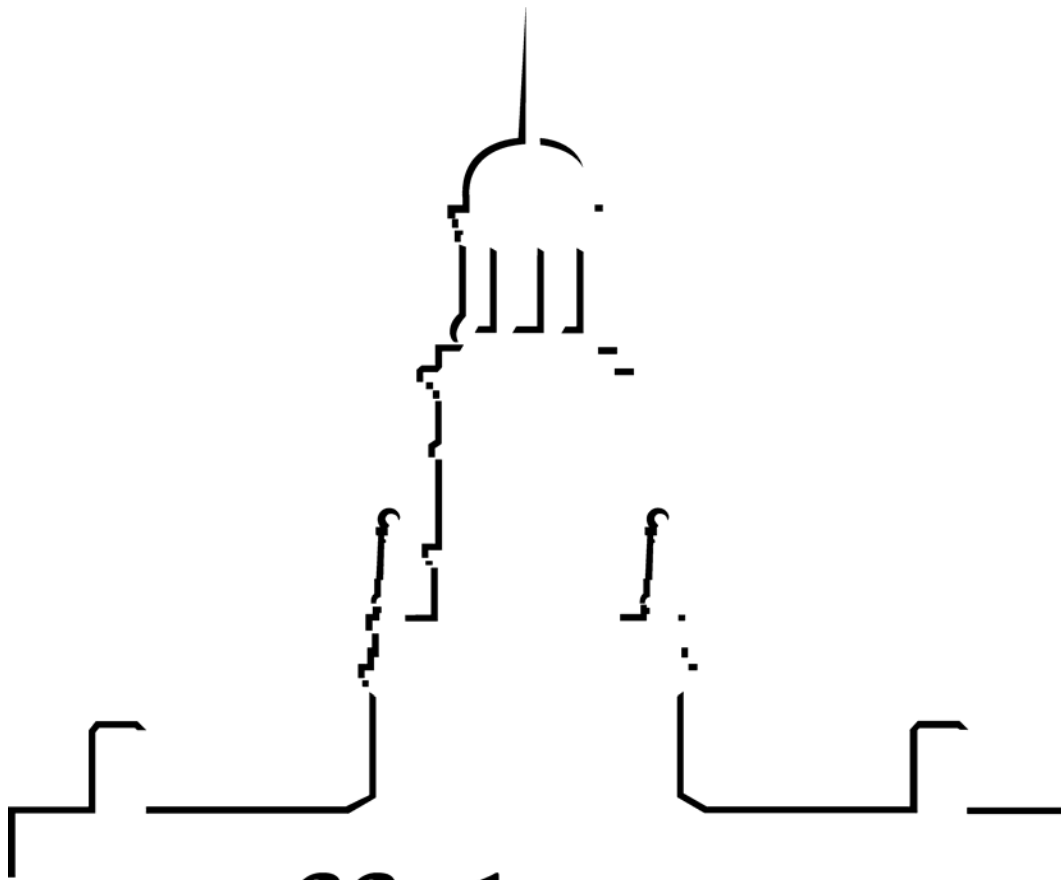


Fashion and Textile Technology Advisement Guide



Buffalo State
State University of New York

www.buffalostate.edu

Baccalaureate Degree Program in Fashion and Textile Technology

- The baccalaureate degree program in Fashion and Textile Technology at Buffalo State is located within the Technology Department. The program is open to current and transfer students. Students in the Fashion and Textile Technology program may elect to specialize in *Apparel Design, Fashion Merchandising, Product Development* and *Fashion/Textile Design Technologies*. The Fashion and Textile Technology Program is the only baccalaureate program in Western New York that offers career preparation for the multi-faceted global fashion industry. Faculty expertise, continuous updating of technology-based curriculum and industry partnerships contribute to the strength of the program. Class sizes are small allowing individual attention. Students are encouraged to participate in extra curricular programmatic activities and have achieved top honors in regional and national competitions. Internships are available in the Buffalo area, at the Fashion Institute of Technology “Summer in NY” Internship Program and elsewhere in the United States.
- Fashion and Textile Technology majors may elect to spend a year studying their specialty at the Fashion Institute of Technology in New York City in a 3-1 program earning a B.S. from Buffalo State and an Associate’s Degree from FIT. Students are encouraged to broaden their horizons by participating in national and international exchange programs. Programs are available in Siena, Italy, Manchester, England and Melbourne, Australia.
- Program facilities include CAD/CAM Labs, Historical Costume/Textile Collections and Textile Lab. The software and hardware used in the Fashion and Textile Technology Program are continually upgraded for the industrial and off-the-shelf systems and our instructors continually retool and/or develop courses to reflect changes in technology.
- The program is endorsed by the American Apparel and Footwear Association (AAFA) providing \$5,000 each year for student scholarships. Other industry and professional organizations include American Association of Textiles Chemists and Colorists (AATCC), American Collegiate Retailing Association (ACRA) and International Textile and Apparel Association (ITAA).

Faculty:

Richard A. Butz, Interim Chair. Technology Department (716) 878-6018/6017;
butzra@buffalostate.edu (Upton Hall 315)

Full-Time Faculty:

Liza Abraham, Ph.D., Assistant Professor: (716) 878-5708; abrahalk@buffalostate.edu Fashion Merchandising. **Research:** Consumer Studies of Fashion Products, Catalog Shopping and Apparel, Small Business Operations. (Caudell Hall 305)

David Brinson, M. P. S., Lecturer, (716) 878-3886; brinsoda@buffalostate.edu Apparel Design: Draping, Computerized patternmaking, (CAM) Computer Aided Manufacturing, Pattern Drafting and Grading, Fashion Illustration. (Caudell Hall 311C).

Emine Ercan, Ph.D., Assistant Professor. (716) 878-5813; ercane@buffalostate.edu Apparel design, pattern making and pattern drafting, apparel production. **Research:** Developing a new apparel pattern

drawing system based on the geometrical relationship between the 3-D body form and the 2-D patterns, clothing comfort. (Caudell Hall 308)

Keunyoung (Vicky) Oh, Ph.D. Assistant Professor, 716-878-4659; ohk@buffalostate.edu Fashion merchandising, fashion forecasting and trend analysis, consumer issues. **Research:** branding strategy, brand innovativeness, market segmentation, corporate social responsibility, global retailing and marketing. (Caudell Hall 306)

Elaine Polvinen, M.F.A., Professor and Program Coordinator: (716) 878-5803; polvinem@buffalostate.edu web: www.epcad.info Off-the-shelf and industrial textile and fashion design product development and presentations, Industrial computerized flat pattern making. **Research:** CAD design product development and international collaborations. (Caudell Hall 301)

Cherry Searle, Ph.D., Associate Professor: (716) 878-5716; searlecm@buffalostate.edu Textiles, textile evaluation, history of textiles, international textile apparel industry and Siena Program. **Research:** Employment clothing for the workplace and history of textiles. (Caudell Hall 307)

Careers in Fashion and Textile Technology:

Employment opportunities exist in textiles, retail management, CAD design for textiles and apparel, apparel production, product development, textile testing/quality control, home furnishing and government agencies. Examples of available positions include technicians in testing labs to set safety and performance standards, CAD (print, weave, knit, technical or fashion graphic) apparel designers, Trend and design specialists, private label costing and sourcing, CAM production, stylists, colorists, entrepreneurs, fashion/visual merchandisers, merchandiser representatives, merchandise buying and management, fashion journalist, logistics specialist, US customs agents, historic costume/textiles conservators, and theater costuming.

Graduates have been employed by most major apparel and textile companies including but not limited to: Abercrombie & Fitch, Calvin Klein, Dior, Ralph Lauren, Federated, Fisher Price, Foresight Design, GAP and GAP Kids, Hartmarx, Lord and Taylor, Bureau Veritas Testing Labs, Limited, Oxford Industries, Springs Industry, Swavelle Home Fashion, Toben Home Fashions, Toppers, Tommy Hilfiger, Graco, Home Fashions International, Park B. Smith, Appollo Patio Furniture Design, Target, Dillard's and Victoria's Secret.

Curriculum:

Students entering the Fashion and Textile Technology Program beginning Fall of 2008 will be following the newly revised curriculum. The FTT curriculum for students who entered the program from Fall 2005 to Spring 2008 is on the last page of this handout. Students who were enrolled in the program before Fall 2005 should speak to the coordinator about their curriculum.

Courses are offered at differing semesters depending on demand and the **availability of faculty**. Some courses are consistently taught in the indicated semesters. If there is no indicator for a semester the course will be offered periodically. To check the course offering please consult the program coordinator as there may be semester to semester changes. The following code **generally** applies: F = Fall; S = Spring; SU = Summer. The courses that have been renumbered for the new curriculum are *new to old as follows:

*FTT109 = FTT108

*FTT224(starting fall 09) = FTT325

*FTT306 = FTT336

*FTT400 = FTT415

*FTT110 = FTT107

*FTT300 = FTT414

*FTT349 = FTT449

New Curriculum

Curriculum effective as of September 2008. All other students should follow curriculum on page 15.

Fashion and Textile Technology Curriculum

The curriculum for the Fashion and Textile Technology Program is divided into two parts: 1.) the required 21 credit hours of core course work and 2.) one or more specialized areas of study: Fashion Merchandising, Apparel Design, Product Development or Fashion/Textile Design Technologies.

Required Core (21 Hrs.)

FTT110: Survey of Fashion/Textile Industry /F S
FTT206: Introduction to Textiles/F S SU
FTT208: Introduction to Fashion Technologies/F S
FTT306: Textile Evaluation/F S SU
FTT310: Sewn Products Industry/F S
FTT358: Fashion Forecasting & Consumer Issues/F S
FTT450: Issues in Fashion/Textile Industry/F S

Fashion Merchandising (30 hrs.)

FTT150: Introduc. to Fashion Merchandising/F S SU
FTT250: Fashion Buying & Merchan. Principles/F S SU
FTT350: Fashion Merchandising Applications/F S SU
FTT455: Issues in Merchand. & Fashion Retailing
BUS320: Principles of Marketing
FTT488: Internship/F S SU

Choose four courses from the following list:

FTT109*: Fundamentals of Apparel Construction/F S
FTT308: Fashion CAD (Computer Aided Design)/F S
FTT355: Research in Fashion Merchandising
FTT410: Advanced Product Development/F
BUS325: Human Resource Management
BUS365: Entrepreneurship
COM210: Intro to Writing for the Media
COM303: Writing for the News Media

Apparel Design (30 hrs.)¹

FTT109: Fundamentals of Apparel Construction/F S
FTT224: Patt Drafting & Grading for Indust /F S
FTT324: Industrial Apparel Assembly /F S
FTT/THA303: Fashion Illustration/F S
FTT326: Apparel Design I: Flat Pattern/F S
FTT327: Apparel Design II: Comp. Flat Pattern/S
FTT328: Apparel Design III: Draping/S
FTT451: Senior Project **OR** FTT488: Internship

Choose two courses from the following list:

FTT300: Knit Technology I/F S
FTT304: Pattern Development for Industry/F
FTT308: Fashion CAD (Computer Aided Design)
FTT329: Designing Knit Apparel
FTT400: Knit Tech. II: Commercial Software
FTT410: Advanced Product Development/F
FTT413: CAD Weave for Industry /S
FTT411: CAM: Apparel Mfg. Software Systems/F SU
FTT412: CAD: Apparel/Textile Design for Industry /F

Product Development (30 hrs.)

FTT109: Fundamentals of Apparel Construction/F S
FTT224: Patt Drafting & Grading for Indust /F S
FTT324: Industrial Apparel Assembly /F S
FTT300: Knit Technology I/F S
FTT326: Apparel Design I: Flat Pattern/F S
FTT410: Advanced Product Development/S
FTT411: CAM: Apparel Mfg. Software Systems/F SU
FTT451: Senior Project **OR** FTT488: Internship
Choose two courses from the following list:
FTT304: Pattern Development for Industry/F
FTT308: Fashion CAD (Computer Aided Design) /F S
FTT327: Apparel Design II: Comp. Pattern Making/S
FTT329: Designing Knit Apparel /S
FTT400: Knit Tech. II: Commercial Software/F S
FTT412: CAD: Apparel/Textile Design for Ind. /F
FTT413: CAD Weave for Industry /S
TEC200: Total Quality Management

Fashion/Textile Design Technologies (30 hrs.)¹

FTT303: Fashion Illus. **OR** FAR101: Drawing I/F S
FTT304: Pattern Development for Industry/F
FTT308: Fashion CAD (Computer Aided Design)/F S
FTT412: CAD: Apparel/Textile Design for Industry/F
FTT413: CAD Weave for Industry /S
FTT451: Senior Project **OR** FTT488: Internship
DES242: Fibers I

Choose one course from the following list:

FTT348: History of Costume
FTT349: History of Textiles
DES215: Design History
THA332: Period Styles

Choose two courses from the following list:

AED100: Essentials of Visual Arts
DES307*: Color Theory
DES342*: Fibers II
FAR210*: Introductory Painting
FTT150: Introduction to Merchandising
FTT200: Introduction to Hand Knitting
FTT300: Knit Technology I/F S
FTT400*: Knit Tech. II: Commercial Software/F S
FTT410*: Advanced Product Development/S

Recommended Electives

FTT109: Fundamentals of Apparel Construction/F S
FTT150: Introduction to Merchandising/F S
FTT200: Introduction to Hand Knitting
FTT300: Knit Technology I/F S
FTT304: Pattern Development for Industry/F
FTT309: Technical Fashion Drawing
FTT348: History of Costume
FTT349: History of Textiles
FTT355*: Research in Fashion Merchandising
FTT400*: Knit Tech II: Commercial Software

Recommended Electives [cont.]

FTT410*: Advanced Product Development /S
FTT412: CAD: Apparel/Textile Design for Industry/F
FTT413: CAD: Weave for Industry
FTT452: Fashion Show Production
DES101: Intro to Design Two Dimensional I

DES102*: Intro to Design Two Dimensional II
DES307*: Color Theory
TEC200: Total Quality Management

** Courses that may have additional prerequisites*

*** Course is strongly recommended.*

¹A minor in design is strongly recommended

Advisement:

“Students are responsible for determining their academic programs and for meeting every degree requirement. Faculty or professional staff who act as advisors are obligated only to assist students in meeting this responsibility. Clarification of any requirements for the baccalaureate degree may be obtained from the academic advisor, department chair, or academic dean.” Buffalo State College Undergraduate Catalog 2005-2006 page 23.

“The task of the adviser is to provide guidance and information for the student to make efficient progress in the pursuit of an academic goal. The adviser is responsible for being well informed and ready to provide aid in the selection of specific areas and courses and for helping the student fulfill academic regulations and interpret administrative policies. The task of the student is to seek advisement, to understand and to be responsible for decisions. The student should be familiar with the sources of information on requirements, regulations and policies.” Buffalo State College Undergraduate Catalog 2005-2006 page 23.

Faculty have several days in spring and fall that they assign to advisement. Please sign up with the advisor assigned to you. When you are an entering freshman remember that your focus for the first two years is on completing the general education requirements and adding fashion courses as you go along. You should be taking 100 level classes your first year. The later years will have more upper division fashion classes.

General Advisement:

FTT students that are still unsure of what concentration to specialize in are encouraged to begin taking specialized course sequences in more than one concentration. Students should make appointments for course advisement with the following FTT faculty members: Dr Liza Abraham is the primary advisor for Merchandising majors, Elaine Polvinen is the primary advisor for Fashion/Textile Design Technology and Apparel Design majors, and Dr. Cherry Searle is the primary advisor for Product Development and the secondary advisor for Merchandising and Apparel Design, and Dr. Emine Ercan is the primary advisor for Apparel Design.

FTT students are strongly encouraged to cross train by taking courses from other FTT concentrations (as well as other programs on campus) that are related to individual professional career goals. All concentrations have either technical or creative career paths in the employment market. Students are encouraged to continually broaden and increase their skills and follow the path that correlates with their own individual interests, skills and talents. Many former students have worked in a variety of professional positions that have led up to their current position that may only be related to what their primary specialization was in college. So keep an open mind, cross training will increase your future career options.

All FTT students that have career goals that require a foundation of art and design are strongly encouraged to take DES101, DES102, DES307 or FAR101, FAR210 or consider a minor in Design. It is very helpful to take FAR 101 (drawing) before taking FTT 303 (fashion illustration).

Students that are in a specialization that leads to career paths that require professional portfolios are strongly encouraged to begin organizing their portfolio with appropriate class projects that illustrate visual technical, aesthetic and trend research skills as well as any type of project (market research, testing, costing, statistics, research, etc) that relates to your career path. Web link for portfolio information is: <http://facstaff.buffalostate.edu/polvinem//FIT/fashion_portfolio.htm> Students are also encouraged to take advantage of the resume development, job posting and career services offered in the Career Development Center located in GC306. < <http://www.buffalostate.edu/offices/cdc/index.html>>

The Fashion industry is continuously transforming itself. Students are strongly encouraged to review job descriptions from a variety of places on a weekly basis and keep a journal that lists the skills desired or required for your target career goal. This will help you plan what additional courses you may need to take to achieve your goal and keep you abreast of what the current industry expectations are. This will also create an awareness that one particular job title may have many different job descriptions from a variety of potential employers – it will help raise your consciousness to the type of position you are targeting and the additional skills you may need to successfully compete for an entry-level position. The FIT specializations can be more finely tuned to “your individual career goals” only if you research career paths and customize your knowledge base with relevant electives from all area of campus.

FIT: 3/1 Program:

Buffalo State College offers a cooperative program with Fashion Institute of Technology. The student will receive a Bachelor of Science Degree from Buffalo State College and an Associate’s Degree from FIT. The 3/1 program (as well as the Summer in NY Internship Program) work well for students who are interested in working in New York City. There are several options for the Associates Degree, check the Visiting Students Program on the FIT Web site for current information. < <http://www.fitnyc.edu>>

FIT students should be preparing for portfolio submission as part of the application process for some FIT options The following programs are currently offering one-year programs: [Accessories Design](#), [Advertising and Marketing Communications](#), [Communication Design](#), [Fashion Design](#), [Fashion Merchandising Management](#), [Jewelry Design](#), [Textile Development and Marketing](#), and [Textile/Surface Design](#). Go to each program on the FIT Web site to view the one-year curriculum. Students are encouraged to broaden their knowledge and skill base by considering cross-training with a related career option both while at Buffalo State and also if they decide to participate in the 3/1 program with FIT. Visit the Special Programs office in Twin Rise South Wing 420. Please arrange to get all related visiting student 3/1 application forms well in advance of your submission. When you are getting ready to apply, make an appointment with your advisor to review the forms before submission.

The students who are interested in the 3/1 three years at Buffalo State, one year at FIT, option should be aware of the following requirements:

- All General Education or Intellectual Foundations requirements must be completed before going to FIT. This includes the language requirement, math competency requirement, writing intensive classes and the three civilizations courses
- The Student must have a minimum Grade Point Average of 3.0 to be considered
- It is possible to complete study abroad and FIT in four years if the student begins their college career at Buffalo State and plans well. If the student transfers it may take slightly longer.

- It may take slightly longer for transfer students to complete all the requirements for the two degrees.
- Consult with your advisor to choose courses from the chart that meet the requirements for your four year degree and FIT's one year associate degree. There is no automatic transfer for Product Development but students are finding the Textile Marketing and Management option useful. Go to the FIT Web site and carefully review the one-year options listed above that may interest you and see what courses from your current FIT specialization have equivalencies listed as required for the FIT one-year option you select. If you are cross training you can complete your FIT specialization requirements here and then your FIT one-year curriculum will fall under electives at Buffalo State.
- The required classes for Fashion Textile Technology must be calculated and forms filled out to assure the student of completion of requirements between the two institutions. Visit the Special Programs office in Twin Rise South Wing 420. When you are getting ready to apply make an appointment with your advisor to review the forms before submission.
- You must petition through the Academic Standards office in Twin Rise 100 to waive the Buffalo State residency requirement for your final year at FIT. This is a form that must be filled out and you will be approved without difficulty.
- The students are not guaranteed admission to FIT through the 3/1 program. You must apply and be accepted through FIT criteria.

FIT Transferrable Courses

The required classes for Fashion and Textile Technology must be calculated and forms filled out and signed to assure the student of completion of requirements between the two institutions. The following equivalencies are options. Discuss with your advisor upon your decision to participate in the 3/1 program.

| Buffalo State College | Fashion Institute of Technology | Credits Earned |
|--|---------------------------------|----------------|
| Core classes. Be aware that FIT 310 and FIT 450 are writing intensive. You cannot take writing intensive courses at FIT, they must be done here at Buffalo State. | | |
| FIT358 | FM223 | 3 |
| FIT450 | FM222 | 3 |
| FIT488 | IC492 | 3 |
| FIT310 | FM244 | 3 |
| Merchandising majors | | |
| BUS320 | FM 213 | 3 |
| BUS325 | FM268 | 3 |
| COM 210 | AC 161 | 3 |
| Design majors | | |
| FIT326 | AP121/221 | 2/2 |
| FIT328 | AP107 | 4 |

FIT Summer Internship Program:

Many students find that they are not interested in a full year at FIT and there is an excellent Summer in NY Internship Program that is offered through FIT. Students may apply independently (in January) for the summer school session in their junior and/or senior year (see FIT488 requirements). Professional portfolios are pre-screened at FIT for some professional areas before internship applications are accepted and/or industry internship interview opportunities are provided. Students are encouraged to experience more than one internship, up to 6 credits are accepted. Potential employers equate internships as industry experience so this experience, in addition to any previous related employment is very valuable for you. You must be a currently enrolled student in the Spring semester to apply for the FIT Summer internship program. *If you are applying for a Summer in NY FIT internship after your last full semester as a student at BSC, you must make sure to fill out the proper forms. An internship from FIT requires a Registration for Off Campus Study Form. (You can get this at the TEC departmental office at 314/315 Upton Hall). More information about the FIT internships are available on the FIT Web site at the Internship Center.*

Transferrable Courses for Incoming Students

Community College:

Several Community Colleges have an Associate Degree and have articulation agreements with Buffalo State and the Fashion and Textile Technology Program: Cayuga, Genesee, Herkimer, Monroe, and Niagara. The courses that you have taken should be calculated with the Registrar's office. If you need assistance with this see your advisor.

Transfer credits from other 4 year colleges:

Transfer credits from other 4 year institutions are evaluated on a case by case basis. You can expedite the process by bringing your official transcripts, course descriptions (and English translations if needed) and portfolio material for design specialties.

Fashion Textile Technology Course Descriptions:

FTT 109, Fundamentals of Apparel Construction

Credit Hours: 3, 2/2

Prerequisites: None

Develop basic beginning techniques of apparel construction using commercially available patterns; introductory information about sewing equipment, measuring techniques, fabric selection, fit, alterations; evaluation and comparison of garments completed as assignments to similar apparel that is available through retail sources.

FTT 110, SURVEY OF THE TEXTILE AND APPAREL INDUSTRY

Credit hours: 3, 3/0

Prerequisites: None

Survey course of the textile and fashion industry; overview of the textile/apparel product development process; design principles and elements, terminology, industrial construction processes; quality of the finished product; career opportunities in the field.

FTT 150, INTRODUCTION TO FASHION MERCHANDISING

Credit Hours: 3, 3/0

Prerequisites: None

An introduction to fashion merchandising including basic market structure, operational patterns in merchandising, technological advancements, and the marketing of fashion.

FTT 200, Introduction to Hand Knit Design

Credit Hours: 3, 2/2

Prerequisites: None

Gain experience in beginning hand knit design; emphasis is on the basic principles of hand knitting, structure and types of hand stitches, traditional and ethnic knit designs and development of original hand knit designs.

FTT 206, INTRODUCTION TO TEXTILES

Credit hours: 3, 3/0

Prerequisites: None

Introduction to the care, selection and use of textile products; appropriate for majors and non-majors with little or no background in chemistry; study of fibers, yarns, fabric construction, color application, and finishes in relation to fabric behavior, fabric maintenance, and fabric performance.

FTT 208, FASHION TECHNOLOGIES

Credit Hours: 3, 2/2

Prerequisites: None

Introduction to a variety of off-the-shelf software programs; preliminary multi-disciplinary hands-on experience of how they are specifically used in the fashion industry.

FTT 224 (formerly FTT325), PATTERN DRAFTING & GRADING FOR INDUSTRY

Credit Hours: 3, 2/2

Prerequisites: FTT109

Introduction to technical patternmaking skills; emphasis on the development of basic drafting and grading skills; students produce a drafted sloper that will be graded into a graded nest.

FTT 250, FASHION BUYING AND MERCHANDISING PRINCIPLES

Credit Hours: 3, 3/0

Prerequisites: FTT 150

Comprehend mathematical factors involved in profitable merchandising; concepts, practices, and procedures as well as the calculations and interpretations of figures related to operations of stores.

FTT 300, INTRODUCTION TO KNIT TECHNOLOGY

Credit Hours:3, 2/2

Prerequisite: FTT 206

Basic principles of computerized machine weft knitting; students develop an understanding of the relationships of yarn, color, stitch types and gauge and become adept at charting and producing stitch designs by machine.

FTT 303/THA 303, FASHION ILLUSTRATION

Credit Hours: 3, 2/2

Prerequisites: None

Build foundation skills in fashion illustration; the fashion figure, poses, garment and fabric sketching; includes illustration of a garment collection for professional portfolio development.

FTT 304, PATTERN DEVELOPMENT FOR INDUSTRY *

Credit Hours: 3, 2/2

Prerequisites: FTT 208 or instructor permission

Creation of original designs for printed fashion fabrics that are targeted for the apparel and home product market; professional methods of transforming a variety of media into commercial digital surface patterns (using Adobe Creative Suite); color

reduction and cleaning; basic repeat development; colorway development based on awareness of current color and graphic trends, marketability, and industry standards.

FTT 306, TEXTILE EVALUATION

Credit hours: 3, 3/1

Prerequisites: FTT 110, FTT 206

Advanced-level course in textiles; provides an understanding of fabric performance evaluation; emphasis is on the standard test methods used by textile/apparel industry; equipment and techniques used in determining selected physical and aesthetic properties of textile products.

FTT 308, Fashion CAD (Computer Aided Design)

Credit Hours: 3, 2/2

Prerequisites: FTT 208 or instructor permission

Intermediate multi-disciplinary skill expansion for apparel/textile/surface product design, development, and presentation using world standard off-the-shelf design software (Adobe Create Suite) and specialized plug-ins.

FTT 309, Technical Fashion Drawing

Prerequisites: FTT 303

Encompasses technical drawing knowledge and digital skills for entrance into computerized apparel industry technical spec development employment positions. 1 credit hour.

FTT 310, SEWN PRODUCTS INDUSTRY

Credit Hours: 3, 3/0

Prerequisites: FTT306 or instructor permission

Overview of the apparel manufacturing industry; structure and organization of the industry; design sources; techniques of pattern development; selection of raw materials; manufacturing processes, and quality specifications of the finished product.

FTT 324, INDUSTRIAL APPAREL ASSEMBLY

Credit Hours: 3, 2/2

Prerequisites: FTT224

Focus is on design room techniques utilized in both couture and mass production of apparel. Emphasis on equipment; appropriate selection of style, color and fiber content of construction materials; alteration techniques used to achieve proper fitting garments and mastery of selected couture and industrial construction processes.

FTT 326, APPAREL DESIGN I: FLAT PATTERN

Credit Hours: 3, 2/2

Prerequisite: FTT 109, FTT 325 or instructor permission

Introduction to flat pattern method of pattern making; emphasis placed on design and completion of selected items of apparel developed from a master pattern.

FTT 327, APPAREL DESIGN II: COMPUTERIZED PATTERN MAKING

Credit Hours: 3, 2/2

Prerequisites: FTT 325, FTT 326 or instructor permission

Apparel patterns are modified and graded through the use of industrial CAD/CAM software; hand pattern drafting techniques are adapted to the computer by grading a basic sloper and applying pattern manipulations in order to create a variety of garment style patterns for mass production.

FTT 328 , APPAREL DESIGN III: DRAPING

Credit Hours: 3, 2/2

Prerequisites: FTT 109, FTT 325 and FTT 326 or instructor permission

Clothing design using the draping technique is a pattern-making method that is visual and aesthetic. Emphasis is on the creation of basic garment patterns via draping method. Experience with the manipulation of a two dimensional fabric to cover three dimensional forms using a variety of fabrics to achieve individualized designs.

FTT 329, DESIGNING KNIT APPAREL**Credit Hours: 3, 2/2****Prerequisites: FTT 109, FTT206, FTT300, FTT325, FTT326 or instructor permission**

Design/construction of garments utilizing various types of knit fabrics; students learn patternmaking practices of knitwear industry including industrial methods of measuring, sewing and finishing original knit designs.

FTT 348, History of Costume**Credit hours: 3, 3/0****Prerequisites: None**

Survey of dress from earliest period of time to the present with emphasis on the societal influences that evoke changes and the recurrence of fashion trends.

FTT 349, History of Textiles (Other World Civilization)**Credit Hours: 3, 3/0****Prerequisites: FTT 206 and junior standing or permission of the instructor.**

Political, cultural and economic effects of textile production throughout the world; use of fibers, yarns, fabric construction, color application, and finishes in relation to development of technology, labor movements, and social issues during historic periods on a global basis.

FTT 350, FASHION MERCHANDISING APPLICATIONS**Credit Hours: 3, 2/2****Prerequisites: FTT 250**

Hands-on experience with spreadsheet package used in the retailing industry for tasks such as inventory management, pricing, assortment planning, etc. Strategies for next season/year formulated based on analysis and evaluation of data. Preparation of profit/loss statements and presentation of financial report using Power Point.

FTT 355, RESEARCH IN FASHION MERCHANDISING**Credit Hours: 3, 3/0****Prerequisites: FTT 150**

An introduction to merchandising research; students explore various research techniques; characteristics of qualitative and quantitative studies.

FTT 358, FASHION FORECASTING AND CONSUMER ISSUES**Credit Hours: 3, 2/2****Prerequisites: FTT 110 or instructor permission**

Study of designer's work; consumer segmentation and adoption process; analysis of current trends in apparel in order to forecast for specific markets; story board presentation.

FTT 400, KNIT TECHNOLOGY II: COMMERCIAL SOFTWARE**Credit Hours: 3, 2/2****Prerequisites: FTT 206, FTT 300 or instructor permission**

Computerized knit fabrication using commercial software; includes review of basic knit construction; proceeds to the use of commercial computer technology related to knit design. Program allows knits to be designed and illustrated through multiple computer techniques. Student will design original knit garments and produce computer printouts for inclusion in a student portfolio.

FTT 410, ADVANCED PRODUCT DEVELOPMENT**Credit Hours: 3, 3/0****Prerequisites: FTT 306, FTT 310, FTT 326 or instructor permission**

Advanced apparel production; principles and practices of sourcing raw materials and the costing of finished garments; types of production systems and the sequence of construction operations used to produce selected items of apparel.

FTT 411, CAM Apparel Manufacturing Software Systems**Credit hours: 3, 2/2****Prerequisites: FTT 206, FTT 306 and FTT 310 or instructor permission**

Computer-aided apparel manufacturing simulates the production of industrial apparel patterns for the ready-to-wear market; emphasis on computer aided grading, development of garment specifications, preparations of markers and plotting completed patterns.

FTT 412, CAD, APPAREL AND TEXTILE DESIGN FOR INDUSTRY**Credit Hours: 3, 2/2****Prerequisites: FTT 206, FTT208 or instructor permission**

Emphasis on advanced techniques for off-the-shelf design software; development of basic understanding and design skills on an industrial print pattern design system; market research relative to textile/apparel coordinate product development; advanced textile/apparel coordinate product development; advanced apparel/textile design portfolio development for professional product presentation.

FTT 413, CAD WEAVE FOR INDUSTRY**Credit Hours: 3, 2/2****Prerequisites: FTT 206, FTT 208 or instructor permission**

Transition of designing woven designs on paper to industrial design software; develop colorways for repeat designs on 8-24 harness looms; designs are applied to end products for merchandising collections targeting specific markets; advanced portfolio quality presentations.

FTT 450, ISSUES IN FASHION/TEXTILE INDUSTRY**Credit hours: 3, 3/0****Prerequisites: FTT 110, FTT 206, FTT 306 FTT 310**

Integration of tracks in the fashion textile technology; overview of global issues facing the textile and apparel industry; differing methods of organization and their inherent structural characteristics; national and international scope of the industry related to textiles, merchandising, and apparel manufacturing companies. Contemporary issues in American textile and apparel industry will be discussed including: governmental controls, global trade policies, and labor issues.

FTT 451, SENIOR PROJECT**Credit Hours: 3, 3/0****Prerequisites*: Fashion students must have completed: 1) up to and including all FTT 300 level core courses, and 2) all their 300 level required courses for their respective areas of concentration-apparel design, fashion merchandising, and product development. or instructor permission*****visiting students are exempt**

Culminating experience taken by Senior level students after completion of all prerequisites; projects will vary from year to year but will provide students the opportunity to integrate all previous academic experiences depending on their area of concentration; projects will include the design, production and merchandising of an apparel line.

FTT 452, FASHION SHOW PRODUCTION**Credit Hours: 3, 1/2****Prerequisite: Junior or Senior status; or instructor permission**

Planning and production of a fashion promotion event; students utilize their fashion skills to participate in individual and group activities leading to the presentation of a major fashion show.

FTT 455, ISSUES IN MERCHANDISING & FASHION RETAILING**Credit Hours: 3, 3/0****Prerequisites: FTT 250; or instructor permission**

Theory, principles and practice of apparel merchandising to retail sector; marketing structures at retail level; responsibilities at management level; financial and control function; case-study analysis.

FTT 488, INTERNSHIP/FIELD EXPERIENCE

Credit hours: Variable 3-6 credit hours.

For 3 credit hours the student is expected to spend 40 hours per credit in the field setting in addition to the conferences with the faculty member and assignments. Increased credit requires proportionally increased time in the placement. May be taken for a maximum of six credits.

Prerequisites: Upper division standing and permission of instructor.

Course provides an opportunity to integrate academic knowledge in guided and supervised field experiences (experiential learning) with institutions, business and educational organizations, social and/or governmental agencies in area of interest to student as part of their degree program. Approval for experiential learning situations must be obtained from: either the student's advisor or the department chair within which the student is a major, the supervising faculty member, and the chair of the department within which credit will be given. Internship includes structured supervised field participation, meetings with instructor for response to experiences, and written or other assignments. Student must have at least a 2.5 GPA and background within the area of interest to be considered for this experience. May be taken for a maximum of six credits.

IT IS THE RESPONSIBILITY OF THE STUDENT TO:

- Carefully review the course syllabus to understand, course content, student expectations, due dates, method of evaluation and other considerations.
- Comprehend and understand the obligation for outside class preparation (on a weekly basis) that the college states. Studio and laboratory classes usually earn 1 credit for each two hours of attendance unless otherwise indicated. The college expects student preparation of two hours for each hour in class. (page 26 of college catalog)
- Attend class in a "timely manner." It is the responsibility of a student during a class to verify that they have been marked present for attendance. In the case of an ANGEL PIN number – it is the responsibility of the student to make sure their PIN number submission has been verified by ANGEL and they receive a pop-up notice that they are marked present. If the student leaves the class (without being excused) and does not return in 10 minutes they can subsequently be marked absent. Students that enter a class 15 minutes beyond the class start time are marked absent. If a student enters a class late (without a legal/medical excuse) it is responsibility of the student to make up for missed material and assignments. If a student misses a class without a legal/medical excuse it is the responsibility of the student to make up for missed material and assignments.
- Comprehend and respect the fact that that skill building studio/lab courses (patternmaking, construction, illustration, computer courses, Excel courses) require attendance and assignments completed in a timely sequential week to week manner.
- Comprehend and respect that is not the instructor's responsibility to provide them with one-on-one tutoring (on students schedule) if they are not regularly completing week to week assignments outside of class, missing class or continually late for class with no legal/medical excuse. It is not the instructor's responsibility to being a student to a high level in the class if the student does not work outside of the class, attend class or complete assignments.
- Comprehend that it is a student responsibility to immediately establish one-on-one communication to set up an appointment if difficulty is being experienced. Before student takes this step they are responsible to read/study all notes, handouts, text and any other course material provided by the instructor as a study resource.
- Comprehend that simply "attending" a class and handing "anything" in will not guarantee a passing grade.
- Continually review current course average for assignments submitted and assignment due dates.
- Comprehend and assume responsibility of insuring that assignments are completed and submitted on assigned due dates – this is an exceptionally critical requirement for a skill building lab course.

Previous FTT Curriculum

Fashion Students entering the program September 2005 - Spring 2008

Fashion and Textile Technology Curriculum

The curriculum for the Fashion and Textile Technology Program is divided into two parts: 1.) the required 21 credit hours of core course work and 2.) one or more specialized areas of study: Fashion Merchandising, Apparel Design, Product Development or Fashion/Textile Design Technologies.

Required Core (21 Hrs.):

FTT110: Survey of Fashion/Textile Industry /F S
FTT206: Introduction to Textiles/F S SU
FTT208: Introduction to Fashion Technologies/F S
FTT306: Textile Evaluation/F S SU
FTT310: Sewn Products Industry/F S
FTT358: Fashion Forecasting & Consumer Issues/F S
FTT450: Issues in Fashion/Textile Industry/F S

Fashion Merchandising (27 hrs.)

FTT150: Introduc. to Fashion Merchandising/F S SU
FTT250: Fashion Buying & Merchan. Principles/F S SU
FTT350: Fashion Merchandising Applications/F S SU
FTT455: Issues in Merchand. & Fashion Retailing
BUS320: Principles of Marketing
FTT488: Internship/F S SU

Choose four courses from the following list:

FTT109: Fundamentals of Apparel Construction**
FTT308: Fashion CAD (Computer Aided Design)/F S
FTT355: Research in Fashion Merchandising
BUS325: Human Resource Management
BUS365: Entrepreneurship
ECO201: Principle of Macroeconomics
ECO202: Principles of Microeconomics
COM210: Intro to Writing for the Media
COM303: Writing for the News Media

Apparel Design (27 hrs.)¹

FTT109: Fundamentals of Apparel Construction/F S
FTT/THA303: Fashion Illustration/F S
FTT325: Pattern Drafting & Grading/F S
FTT326: Apparel Design I: Flat Pattern/F S
FTT327: Apparel Design II: Comp. Flat Pattern/S
FTT328: Apparel Design III: Draping/S
FTT451: Senior Project **OR** FTT488: Internship

Choose two courses from the following list:

FTT300: Knit Technology I/F S
FTT308: Fashion CAD (Computer Aided Design)
FTT329*: Designing Knit Apparel
FTT411: CAM: Apparel Mfg. Software Systems/F SU
FTT412: CAD: Apparel/Textile Design for Industry /F

Product Development (27 hrs.)

FTT109: Fundamentals of Apparel Construction/F S
FTT300: Knit Technology I/F S
FTT325: Pattern Drafting & Grading /F S
FTT326: Apparel Design I: Flat Pattern/F S
FTT410: Advanced Product Development/S
FTT411: CAM: Apparel Mfg. Software Systems/F SU
FTT451: Senior Project **OR** FTT488: Internship
Choose two courses from the following list:
FTT308: Fashion CAD (Computer Aided Design))/F S
FTT327: Apparel Design II: Comp. Pattern Making/S
FTT400*: Knit Tech. II: Commercial Software/F S
FTT412: CAD: Apparel/Textile Design for Ind. /F
TEC200: Total Quality Management

Fashion/Textile Design Technologies (27 hrs.)¹

FTT303: Fashion Illus. **OR** FAR101: Drawing I/F S
FTT304: Pattern Development for Industry/F
FTT308: Fashion CAD (Computer Aided Design)/F S
FTT412: CAD: Apparel/Textile Design for Industry/F
FTT413: CAD Weave for Industry /S
FTT451: Senior Project **OR** FTT488: Internship
DES242: Fibers I

Choose one course from the following list:

FTT348: History of Costume
FTT349: History of Textiles (Other World Civilization)
DES215: Design History
THA332: Period Styles

Choose one course from the following list:

AED100: Essentials of Visual Arts
DES307*: Color Theory
DES342*: Fibers II
FAR210*: Introductory Painting
FTT150: Introduction to Merchandising
FTT200: Introduction to Hand Knitting
FTT300: Knit Technology I/F S
FTT400*: Knit Tech. II: Commercial Software/F S
FTT410*: Advanced Product Development/S

Recommended Electives

FTT100: Construction Fundamentals/F S
FTT150: Introduction to Merchandising/F S
FTT200: Introduction to Hand Knitting
FTT309: Technical Fashion Drawing
FTT348: History of Costume
FTT349: History of Textiles (Other World Civilization)
FTT355*: Research in Fashion Merchandising
FTT400*: Knit Tech II: Commercial Software
FTT410*: Advanced Product Development /S
FTT412: CAD: Apparel/Textile Design for Industry/F

Recommended Electives (Continued)

FTT413: CAD: Weave for Industry/S
FTT452: Fashion Show Production
DES101: Intro to Design Two Dimensional I
DES102*: Intro to Design Two Dimensional II
DES307*: Color Theory
TEC200: Total Quality Management

* Courses that may have additional prerequisites

¹ A minor in design is strongly recommended.

