

## Undergraduate Program Requirements

### Fashion Studies Program Requirements

Currently displaying program requirements for academic year: UNDG 2014-2015 ▼

#### Fashion Design BFA 2014

##### 75 credits required.

Grade of "C" or better required in all major courses. GPA of 3.0 or better required in the major. Upon successful completion of this program, students will be able to:

- Demonstrate an understanding and application evidenced by the ability to effectively interpret and express art and/or design concepts and solutions in written/verbal/visual/sensorial format.
- Effectively apply materials, techniques, technology, vocabulary / terminology relative to desired end product and solution.
- Demonstrate an understanding and application of the history, theory, context, and practice of fashion, art, and design evidenced by the ability to contextualize thoughts and ideas in reference to socio-historical context as it applies to concept, practice, and product.
- Application of the above referenced skills and abilities in conjunction with creative problem solving, concept development, and design execution.
- Describe, analyze, interpret, and contextualize one's own work and the work of others.
- Develop and maintain effective, ethical, professional and sustainable work habits (including time management, project organization, and awareness of environmentally sensitive working practices).
- Develop and present a succinct, cohesive, professional body of work.

#### Fashion Design BFA

**Students must complete a minimum of 2 credits of 22-1930 "Medium" AND 22-1940 "Methods" AND 22-1950 "Materials".**

Course	Title	Credits	Grade
<b>27-1100</b>	<b>Introduction to Fashion Studies</b>	<b>3</b>	<b>C</b>
<b>22-1105</b>	<b>Introduction to Visual Culture</b>	<b>3</b>	<b>C</b>
<b>22-1910</b>	<b>Making 1</b>	<b>3</b>	<b>C</b>
<b>22-1930</b>	<b>Medium</b>	<b>1</b>	<b>C</b>
<b>22-1940</b>	<b>Methods</b>	<b>1</b>	<b>C</b>
<b>22-1950</b>	<b>Materials</b>	<b>1</b>	<b>C</b>
<b>22-1930</b>	<b>Medium</b>	<b>1</b>	<b>C</b>
<b>22-1940</b>	<b>Methods</b>	<b>1</b>	<b>C</b>
<b>22-1950</b>	<b>Materials</b>	<b>1</b>	<b>C</b>
<b>27-1600</b>	<b>Garment Construction I</b>	<b>3</b>	<b>C</b>
<b>27-1710</b>	<b>Fashion Design Studio I</b>	<b>3</b>	<b>C</b>
<b>22-1920</b>	<b>Making 2</b>	<b>3</b>	<b>C</b>
OR 1 of the following:			
	<b>22-1925 Making for Transfers</b>	<b>3</b>	<b>C</b>

*Note: Making for Transfers (22-1925) may not be appropriate for all transfer students. Please see your faculty advisor.*

#### Second Year

Courses: 7/7

Course	Title	Credits	Grade
<b>27-1620</b>	<b>Fundamentals of Textiles</b>	<b>3</b>	<b>C</b>
<b>27-2175</b>	<b>Fashion History Survey</b>	<b>3</b>	<b>C</b>
<b>27-2600</b>	<b>Garment Construction II</b>	<b>3</b>	<b>C</b>
<b>27-2601</b>	<b>Patternmaking: Flat Pattern</b>	<b>3</b>	<b>C</b>
<b>27-2602</b>	<b>Patternmaking: Draping</b>	<b>3</b>	<b>C</b>
<b>27-2603</b>	<b>Fashion Illustration I</b>	<b>3</b>	<b>C</b>
<b>27-2610</b>	<b>Fashion Design: Concepts</b>	<b>3</b>	<b>C</b>

**Third Year**

Courses: 6/6

Course	Title	Credits	Grade
<b>27-3600</b>	<b>Advanced Garment Construction</b>	<b>3</b>	<b>C</b>
<b>27-3601</b>	<b>Advanced Patternmaking: Flat Pattern</b>	<b>3</b>	<b>C</b>
<b>27-3602</b>	<b>Advanced Patternmaking: Draping</b>	<b>3</b>	<b>C</b>
<b>27-3645</b>	<b>Adobe Illustrator and Photoshop for Fashion Design</b>	<b>3</b>	<b>C</b>
<b>23-1111</b>	<b>Foundations of Photography I</b>	<b>3</b>	<b>C</b>
<b>27-3610</b>	<b>Fashion: Theory &amp; Practice</b>	<b>3</b>	<b>C</b>

OR 1 of the following:

<b>27-3652 Fashion Design: Production to Showroom</b>	<b>3</b>	<b>C</b>
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**Fourth Year**

Courses: 2/2

Course	Title	Credits	Grade
<b>27-3650</b>	<b>Senior Thesis I: Fashion Design</b>	<b>3</b>	<b>C</b>
<b>27-3651</b>	<b>Senior Thesis II: Fashion Design</b>	<b>3</b>	<b>C</b>

Choose 6 credits from the following. It is recommended that you take these courses during your senior year.

**Required Major Electives**

Courses: 2/6

Course	Title	Credits	Grade
<b>27-2910</b>	<b>Applied Concepts in Fashion Business</b>	<b>3</b>	<b>C</b>
<b>27-1920</b>	<b>Visual Merchandising</b>	<b>3</b>	<b>C</b>
<b>27-1925</b>	<b>Fashion Show Production</b>	<b>3</b>	<b>C</b>
<b>27-1930</b>	<b>Clothing and Society</b>	<b>3</b>	<b>C</b>
<b>27-2120</b>	<b>Workshop in Fashion</b>	<b>1</b>	<b>C</b>
<b>27-2120J</b>	<b>Workshop in Fashion</b>	<b>1</b>	<b>C</b>
<b>27-2160</b>	<b>Fashion Styling Principles</b>	<b>3</b>	<b>C</b>
<b>27-2176</b>	<b>Contemporary Fashion</b>	<b>3</b>	<b>C</b>
<b>27-2620</b>	<b>Textile Fabrication and Surface Techniques</b>	<b>3</b>	<b>C</b>
<b>27-2621</b>	<b>Millinery</b>	<b>3</b>	<b>C</b>
<b>27-2915</b>	<b>Fashion Product Evaluation</b>	<b>3</b>	<b>C</b>
<b>27-3120*****</b>			<b>C</b>
<b>27-3603</b>	<b>Fashion Illustration II</b>	<b>3</b>	<b>C</b>
<b>27-3605</b>	<b>Fashion Styling: Designer</b>	<b>3</b>	<b>C</b>

<b>27-3611</b>	<b>Menswear Design</b>	<b>3</b>	<b>C</b>
<b>27-3612</b>	<b>Pattern Grading</b>	<b>3</b>	<b>C</b>
<b>27-3621*****</b>			<b>C</b>
<b>27-3640</b>	<b>Digital Patternmaking</b>	<b>3</b>	<b>C</b>
<b>27-3641</b>	<b>Digital Textiles</b>	<b>3</b>	<b>C</b>
<b>27-3988*****</b>			<b>C</b>
<b>27-3988J****</b>			<b>C</b>
<b>27-3990</b>	<b>Fashion Studies in the Field:</b>	<b>3</b>	<b>C</b>
<b>22-1042</b>	<b>Jewelry and Objects for Non-Majors</b>	<b>3</b>	<b>C</b>
<b>22-1285</b>	<b>Anatomical Modeling</b>	<b>3</b>	<b>C</b>
<b>22-2172</b>	<b>Design Culture Now</b>	<b>3</b>	<b>C</b>
<b>22-2414</b>	<b>Figure Drawing</b>	<b>3</b>	<b>C</b>
<b>22-2901</b>	<b>Interdisciplinary Strategies in Art &amp; Design</b>	<b>3</b>	<b>C</b>
<b>22-3955</b>	<b>Interactive Portfolio Design</b>	<b>3</b>	<b>C</b>
<b>28-1115</b>	<b>Entertainment Marketing</b>	<b>3</b>	<b>C</b>
<b>27-2631LDM</b>	<b>Fashion in Italy:</b>	<b>3</b>	<b>C</b>
<b>27-3961L</b>	<b>Research, Networking and Portfolio Development</b>	<b>4</b>	<b>C</b>
<b>27-3962L</b>	<b>Wardrobe Supervision for TV, Film, and Entertainment</b>	<b>4</b>	<b>C</b>
<b>27-3963L</b>	<b>Costume Design for TV, Film, and Entertainment</b>	<b>4</b>	<b>C</b>
<b>27-ELEC*****</b>			<b>C</b>

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