

APPAREL CONSTRUCTION AND PATTERNMAKING MINOR

ACP

Fashion and Textile Technology Department

Technology Building 303
(716) 878-3478

The 18-credit minor consists of six classes focusing on the techniques and skills required to draft and create original garment designs. This program will introduce students to the processes and technology associated with fashion design as well as the creative and technical considerations of the apparel industry. Students will have the opportunity to design and create their own apparel using different equipment and software programs.

The apparel construction and patternmaking minor creates opportunities for interdisciplinary specialization. For instance, a theater major could look into a career in costume design and development; a fiber arts major could learn how to express their designs in wearable art.

This minor is open to all students not majoring in fashion and textile technology who have completed at least one semester of full-time study at Buffalo State and who are in good academic standing at this institution (2.00 or better G.P.A.). The curriculum is composed of 18 credit hours taken from the fashion and textile technology program and will provide a basic background in the subject area. All of the hours are normally taken at Buffalo State with a maximum of 6 semester hours at the lower division level. A maximum of three courses of transfer credit will be permitted.

Program Requirements

Code	Title	Credit Hours
Required Courses (18 credit hours)		
FTT 109	FUNDAMENTALS OF APPAREL CONSTRUCTION	3
FTT 224	PATTERN DRAFTING AND GRADING FOR INDUSTRY	3
FTT 324	INDUSTRIAL APPAREL ASSEMBLY	3
FTT 326	TRADITIONAL/COMPUTER FLAT PATTERN	3
FTT 327	2D/3D COMPUTER PATTERNMAKING	3
FTT 328	APPAREL DESIGN III: DRAPING	3
Total Credit Hours		18