

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 109 GARMENT CONSTRUCTION I

3, 2/3

Principles and techniques of garment construction, focusing on cutting and sewing techniques; how to operate and maintain industrial sewing machines and other essential tools and equipment in garment construction; fabric and notion selection, cutting methods, seam finishes, and pressing techniques; critique and assessment of sewn garments. Offered every semester.

FTT 110 FASHION AND CREATIVITY

3, 3/0

Introduction to the fashion industry, offering a comprehensive overview; exploration of design principles, elements, and fashion terminology; analysis of key areas in fashion design, the creative process, design thinking, and product creation in the fashion business; and evaluation of the diverse landscape of fashion careers. Offered every semester.

FTT 150 FASHION BRANDS ESSENTIALS

3, 3/0

Focuses on macro environmental factors surrounding the fashion business and fashion consumers. Analysis on apparel statistics and market data to develop insight into business trends and consumer behavior in the fashion industry. Emphasis on fashion merchandising principles and ethical and sustainable business practices in the fashion industry. Offered every semester.

FTT 189 TOPIC COURSE

1-3, 0/0

Current topics in Fashion and Textile Technology, Lower level. Offered occasionally.

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 SURVEY OF FASHION TEXTILES

3, 3/0

Basic introduction to the production, use, and selection of textiles and textile products; covers fibers, yarns, fabric production, dyeing, printing, finishing, performance characteristics, care, and textile-specific legislation; addresses sustainability and environmental-related issues related to textiles and textile production. Offered every semester.

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 TECHNICAL APPAREL DESIGN I

3, 2/3

Prerequisites: FTT 109. Introduction to garment patternmaking and draping; fundamental principles of patternmaking, including the creation of slopers, sloper manipulation, and pattern drafting, as well as basic draping techniques; skills necessary to create custom-fit garment patterns; critiques and fit evaluation; hands-on practice and projects. 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 252 FASHION AESTHETICS AND STYLING

3, 2/2

Exploration of fashion styling principles and techniques; evaluation of diverse fashion aesthetics; embracing ethical fashion styling practices; development of fashion narratives; and creation of professional fashion photoshoots. Offered every fall.

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 I

3, 2/2

Prerequisite: FTT 110. Foundation skills in fashion illustration; sketching the fashion figure and drawing the drapery of garments as they fall on the human figure; diversity in fashion figure types; development of personalized illustration style; creation of design collections using original concepts and themes. Offered every semester.

FTT 304 TEXTILE SURFACE DESIGN I

3, 2/2

Prerequisites: FTT 110. 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 textiles course focused on fabric performance evaluation and quality; understanding of standard test methods commonly used in the textile and apparel industry; use of equipment and techniques to assess selected physical and aesthetic properties of textile products. Offered every semester.

FTT 308 FASHION ILLUSTRATION II

3, 2/2

Prerequisites: FTT 303. The dynamic convergence of technology and fashion in digital fashion design; how to use industry-standard software to create fashion illustration, with a focus on technical flats, textile rendering, and digital presentation; the digital proficiency required to translate design visions into fashion illustration; and digital fashion design portfolio development. Offered every semester.

FTT 310 FASHION APPAREL PRODUCTION

3, 3/0

Prerequisites: FTT 206. Understanding product quality in fashion; the process of producing high-quality apparel products; evaluation of industry standards and practices; hands-on experience in fabric performance and sewn product testing and evaluation; the process of producing apparel products from conceptualization to final delivery; application of sustainable and ethical practices; costing and pricing strategies. Offered every semester.

FTT 324 GARMENT CONSTRUCTION II

3, 2/3

Prerequisite: FTT 109, 224. Advanced techniques and skills in garment construction for a variety of woven and knit fabrics; advanced cutting and sewing techniques; creation and construction of garment incorporating different fabric textures and weights; applying design elements to their garments, as well as advanced techniques for finishing and embellishing their garments. Offered every semester.

FTT 326 TRADITIONAL/COMPUTER FLAT PATTERN

3, 2/3

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 2D/3D COMPUTER PATTERNMAKING

3, 2/3

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 TECHNICAL APPAREL DESIGN II

3, 2/3

Prerequisites: FTT 224. 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 GARMENT CONSTRUCTION III

3, 2/3

Prerequisites: FTT 324. Mastering techniques and skills in garment construction incorporating various specialty fabrics; sewing tools and equipment for specialty fabrics; advanced techniques for achieving impeccable finishes and exquisite embellishments while applying sophisticated design elements to their garments; and construction of complex garment design and professional presentation. Offered occasionally.

FTT 348 FASHION, SOCIETY, AND HISTORY

3, 3/0

Prerequisite: FTT 110. The history of fashion and its relationship with society and culture from a social justice framework; social and economic factors shaping fashion in different cultural contexts; the intersection of fashion with politics, gender, race, and other dimensions; the experiences and roles of marginalized, indigenous, and diasporic communities in fashion. Offered every semester.

FTT 349 HISTORY OF TEXTILES

3, 3/0; GA23

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.

FTT 350 FASHION ANALYTICS AND DATA INSIGHTS

3, 3/0

Prerequisites: FTT 150. 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 TREND FORECASTING

3, 3/0

Prerequisite: FTT 110. 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 FASHION RETAIL ENVIRONMENT DESIGN

3, 2/2

Prerequisites: FTT 150. Designing fashion retail spaces in physical and digital environments to strengthen a brand's image and engage customers; visual merchandising design principles, elements, and composition; off-the-shelf technology for physical store design; merchandise presentation in online and mobile retail platforms; virtual retail space design; and virtual reality and augmented reality technology. Offered every semester.

FTT 365 FASHION DIGITAL RETAILING

3, 3/0

Prerequisites: FTT150. Designing fashion retail spaces in physical and digital environments to strengthen a brand's image and engage customers; visual merchandising design principles, elements, and composition; off-the-shelf technology for physical store design; merchandise presentation in online and mobile retail platforms; virtual retail space design; and virtual reality and augmented reality technology. Offered every semester.

FTT 389 TOPICS COURSE

1-3, 1/0

Current topics in Fashion and Textile Technology, Upper level. Offered occasionally.

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: WEAVE FOR INDUSTRY

3, 2/2

Prerequisite: FTT 304. 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 450 GLOBAL FASHION SYSTEMS

3, 3/0; IN23, RE23

Prerequisites: FTT 310. 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.

FTT 451 SENIOR PROJECT

3, 2/2

Prerequisites: FTT 308, FTT 324, FTT 326 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: FTT 110. 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 150. 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 FASHION PORTFOLIO AND PERSONAL BRANDING

3, 3/0

Prerequisites: FTT 3358. Mastery of fashion portfolio development and personal branding; practical experience in crafting portfolios that align with career goals; utilization of resources and technology for effective personal branding; and development of key communication skills for successful portfolio presentations, effective interviews, and strategic personal branding initiatives. Offered every semester.

FTT 475 FASHION MANAGEMENT SEMINAR

3, 3/0

Prerequisites: FTT 350, FTT 359, FTT 365. Focus on technological advancements; examination of their impact on the contemporary fashion business and consumer behavior; study of fashion management practices within the environment, social, governance (ESG) principles; in-depth analysis of contemporary fashion management issues; utilization of case studies and content analysis; and culmination in a comprehensive capstone project. Offered every semester.

FTT 483 BSC LED STUDY AWAY PROGRAM

1-15, 0/0

Acceptance into the program required.

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.