FAS 101. Introduction to the Fashion Industry. (3)
Presentation of various aspects of the fashion and textile industry, jobs in the industry, fashion industry research, possible field trip to apparel manufacturing facility.

FAS 150. Fashion Sprint Special Topics. (1.5-6; maximum 6)
Various special introductory topics in Fashion will be offered with no prerequisites.

FAS 201. Apparel Construction Techniques. (3)
The basic principles of garment construction: cutting, sewing, fitting, pressing and finishing garments. This is a making course, with emphasis on professional design studio practices.

FAS 211. Draping for Fashion Design. (3)
Basic principles of three-dimensional designing and patternmaking. Prerequisites: FAS 201 or (ART 145 and ART 146), or permission of instructor.

FAS 212. Flat Pattern Drafting for Fashion Design. (3)
Basic principles of patternmaking, including: drafting a set of basic patterns, developing various styles, constructing and testing muslin samples, finalizing production-ready patterns, grading patterns into various sizes. Prerequisites: FAS 201 or (ART 145 and ART 146), or permission of instructor.

FAS 221. Textiles for the Fashion Industry. (3)
Identifying and analyzing apparel fabrics, yarns, and fibers, both man-made and natural, including construction, finishes, and other properties. Developing an understanding of the factors that influence the tactile qualities and performance of fabrics during garment design, manufacture, and wear.

FAS 241. The Elements and Principles of Fashion Design, including Color Theory. (3)
Presentation of the vocabulary of the elements of design, such as line, shape, color, etc, and the principles of design, such as unity, harmony, balance, proportion and rhythm. Practice of drawing designs using these elements and principles effectively.

FAS 281. Contemporary Fashion History of 20th-21st Century. (3)
Beginning at the Industrial Revolution and continuing to the present, this course is an in-depth study of prominent fashion designs and designers that represent each era, as well as the psychological, social, and economic events that shaped so many fashions. It includes hands-on examination of vintage garments and field trip(s) to museum collections.

FAS 332. Fashion Illustration. (3)
Fashion Illustration introduces the sketching techniques used to create the fashion figure and to illustrate fashion design silhouettes and fabric treatments.

FAS 340. Internship. (0-20)

FAS 341. Junior Fashion Studio. (3)
The Junior Fashion Studio will build upon the knowledge and skills acquired from FAS 201 Apparel Construction, FAS 211 Fashion Draping, and FAS 212 Flat Pattern Drafting. Students will design and create an original fashion design collection. Prerequisites: FAS 201, FAS 211, and FAS 212 or permission of instructor.