FASHION & TEXTILE TECHNOLOGY (FTT)

FTT 100 CONSTRUCTION FUNDAMENTALS
1, 1/1
Fundamental construction techniques used in the apparel industry; proficiency in basic construction details using both domestic and industrial sewing equipment. Offered occasionally.

FTT 108 FASHION FUNDAMENTALS
3, 2/0
See the Undergraduate Course Catalog (http://catalog.buffalostate.edu/undergraduate/docs/currentugcat.pdf).

FTT 109 FUNDAMENTALS OF APPAREL CONSTRUCTION
3, 2/2
Basic beginning techniques of apparel construction using commercially available patterns; introduction to sewing equipment, measuring techniques, fabric selection, fit, and alterations; evaluation and comparison of garments completed as assignments to similar apparel available through retail sources. Offered every semester.

FTT 110 FUNDAMENTALS OF THE FASHION INDUSTRY
3, 3/0
Introductory course of the global textile and fashion industry; an overview of the textile/apparel design product development process; design principles and elements; quality of the finished product; career opportunities in the fashion industry. Offered every semester.

FTT 150 INTRODUCTION TO FASHION MERCHANDISING
3, 3/0
An introduction to fashion merchandising, including basic market structure, operational patterns in merchandising, and the marketing of fashion. Offered every semester.

FTT 189 TOPIC COURSE
1-3, 0/0
See the Undergraduate Course Catalog (http://catalog.buffalostate.edu/undergraduate/docs/currentugcat.pdf).

FTT 200 INTRODUCTION TO HAND KNITTING
3, 2/2
Gain experience in beginning hand-knit design. Emphasis 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. Offered occasionally.

FTT 206 INTRODUCTION TO TEXTILES
3, 3/0

FTT 208 INTRODUCTION TO FASHION TECHNOLOGIES
3, 2/2
Introduction to and multi-disciplinary hands-on experience with a variety of software programs used in the fashion industry. Offered every semester.

FTT 224 PATTERN DRAFTING AND GRADING FOR INDUSTRY
3, 2/2
Prerequisites: FTT 109 or instructor permission. Introduction to technical patternmaking skills; emphasis on the development of basic traditional and computer drafting and grading skills; students produce a drafted sloper manually and on the computer that will be graded on the computer into a nested pattern. Offered every semester.

FTT 250 FASHION BUYING AND MERCHANDISING PRINCIPLES
3, 3/0
Prerequisite: FTT 150. Mathematical factors involved in profitable merchandising; concepts, practices, and procedures, as well as the calculations and interpretations of figures related to operations of stores. Offered every semester.

FTT 300 KNIT TECHNOLOGY I
3, 2/2
Prerequisite: FTT 206 or permission of instructor. Basic principles of computerized machine weft knitting; understanding the relationships of yarn, color, stitch types, and gauge; charting and producing stitch designs by machine. Offered occasionally.

FTT 303 FASHION ILLUSTRATION/DRAWING I
3, 2/2
Foundation skills in fashion illustration; the fashion figure, poses, and garment and fabric sketching; includes illustration of a garment collection for professional portfolio development. Offered every semester.
FTT 304 SURFACE PATTERN DEVELOPMENT FOR
INDUSTRY
3, 2/2
Prerequisites: FTT 208 or instructor permission. Creation of original motifs for prints that are targeted for the fashion products markets; professional methods for transforming original motifs into commercial digital surface patterns and/or graphic prints (using Adobe Photoshop & Illustrator); color reduction and cleaning; basic repeat development; colorway development based on manufacturer requirements, awareness of current color and graphic trends, marketability, and industry standards. Offered every semester.

FTT 306 TEXTILE EVALUATION
3, 2/2
Prerequisites: FTT 110, FTT 206. Advanced-level course in textiles; provides an understanding of fabric-performance evaluation; emphasis on standard test methods used by textile/apparel industry; equipment and techniques used in determining selected physical and aesthetic properties of textile products. Offered every semester.

FTT 308 FASHION CAD (Computer Aided Design)
3, 2/2
Prerequisites: FTT 208 or instructor permission. Intermediate multi-faceted skill expansion for fashion product design, technical development, using Adobe Photoshop & Illustrator. Fashion product design line/collection development; electronics and Web-based portfolio presentation. Offered every semester.

FTT 310 SEWN PRODUCTS INDUSTRY
3, 3/0
Prerequisites: FTT 306 or permission of instructor. Overview of organization and government regulations of fashion business selection of raw materials; designing and pattern development; sizing and evaluation of fit; manufacturing process, quality specifications and relationship between cost and quality. Offered every semester.
Equivalent Course: FTT 310W

FTT 324 INDUSTRIAL APPAREL ASSEMBLY
3, 2/2
Prerequisite: FTT 109. Focus 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. Offered every semester.

FTT 326 TRADITIONAL/COMPUTER FLAT PATTERN
3, 2/2
Prerequisite: FTT 224 or instructor permission. Introduction to traditional and computer flat pattern method of pattern making; emphasis placed on design and completion of selected items of apparel developed from a basic sloper. Offered every semester.

FTT 327 COMPUTER PATTERNMAKING
3, 2/2
Prerequisites: FTT 326 or instructor permission. Apparel patterns are modified and graded in 2D and simulated in 3D through the use of an industrial multidimensional software; hand pattern drafting techniques are adapted to the computer by creating a virtual custom dress from a body scan and applying pattern modifications in order to create a variety of intermediate to advanced garment style patterns that are simulated in 3D on a virtual avatar. Offered every semester.

FTT 328 APPAREL DESIGN III: DRAPING
3, 2/2
Prerequisites: Prerequisites: FTT 109 and FTT 224 or permission of instructor. 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 using draping method. Experience with the manipulation of a variety of two-dimensional fabrics to cover three-dimensional forms using a variety of fabrics to achieve individualized designs. Offered every semester.

FTT 329 DESIGNING KNIT APPAREL
3, 2/2
Prerequisites: FTT 109, FTT 224, or permission of instructor. Design/construction of garments utilizing various types of knit fabrics. Pattern-making practices of the knitwear industry, including industrial methods of measuring, sewing, and finishing original knit designs. Offered fall only.

FTT 330 CLOTHING FOR THE DISABLED
3, 2/2
See the Undergraduate Course Catalog (http://catalog.buffalostate.edu/undergraduate/docs/currentugcat.pdf).

FTT 347 CLOTHING IN RELATION TO HUMAN BEHAVIOR
3, 3/0
See the Undergraduate Course Catalog (http://catalog.buffalostate.edu/undergraduate/docs/currentugcat.pdf).
Equivalent Course: FTT 347W

FTT 348 HISTORY OF COSTUME
3, 3/0
Survey of dress from earliest period to the present with emphasis on the societal influences that evoke changes in and recurrence of fashion trends. Offered fall only.

FTT 349 HISTORY OF TEXTILES
3, 3/0; NW14
Prerequisites: FTT 206 and junior standing or permission of 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. Offered alternate years.
Equivalent Course: FTT 349W

FTT 350 FASHION MERCHANDISING APPLICATIONS
3, 3/0
Prerequisites: FTT 208, FTT 250. Hands-on experience with spreadsheet package used in the fashion 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. Offered every semester.
FTT 355 RESEARCH IN FASHION MERCHANDISING
3, 3/0
Prerequisite: FTT 150. Introduction to merchandising research; exploration of various research techniques; characteristics of qualitative and quantitative studies. Offered every semester.

FTT 358 FASHION FORECASTING AND CONSUMER ISSUES
3, 2/2; WIIF
Prerequisite: Prerequisite: FTT 110, FTT 208 or permission of instructor. Study of designers’ work; consumer segmentation and adoption process; analysis of current trends in apparel in order to forecast for specific markets; story board presentation. Hands-on experience with off-the-shelf software programs used in fashion industry for concept/trend board development and forecasting presentation. Offered every fall & spring semester.

FTT 359 VISUAL MERCHANDISING
3, 3/0
Prerequisites: FTT 250 or Instructor’s permission. Importance of visual merchandising in the landscape, with an emphasis on the principles and techniques needed to create strong, impactful visual presentations. Topics include a history of window display and its transition to visual merchandising; design and composition; tools and materials used in the field; mannequins and use of props; lighting and signing; installation of presentations; visual merchandising’s place in store and corporate hierarchy; store design and planning; computers and visual planning; safety. Offered fall only.

FTT 365 FASHION DIGITAL RETAILING
3, 3/0
Prerequisites: FTT150 or Instructor permission. The scope and status of fashion digital retailing: advantages and disadvantages compared to traditional retailing: digital retailing infrastructure; strategies used by small and large apparel brands and retailers; digital marketing concepts and practices; ethical, social and political issues; and key trends in fashion digital retailing.

FTT 410 ADVANCED PRODUCT DEVELOPMENT
3, 3/0
Prerequisite: Prerequisite: FTT 306, FTT 310, or permission of instructor. 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. Offered spring only.

FTT 412 CAD: APPAREL AND TEXTILE DESIGN FOR INDUSTRY
3, 2/2
Prerequisite: FTT 206, FTT 208, or permission of instructor. 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. Offered fall only.

FTT 413 CAD: WEAVER FOR INDUSTRY
3, 2/2
Prerequisite: FTT 206, FTT 208, or permission of instructor. 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. Offered spring only.

FTT 425 CLOTHING DESIGN THROUGH TAILORING
3, 2/2
See the Undergraduate Course Catalog (http://catalog.buffalostate.edu/undergraduate/docs/currentugcat.pdf).

FTT 450 ISSUES IN FASHION AND TEXTILE INDUSTRY
3, 3/0; CT14, IM14, WIIF
Prerequisites: FTT 110, FTT 206, FTT 306, FTT 310 or permission of instructor. Integration of tracks in 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. Discussion of contemporary issues in American textile and apparel industry, including governmental controls, global trade policies, and labor issues. Offered every semester. Equivalent Course: FTT 450W

FTT 451 SENIOR PROJECT
3, 3/0
Prerequisites: FTT 308 and instructor permission. 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 and product development. Offered spring only.

FTT 452 FASHION SHOW PRODUCTION
3, 2/2
Prerequisite: Upper-division status or permission of instructor. Planning and production of a fashion-promotion event. Utilization of fashion skills to participate in individual and group activities leading to the presentation of a major fashion show. Offered spring only.

FTT 455 ISSUES IN MERCHANDISING AND FASHION RETAILING
3, 3/0
Prerequisites: FTT 250. Theory, principles and practice of apparel merchandising to both the brick and mortar and digital platform in the retail sector; business models; retailing structures; retailing strategies; responsibilities at management level; current trends; case-study analysis. Offered every semester.

FTT 461 SENIOR SEMINAR IN FASHION PRODUCT DEVELOPMENT
3, 2/4
Prerequisites: FTT 310 and FTT 326 or instructor permission. Capstone experience for Product Development students which requires the integration of design, production and marketing of a fashion related product. The class will utilize a team approach and emphasize decision-making skills. Offered spring only.
FTT 475 SENIOR SEMINAR IN FASHION MERCHANDISING AND MARKETING
3, 3/0
Prerequisites: FTT 350, FTT 455 or Instructor permission.
Capstone class in fashion merchandising and marketing presenting current practices, trends, and problems in the field; Analysis on contemporary issues in fashion merchandising and marketing by using the case study method and the content analysis; Developing effective business communication skills through writing case study reports and presenting the reports orally at the end of the course. Offered spring only.

FTT 488 INTERNSHIP/FIELD EXPERIENCE
1-6, 0/0
Prerequisites: Upper-division status and permission of instructor. Provides an opportunity to integrate academic knowledge in guided and supervised field experiences (experiential learning) with institutions, businesses and educational organizations, social and/or government agencies in area of interest to students as part of their degree program. Approval for experiential learning situations must be obtained from either the student's adviser or the department chair within which the student is a major, the supervising faculty member, and the chair of the department within which the credit will be given. Internship includes structured, supervised field participation, meetings with instructor for response to experiences, and written or other assignments. Students 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 6 credits. Offered every semester.

FTT 495 SPECIAL PROJECT
1-3, 0/0
Offered occasionally.

FTT 497 WORKSHOP
1-3, 0/0
Offered occasionally.

FTT 499 INDEPENDENT STUDY
3-12, 0/0
Offered occasionally.