students produce original designs and develop collections for their portfolio. In their Junior and Senior year, students have the opportunity to work in teams to create unique designs under the guidance of mentors, emulating professional designers and following the industry's seasonal schedule. Recent mentors for the Junior and Senior class have included Anthropologie, Urban Outfitters, Nike, Roxy, Armani Exchange, BCBG, Trina Turk, Ruben & Isabel Toledo, and Bob Mackie. Junior and Senior designs are featured at the annual Scholarship Benefit and Fashion Show at the Beverly Hilton.

FASHION DESIGN WITH AN EMPHASIS IN COSTUME DESIGN

Students may choose to pursue an emphasis in Costume Design. With a focus on new directions in character development for film, television, live performance, concept art, and video, students emerge from the Costume Design Emphasis track as relevant, creative professionals prepared for the future direction of this exciting field. Under the guidance of critically-acclaimed costume design professionals and leading costume houses, students will produce original designs and dynamic illustrations, combining traditional and digital methods, for their portfolios. Costume Design mentors have included: Disney, Cirque du Soleil, Theadora Van Runkle, Betsy Heimann, Western Costume, Bill Travilla, and Bob Mackie.

PROGRAM LEARNING OUTCOMES

At the completion of the program, students in the Fashion Design Department will be able to:

- Adapt their artistic abilities to support their future design careers.
- Develop a systematic, critical approach to problem solving at all levels of the design process.
- Articulate design ideas verbally, visually, and digitally.
- Assess, propose, and apply various techniques related to drafting, draping, and constructing of garments.
- Relate the design process to the appropriate manufacturing process.
- Demonstrate professionalism by managing time to meet deadlines with quality work and effectively collaborating in teams.
- Research and relate fashion design to a broader socio economic, historical, and environmental context.

Notes for Degree Requirements on the Next Pages:

*These courses may be taken in either the fall or the spring semester.

** FSHD363/364: Though the coursework is offered during the spring semester, students are encouraged to participate in an industry internship during the summer between junior and senior years. Courses in gray are described in Liberal Arts and Sciences.

Note: Working with a mentor is considered an earned privilege; therefore, students are required to maintain a "C+" grade point average in design and studio throughout the design process in order to work with a mentor.

Note: Students collaborating with mentors may be required to be on campus to work on their projects during Spring Break and occasional Saturdays and holidays (such as President's Day) in order to participate in the Scholarship Benefit Show.



FASHION DESIGN

Fall - Foundation		
COURSE		CR
Life Drawing I	FNDD180	3
Principles of Design	FNDD115	2
Drawing & Building Form	FNDD160	3
Writing in the Digital Age	ENGL107	3
Intro to Visual Culture	AHCS120	3
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Fall - Sophomore		
COURSE		CR
Sophomore Studio I	FSHD202	4
Fashion Illustration	FSHD210	3
Model Drawing I	FSHD230	2
Digital Design I	FSHD226	2
Textile Science I	NSCI311	2
Creative Action Lecture*	CAIL200	3
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Fall - Junior		
COURSE		CR
Junior Studio I	FSHD300	5
Digital Design III	FSHD325	1
Model Drawing III	FSHD330	1
Fashion Design & Illustration I	FSHD362	4
History of Costume I	AHCS370	2
Math for Artists & Designers*	MATH136	3
		16

Fall - Senior		
COURSE		CR
Senior Studio I	FSHD400	6
Fashion Design & Illustration III	FSHD462	4
The Business of Fashion	FSHD472	1
Capstone	LIBS440	3
		15

Spring - Foundation		
COURSE		CR
Life Drawing II	FNDD182	3
Connections through Color & Design	CAIL101	3
Form & Space	FNDD161	2
Elective	FNDD145	1
Birth of the Modern	AHCS121	3
Ways of Knowing	LIBS114	3
		15

Spring - Sophomore		
COURSE		CR
Sophomore Studio II	FSHD203	4
Fashion Illustration/Intro to Design	FSHD212	3
Model Drawing II	FSHD232	1
Digital Design II	FSHD324	1
Textile Science II	NSCI312	2
Contemporary Issues	AHCS220	3
LAS Sophomore Elective*	LIBS214	3
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Spring - Junior		
COURSE		CR
Junior Studio II	FSHD301	5
Digital Design IV	FSHD425	1
Model Drawing IV	FSHD331	1
Fashion Design & Illustration II **	FSHD363	3
History of Costume II	AHCS371	3
Social Science*	SSCI210	3
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Spring - Senior		
COURSE		CR
Senior Studio II	FSHD401	6
Portfolio Development	FSHD476	3
LAS Upper Division Elective	LIBS314	3
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FASHION DESIGN with an EMPHASIS IN COSTUME DESIGN

Fall - Foundation		
COURSE		CR
Life Drawing I	FNDT180	3
Principles of Design	FNDT115	2
Drawing & Building Form	FNDT160	3
Writing in the Digital Age	ENGL107	3
Intro to Visual Culture	AHCS120	3
		14

Spring - Foundation		
COURSE		CR
Life Drawing II	FNDT182	3
Connections through Color & Design	CAIL101	3
Form & Space	FNDT161	2
Elective	FNDT145	1
Birth of the Modern	AHCS121	3
Ways of Knowing	LIBS114	3
		15

Fall - Sophomore		
COURSE		CR
Sophomore Studio I	FSHD202	4
Fashion Illustration	FSHD210	3
Model Drawing I	FSHD230	2
Digital Design I	FSHD226	2
Textile Science I	NSCI311	2
Creative Action Lecture*	CAIL200	3
		15

Spring - Sophomore		
COURSE		CR
Sophomore Studio II	FSHD203	4
Fashion Illustration/Intro to Design	FSHD213	3
Dynamic Model Drawing	FSHD233	1
Digital Design II	FSHD324	1
Textile Science II	NSCI312	2
Contemporary Issues	AHCS220	3
LAS Sophomore Elective*	LIBS214	3
		17

Fall - Junior		
COURSE		CR
Junior Studio I	FSHD300	5
Digital Design III	FSHD325	1
Model Drawing III	FSHD330	1
Fashion Design & Illustration I	FSHD362	4
History of Costume I	AHCS370	2
Math for Artists & Designers*	MATH136	3
		16

Spring - Junior		
COURSE		CR
Junior Studio II	FSHD301	5
Digital Design IV	FSHD425	1
Costume in Concept Art	FSHD350	1
Fashion Design & Illustration II **	FSHD364	3
History of Costume II	AHCS371	3
Social Science*	SSCI210	3
		16

Fall - Senior		
COURSE		CR
Senior Studio I	FSHD400	6
Fashion Design & Illustration III	FSHD463	4
The Business of Costume	FSHD473	1
Capstone *	LIBS440	3
		15

Spring - Senior		
COURSE		CR
Senior Studio II	FSHD401	6
Portfolio Development	FSHD476	3
LAS Upper Division Elective*	LIBS314	3
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Sophomore Studio I
FSHD202 — 4 credits

Starting with basic principles of draping, patternmaking, and sewing construction, students will learn garment industry procedures and create 3-D designs.

Sophomore Studio II
FSHD206 — 4 credits

Students develop patterns by draping muslin on dress forms and learn basic garment construction and finishing. Students learn to produce and interpret fundamental 3-dimensional design ideas.

Prerequisite: FSHD202 Sophomore Studio I

Fashion Illustration
FSHD210 — 3 credits

Students create a variety of figures as a basis for professional design sketches, and develop skill in drawing technical flats.

Fashion Illustration/Introduction to Design

FSHD212 – 3 credits

Students learn to take direction, develop and edit their ideas on croquis (quick sketch) figures. Design problems are presented from which students will develop basic color and fabric stories and ideas that are illustrated. This course prepares students to work with professional designers at the junior level.

Prerequisite: FSHD210 Fashion Illustration

Fashion Illustration/Introduction to Design

FSHD213 — 3 credits

Students learn to take direction, develop and edit their ideas on croquis (quick sketch) figures. Design problems are presented from which students will develop basic color and fabric stories and ideas that are illustrated. This course prepares students to work with professional designers at the junior level and the costume design field.

Prerequisite: FSHD210 Fashion Illustration Available to Fashion Design majors with an Emphasis in Costume Design

Digital Design I
FSHD226 — 2 credit

Using a Mac, students learn about industry standards for drawing CADS (digital flats), basic practices, digital terminology, and related computer equipment including the scanner, printer, and the Wacom tablet. Students are introduced to Adobe Photoshop and Illustrator, and learn how these skills can aid them in Design. Students will be introduced to drawing basic garments in Adobe Illustrator.

Model Drawing I
FSHD230 — 2 credits

Students draw from live male and female models to develop an awareness of the proportions of the elongated fashion figure focusing on correct anatomical structure. They also explore the rendering of swim, spring, and summer garments on the figure.

Prerequisites: FNMT180/181 Life Drawing I/II or equivalent

Model Drawing II
FSHD232 – 1 credit

Students draw from live male and female models to further develop an awareness of the proportions of the elongated fashion figure focusing on correct anatomical structure. They also explore the rendering of stripped/draped dresses, active garments, and the layering of fall/winter sportswear on the figure.

Prerequisite: FSHD230 Model Drawing I

Dynamic Model Drawing
FSHD233 — 1 credit

Students draw from live models to develop an awareness of the proportions and exaggerated movements of the dynamic fantasy figure while maintaining correct anatomical structure. Additionally, this course explores the visualization of various fabrics, armatures, and garments on the figure.

Prerequisite: FSHD230 Model Drawing I Available to Fashion Design majors with an Emphasis in Costume Design.

Junior Studio I**FSDH300 — 5 credits**

Focusing on the moderate market, students begin with duplicating sewing construction techniques demonstrated by instructor, including working with 4-way stretch. Students will learn intermediate-level industry methods, including professional fittings and pattern-making, and apply them to their projects. Under faculty guidance, students discover how to interpret their original designs to construct a finished outfit while becoming familiar with the industry schedule and developing a production calendar.

Prerequisite: FSHD203 Sophomore Studio II

Junior Studio II **FSDH301 — 5 credits**

Students will apply and expand upon production and construction methods to integrate treatments and complete a layering sportswear project. Students are prepared to develop and manage a production calendar that aligns with the industry schedule. Topical issues in clothing construction surrounding sustainability are introduced and offered for further development, in addition to an option for a sustainability focused mentored project.

Prerequisite: FSHD300 Junior Studio I

Digital Design II**FSDH324 — 1 credit**

Using Adobe Photoshop and a Wacom tablet, students will advance their knowledge in drawing basic garments, known as “flats” in the fashion industry.

Prerequisite: FSHD225 Digital Design I or equivalent

Digital Design III**FSDH325 — 1 credit**

Using Adobe Photoshop and Illustrator, students will learn to create prints, finishing treatments for polished flats, and Tech Packs.

Prerequisite: FSHD324 Digital Design II

Model Drawing III**FSDH330 — 1 credit**

This course explores the fashion figure with focus on gesture, line quality, accurate observation of clothing proportion and shape, and studies how clothing drapes on the body for specific design projects.

Prerequisite: FSHD232 Model Drawing II or FSHD233 Dynamic Model Drawing

Model Drawing IV**FSDH331 — 1 credit**

This course further explores the fashion figure with focus on improved gesture, line quality, and accurate observation of clothing proportion and shape.

Prerequisite: FSHD330 Model Drawing III

Costume in Concept Art**FSDH350 — 1 credit**

In preparation for television and film industry internships, this course focuses on digital design within a costume design portfolio. Students will develop a background and digitize and integrate costume design illustrations, flats, research, and visuals from their character development process. The course culminates in a portfolio review and critique by costume design industry guests.

Prerequisites: FSHD363/364 Fashion Design & Illustration I, FSHD325 Digital Design III

Available to Fashion Design majors with an Emphasis in Costume Design.

Fashion Design and Illustration I **FSDH362 — 4 credits**

Students work under the direction of industry professionals in the moderate market to develop fabric stories and sketches. One mentor project will focus on sustainability. Students pursuing the Sustainability Minor should elect to work on this project.

Prerequisite: FSHD212/213 Fashion Illustration/Introduction to Design

Fashion Design and Illustration II**FSHD363 – 3 credits**

Students study better apparel in preparation for senior year and create a collection for the better market.

Prerequisite: FSHD362 Fashion Design and Illustration I

Fashion Design and Illustration II**FSHD364 — 3 credits**

Students focus on the study of better apparel, costume design, and create groups for well-defined characters in preparation for senior year.

Prerequisite: FSHD362 Fashion Design and Illustration I

Available to Fashion Design majors with an Emphasis in Costume Design.

Senior Studio I**FSHD400 — 6 credits**

This course demonstrates and develops practical methodologies used in higher priced designer fashion. Students are coached with bespoke tailoring techniques to construct a classic tailored jacket and to broaden their scope of sophisticated techniques. Instructors and visiting mentors guide and critique students' work to develop their eye, recognize 3-D balance and fit, and understand couture fabrics.

Prerequisite: FSHD300/301 Junior Studio I/II

Senior Studio II**FSHD401 – 6 credits**

The student is further engaged in the interpretation and completion of their original designer-level creations to encourage independence and innovation within the context of professionalism and relevance. Students will perform advanced applications of draping, pattern drafting, classic tailoring, and sophisticated sewing techniques. Additionally, students will develop and abide by strict timelines and be prepared to take responsibility and offer suggestions during professional fittings. An option for a costume mentored project will be available.

Prerequisite: FSHD400 Senior Studio I

Digital Design IV**FSHD425 — 1 credit**

In this advanced course, students create a group of technical flats based on their own designs in Adobe Illustrator and Photoshop, which evolve into a digital collection for their portfolios. Topics include flats, line sheets, fabric samples, type, layout, title/mood sheets and tech packs.

Prerequisite: FSHD325 Digital Design III

Digital Portfolio**FSHD426 — 1 credit**

This advanced elective course works in conjunction with Senior Portfolio Development. Students expand their knowledge and apply digital skills combining Adobe Photoshop and Illustrator to develop their final portfolio.

Prerequisite: FSHD425 Digital Design IV

Fashion Design and Illustration III**FSHD462 — 4 credits**

Students design apparel alongside professional designers representing the designer/contemporary market. Working within the industry seasonal schedule, students design classic clothes in finer fabrics and finishing techniques. Illustration emphasizes complex sketches, fabric renderings, and layering of garments, to capture a look appropriate to the mentor's direction.

Prerequisite: FSHD362/363 Fashion Design and Illustration I/II

Fashion Design and Illustration III**FSHD463 — 4 credits**

Students design apparel alongside professional designers representing the designer/contemporary market and costume design industry. Working within the industry seasonal schedule, students design costumes and classic clothes in finer fabrics and finishing techniques to capture a look appropriate to the mentor's direction.

Prerequisite: FSHD364 Fashion Design and Illustration II

Available to Fashion Design majors with an Emphasis in Costume Design

The Business of Fashion **FSHD472 - 1 credit**

Through lectures by industry professionals, this class provides an overview of the apparel manufacturing process outside the realm of the design room, and the marketing partnership of wholesale manufacturers and retailers. The semester begins with professional practice protocols and job search strategies in preparation for a successful entry into the workplace.

The Business of Costume **FSHD473 - 1 credit**

Students will focus on the professional practices, protocols, and methodologies within the costume design field. Lectures by costume design professionals and field trips supplement this survey course that explores costume design within film, television, theatre and live performance. *Available to Fashion Design Majors, and also to Digital Media Majors with an Emphasis in Game and Entertainment Design. Students in other majors may enroll on a case by case basis with approval of the Chair of Fashion Design.*

Portfolio Development **FSHD476 — 3 credits**

Students develop professional portfolios, targeting a specific market in the fashion industry, and produce groups with concept boards, color story, fabric and treatment development illustrations and technical drawings. This course culminates with a portfolio review and critique by manufacturers.

Prerequisites: FSHD462 Fashion Design and Illustration III or FSHD463 Fashion Design and Illustration III

Independent Study **FSHD999 — 1-6 credits**

Independent studies provide an opportunity for students to work closely and collaboratively with faculty on assignments that extend the scope of their current interests, or expand their expertise.

Applications for independent study projects are reviewed and approved by the Department Chair based on proposals submitted by interested students.

Labs

The following lab classes may be required if a student's work does not meet the standards set by the department:

Construction Laboratory

This non-credit period is open to all students who need additional help in draping, pattern drafting, tailoring, or sewing.

Illustration Laboratory

This non-credit period is open to all students who need additional help in drawing and rendering.

Design Laboratory

This non-credit period is open to all students who need additional help in design.