# 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)

**TEXDSGN 1002. 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. Creative Textile and Apparel Design Foundations** — 3 hrs.
Investigation of elements and principles of design as they apply to textiles and apparel. (Fall)

Euro-American Apparel Design History from the Greek period to the end of the twentieth century. (Variable)

Promotion and digital marketing as used within the textile and apparel industry. Includes marketing strategies, media selection and use, planning and budgetary processes, publicity, special event planning. (Spring)

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. (Fall)

Introduction to commonly used computer aided design (CAD) software as applied to both apparel product development and textile design. Knowledge of basic computer skills is required. Prerequisite(s) or corequisite(s): TEXDSGN 1003. (Fall)

**TEXDSGN 3009. Textile Structures & Sourcing** — 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. (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. (Fall)

**TEXDSGN 3012. 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 2008. (Spring)

**TEXDSGN 3013. Professional Development: Textile and Apparel Industry** — 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; junior standing. (Fall)

**TEXDSGN 3014. Branding Strategies for the Apparel Industry** — 3 hrs.
Application of sociology, anthropology and psychological concepts and theories to apparel branding strategies. Includes modules focused on theories underlying fashion change and the application of sustainability principles to the apparel industry. The culminating project for each student is an empowerment brand. Prerequisite(s) or corequisite(s): TEXDSGN 1000. (Variable)

**TEXDSGN 4016. Apparel Product Development** — 3 hrs.
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 2008; TEXDSGN 3012; junior standing. (Fall)

**TEXDSGN 4184/5184. 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. 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. 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. Internship in Textile and Apparel** — 4 hrs.
Supervised experience in approved work situation. Transfer students must complete one full semester in residence before being approved for internship. Prerequisite(s): TEXDSGN 1003; TEXDSGN 1002; TEXDSGN 2007; TEXDSGN 1059 (Fashion Culture and Industry) or TEXDSGN 1000; TEXDSGN 2008. (Summer)

**TEXDSGN 4198. Independent Study in Textiles and Apparel** (Variable)