Textiles and Apparel Courses (TEXDSGN)

Courses

TEXDSGN 1000. Fashion Culture and Industry — 3 hrs.
An introduction to the textiles and apparel industry, with a focus on understanding the cultural, social and economic impact of the fashion industry. The class includes projects focused on the role of innovative ideas within the industry, exploring career opportunities, and following contemporary fashion trends. (Fall and Spring)

Fundamentals of textiles as related to the production, sale, and use of apparel, interiors, and other products. Laboratory experiences related to the identification of fibers, yarns, and fabrics. (Fall and Spring)

Investigation of elements and principles of design as they apply to textiles and apparel. (Fall)

Costume in the western world from ancient times to the present. (Variable)

Promotion and nonpersonal selling activities within the fashion marketing process. Includes strategies, media selection and use, planning and budgetary processes, publicity, display, special events, and fashion shows. (Spring)

Introduction to computer aided design (CAD) software to investigate the elements and principles of design as applied to textiles and apparel. Software includes: Adobe Illustrator and Adobe Photoshop. Prerequisite(s): TEXDSGN 1003 (31T:012). (Fall)

Introduction to the development and assembly methods of apparel products and the relationship to product aesthetics, quality, performance, and cost. Focus on apparel manufacturing processes and specification sheets. Prerequisite(s): TEXDSGN 1002 (31T:013). Prerequisite(s) or corequisite(s): TEXDSGN 2006 (31T:011). (Fall)

Apparel industry-based software applied to the areas of textile and apparel design and product development. Software includes: Adobe Illustrator, Adobe Photoshop, and Lectra Kaleo Print. Prerequisite(s): TEXDSGN 2006 (31T:011). (Spring)

Structural and functional aspects of textile yarns and fabrics. Manufacturing techniques are related to physical properties of yarns and fabrics used in apparel and other end uses, with a focus on textile and apparel product development. Prerequisite(s): TEXDSGN 1002 (31T:013). (Variable)

Focus on quality issues for textile materials used in apparel and other end uses. Discussion of quality theory, as well as textile material performance expectations and methods of predicting performance through physical testing. Prerequisite(s): TEXDSGN 1002 (31T:013). (Fall)

Analysis of contemporary fashion trends using select theory and forecasting models. Prerequisite(s): TEXDSGN 1000. (Variable)

Apparel design using a product development process, emphasizing the design process, line development, sourcing materials, costing, and production. Advanced apparel production skills (draping and pattern grading) are further developed within apparel design projects. Prerequisite(s): TEXDSGN 2007 (31T:014). (Spring)

Serves as the program capstone experience. Students study leadership skills, professional ethics, as well as prepare an internship experience. Course culminates with a large-scale group experiential learning project conducted in the field. Prerequisite(s): TEXDSGN 2007 (31T:014); junior standing. (Fall)

TEXDSGN 4015/5015 (31T:114g). Dress and Human Behavior — 3 hrs.
Textiles and apparel in relation to culture, society, and the individual. Survey and application of selected theories. Prerequisite(s): junior standing. (Variable)

Application of product development concepts and procedures for planning, developing, sourcing, and producing apparel product lines for identified target markets based on market research. Industry-based software will be used for 2D pattern development, grading, marker making, and creating 3D virtual prototypes. Prerequisite(s): TEXDSGN 3008 (31T:100); TEXDSGN 3012 (31T:122); junior standing. (Spring)

TEXDSGN 4184/5184 (31T:184g). Topics in Textile and Apparel — 1-3 hrs.
Selected topics relating to current issues in Textile and Apparel. Topics to be announced in the Schedule of Classes. May be repeated on different topic for maximum of 6 hours. Prerequisite(s): junior standing. (Variable)

TEXDSGN 4192/5192 (31T:192g). Research in Textiles and Apparel — 1-3 hrs.
Conduct supervised research and/or scholarly project. Prerequisite(s): research methods course; junior standing; consent of instructor. (Variable)
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TEXDSGN 4194/5194 (31T:194g). Problems in Textiles and Apparel — 1-4 hrs.
Individual topic areas of in-depth study. Prerequisite(s): junior standing; consent of instructor. (Variable)

Supervised experience in approved work situation. Transfer students must complete one full semester in residence before being approved for internship. Prerequisite(s): TEXDSGN 2006 (31T:011); TEXDSGN 1003 (31T:012); TEXDSGN 1002 (31T:013); TEXDSGN 2007 (31T:014); TEX DSGN 1059 (Fashion Culture and Industry) or TEXDSGN 1000; TEXDSGN 3008 (31T:100). (Summer)

(Variable)