

# FASHION AND TEXTILE TECHNOLOGY (B.S.)

## Bachelor of Science Program

Program Code: BS-SP

Major Code: FTT

## Fashion and Textile Technology Department

Technology Building 303

(716) 878-3478

[fashion.buffalostate.edu/](https://fashion.buffalostate.edu/) (<https://fashion.buffalostate.edu/>)

The Fashion and Textile Technology department at Buffalo State is the only baccalaureate department in Western New York that offers a variety of career preparation options for the multifaceted, global fashion industry. Faculty expertise, continuous updating of technology-based curriculum, and industry partnerships contribute to the strength of the program. Class sizes are small, allowing individual attention. Students are encouraged to participate in extracurricular programmatic activities and regional and national competitions. Students have achieved top honors in national apparel and textile design competitions. Internships are available in the Buffalo area as well as nationally and internationally. Affiliations with industry and professional organizations include the American Apparel and Footwear Association (AAFA); the Costume Society of America (CSA); American Collegiate Retailing Association (ACRA); the American Association of Textile Chemists and Colorists (AATCC); the National Retail Federation (NRF), and the Textile and Apparel Program Accreditation Commission (TAPAC); and the International Textile and Apparel Association (ITAA).

The Fashion and Textile Technology department is to prepare students for employment in the textile, apparel, and fashion industries. Employment opportunities exist in fashion merchandising/buying, retail management, digital textile design, apparel design, 3D design for textiles and apparel, apparel production, apparel product development, textile testing/quality control, home furnishings, and government agencies. Examples of available positions include product test engineer, creative service associate, marketing & styling operations, global product development, technical designer, engagement coordinator, fit expert, product designer, service/selling manager, strategic planning, omni service supervisor, regional manager, merchandise planner, fabric coordinator, production manager, merchandise analyst, apparel designer, operations manager, color developer, off-price buyer, stock/operation manager, etc.

Graduates have been employed by most major apparel and textile companies, including, but not limited to: Walmart, Mattel, Urban Outfitters, Saks Fifth Avenue, Walt Disney World, LeSportsac, Bureau Veritas, Ann Inc. Victoria's Secret, Athleta, Lulus.com, Le Vian, Chico's PAS,

Nordstrom, Nike, Sketchers, Macy's, JCPenney, Target, Life is Good, Hugo Boss, etc.

## Department Information

The curriculum for the fashion and textile technology department is divided into two parts: the required 21 credit hours of core coursework; and one or more specialized concentrations: fashion merchandising, apparel design, apparel product development, or fashion/textile design technologies. Individuals who have extensive work experience in the fashion field are encouraged to explore earning college credit by course challenge or experiential learning.

Fashion and textile technology majors may spend their senior year studying a specialty topic at the Fashion Institute of Technology (FIT) in New York City through the One-Year Visiting Student program to earn a B.S. from Buffalo State and an associate's degree from FIT. Study abroad opportunities are available in several countries.

## Scholarships and Financial Aid

Students may apply for departmental scholarships every spring. Financial assistance through the college is also available. Students in the department can apply for various industry-sponsored scholarships including the Fashion Scholarship Fund Scholarship, NRF Foundation Scholarship, and AATCC scholarships.

## Program Requirements

Code	Title	Credit Hours
General Education 23 Requirements ( <a href="http://ecatalog.buffalostate.edu/undergraduate/collegewide-degree-requirements-baccalaureate-degrees/#IF_Courses">http://ecatalog.buffalostate.edu/undergraduate/collegewide-degree-requirements-baccalaureate-degrees/#IF_Courses</a> )		
33 credits		33
<b>Fashion and Textile Technology Major Requirements (51 credit hours)</b>		
<i>Required Core Courses (21 credit hours)</i>		
FTT 110	FUNDAMENTALS OF THE FASHION INDUSTRY	3
FTT 206	SURVEY OF FASHION TEXTILES	3
FTT 208	INTRODUCTION TO FASHION TECHNOLOGIES	3
FTT 306	TEXTILE EVALUATION	3
FTT 310	FASHION APPAREL PRODUCTION	3
FTT 358	FASHION TREND FORECASTING	3

FTT 450	GLOBAL FASHION SYSTEMS	3
<i>Concentration Courses (30 credit hours)</i>		
Select one concentration from below:		30
Fashion Merchandising Concentration (p. )		
Apparel Design Concentration (p. )		
Apparel Product Development Concentration (p. )		
Fashion/Textile Design Technologies Concentration (p. )		
<i>Recommended All College Electives</i>		
DES 307	COLOR THEORY	
FTT 150	FASHION MERCHANDISING	
FTT 304	TEXTILE SURFACE DESIGN I	
FTT 308	FASHION ILLUSTRATION II	
FTT 329	APPAREL CONSTRUCTION III	
FTT 348	FASHION, SOCIETY, AND HISTORY	
FTT 349	HISTORY OF TEXTILES	
FTT 355	RESEARCH IN FASHION MERCHANDISING	
FTT 359	FASHION RETAIL ENVIRONMENT DESIGN	
FTT 410	ADVANCED PRODUCT DEVELOPMENT	
FTT 452	FASHION SHOW PRODUCTION	
Courses may have additional prerequisites.		
<b>All College Electives</b>		
30-36 credit hours		30-36
<b>Total Credit Hours</b>		<b>120</b>

Fashion Merchandising Concentration		
<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
BUS 320	PRINCIPLES OF MARKETING	
FTT 150	FASHION MERCHANDISING	
FTT 250	FASHION BUYING AND MERCHANDISING PRINCIPLES	
FTT 350	FASHION ANALYTICS AND DATA INSIGHTS	
FTT 455	ISSUES IN MERCHANDISING AND FASHION RETAILING	
FTT 475	FASHION MANAGEMENT SEMINAR	
FTT 488	INTERNSHIP/FIELD EXPERIENCE	
Select three from the following:		
BUS 212	ACCOUNTING PRINCIPLES	
BUS 360	PRINCIPLES OF MANAGEMENT	
FTT 308	FASHION ILLUSTRATION II	
FTT 365	FASHION DIGITAL RETAILING	
FTT 355	RESEARCH IN FASHION MERCHANDISING	
FTT 359	FASHION RETAIL ENVIRONMENT DESIGN	
FTT 410	ADVANCED PRODUCT DEVELOPMENT	

Apparel Design Concentration		
<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
FTT 109	GARMENT CONSTRUCTION I	
FTT 224	TECHNICAL APPAREL DESIGN I	
FTT 303	FASHION ILLUSTRATION I	
FTT 324	APPAREL CONSTRUCTION II	
FTT 326	TRADITIONAL/COMPUTER FLAT PATTERN	
FTT 327	2D/3D COMPUTER PATTERNMAKING	
FTT 328	TECHNICAL APPAREL DESIGN II	
FTT 451	SENIOR PROJECT	
or FTT 488	INTERNSHIP/FIELD EXPERIENCE	
Select two from the following:		
FTT 304	TEXTILE SURFACE DESIGN I	
FTT 308	FASHION ILLUSTRATION II	
FTT 329	APPAREL CONSTRUCTION III	
FTT 410	ADVANCED PRODUCT DEVELOPMENT	
FTT 412	CAD: APPAREL AND TEXTILE DESIGN FOR INDUSTRY	
FTT 413	CAD: WEAVE FOR INDUSTRY	
FTT 461	SENIOR SEMINAR IN FASHION PRODUCT DEVELOPMENT	

Apparel Product Development Concentration		
<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
FTT 109	GARMENT CONSTRUCTION I	
FTT 224	TECHNICAL APPAREL DESIGN I	
FTT 324	APPAREL CONSTRUCTION II	
FTT 326	TRADITIONAL/COMPUTER FLAT PATTERN	
FTT 327	2D/3D COMPUTER PATTERNMAKING	
FTT 410	ADVANCED PRODUCT DEVELOPMENT	
Select one from the following:		
FTT 451	SENIOR PROJECT	
FTT 488	INTERNSHIP/FIELD EXPERIENCE	
FTT 461	SENIOR SEMINAR IN FASHION PRODUCT DEVELOPMENT	
Select three from the following:		
FTT 304	TEXTILE SURFACE DESIGN I	
FTT 308	FASHION ILLUSTRATION II	
FTT 329	APPAREL CONSTRUCTION III <sup>3</sup>	
FTT 412	CAD: APPAREL AND TEXTILE DESIGN FOR INDUSTRY	
FTT 413	CAD: WEAVE FOR INDUSTRY	

Fashion/Textile Design Technologies Concentration		
<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
DES 242	FIBERS I	
FTT 303	FASHION ILLUSTRATION I	

FTT 304 TEXTILE SURFACE DESIGN I

FTT 308 FASHION ILLUSTRATION II

FTT 412 CAD: APPAREL AND TEXTILE  
DESIGN FOR INDUSTRY

FTT 413 CAD: WEAWE FOR INDUSTRY

Select one from the following:

FTT 451 SENIOR PROJECT

FTT 488 INTERNSHIP/FIELD  
EXPERIENCE

Select one from the following:

FTT 348 FASHION, SOCIETY, AND  
HISTORY

FTT 349 HISTORY OF TEXTILES

THA 332 PERIOD STYLES AND CULTURE

Select two from the following:

DES 307 COLOR THEORY <sup>3</sup>

DES 342 FIBERS II <sup>3</sup>

FAR 210 INTRODUCTORY PAINTING <sup>3</sup>

FTT 150 FASHION MERCHANDISING

FTT 410 ADVANCED PRODUCT  
DEVELOPMENT <sup>3</sup>

Students will be able to:

1. Describe and analyze the organization and structure of fashion businesses and the interdependent nature of the global economy.
2. Differentiate consumer target markets including cultural aspects and how each market influences the design process and merchandising strategies.
3. Demonstrate leadership and teamwork skills and the ability to communicate ideas logically and creatively in oral, written, visual and digital formats.
4. Analyze and evaluate textile and apparel product characteristics in relation to consumer satisfaction, product cost, development, quality and performance.
5. Assess the environmental, social and ethical issues facing the global fashion industry and examine contemporary and emerging business practices.
6. Examine and apply technology within the fashion industry.