

Textiles and Apparel Courses (TEXDSGN)

Courses

TEXDSGN 1002 (31T:013). Textile Science — 3 hrs.

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)

TEXDSGN 1003 (31T:012). Creative Textile and Apparel Design Foundations — 3 hrs.

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

TEXDSGN 1004. 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)

TEXDSGN 2004 (31T:116). History of Costume — 3 hrs.

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

TEXDSGN 2005 (31T:121). Fashion Promotion — 3 hrs.

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)

TEXDSGN 2006 (31T:011). Computer Textile and Apparel Design Foundations — 3 hrs.

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)

TEXDSGN 2007 (31T:014). Apparel Design and Evaluation — 3 hrs.

Introduction to and development of apparel design, flat pattern, construction, tailoring, and couture skills to create and evaluate original apparel garments. Prerequisite(s): TEXDSGN 1002 (31T:013). (Fall)

TEXDSGN 3008 (31T:100). Computer Applications for the Textile and Apparel Industry — 3 hrs.

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

TEXDSGN 3009 (31T:123). Textile Structures — 3 hrs.

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)

TEXDSGN 3010 (31T:124). Quality Assurance for Textile Materials — 3 hrs.

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)

TEXDSGN 3011 (31T:119). Fashion Trend Analysis — 3 hrs.

Analysis of contemporary fashion trends using select theory and forecasting models. Prerequisite(s): TEXDSGN 1004. (Variable)

TEXDSGN 3012 (31T:122). Fashion Design: Flat Pattern and Draping — 3 hrs.

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)

TEXDSGN 3013 (31T:185). Professional Development: Textile and Apparel — 2 hrs.

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)

TEXDSGN 4016 (31T:115g). Apparel Product Development and Merchandising — 3 hrs.

Application of product development concepts and procedures for planning, developing, sourcing, and production of apparel product lines for identified target markets with regard to pricing, assorting, styling, and timing. 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)

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)

TEXDSGN 4195 (31T:195). Internship in Textile and Apparel — 4 hrs.

Supervised experience in approved work situation. Transfer students must complete one full semester in residence before

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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 1004; TEXDSGN 3008 (31T:100). (Summer)

TEXDSGN 4198 (31T:198). Independent Study in Textiles and Apparel.
(Variable)