Fashion Design

Applied

Courses

45 credits

Courses

30 credits

Courses

12 credits

DIPLOMA PROGRAM



QUARTER 1	QUARTER 2	QUARTER 3	QUARTER 4	QUARTER 5	QUARTER 6
CC110 Drawing	FD110 Fashion Illustration	FD210 Concept Development	FD260 Trends and Forecasting	FD370 Final Collection Concept	
CC112 Fundamentals of Design	FM102 Introduction to Fashion Marketing	FD180 Product Development	FD280 Apparel Evaluation and Construction	FM304 Website Development	FD372 Final Collection Production
CC115 Colour Theory	FD130 Textiles Fundamentals	FD211 Digital Illustration for Fashion	FD320 Design Studio: Women's Wear	FD321 Advanced Sewing Techniques	
CC133 Digital Imaging	FD190 History of Fashion	FD240 Fundamentals of Patternmaking	FD241 Intermediate Patternmaking	FD340 Computer Patternmaking	FD341 Computer Patternmaking II
FD104 Survey of the Fashion Industry	FD124 Fundamentals of Construction	FD224 Intermediate Construction	FD324 Advanced Construction	FD250 Draping	FD300 Professional Development and Portfolio

TOTAL

90 CREDITS



Fashion Design

COURSE DESCRIPTIONS

QUARTER 1

CC110 DRAWING

This is a fundamental drawing course in which students will explore various methods of applying line, shape, form, shading, proportion, framing and perspective to develop drawings that communicate reality and imagination. Credits: 3

CC112 FUNDAMENTALS OF DESIGN

Students will explore, identify and implement basic visual design principles and elements. Concept development processes and material manipulation will be used in combination with design principles to create effective and appropriate visual compositions.

Credits: 3

CC115 COLOUR THEORY

The creative process is introduced using the visual elements of additive and subtractive colour and the basic principles of design. This course explores theories regarding physical perception, psychology, and design aspects of colour. A variety of concepts, materials and techniques are used in class to investigate the aesthetic and psychological principles of design and colour. *Credits:* 3

CC133 DIGITAL IMAGING

Students develop basic image manipulation skills in a raster-based computer environment.

Credits: 3

FD104 SURVEY OF THE FASHION INDUSTRY

This course is an overview of the fashion industry, including design, production, and marketing. Students examine the process of production from the development of textiles to the strategies of retailing.

Credits: 3

OUARTER 2

FD110 FASHION ILLUSTRATION

Students further explore techniques of fashion illustration for design communication. Life drawing is included. *Credits: 3*

FM102 INTRODUCTION TO

FASHION MARKETING

Students examine the basic principles of marketing, integrating the concepts of consumer motivation with modern marketing strategies and planning. Credits: 3

FD130 TEXTILES FUNDAMENTALS

This course explores both natural and manmade fibres, their production, uses, and characteristics/properties. Course content includes a discussion of yarns, fabrics, fibres, and design possibilities with fabrics. Care, life and hand are discussed and analyzed. Course includes a discussion of the molecular structure of both natural and manmade fibres. Credits: 3

FD190 HISTORY OF FASHION

Students analyze and research historic, national and cultural themes in costume and fashion from ancient to modern times.

Credits: 3

FD124 FUNDAMENTALS OF CONSTRUCTION Students demonstrate a working knowledge of basic garment construction methods in a laboratory setting. *Credits*: 3

QUARTER 3

FD210 CONCEPT DEVELOPMENT

Specialty design areas are explored through research, analysis and forecasting. Advanced design skills are applied through hand-rendering skills. This course includes the production of concept boards for finished portfolio boards as well as construction of sample garments. Prerequisites: CC133 Digital Imaging, FD104 Survey of the Fashion Industry, and FD110 Fashion Illustration Credits: 3

FD180 PRODUCT DEVELOPMENT

Students take products from concept to marketplace researching material markets and analyzing trends for development of private label merchandise. Prototypes are developed, and manufacturing and budgetary issues are analyzed. Technical garment drawings are emphasized. Prerequisites: CC133 Digital Imaging and FD104 Survey of the Fashion Industry Credits: 3

FD211 DIGITAL ILLUSTRATION FOR FASHION

In this course students will produce technically accurate and aesthetically pleasing garment designs and enhance their visual communication skills. Emphasis will be placed upon graphic design software and the study concepts related to graphic design within the fashion industry. Instruction includes planning, organizing a successful print project, translating fashion into graphic design by learning basic concepts including composition, typography, and colour.

Prerequisite: CC133 Digital Imaging Credits: 3

FD240 FUNDAMENTALS OF PATTERNMAKING

Students analyze garment designs and apply basic flat pattern techniques in accordance with industry standards. Corequisite: FD210 Concept Development Prerequisite: FD124 Fundamentals of Construction Credits: 3

FD224 INTERMEDIATE CONSTRUCTION

This course further explores construction techniques in a laboratory setting. Students use patterns and details to produce garments.

Prerequisite: FD124 Fundamentals of Construction Credits: 3

OUARTER 4

FD260 TRENDS AND FORECASTING

This course is a comprehensive study of trend forecasting, demographics, and social issues that affect fashion and related industries.

Prerequisites: CC133 Digital Imaging and FD104 Survey of the Fashion Industry Credits: 3

FD280 APPAREL EVALUATION AND CONSTRUCTION Students analyze construction techniques and standards used in the ready-to-wear market. Research develops skills in specifying, assembly and finishing.

Prerequisites: FD180 Product Development and FD240 Fundamentals of Patternmaking Credits: 3

FD320 DESIGN STUDIO: WOMEN'S WEAR

In a laboratory setting, students design and construct apparel and accessories for the women's markets. All specialty areas are analyzed.

Prerequisites: FD130 Textile Fundamentals, FD180 Product Development, FD224 Intermediate Construction, and FD240 Fundamentals of Patternmaking Credits: 3

FD241 INTERMEDIATE PATTERNMAKING

Students analyze garment designs and apply advanced flat pattern techniques in accordance with industry standards. Corequisite: FD320 Design Studio: Women's Wear Credits: 3

FD324 ADVANCED CONSTRUCTION

Students continue to refine and expand their knowledge of construction creating their own patterns for tailored pieces Prerequisite: FD224 Intermediate Construction Credits: 3

QUARTER 5

FD370 FINAL COLLECTION CONCEPT

This course provides students the opportunity to develop and implement their own thesis project from concept to completion. Advanced concepts in designing a collection of marketable apparel will be covered. Students will be instructed in developing a design work board for a specific target market and selecting the most marketable ideas for the collections.

Prerequisite: Permission of the Program Director / Chief Academic Officer Credits: 3

FM304 WEBSITE DEVELOPMENT

This course introduces students to the theory and practice of web design, interface design, interactivity and the competing theories on 'good' and 'bad' web design. This course also shows you a variety of web sites and web design styles and how to critically evaluate a web site. Students will learn to create effective web sites with maximum browser compatibility.

Prerequisite: FD211 Digital Illustration for Fashion Credits: 3

FD321 DESIGN SPECIALTIES II

This course is a further exploration of drafting and construction techniques, including tailoring and advanced sewing techniques. Students will be asked to design and draft patterns with adequate and proper details to produce an outwear garment.

Prerequisites: FD320 Design Studio: Women's Wear and FD324 Advanced Construction Credits: 3

FD340 COMPUTER PATTERNMAKING

This course will be an introduction to the Gerber system management and will develop the basic knowledge skills regarding the software. Students will learn how to input existing patterns and take a general look at the computer-aided design process including alterations, creation, grading and marker marking. This course will focus on the set up of tools and tables the system uses in order to give the student a basic understanding of how Gerber works. Prerequisite: FD240 Fundamentals of Patternmaking Credits: 3

FD250 DRAPING

Students are exposed to the methods and principles of 3D pattern draping allowing for the expression of design concepts.

Prerequisite: FD241 Intermediate Patternmaking Credits: 3

QUARTER 6

FD372 FINAL COLLECTION PRODUCTION

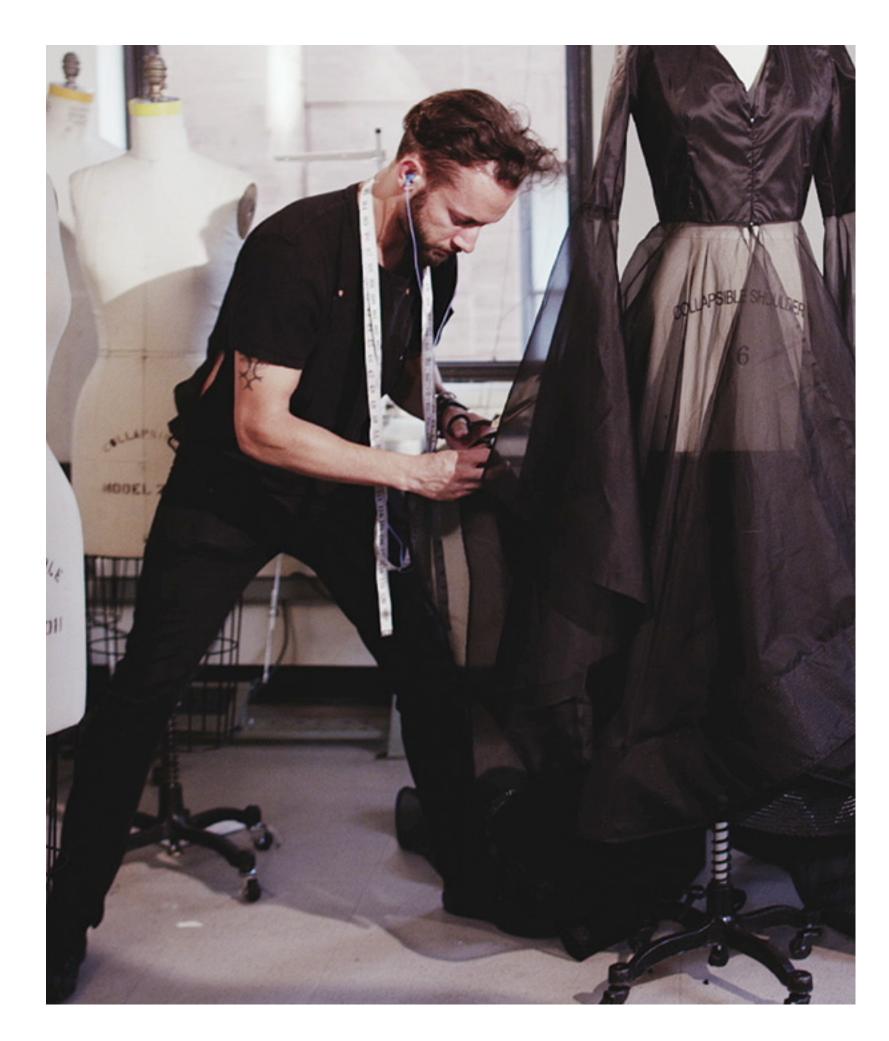
This course provides students with the opportunity to continue to implement their own apparel line. Students will construct a collection using industry standards. Prerequisite: FD370 Final Collection Concept Credits: 9

FD341 COMPUTER PATTERNMAKING II

This course will be an introduction to PDS (Pattern Design System) and will focus on learning the basic skills needed to develop and modify patterns using the Gerber system. Students will learn how to use the tools provided by PDS, as well as apply them to various exercises provided during the course. Students will develop a personal instruction manual for their portfolio that they can use as reference after graduation. This course will focus on using the Gerber system as a tool for drafting women's clothing. Prerequisite: FD340 Computer Patternmaking Credits: 3

FD300 PROFESSIONAL DEVELOPMENT AND PORTFOLIO This course focuses on the refinement of professional skills and the completion of the portfolio. Students will be prepared for the business environment and the transition into an applied arts profession. Emphasis is placed on the concepts of professionalism and an overall understanding of self-marketing in the field. Professional development tools are presented, including resume and cover letter writing, networking and interviewing skills. The final portfolio focuses on students' individual strengths. The work should reflect students' uniqueness and ability to meet demanding industry standards.

Prerequisite: Permission of the Program Director / Chief Academic Officer Credits: 3



FASHION DESIGN KIT

price: \$800.00



1.	Newsprint Pad	10413401
2.	24" Vary Form Curve	10410028
3.	Art Bin	
4.	Bent Tweezers	10413210
5.	Bobbin Case	10410592
6.	Bobbins (5)	10410608
7.	Canvas Paper Pad	10430552
8.	Chalk White (1)	10436417
9.	Colour Pencil Set of 24	10460290
10.	Construction Paper Pad	10412251
11.	C-Thru Dress Maker Ruler	10412800
12.	Drawing Pencil Set of 6	10412657
13.	10" Shears Fabric Scissors	10412824
14.	Fade-Out Marker	10443743
15.	Foot Left Zipper	10410882
16.	Foot Regular	10410905
17.	Foot Right Zipper	10410899
18.	Hand Sewing Needles	10443149
19.	HB Lead .5mm	10434055
20.	Foot Invisible Zipper	10416457
21.	L-Square Metric	10419120
22. Lumocolor Perm. (4. Med)		10441244
23.	Markers Bright Set	10430293
24.	French Curve Set of 4	10410912
25.	Mechanical Pencil	10455920

26. Kroma Paint Set of 8	10466650
27. Mid Point Tracing Wheel	10411193
28. Paint Tray	10413197
29. Paint Brush	10471951
30. Palette Knife	10411292
31. Paper Marker Pad (14x17)	10430651
32. Paper SketchBook (9x12)	10412367
33. Pattern Notcher	10412398
34. Pattern Shears	10412404
35. Pencil Sharpener	10412886
36. Pigment Liner Pen Set	
37. Pins Straight	
38. Portfolio	10410547
39. Scissors	
40. Seam Ripper	10412831
41. Sewing Needles 80/12 Reg	
42. Sewing Needles 90/14 Ball	
43. Sewing Scissors	
44. Tape Measure (Fabric)	
45. Thread Black	
46. Thread White	
47. Vinyl Eraser	10410837