

# Visual Art Management Major

Applications accepted for fall only.

HEGIS 1099

## Semester 5 Credits

MAJOR AREA	VA 321	Methods/Meanings in Visual Arts	3
	choice	see History of Art Group A**	3
LIBERAL ARTS	EN 321	Business Writing	3
	choice	see Foreign Language* G8	3.5
	choice	see Liberal Arts Selectives*	3

## Semester 6

MAJOR AREA	BL 343	Introduction to Business Law	3
	HA 411	Western Theories of Art	3
	choice	see HA Group B** G9	3
LIBERAL ARTS	MA 311	Math Modeling/Business Apps.	3
	choice	see Foreign Language*	3-3.5

## Semester 7

MAJOR AREA	AC 322	Publicity/Public Relations for Visual Art Management	3
	VA 431	Business of Art Museum Mgmt.	3
	choice	see HA Group C**	3
	choice	see HA Group B, C, or D**	3
RELATED AREA	FA 117	Traditional Techniques in Fine Arts	2
LIBERAL ARTS	LA 221	U.S. Hist.: Civil War to Present G10	3

## Semester 8

MAJOR AREA	AC 311	Integrated Mktg. Comm. Mgmt.	3
	VA 491	Senior Seminar: The Museum Exhibition	3
RELATED AREA	IC 497	Sr. Internship C: Career Planning	3
LIBERAL ARTS	EN 241	Professional Speech Comm.	3
ELECTIVE	choice	General elective	2-3

## TOTAL CREDIT REQUIREMENTS

MAJOR AREA	33
RELATED AREA	5
LIBERAL ARTS	21.5-22
ELECTIVE	2-3
TOTAL Minimum Required	61.5

### NOTE:

HA 112 and AC 111 must be completed prior to sixth semester.

### SUNY GENERAL EDUCATION REQUIREMENTS

A "G" followed by a number 1-10 identifies specific courses that meet SUNY General Education baccalaureate degree requirements (see pages 31-38 or visit [www.fitnyc.edu](http://www.fitnyc.edu)).

G1 Basic Communication; G2 Math; G3 Science; G4 Social Science; G5 Western Civilization; G6 Arts; G7 Humanities; G8 Foreign Language; G9 Other World Civilizations; G10 American History.

### \*REQUIREMENTS: See below

**Foreign Language:** 6.5-7 credits  
Two semesters of the same foreign language, one of which must be a 3.5 credit non-conversational course (G8).

**Liberal Arts Selectives:** 3 credits  
CHOICE of one of the following: EN 333, 334, 352, 361, 362, 391, 392, 393, 394, 395; LA 321, 391; PL 321, 391, 431; SC 331; SS 237, 334, 342, 343, 354, 374, 391, 443.

### \*\*HA (History of Art) Selectives: 12 credits

Group A: (Western Surveys)  
HA 231 required (if not previously taken); or CHOICE of HA 311, 314, 331, or 332.

Group B: (Non-Western Civilizations)  
CHOICE of HA 121, 216, 221, 223, 224, 225, 226, 227, or 395 (any one of these meets G9).

Group C: (Specialized Media)  
CHOICE of HA 214, 342, 343, 344, or 345.

Group D: (Requires qualification for Presidential Scholars Program or 3.5 GPA with approval of Dean for Liberal Arts)  
CHOICE of HA 391, 392, 393, 394, 395, or 396.

# >>> Courses



## Course Designations

The following letter designations have been assigned to courses given in these areas:

AC	Advertising and Marketing Communications	ID	Interior Design
AD	Advertising Design	IL	Illustration
AF	Fashion Design	IN	International Trade and Marketing
AP	Fashion Design-Apparel	IS	Interdivisional Studies
AR	Fashion Design-Art	IT	Italian
BE	Business Enterprise	JA	Japanese
BL	Business Law	JD	Jewelry Design
BT	Business and Technology Studies	LA	Liberal Arts Divisional Studies
CD	Communication Design	LD	Accessories Design
CG	Computer Graphics	MA	Mathematics
CH	Chinese	MG	Production Management: Fashion and Related Industries
CL	Fashion and Culture of the World	MK	Marketing: Fashion and Related Industries
CM	Cosmetics and Fragrance Marketing	ML	Millinery
DD	Design Studies	MW	Menswear
DE	Visual Presentation and Exhibition Design	PE	Physical Education
DM	Direct and Interactive Marketing	PH	Photography
DP	Draping Techniques	PK	Packaging Design
EN	English and Speech	PL	Philosophy
ES	Educational Skills	PM	Patternmaking
FA	Fine Arts	SC	Science
FD	Fashion Design—Apparel	SD	Surface Design
FF	Fashion Design—Art	SP	Spanish
FM	Fashion Merchandising Management	SS	Social Sciences
FR	French	TD	Textile Design
FS	Fabric Styling	TC	Technical Design
GD	Graphic Design	TL	Ladies' Tailoring
HA	History of Art and Civilization	TS	Textile Science
HD	Human Development	TT	Textile Technology
HE	Health Education	TY	Toy Design
HP	Home Products Development	VA	Visual Art Management
IC	Internship Center		

The college reserves the right to review or amend any course and/or program requirements.

## Advertising and Marketing Communications

### AC 111 — ADVERTISING AND PROMOTION

For Advertising and Marketing Communications, Fabric Styling, Fashion Merchandising Management, and Textile Development and Marketing students. Concepts, perspectives, and methods for the development and implementation of integrated marketing communications programs for producers, manufacturers, and retailers are analyzed and critiqued.

3 CREDITS

### AC 113 — STRATEGIC PLANNING FOR INTEGRATED MARKETING COMMUNICATIONS

*Prerequisites: AC 111 and FM 114*

Students plan and develop Integrated Marketing Communications strategies in order to achieve specific marketing objectives. Through student agency teamwork, they make strategic decisions based on creative strategy development, competitive and market analysis, and research interpretation.

3 CREDITS

### AC 141 — JOURNALISM

*Prerequisite: EN 121*

Practice the techniques of newsgathering, newswriting, and developing news judgment. News stories, features, editorials, and photojournalism are covered in discussions and workshops. Skills in copyediting and headline-writing are built through student newspaper and off-campus assignments.

3 CREDITS

### AC 161 — MULTIMEDIA COMPUTING FOR ADVERTISING AND MARKETING COMMUNICATIONS

Students develop computer skills applicable to the communications industry, including word processing, spreadsheets, networking, presentations, desktop publishing, and internet research. Through hands-on use, they complete such industry-oriented projects as print ads, press releases, and advertising analyses.

2 CREDITS; 4 COMPUTER LABORATORY HOURS PER WEEK

### AC 171 — MASS COMMUNICATIONS

*Prerequisite: AC 111*

*Co-requisite: (for one-year AAS students) AC 111*

Analysis and comparison of issues of mass media and the communications arts as they are used in advertising, marketing, promotion, and the dissemination of public information. Includes an overview of careers available in communications. Students learn communications theory, new electronic media, and their potential applications.

3 CREDITS

### AC 201 — INTRODUCTION TO ADVERTISING AND PROMOTION FOR COMMUNICATION DESIGN

Concepts, perspectives, and methods for the development and implementation of integrated marketing communications programs are studied. Emphasizing visually driven advertising and direct marketing campaigns, students analyze how to use the components of marketing communications to help producers, manufacturers, and retailers realize marketing objectives.

2 CREDITS

### AC 211 — WORKSHOP IN BUSINESS COMMUNICATIONS

*Prerequisites: AC 111 and FM 114*

Analysis of skills needed for effective written, spoken, and visual communications. Industry case histories are used to identify and suggest solutions to communications problems. Students' abilities to observe, listen, speak, and write effectively are evaluated. Emphasis is on the complete business presentation.

3 CREDITS

**AC 221 — PUBLICITY WORKSHOP**

*Prerequisites: AC 111 and FM 114*

Use of current news, events, and personalities as a basis for writing and evaluating institutional and product publicity releases for news and feature stories. Students plan publicity campaigns and create press kits.

3 CREDITS

**AC 222 — SALES PROMOTION**

*Prerequisite: AC 111*

Students plan and develop sales promotion activities in order to achieve specific marketing and communications objectives. Both business-to-business and business-to-consumer sales promotion campaigns are developed.

3 CREDITS

**AC 231 — ADVERTISING COPYWRITING**

*Prerequisites: AC 111 and FM 114, and (for Advertising and Marketing Communications students) AD 101 or CD 122*

Evaluating, writing, and editing copy for national, trade, and retail advertising and promotion, internal communications, and direct marketing for all market levels. Includes copy-testing techniques and visualization for copy brainstorming.

3 CREDITS

**AC 232 — RADIO AND TV COPYWRITING WORKSHOP**

*Prerequisite: AC 231*

Students prepare national/retail broadcast advertisements for products and services.

3 CREDITS

**AC 242 — FASHION JOURNALISM WORKSHOP**

*Prerequisites: AC 111 and AC 141*

Development of reporting skills needed for a journalism career in fashion and related fields. Students plan and carry out research; conduct interviews; write and edit fashion news, feature stories, and captions; and work with fashion visual materials. Fashion review assignments provide opportunities to practice photojournalism, feature, and editorial writing.

3 CREDITS

**AC 262 — MULTIMEDIA PRESENTATIONS**

*Prerequisite: (for Advertising and Marketing Communications students) AC 111*

The planning and preparation of multimedia presentations utilizing computer and audiovisual techniques. Coursework covers presentations suitable for public relations, shows, demos, conferences, exhibits, special events, dealer aids, and sales books, and examines these presentations' coordination with advertising and other promotional activities.

3 CREDITS

**AC 271 — AUDIENCES AND MEDIA**

*Prerequisite: AC 111*

This course is designed to provide students with an understanding of the role of media planning and buying in advertising. The course reviews such areas as basic measurement tools and the relationship between marketing and advertising objectives translated into media objectives, strategies, and tactics. Students identify target markets, develop media strategies, and evaluate media alternatives and media-buying approaches.

3 CREDITS

**AC 272 — RESEARCH METHODS IN INTEGRATED MARKETING COMMUNICATIONS**

*Prerequisites: three credits of mathematics and AC 161 or (for two-year AAS Advertising and Marketing Communications students) MG 153*

This course examines the current methods and techniques used to evaluate the effectiveness of marketing, advertising, and promotion. The information-gathering process uses both secondary research data and primary sources. Students create a marketing research project using a variety of research techniques.

3 CREDITS

**AC 291 — CAMPAIGN PLANS AND PRESENTATIONS**

*Prerequisite: approval of chairperson or instructor*

Advertising and Marketing Communications and Communication Design students use acquired marketing and communications skills to solve an actual industry marketing problem by participating in campaign development from inception to presentation.

3 CREDITS

**AC 299 — INDEPENDENT STUDY IN ADVERTISING AND MARKETING COMMUNICATIONS**

*Prerequisite: a minimum of 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**AC 311 — INTEGRATED MARKETING COMMUNICATIONS MANAGEMENT**

For Visual Art Management students. Case study techniques are used to help students develop criteria for evaluating the planning, budgeting, and execution of Integrated Marketing Communications strategies. Emphasis is on management of advertising, public relations, direct marketing, and sales promotions to achieve marketing objectives.

3 CREDITS

**AC 321 — PRINCIPLES OF PUBLIC RELATIONS**

*Prerequisite: AC 221*

Examines the principles and processes underlying the programming of public relations as a management function of marketing. Attention is directed to the specific requirements of interacting with various publics. Students work with public opinion research data on industry-derived projects and cases to design, plan, and write proposals for publicity and public relations programs.

3 CREDITS

**AC 322 — PUBLICITY/PUBLIC RELATIONS FOR VISUAL ART MANAGEMENT**

Designed for Visual Art Management majors, this course examines public relations as a management function in museums. Students study how public relations is used to further museum goals by examining how it relates to exhibitions, fundraising, and retail operations. Working with public opinion research data, students create press kits and public relations programs.

3 CREDITS

**AC 341 — MAGAZINE JOURNALISM**

*Prerequisite: AC 141*

Students develop the editorial and marketing skills needed to succeed in today's fast-paced magazine publishing world by creating a magazine prototype directed at a specialized target audience.

3 CREDITS

**AC 361 — COMPUTER APPLICATIONS AND INTERACTIVE TECHNOLOGIES FOR MARKETING COMMUNICATIONS**

*Prerequisite: AC 161 or MG 153*

Students improve skills in word processing, spreadsheets, desktop publishing, presentations, and internet research through the use of marketing communications case studies. The use of software applications to solve marketing communications problems is explored, with an emphasis on the creation of public relations communications and advertising executions.

2 CREDITS; 4 COMPUTER LABORATORY HOURS PER WEEK

**AC 362 — VIDEO STUDIO PRODUCTION***Prerequisite or Co-requisite: AC 231*

Through workshop activities, students develop professional studio techniques for video, journalism, and communications. Emphasis is placed on audio and video coverage of fashion events, as well as marketing applications. Students work on team assignments in video production. (G6: Arts)

3 CREDITS; 2 LECTURE AND 2 STUDIO HOURS PER WEEK

**AC 411 — BRAND MANAGEMENT***Prerequisite: AC 321*

Students study the critical elements of brand management—the role of brands and the concept of brand equity—using integrated marketing communications strategies and tactics to build brands. They learn to build brand equity by employing brand elements and leveraging secondary associations through brand extensions, co-branding, and forming strategic alliances with third parties.

3 CREDITS

**AC 412 — CREATIVE STRATEGIES***Prerequisite: AC 231*

Creative strategies are developed to solve marketing communications problems and build strong brand identities. Students research industry-derived projects and evaluate relevant market factors to create effective strategies.

3 CREDITS

**AC 413 — CORPORATE COMMUNICATIONS***Prerequisites: AC 321, EN 321, and SS 342*

Students develop the skills necessary to create communications that successfully influence an organization's internal and external publics. The course trains students to identify emerging business trends, interpret annual reports and related business documents, and convey business news in a clear, concise style through a variety of business communication and public relations tools.

3 CREDITS

**AC 423 — SPECIAL EVENTS MARKETING PUBLIC RELATIONS***Prerequisite: AC 321*

Students learn how to integrate special events into a client's marketing communications program. The strategies, planning, and execution of special events are studied using specific cases. Students work with industry clients to produce an event.

3 CREDITS

**AC 424 — MARKETING COMMUNICATIONS: AN INTERNATIONAL PERSPECTIVE***Prerequisites: AC 221 and approval of instructor*

Examines the principles and processes of the marketing communications industry in England. Through seminars and field experience, students work with marketing communications companies to design, plan, and implement communications programs. Includes a four-week field experience with the British communications industry.

4 CREDITS; APPROXIMATELY FOUR WEEKS IN JUNE

**AC 461 — ELECTRONIC MEDIA PRODUCTION***Prerequisite: AC 362*

Technical and creative aspects of electronic media are stressed as students write, direct, edit, and produce trade and consumer videos and commercials. The coursework develops video production capabilities and encourages familiarity with a fully equipped, multi-camera studio. Preproduction and postproduction functions are analyzed and evaluated.

3 CREDITS; 2 LECTURE AND 2 STUDIO HOURS PER WEEK

**AC 462 — VIDEO FIELD PRODUCTION***Prerequisite: AC 362*

The operation and application of portable video and editing equipment to meet fashion marketing, corporate communications, and broadcast journalism objectives and strategies. Through the hands-on experience of writing, producing, directing, and editing a five-minute infomercial and a 30-second television commercial, students learn planning, budgeting, and digital post-production techniques.

3 CREDITS; 2 LECTURE AND 2 STUDIO HOURS PER WEEK

**AC 471 — MEDIA PLANNING***Prerequisites: AC 271 and MA 222*

Examines the relationship between the marketing plan and media planning. This course develops students' understanding of pre- and post-placement media analysis and research. Students develop a media plan utilizing research data and reports from current case histories.

3 CREDITS

**AC 499 — INDEPENDENT STUDY IN ADVERTISING AND MARKETING COMMUNICATIONS***Prerequisites: a minimum of 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Advertising Design

**AD 203 — ADVERTISING DESIGN AND LAYOUT**

For Photography students. Application of design principles to photographic layout problems, in black and white and color, utilizing the student's own photographs.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**AD 213 — ADVERTISING DESIGN CONCEPTS***Prerequisites: CD 112, CD 121, and CD 171*

Introductory Advertising Design course. Advertising problems are presented and students are encouraged to develop solutions that are original, unexpected and persuasive.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**AD 381 — CONCEPT DEVELOPMENT WORKSHOP I***Prerequisite: AD 213**Co-requisite: CD 371*

A workshop approach, working individually and in teams to create conceptual copy and art in advertising. Case studies in advertising are examined, and original student concepts are developed. (G6: Arts)

3.5 CREDITS; 1 LECTURE AND 5 STUDIO HOURS PER WEEK

**AD 382 — CONCEPT DEVELOPMENT WORKSHOP II***Prerequisite: AD 381*

Students produce an outstanding and provocative portfolio and refine their strategic thinking, art direction, copywriting, and execution abilities.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**AD 383 — COMMUNICATIONS PLANNING AND PRINT ADVERTISING***Prerequisite: AD 381*

The development of concepts for a strategy plan is stressed and used to create a total campaign encompassing various advertising alternatives, such as print, outdoor, interactive, innovative media, direct marketing, and promotion. (G6: Arts)

3.5 CREDITS; 1 LECTURE AND 5 STUDIO HOURS PER WEEK

**AD 442 — TV STUDIO/TV AD CONCEPTS**

*Prerequisite: AD 382*

From concept to broadcast, this course offers students the hands-on experience of making a 30-second television spot.

3.5 CREDITS; 1 LECTURE AND 5 STUDIO HOURS PER WEEK

**AD 464 — SENIOR PORTFOLIO DESIGN**

*Prerequisites: AD 494 and (for Graphic Design students) GD 411*

Students prepare cohesive portfolios, reflecting their own individual design aesthetics, in preparation for careers in graphic and/or advertising design.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**AD 481 — ART DIRECTION**

*Prerequisites: AD 383 and CD 372*

Development from concept to design of highly finished comprehensives. Role of the art director is considered, including time management, production procedures, and working with photographers, illustrators, and other industry suppliers.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**AD 491 — INTERNSHIP**

*Prerequisite: AD 494*

A 12-week internship in the field, scheduled individually for a minimum of 14 hours per week.

Provides follow-up review and assessment of the work experience through instructor/student conferences.

4 CREDITS

**AD 494 — SENIOR DESIGN PROJECT RESEARCH**

*Prerequisites: CD 372, EN 322, and (for Graphic Design students) GD 312*

A comprehensive study of the research methodology needed to write a thesis, including collecting and analyzing data. This thesis will become the basis for the Senior Design Project the following semester.

3 CREDITS

**AD 495 — SENIOR DESIGN PROJECT**

*Prerequisites: AD 494 and (for Graphic Design students) GD 411*

In an independent study format, analyze, organize, and execute a senior design project resulting from the senior design project research paper completed in the prior semester. Format provides further opportunity to develop personal voice and communicate original visual messages.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**AD 496 — ADVANCED ADVERTISING DESIGN WORKSHOP**

*Prerequisite: CD 372*

Entries for national and international student design competitions are produced, resulting in exposure to the design and advertising industries. In addition, actual advertising design projects presented by clients are introduced, affording the opportunity for client contact and creation of professionally produced material for a portfolio.

3 CREDITS; 6 STUDIO HOURS PER WEEK

## Fashion Design (See also AP, AR, DP, FD, FF, TL)

**AF 299 — INDEPENDENT STUDY IN FASHION DESIGN**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**AF 341 — COSTUME DESIGN FOR THE PERFORMING ARTS**

Limited to baccalaureate-level students or with approval of department chair. Application of skills to theatrical production design. Through analysis of live theatre, films, and videos, create costume plots and color compositions and learn research techniques, costume painting, and accessory construction.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**AF 412 — ETHNIC FASHIONS: RESOURCES AND APPLICATIONS**

*Prerequisites: (AF 111 or FF 221) and (AR 111 or FF 111)*

Survey of ethnic fashions from archaic to contemporary periods, encompassing American Indian, Mesoamerican, Asian, African, and European folk cultures. Slides and actual costumes familiarize students with basic shapes, colors, symbols, patterns, and texture in ethnic costume and serve as inspiration in developing sketches for contemporary fashions.

2.5 CREDITS; 2 LECTURE AND 1 STUDIO HOURS PER WEEK

**AF 499 — INDEPENDENT STUDY IN FASHION DESIGN**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Fashion Design—Apparel (See also AF, AR, DP, FD, FF, TL)

**AP 144 — OUTERWEAR AND PERFORMANCE APPAREL SEWING TECHNIQUES**

*Prerequisite: AP 141 or AP 143 or DP 111 or FD 131 or TL 111 or MW 141 or approval of program advisor*

Produce outerwear garments in a sample-room setting using construction techniques specific to the outerwear and performance apparel market. Special focus is on the use of technically enhanced fabrics and protective design details in the construction of rainwear, urban outerwear, skiwear, and fishing, hiking, and boating apparel.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

**AP 221 — FLAT PATTERN DESIGN**

*Prerequisite: AP 121 or FD 121*

Advanced use of the master pattern. Includes structures for sleeve and body styling, collar designs, and the development of the slack sloper.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**AP 222 — COMPUTER-AIDED FLAT PATTERN DESIGN**

*Prerequisites: (AP 121 or FD 121) and AR 112*

Through hands-on experience, learn computer-aided design for patternmaking and understand its creative potential.

1 CREDIT; 2 COMPUTER LABORATORY HOURS PER WEEK

**AP 223 — ADVANCED COMPUTER-AIDED FLAT PATTERN DESIGN**

*Prerequisite:* AP 222 or approval of chairperson

Learn advanced features and capabilities of computer-aided design using the Lectra Modaris pattern design software. Using CAD, recreate the pattern designer's traditional working environment by translating original ideas to the computer, digitizing and modifying designs, plotting out design creations, and managing the file information.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**AP 241 — LEATHER APPAREL DESIGN ROOM TECHNIQUES**

*Prerequisite:* AP 141 or AP 143 or FD 131 or MW 141

Teaches construction, processing, finishing, and decorative techniques for making men's or women's leather garments. Learn about the leather apparel industry, resources, and suppliers.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

**AP 242 — HAUTE COUTURE SEWING TECHNIQUES**

*Prerequisite:* AP 141 or AP 143 or DP 111 or FD 131 or TL 111 or approval of program advisor

The sewing techniques practiced in the finest haute couture ateliers around the world are introduced and provide the basis for understanding couture. Learn couture techniques in cutting, hand stitching, seam and hem finishes, pocket construction, pressing, and finishing.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

**AP 243 — HAUTE COUTURE DECORATIVE TECHNIQUES AND EMBELLISHMENTS**

*Prerequisite:* AP 242 or approval of chairperson

Expands knowledge of the couture by exploring various decorative techniques. Learn how to hand bead and apply rocailles, sequins, pearls, and faux gems on different types of fabrics. Create embellishments such as flowers and frog closures from fabric and ribbons, hand embroider original designs, and learn the arts of quilting, cartridge pleating, and trapunto.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

**AP 244 — HAUTE COUTURE CONSTRUCTION AND TECHNOLOGY**

*Prerequisite:* AP 242

Apply couture sewing methodology and construct a skirt and jacket in order to understand the fitting process, couture fabric selection, proper cutting procedures, and inner construction methods.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

**AP 253 — LEATHER APPAREL DESIGN**

*Prerequisites:* (AP 211 or FD 112) and (AP 221 or FD 221) and AP 241 or MW 232

Study the use of leather, suede, and other animal skins and apply these materials to the design principles exclusive to creating men's and women's apparel. Develop original designs utilizing draping and flat-pattern industrial methods.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

**AP 265 — HAND-KNIT DESIGN**

Preparation for using hand-knitting machines to create original ideas for knitted fabrics and garments. Emphasizes using various stitch patterns and different textured yarns and colors to achieve new fabric textures.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**AP 272 — INTIMATE APPAREL: FOUNDATION GARMENT DESIGN**

*Prerequisite:* AP 143 or FD 131

Design and development of foundation garments. Techniques are applicable to lingerie, swimwear, and sportswear.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**AP 275 — HAUTE COUTURE APPAREL DESIGN**

*Prerequisites:* (AP 211 or DP 212 or FD 112) and AP 243 and AP 244

Apply knowledge of the couture to design, drape, fit, and construct a mini-collection for a particular target market. Develop styles and images through fabric sourcing, market research, and inspirational research.

3 CREDITS; 6 LABORATORY HOURS PER WEEK

**AP 281 — OUTERWEAR APPAREL DESIGN**

*Prerequisites:* (AP 144 and TS 171) and (AP 211 or FD 112) or (AP 221 or FD 221) or DP 211 or MW 232

Drawing on market research and trend services, create original men's and women's traditional, urban, or casual outerwear designs with a focus on the technical, functional, and aesthetic needs of the end user.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

**AP 282 — PERFORMANCE APPAREL DESIGN**

*Prerequisites:* (AP 144 and TS 171) and (AP 211 or FD 112) or (AP 221 or FD 221) or DP 211 or MW 232

Create performance apparel based on the principles of human physiology in extreme movement, and build on the technical and aesthetic needs of the serious outdoor sports enthusiast. Conduct market research and employ forecast services to develop designs.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

**AP 322 — APPAREL PRODUCT DATA MANAGEMENT**

*Prerequisite:* AP 222 or PM 221 or approval of program advisor

Apply principles of product data management using web-based software. Emphasizes creating garment information and specifications at different stages of development from design to costing to manufacture. Execute style packages and line plans for sample development.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**AP 337 — PRIMAVISION APPAREL DESIGN DEVELOPMENT**

*Prerequisite:* AP 334 or FD 353, or approval of chairperson

Gain knowledge of technical line development and execution through the study and use of the software program Primavision, by Lectra Systems. Original concepts are translated into technical design factory packages ready for sample development. Emphasis is on specifications and construction details involved in woven and knit fabric development.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**AP 351 — EXPERIENCING STYLE**

*Prerequisite:* PH 371

Photography students learn about the factors that influence the design and presentation of a collection. Working with Fashion Design students, they study the importance of the market, branding, trends, and the structure of the design house.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**AP 421 — COMPUTERIZED PATTERN DESIGN**

*Prerequisites:* AP 221, AP 222, and AR 213

Introduction to the operation of Gerber computer and Gerber pattern design system and development of abilities to efficiently create original ideas by computer. Includes discussion of hardware and patternmaking program.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**AP 422 — ADVANCED COMPUTERIZED PATTERN DESIGN: GERBER ACCUMARK**

*Prerequisite:* AP 421

Using software tools designed for advanced pattern design techniques, increase pattern design capabilities and learn how to combine computer automation with design tools for advanced pattern development.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

## Fashion Design—Art (See also AF, AP, DP, FD, FF, TL)

**AR 101 — FASHION ART AND DESIGN**

For Fashion Merchandising Management and Textile Development and Marketing students. Studies basic proportions of the fashion figure, garment details and terminology, and principles of color. (G6: Arts)

1.5 CREDITS; 1 LECTURE AND 1 STUDIO HOURS PER WEEK

**AR 115 — INTRODUCTION TO CAD SOFTWARE FOR FASHION DESIGNERS**

Acquire basic knowledge and hands-on experience with software applications typically used by designers in the fashion industry. Develop the computer skills needed to create original designs in various formats.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**AR 152 — LEATHER APPAREL PORTFOLIO**

*Prerequisite:* AR 114 or approval of Leather Apparel certificate program advisor

Use basic drawing and computer skills to communicate design concepts and develop a digital portfolio of men's or women's leather apparel.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**AR 182 — FLATS AND SPECS FOR THE FASHION INDUSTRY**

*Prerequisite:* AR 101 or approval of Fashion Design-Art assistant chairperson

Introduces the concept of sketching designs and actual garments in the flat format rather than on the fashion figure. Emphasizes developing flat sketches used for spec sheets, presentation and storyboards, designing and merchandising a line, and record keeping.

1.5 CREDITS; 1 LECTURE AND 1 STUDIO HOURS PER WEEK

**AR 213 — INTRODUCTION TO COMPUTERIZED FASHION DESIGN**

*Prerequisite:* AR 112 or FF 112

Conceptualize fashion design ideas and create original artwork using the computer as a design tool.

1 CREDIT; 2 COMPUTER LABORATORY HOURS PER WEEK

**AR 214 — FASHION DESIGN USING PHOTOSHOP**

*Prerequisites:* (AR 114 or AR 115 or AR 213) and (AR 101 or AR 111), or approval of Fashion Design-Art assistant chairperson

Using Adobe Photoshop, focus on sketching, color stories, line planning, silhouette, and fabric design in order to establish fashion design principles through digital line design development techniques. Includes analysis and interpretation of customer/category research.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**AR 215 — FASHION DESIGN USING ILLUSTRATOR**

*Prerequisites:* (AR 114 or AR 115 or AR 213) and (AR 101 or AR 111), or approval of Fashion Design-Art assistant chairperson

Use Adobe Illustrator to learn the fundamental and advanced techniques specific to fashion design. Aspects of drawing flats and garment details and working with images and color are addressed. Build fabric and trim libraries and create stitch effects and/or repeat prints.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**AR 216 — FASHION DESIGN USING PRIMAVISION AND COLOUR MATTERS**

*Prerequisites:* (AR 114 or AR 115 or AR 213) and (AR 101 or AR 111), or approval of Fashion Design-Art assistant chairperson

Master the use of Primavision and Colour Matters, CAD systems used extensively in the fashion industry, in order to create digital presentation boards, fashion graphics, woven and print designs, and flat garment sketches. Emphasis is on CAD usage within an art and design studio environment.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**AR 245 — DIGITAL FASHION DESIGN PORTFOLIO**

*Prerequisites:* AR 214, AR 215 and AR 216, or approval of Fashion Design-Art assistant chairperson

Selecting specializations and creating mini-collections, students produce professional digital portfolios using Adobe Photoshop, Adobe Illustrator, Colour Matters, and Primavision CAD applications.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**AR 291 — OUTERWEAR AND PERFORMANCE APPAREL DESIGN PORTFOLIO**

*Prerequisites:* (AR 111 or FF 111 or MW 151), and (CG 211 or PH 272), and TS 171

Create product, spec sheets, and storyboards for various segments of the men's and women's outerwear and performance apparel industry in order to develop digital portfolios focusing on a particular market. Forecast and track trends, study licensing issues, and explore graphic design as it relates to logos and branding.

2.5 CREDITS; 1 LECTURE AND 3 COMPUTER LABORATORY HOURS PER WEEK

**AR 292 — HAUTE COUTURE PORTFOLIO**

*Prerequisite:* (AR 211 or FF 211), or approval of Fashion Design-Art assistant chairperson

Study the muscular and skeletal functions of the human body and their relationships to the design and creation of haute couture apparel, visualizing how anatomy and aesthetics form the basis of designing a haute couture collection. Become proficient in the translation of ideas via the fashion design sketch and further develop a personal drawing style.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**AR 301 — FASHION ART FOR TEXTILE DESIGNERS**

For baccalaureate-level Textile/Surface Design students. The basics of figure drawing and sketching in various media are presented. Students create original fashion designs using their own textile designs.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**AR 311 — SKETCHING FOR FASHION DESIGNERS**

Draw garments as they appear on models and study clothing in relationship to the body. Large, half-size, petite, and junior-size figures are featured to study proportions used in the industry.

2 CREDITS; 4 STUDIO HOURS PER WEEK

## Business Enterprise

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### **BE 111 — BUSINESS LAW PRACTICES FOR SMALL BUSINESS**

Develops an understanding of basic legal principles relating to branches of commercial law. Concentrates on areas of special interest to entrepreneurs, including laws of contracts, sales, forms of business organization, personal and real property, and insurance.  
3 CREDITS

### **BE 113 — FINANCIAL PRACTICES FOR SMALL BUSINESS**

Provides an understanding of techniques necessary to plan a sound financial foundation for a small business. Analyzes procedures connected with capital budgeting, sources of borrowed capital, management of assets, financial planning, liquidity vs. profitability, and risk management, with special emphasis placed on the unique financial practices of small businesses.  
3 CREDITS

### **BE 121 — OPERATING A SMALL RETAIL BUSINESS**

Develops an understanding of the principles and techniques necessary to profitably operate a retail store. Emphasis is placed on the development of a detailed six-month plan and the decision-making inherent in successful retail businesses.  
3 CREDITS

### **BE 261 — STARTING A SMALL BUSINESS**

Investigates the problems and challenges of opening and managing a small business. Emphasis is placed on analysis of financial statements and on developing a business plan.  
3 CREDITS

### **BE 402 — THE BUSINESS OF ILLUSTRATION**

Students learn the business side of an illustration career. Potential markets for illustration are examined, marketing techniques are explored, and legal issues are studied. Key aspects of financial management, including record keeping and tax planning, are covered.  
1 CREDIT

### **BE 403 — THE ARTIST IN THE MARKETPLACE**

Basic business practices relevant to fine artists are presented. Issues in intellectual property and contract law are discussed. Students research potential markets for fine arts and explore pertinent marketing techniques.  
3 CREDITS

## Business Law

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### **BL 201 — BUSINESS LAW FOR THE ARTIST**

Informs the visual artist of useful legal knowledge and practical principles of business. Emphasis is placed on the needs of illustrators, textile designers, advertising artists, sculptors, and painters.  
3 CREDITS

### **BL 343 — INTRODUCTION TO BUSINESS LAW**

An introduction to basic legal principles relating to branches of commercial law, with special emphasis upon the laws of contracts, sales, agency, and other areas relevant to the career aspirations of fashion industry students.  
3 CREDITS

### **BL 443 — BUSINESS LAW II**

*Prerequisite: BL 343*

Addresses additional areas of the law especially relevant to preparation for careers as business managers or business owners. Aspects of international law are studied.  
3 CREDITS

## Business and Technology Studies

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### **BT 299 — INDEPENDENT STUDY**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*  
VARIABLE CREDITS (3 CREDITS MAXIMUM)

### **BT 499 — INDEPENDENT STUDY**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*  
VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Communication Design

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### **CD 111 — FOUNDATION I/BASIC DESIGN THEORY**

An introduction to basic two-dimensional design theory, principles, and practice. Students progress from circle, square, and triangle analysis to the study of line, shape, and form. Course emphasizes studio techniques and media exploration. (G6: Arts)  
3 CREDITS; 6 STUDIO HOURS PER WEEK

### **CD 112 — FOUNDATION II/COMMUNICATION DESIGN**

*Prerequisites: CD 111 and CD 171*  
Application of design principles and systems to basic problems in advertising/graphic design. Students explore layout techniques and the relationship of typography and visual elements in creative problem solving.  
3 CREDITS; 6 STUDIO HOURS PER WEEK

### **CD 113 — THREE-DIMENSIONAL DESIGN**

Introduces design in three dimensions by developing form through the joining of planes. Techniques with board and paper are stressed. (G6: Arts)  
1.5 CREDITS; 3 STUDIO HOURS PER WEEK

### **CD 121 — STUDIO SKILLS**

Students learn to execute marker renderings of images and type in layouts—from quick thumbnails to art director's roughs—to communicate visual ideas. The techniques of sketching quickly are taught through demonstration, exercise, and practice.  
1.5 CREDITS; 3 STUDIO HOURS PER WEEK

### **CD 122 — DIGITAL LAYOUT I**

Traditional studio skills, typography, and computer techniques are explored in order to create printed pieces using InDesign. Students learn to plan and produce files for printing.  
2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

### **CD 123 — BASIC BOOKBINDING**

Students work hands-on to create book structures. Different bookbinding methods are explored, such as non-adhesive structures, accordions, sewing, and case-bound books, with an emphasis on craft and the proper use of materials.  
1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**CD 131 — COLOR WORKSHOP**

The study of the relationship of color principles, theories, and terminology to the printed page. Students explore various approaches to color application and creation.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**CD 132 — CREATIVE PROCESS**

Students study various processes and techniques to stimulate and develop creativity. The communication of ideas using visual and verbal methods is explored. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**CD 171 — INTRODUCTION TO TYPOGRAPHY**

Study of basic type forms, terminology, and specification. Application of type in layout design is presented, with an emphasis on rendering techniques. Includes the historical development of type.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**CD 172 — COMPUTER DRAWING AND TYPOGRAPHY**

*Co-requisite: CD 122*

This course concentrates on the creation, use, and versatility of vector-based images and type, emphasizing the connection between design and illustration.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CD 201 — COMPUTER TYPESETTING AND DESIGN**

For Illustration students. Introduces the Macintosh computer system as a typesetting and graphic design tool. Through hands-on experience, students develop a working knowledge of hardware and software applications.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CD 222 — DIGITAL LAYOUT II**

*Prerequisite: CD 122*

This course is a continuation of CD 122. Using InDesign, students master the essential elements of design, typography, and image control, including color separations and printing.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CD 223 — INTRODUCTION TO INDESIGN**

*Prerequisite: CD 122 or CD 172, or approval of chairperson*

Using the Adobe InDesign page layout program, students master the essential elements of design, typography, and image control, and learn to integrate other Adobe applications to enhance their designs.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CD 231 — VISUAL PROCESS**

*Prerequisites: CD 132 and CD 172*

Images and symbols are introduced into the students' graphic vocabulary, providing them with additional methods for communicating ideas. Students develop their concepts both by hand and on computer.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**CD 251 — DIGITAL IMAGERY**

*Prerequisite: CD 172*

Introduces digital imagery and its tools and techniques. Using Adobe Photoshop, students work with layers to build intricate visual composites containing multiple images, textures, and transparencies, resulting in practical design solutions.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**CD 261 — PORTFOLIO DEVELOPMENT**

For non-degree students seeking to create Communication Design, Advertising Design, Graphic Design, Packaging Design or Visual Presentation and Exhibition Design portfolios. Students build and define their portfolios to a level that is appropriate to their objectives, including college degree program admission or professional employment or advancement. In addition to portfolios, the course includes analysis of student's goals and writing and design of resumes and business cards.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**CD 271 — DESIGNING WITH TYPE**

*Prerequisite: CD 171*

Concentrates on solving design problems through the use of type and letter forms. Emphasizes rendering in a variety of media.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**CD 272 — ADVANCED COMPUTER DRAWING AND TYPOGRAPHY**

*Prerequisite: CD 172*

This course builds upon the knowledge and skills acquired in CD 172. Emphasis is placed on advanced concepts of drawing and layout through the use of computer-drawn images and typography. Students create three-dimensional images from two-dimensional designs and prepare and optimize vector-based files for print- and screen-based presentation.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CD 322 — DESIGN PROCESS TECHNOLOGY**

*Prerequisites: CD 222 and CD 251*

Students explore grid systems that will assist in processing more complex typographic information. Students increase composition skills and typographic knowledge.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CD 351 — CREATING AN ILLUSTRATION PORTFOLIO FOR THE WEB**

*Prerequisite: IL 125*

Students are introduced to a basic level of web design and production. Students learn the fundamentals of website layout, navigation, and various ways to develop a web grid using software, such as Dreamweaver. The goal is to develop a site structure that houses the student's portfolio.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CD 361 — PROFESSIONAL PRACTICES**

Future designers and art directors explore the business side of their professions by learning how to develop professional relationships; understand contracts and other business documents; negotiate, estimate, and determine fees; start, manage, and market a business; and address ethical and legal issues.

2 CREDITS

**CD 371 — ADVANCED TYPOGRAPHY I**

*Prerequisites: CD 231, CD 271, and GD 214*

Explores solutions to advanced typographical problems involving typographic origins, forms, and communication. Both hand and computerized typography are developed.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**CD 372 — ADVANCED TYPOGRAPHY II**

*Prerequisite: CD 371*

This course presents a comprehensive study of typographic applications and principles of text, grids, ligatures, and letterform development.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**CD 373 — THE CONVERGENCE OF TYPE AND IMAGE**

*Prerequisite: PH 274*

Photography students learn to combine typography and photographic imagery to create promotional materials for a photography exhibit. Adobe InDesign is used.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CD 441 — BROADCAST DESIGN**

*Prerequisite: GD 243*

This course guides students through the process of creating successful time-based design projects, which may be disseminated or broadcast via digital networks. The concept of incorporating motion, sound, and interactivity is introduced and experimentation with non-traditional design solutions is encouraged.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CD 442 — SENIOR 3D PRESENTATION DESIGN**

*Prerequisite: AD 494*

Students explore the creative process specific to exhibition design in three dimensions. Using three-dimensional graphic design, multimedia, and audiovisuals, they design a custom system as a communications tool.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## Computer Graphics

**CG 111 — INTRODUCTION TO COMPUTER GRAPHICS**

Computer graphics concepts and theory are presented through lecture and hands-on experience. Topics include bitmapped vs. vector graphics, color theory and management, graphics file formats, and two- and three-dimensional applications as they relate to art and design disciplines and the web. New and emerging technologies are explored.

1 CREDIT

**CG 211 — COMPUTER-ASSISTED DESIGN**

*Co-requisite: CG 111 or approval of instructor*

Paint and image-processing software is used as an artist's tool to solve basic design problems and create original, innovative work. Emphasis is on exploring the visual elements inherent in good design.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 212 — INTRODUCTION TO THREE-DIMENSIONAL COMPUTER MODELING**

*Prerequisite: CG 211 (waived for Jewelry Design students)*

The theory and concepts needed to understand three-dimensional space and to construct three-dimensional models are introduced. Focus is on acquiring the techniques used to create three-dimensional models and how to apply real-world effects to their work through material application and lighting. Software: 3D Studio Max.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 213 — TWO-DIMENSIONAL COMPUTER ANIMATION**

*Prerequisite: CG 211 or PH 272*

Exploration of two-dimensional computer animation and its use in websites and the broadcast and entertainment industries. Focus is on animation, design, compositing, and production issues using Adobe Photoshop and After Effects applications.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 214 — WEB PAGE CONSTRUCTION**

*Prerequisite: CG 111 or approval of chairperson*

Students learn to construct and implement web pages, from content creation through production. Current XHTML and state-of-the-art graphical web designing software, such as Dreamweaver, is discussed, demonstrated, and used to create deliverable web pages.

1.5 CREDITS; 1 LECTURE AND 1 COMPUTER LABORATORY HOURS PER WEEK

**CG 215 — WEB PAGE CONSTRUCTION II**

*Prerequisite: CG 214 or approval of instructor*

Students use styles (CSS, or Cascading Style Sheets) to create enhanced web pages. Other DHTML tools such as Javascript and Flash are introduced in order to produce dynamic websites. Students must have working knowledge of HTML.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 221 — DESIGN AND AUTHORING FOR INTERACTIVE MEDIA I**

*Prerequisite: CG 111*

Introduction to designing for interactive media using Flash and ActionScript to produce finished projects, including websites, DVDs, games, and animation for various delivery media. Importing various kinds of graphics, video, animation, special effects, and sound is explored. Basic scripting techniques are used to build menus and control program flow.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 222 — GAME DESIGN FOR DIGITAL MEDIA**

*Prerequisite: CG 221, CD 441, or approval of chairperson*

The theory and implementation of game design is explored through the creation of small games using Adobe Flash and ActionScript. Students must know basic Flash and ActionScript.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 241 — FLASH ANIMATION**

Introduction to designing character animation using Adobe Flash to produce finished animation for websites, games, broadcast, and various other delivery media. Emphasis is on the integration of graphics, video, special effects, and sound. Students must have proficiency in high-level graphics software, e.g. Photoshop.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 251 — BASIC EDITING WITH FINAL CUT PRO**

*Prerequisites: CG 111 (or appropriate Macintosh experience) and CG 213 or CG 221, or approval of chairperson*

The concepts involved in editing video and animation are explored using Final Cut Pro software, with an emphasis on telling a story through the editing process. Learn how to assemble audio and video elements and gain studio experience in managing media assets, nested timelines, and basic workflow procedures. Use stock footage or provide own camera.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 299 — INDEPENDENT STUDY IN COMPUTER GRAPHICS**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**CG 311 — TWO-DIMENSIONAL COMPUTER IMAGE GENERATION**

*Prerequisite: CG 211 or approval of instructor*

This advanced image-processing course builds on concepts introduced in previous courses. Sophisticated tools are explored and applied in individual projects. Software: Adobe Photoshop.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 312 — THREE-DIMENSIONAL COMPUTER MODELING AND RENDERING**

*Prerequisite:* CG 212

This studio course focuses on the process of computer-based three-dimensional model construction as it applies to animation. Students explore standard and advanced construction and rendering techniques as they complete assignments and creative projects. Software: 3ds Max.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 314 — PROGRAMMING CONCEPTS**

*Prerequisite:* CG 111

Languages used in computer graphics and interactive design, including websites, are presented, with emphasis on current scripting languages. JavaScript (or other current language) is used to present concepts such as variables, objects, properties, data flow, and control. Techniques such as interactive button rollovers, cycling banners, and animations, as well as logic flow and project management, are explored.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 321 — DESIGN AND AUTHORING FOR INTERACTIVE MEDIA II**

*Prerequisite:* CG 221

Advanced concepts for interaction design are explored, using such current software as the Adobe suite of programs, including Flash and ActionScript. Planning and scripting are emphasized, as well as consideration of overall graphic, sound, and human interface design, to produce Flash projects for the web or stand-alone projects.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 322 — INTERFACE DESIGN**

*Prerequisite:* CG 321

This in-depth study of the field of interactive design and the concepts of user interface design focuses on principles that are central to creating usable applications and effective, intuitive, friendly, and consistent graphical interfaces.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 341 — 3D MODELING AND ANIMATION**

*Prerequisite:* CG 212 or approval of chairperson

*Co-requisite:* CG 346

Focusing on the creative process involved in constructing and animating three-dimensional models, students explore the fundamental techniques for lighting and composing models and adding shaders to produce a specific mood, feeling, or expression.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 342 — ADVANCED 3D COMPUTER MODELING**

*Prerequisite:* CG 341

Students focus on techniques for planning and executing complex models, particularly animation-ready biomorphic characters. Analysis of the numerous variables that affect how successfully a model will perform in production provides a solid foundation for students to begin building three-dimensional characters and preparing them for three-dimensional animation.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 344 — HISTORY OF ANIMATION**

Students examine the work of pioneering contributions to the moving image on film which led to the invention of film animation techniques. The history of traditional animation and visual effects puts modern computer animation techniques in a larger historical context. Early inventions and innovations by magicians and artists prior to the 20th century are studied.

3 CREDITS

**CG 345 — 3D COMPUTER ANIMATION**

*Prerequisites:* CG 341, CG 346, and CG 351

The fundamental building blocks of three-dimensional animation are examined, and the traditional animation principles as they apply to computer animation are studied. Students learn to analyze motion and the devices of anticipation, reaction, overlapping motion, and squash-and-stretch to add clarity and strength to sequences.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 346 — PRINCIPLES OF ANIMATION I**

*Prerequisite:* CG 212

*Co-requisites:* CG 351 and IL 302

Through a series of short projects using two-dimensional animation software and a digitizing tablet, students learn how to apply the classical Disney principles of animation to their work. All phases of animation production are covered, with ongoing discussion and analysis of the work in progress. Students critique, refine, and improve the resulting animations.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**CG 351 — STORYBOARDING AND STORYTELLING**

*Prerequisite:* CG 213 or approval of chairperson

*Co-requisite:* CG 346 or approval of chairperson

Students create stories for animation by taking the first step: organizing their images in a sequence to create a storyboard. They learn the importance of the storyboard and script in planning a character animation and focus on the conceptual development of an expressive animated short.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 352 — MUSIC AND SOUND DESIGN**

*Prerequisite:* CG 321

*Co-requisite:* CG 345

Students learn to generate, manipulate, edit, and integrate sound into animation, video, and interactive projects using appropriate hardware and software. They plan and complete projects that incorporate sound as an integral part of the process.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 353 — MOTION GRAPHICS**

*Prerequisites:* CG 321 and CG 341

*Co-requisites:* CG 345 and CG 352

Students explore the concepts related to motion graphics using still images, live-action video, and three-dimensional computer graphics in conjunction with software programs such as Adobe After Effects, Photoshop, Sony Vegas, and Soundforge and other sound tools.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 411 — 3D COMPUTER ANIMATION**

*Prerequisite:* CG 312

Focusing on the fundamentals of three-dimensional computer animation, students learn a variety of techniques for analyzing and creating complex, coordinated motion, and the steps necessary to produce animation.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 421 — INTERACTIVE PROJECT DESIGN**

*Prerequisite:* CG 322

State-of-the-art visual concepts for interactive design using various media and delivery systems are covered. Good user interface design and top-down design are emphasized through group projects.

3 CREDITS; 2 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 422 — INTERACTIVE PRODUCTION**

*Prerequisite:* CG 421

In a simulated real-world production environment, students design and produce a project for a website or other delivery medium. Constraints such as budget, schedule, choice of tools, revisions, scaling down, and tracking the process of development are considered.

3 CREDITS; 1 LECTURE AND 4 COMPUTER LABORATORY HOURS PER WEEK

**CG 441 — ADVANCED 3D ANIMATION**

*Prerequisites:* CG 342 and CG 345

*Co-requisite:* CG 451

A full investigation of the potential of the keyframer and related three-dimensional animation issues is covered. Techniques related to subtle animation control and animation rendering, including compositing, inverse kinematics, advanced morphing, special effects, and an in-depth analysis of lighting and camera, are discussed. Students plan and execute related projects.

3 CREDITS; 2 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 442 — ANIMATION PRODUCTION**

*Prerequisites:* CG 441 and CG 451

The methodologies and problem-solving techniques used by the three-dimensional animator in a production environment are presented. Storyboarding, task assignments, and fully modular project designs are completed. Topics include advanced storyboard synchronization, detailed camera cut/movement planning, detailed lighting effects, multi-layered processing, and incorporation of imagery/animated maps generated by external software and roto-scoping.

3 CREDITS; 1 LECTURE AND 4 COMPUTER LABORATORY HOURS PER WEEK

**CG 446 — PRINCIPLES OF ANIMATION II**

*Prerequisite:* CG 346

*Co-requisites:* CG 441 and CG 491

Using a fully rigged three-dimensional character, students study advanced topics in animation, focusing on an in-depth analysis of motion. Through the use of function curves, spacing, and key frame techniques, they refine their thesis work-in-progress.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**CG 451 — COMPUTER-ASSISTED POST-PRODUCTION**

*Prerequisite:* CG 345

*Co-requisite:* CG 441

Video and animation projects are brought to completion through an understanding of the post-production process. Studio experience focuses on hands-on skills using non-linear editing and compositing software. Students gain insight into the film editor's role in the post-production process and learn how to lay out projects for successful posting.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 452 — MUSIC PRODUCTION FOR INTERACTIVE AND ANIMATION THESIS PROJECTS I**

*Prerequisite:* CG 352

*Co-requisites:* CG 441 and CG 491

Students produce an audio track that encompasses the mechanics of sound and sound design for their own interactive or animation thesis projects. Through sound production, they gain insight into the components needed to construct a sound track that provides depth and excitement to the visual product.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 453 — MUSIC PRODUCTION FOR INTERACTIVE AND ANIMATION THESIS PROJECTS II**

*Prerequisite:* CG 452

*Co-requisites:* CG 422, CG 442, and CG 492

Building upon previously designed audio tracks, students progress from theoretical discussion to a practical application of the power of the audio track to their individual work. Through a hands-on approach, they design and apply an accurate sound layer to a thesis project.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**CG 491 — SENIOR PROJECT PLANNING**

*Co-requisites:* CG 421 and CG 441

The senior project is planned and formal storyboard and written proposal are executed. Students work with the faculty member to develop concept and storyboard for short animation or interactive media project to be completed in the final semester.

1.5 CREDITS; 1 LECTURE AND 1 COMPUTER LABORATORY HOURS PER WEEK

**CG 492 — SENIOR PROJECT**

*Prerequisite:* CG 491

The aspects of creating and researching a thesis project are emphasized from the written proposal and storyboard to the thesis itself, including a short individual animation or interactive project. Projects are discussed and critiqued throughout the various developmental stages.

3 CREDITS; 2 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**CG 499 — INDEPENDENT STUDY IN COMPUTER GRAPHICS**

*Prerequisite:* a minimum 3.5 GPA and approval of instructor, chairperson, and dean

VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Chinese

**CH 111 — CHINESE I**

This introductory course enables students with no background in Mandarin Chinese to communicate with Mandarin Chinese-speaking people. The basic skills of speaking, reading, and writing in Chinese are established and the cultures where Mandarin Chinese is spoken are introduced. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

**CH 112 — CHINESE II**

*Prerequisite:* CH 111 or equivalent

Students expand upon the skills established in Chinese I and continue to study the cultures where Mandarin Chinese is spoken. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

**CH 122 — CHINESE CONVERSATION I**

*Prerequisite:* CH 111 or equivalent

Students learn to converse in Mandarin Chinese by emphasizing interaction in real-life situations. Functional and practical verbal communications are addressed, with a focus on the cultures where Mandarin Chinese is spoken.

3 CREDITS

## Fashion and Culture of the World

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### CL 112 — FACES AND PLACES IN FASHION

For one-year Fashion Design and Fashion Merchandising Management students. Students are introduced to the world of fashion through a variety of venues, including appearances by leaders in the fashion and related fields. This course is intended to broaden students' cultural horizons through organized visits to a variety of museums, exhibits, backstage dressing venues, and design rooms, including the Metropolitan Opera house.

1 CREDIT; 2 LECTURE HOURS PER WEEK

### CL 131 — FASHION IN FRANCE AND ITALY (SUMMER ONLY)

Compares fashion in France and Italy through visits to French and Italian couture and ready-to-wear establishments, fashion accessory houses, fabric mills, design studios, and museums.

3 CREDITS; APPROXIMATELY 3 WEEKS IN JUNE

## Cosmetics and Fragrance Marketing

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### CM 023 — COSMETIC PRODUCT KNOWLEDGE LAB

*Prerequisites:* CM 311, SC 046/146, and CM 341

*Co-requisite:* CM 323

Through laboratory and evaluation activities, students learn how cosmetics look, feel, and smell individually and when combined. In the studio, they compound products and begin to evaluate marketed cosmetics.

1 CREDIT; 2 LABORATORY HOURS PER WEEK

### CM 024 — FRAGRANCE KNOWLEDGE LAB

*Prerequisites:* CM 311 and SC 046/146

*Co-requisite:* CM 424

Through laboratory and evaluation activities, students learn how fragrance raw materials smell individually and when combined. Trained in the studio, they compound fragrances and learn to evaluate both fine fragrances and fragrances used in functional products.

1 CREDIT; 2 LABORATORY HOURS PER WEEK

### CM 151 — THE BUSINESS OF BEAUTY

This course provides an overview of the techniques used to market consumer products in the beauty industry from ancient times to the present. The history, culture, and key entrepreneurs of this industry and the companies they built are examined.

3 CREDITS

### CM 311 — THE COSMETICS, FRAGRANCES, AND TOILETRIES INDUSTRIES

Introduces historical usage of cosmetics, fragrances, and toiletries and the transition from household recipes to marketable retail products. Describes types of suppliers, vendors, retailers, and auxiliary services involved in producing and marketing the products of the industry.

3 CREDITS

### CM 323 — COSMETIC PRODUCT KNOWLEDGE

*Prerequisites:* CM 311, CM 341, and SC 046/146,

*Co-requisite:* CM 023

Students learn how cosmetics are created and manufactured for the marketplace and study the natural and synthetic raw materials used in the process. The marketability of cosmetics and regulatory issues in today's cosmetic business are also examined.

2 CREDITS

### CM 341 — COSMETICS AND FRAGRANCE MARKETING

Students learn the basic principles of marketing for the cosmetic and fragrance industry. Global and external factors, corporate capabilities, product need, planning, promotion, and launch are considered.

3 CREDITS

### CM 351 — THE EUROPEAN COSMETICS AND FRAGRANCE INDUSTRIES

*Prerequisite:* approval of instructor

Students develop a firsthand understanding of the cosmetics and fragrances marketing process from the European perspective. Issues in product development, production, and retail marketing strategies are addressed through on-site visits to world-renowned manufacturers, suppliers, and retailers.

3 CREDITS; APPROXIMATELY 3 WEEKS IN JUNE

### CM 423 — COSMETIC AND FRAGRANCE PRODUCT DEVELOPMENT WORKSHOP

*Prerequisites:* CM 323, CM 341, and CM 424

Through a workshop format, students develop and implement strategies to create products in the cosmetic and fragrance industries. Emphasis is on determining the need for new entries in the market and the interdepartmental teamwork required to successfully launch a company's product.

3 CREDITS

### CM 424 — FRAGRANCE KNOWLEDGE

*Prerequisites:* CM 311 and SC 046/146

*Co-requisite:* CM 024

Learning about olfaction and the role played by the sense of smell, students examine how fragrances are created and manufactured for the marketplace. Natural and synthetic raw materials used in the manufacture of fragrances are studied. Students train in the classification of fragrances into odor families, evaluate the marketability of fragrances, and review the regulatory issues related to the business.

2 CREDITS

### CM 425 — ENVIRONMENTAL FRAGRANCING

This course provides a historical background in environmental fragrancing from its spiritual origins in the ancient world to its current market status. Students develop a knowledge of technical terminology and become familiar with home fragrance delivery systems and fragrance types used for environmental fragrances.

3 CREDITS

## Design Studies

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### DD 112 — DESIGN SURVEY

Students explore career options in the applied arts and are provided the opportunity to assess their talents and skills by working in each of the areas introduced.

3 CREDITS; 6 STUDIO HOURS PER WEEK

### DD 231 — COLOR PRODUCTION TECHNIQUES FOR DIGITAL PREPRESS

*Prerequisite:* CD 322

Students learn how to prepare digital files to simplify the complexities of prepress and ensure quality of final output. The relationship between creative vision, what is seen on the screen, and the realities of the printed piece is explored.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**DD 271 — FRENCH COSTUME AND INTERIORS: BAROQUE TO PRESENT**

*Prerequisite:* HA 112

An interdisciplinary overview of costumes and interiors of France from the late 17th century to the present, stressing the relationship between clothing and environment. Sessions are conducted in museums, galleries, and historical collections in France.

3 CREDITS; APPROXIMATELY 5 WEEKS IN JUNE AND JULY

**DD 272 — CONTEMPORARY ITALIAN DESIGN**

Studies the history and aesthetics of 20th-century applied and decorative design in Italy. Conducted in Florence, where students develop an understanding of and appreciation for important designers, design movements, and Italian traditions.

3 CREDITS

**DD 299 — INDEPENDENT STUDY**

*Prerequisite:* a minimum 3.5 GPA and approval of instructor, chairperson, and dean

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**DD 499 — INDEPENDENT STUDY**

*Prerequisite:* a minimum 3.5 GPA and approval of instructor, chairperson, and dean

VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Visual Presentation and Exhibition Design

**DE 101 — PRINCIPLES OF DISPLAY AND EXHIBIT DESIGN: SMALL SCALE**

For students not majoring in Visual Presentation and Exhibition Design. Basic hands-on display methods used in visual merchandising and an understanding of two- and three-dimensional design practices and materials. (G6: Arts)

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**DE 102 — PRINCIPLES OF DISPLAY AND EXHIBIT DESIGN: LARGE SCALE**

The introduction to and hands-on creation of large-scale displays using mannequins, fashions, and props.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**DE 123 — DESIGN AND RENDERING**

Principles of display drafting and rendering, including drafting of floor plans and elevations, are presented. Introduces perspective drawing as a means of expressing design concepts.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**DE 124 — DESIGN AND RENDERING**

*Prerequisite:* DE 123

Students are introduced to conceptual design development, incorporating visual adaptation in one- and two-point perspective drawing for retail, trade show, and exhibition presentations.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**DE 125 — CAD FOR VISUAL PRESENTATION**

*Prerequisites:* DE 123 and DE 141 or approval of chairperson

This course introduces two-dimensional computer drafting. Using VectorWorks, students draw plans and elevations for visual presentation and exhibition design projects.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**DE 131 — STUDIO DESIGN: PRODUCT PRESENTATION**

Course introduces contemporary display techniques, equipment, and materials for designing three-dimensional product presentations within the retail environment.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**DE 133 — ADVANCED STUDIO DESIGN: PRODUCT PRESENTATION**

*Prerequisite:* DE 131

Using mannequins, students conceive, design, and execute fashion presentations thematically coordinated with large-scale product presentations.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**DE 141 — DISPLAY GRAPHICS I**

Students are introduced to the role of graphics in the display and exhibit design field. The importance of typography as the root of visual communication is explored using the Macintosh platform as the graphic design tool.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**DE 142 — DISPLAY GRAPHICS II**

*Prerequisite:* DE 141

Students develop problem-solving and project management skills by designing a storewide promotion for an upscale retail environment. They design a logo, advertising, signage, and other graphics using digital and traditional design and production techniques. Projects present students the opportunity to further develop their computer skills using Adobe Illustrator, QuarkXPress, and Adobe Photoshop.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**DE 143 — STYLING FOR VISUAL PRESENTATION**

Through lectures, demonstrations, and studio projects, students explore an array of styling and visual presentation techniques used in a range of media. Assignments include set and prop styling, scouting for locations, styling for celebrities, fashion shows, and video production.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**DE 161 — PROFESSIONAL PRACTICES**

Develops an awareness of the cultural influences that shape the creative expression of the designer in the promotion and presentation of consumer products. Field trips and guest lecturers are included.

1.5 CREDITS; 1 LECTURE AND 1 STUDIO HOURS PER WEEK

**DE 213 — EXHIBITION DESIGN**

*Prerequisites:* DE 125 and DE 236

*Co-requisite:* DE 243

Introduces the process of creating exhibitions from conceptualization through design development and presentation. Students learn and apply principles and criteria specific to organizing and conveying information in exhibition environments. Understanding of the principles is demonstrated through proposals that include models, presentation drawings, and other design materials.

3 CREDITS; 1 LECTURE AND 4 STUDIO HOURS PER WEEK

**DE 225 — DESIGN AND RENDERING**

*Prerequisite:* DE 124

Advances design and presentation techniques by introducing the student to modelmaking in the creation and research of exhibitions and designer-oriented fashion shows.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**DE 226 — CAD FOR VISUAL PRESENTATION II**

*Prerequisite:* DE 125 or approval of chairperson

This course presents 3D CAD techniques in Vector Works, enabling designers to develop and present their concepts in 3D drawings and renderings.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**DE 232 — ELEMENTS OF VISUAL MERCHANDISING**

*Prerequisites:* DE 124 and DE 141

Presents an overview of how the department store and the small retail shop coordinate their merchandise presentations with their overall design concepts, fixturing, and graphic/signage components.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**DE 234 — POINT-OF-PURCHASE DISPLAY**

*Co-requisite:* DE 236

Introduces the dynamics of the point-of-purchase (POP) display and its impact on the presentation and sale of merchandise. Includes the design and development of POP structural units using graphics/typography and stresses appropriate materials and construction techniques.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**DE 236 — STUDIO DESIGN/EXHIBITION**

*Prerequisite:* DE 133

*Co-requisite:* DE 234

The elements of thematic display and exhibition design in commercial and institutional environs are examined. The development of professional concepts, ideology, and skills is stressed.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**DE 242 — DISPLAY GRAPHICS III**

*Prerequisite:* DE 142

*Co-requisites:* DE 125 and DE 232

Students create graphic identities for three-dimensional display projects that are worked on concurrently in DE 125 and DE 232. The latest computer software is used to execute design solutions.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**DE 243 — EXHIBIT DESIGN GRAPHICS**

*Prerequisite:* DE 242

*Co-requisite:* DE 213

Students are introduced to large-format graphics in exhibition design. They learn how to develop design concepts, estimate print production budgets, specify materials, and prepare files for both off-set print production and as large-format digital graphics. They produce, print, and mount a comprehensive signage system for the final-semester capstone exhibit.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**DE 251 — EVENT AND PROMOTION DESIGN**

*Prerequisite:* DE 236

The displays and exhibits integral to special events, from one-time extravaganzas to permanent exhibitions, are explored. Students design visual presentations and develop techniques for varied applications, learning material sourcing, budget planning, and installation/strike factors.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**DE 262 — PORTFOLIO DEVELOPMENT**

Preparation of the portfolio and resume for career placement and/or the establishment of a self-proprietorship.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**DE 299 — INDEPENDENT STUDY IN VISUAL PRESENTATION AND EXHIBITION DESIGN**

*Prerequisites:* a minimum 3.5 GPA and approval of instructor, chairperson, and dean

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**DE 301 — VISUAL PRESENTATION FOR THE COSMETICS AND FRAGRANCE INDUSTRY**

The components of visual merchandising related to cosmetic and fragrance marketing are explored. Emphasis is on point-of-purchase promotions, seasonal color palettes, and presentation of product on the selling floor.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**DE 302 — PHOTOGRAPHIC EXHIBITION DESIGN**

Students learn how to design, administer and manage a professional theme-based photographic exhibition. The course focuses on gallery presentation and management with an emphasis on three-dimensional design, culminating in a final exhibition of the students' photography.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**DE 401 — POINT-OF-PURCHASE AD/DISPLAY**

For Packaging Design students. The dynamics of the packaging/display relationship as a catalyst to the sale of merchandise are presented. Coursework includes the development of point-of-purchase (POP) graphic designs and the techniques, materials, and construction of basic POP ideas.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

## Direct and Interactive Marketing

**DM 211 — WORKSHOP IN DIRECT MARKETING**

*Prerequisite:* AC 111

Students study direct and interactive marketing principles and practices and develop a multifaceted direct marketing plan.

3 CREDITS

**DM 321 — DATABASE MARKETING**

*Prerequisite:* DM 211 or FM 213

Students develop a database marketing plan and construct a functioning marketing database using Microsoft Access.

3 CREDITS

**DM 331 — DIRECT RESPONSE COPYWRITING**

*Prerequisite:* DM 211 or FM 213

Students formulate creative strategies and develop direct marketing copy and design in workshop exercises. Students write copy and prepare design layouts for direct mail, catalogues, and interactive media.

3 CREDITS

**DM 421 — DIRECT MARKETING FINANCE AND OPERATIONS**

*Prerequisites:* (DM 211 or FM 213) and MA 311

Students are introduced to the basic finance and operations practices and procedures unique to direct marketing: financial management principles, math and profit analysis techniques, print production, mailing, order processing, and telemarketing. Negotiation with suppliers is covered.

3 CREDITS

**DM 432 — DIRECT RESPONSE MEDIA PLANNING**

*Prerequisite:* DM 211 or FM 213

Students study the different forms of direct response media and analyze how each is best used. They prepare a comprehensive plan, including budgets, for a hypothetical company's product.

3 CREDITS

**DM 433 — DIRECT MARKETING COMMUNICATIONS**

*Prerequisite:* DM 211 or FM 213

Students prepare a comprehensive business plan for a start-up direct marketing business. The plan is presented from the perspective of top management seeking capital from investors, and covers administration, staffing, marketing plans, fulfillment, sales projections, and income statement projections.

3 CREDITS

**DM 434 — DIRECT MARKETING CAMPAIGN PLANNING AND EXECUTION**

*Prerequisites:* DM 331 and DM 432 and approval of chairperson

Guides students through all the stages of planning and executing a direct marketing campaign.

Course operates as a direct marketing agency, where each student functions as part of a management team with both individual and group responsibilities. The class prepares and runs a live campaign for a real marketer, generating responses from the target market.

3 CREDITS

**DM 435 — INTERNET MARKETING**

*Prerequisite:* DM 211 or FM 213

Students are introduced to current marketing principles and practices on the internet. The course explores email, the internet, and search engine marketing (SEM) as practical applications used to create direct marketing plans and programs that integrate online and offline strategies. In addition, students study the legal and ethical issues involved in using the internet as a marketing tool.

3 CREDITS

## Draping Techniques

**DP 111 — DRAPING PROFICIENCY I**

Introduces the fundamental principles of developing basic silhouettes of skirts, blouses, bodices, and collars with draping and patternmaking techniques. Use of stripe fabric as it applies to grain line manipulation in design is studied.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

**DP 112 — DRAPING PROFICIENCY II**

*Prerequisite:* DP 111

Studies the characteristics and drapability of fabric and its effect on the development of silhouette and style. Students use draping methods and flat pattern techniques to resolve complex problems in design development.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

**DP 211 — DRAPING PROFICIENCY III**

*Prerequisite:* DP 112

Students utilize advanced draping techniques to analyze style, balance, and proportion. Emphasizes the development of mounted and semi-mounted sleeve designs using a variety of silhouettes as applied to suit and coat styles.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

**DP 212 — DRAPING PROFICIENCY IV**

*Prerequisite:* DP 211

Develops advanced interpretive skills of draping and patternmaking. Students analyze elements that influence pattern development, including market trends, price points, design categories, target markets, and media sources.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

## English and Speech

**EN 121 — ENGLISH COMPOSITION**

*Prerequisite:* college-level English proficiency as demonstrated by placement test or completion of appropriate ES course(s)

This course encourages students' confidence, writing fluency, and the development of a competent writing self by focusing on the writing process. A number of forms are employed, including brainstorming, freewriting, journal writing, reading response journals, and formal essay writing. Classes are conducted as workshops, and both peers and instructor offer constructive feedback. (G1: Basic Communication)

3 CREDITS

**EN 231 — SHORT FICTION**

*Prerequisite:* EN 121 or equivalent

Students read and analyze stories by authors from around the world. They consider various aspects of narrative and explore different modes of storytelling. The study of short fiction prepares students to read more widely on their own in the future. (G7: Humanities)

3 CREDITS

**EN 232 — PERSPECTIVES ON AMERICAN LITERATURE**

*Prerequisite:* EN 121 or equivalent

This course gives students an understanding of the American heritage based on three suggested themes: the Puritan ethos, the American dream, and reevaluation of the dream. Includes readings from such major writers as Dickinson, Faulkner, Fitzgerald, Hawthorne, Melville, Twain, and Whitman. (G7: Humanities)

3 CREDITS

**EN 233 — POETRY**

*Prerequisite:* EN 121 or equivalent

By reading and analyzing a wide range of poems from a variety of time periods and cultures, students are introduced to the literary genre of poetry. Students examine word usage, figures of speech, rhythm and meter, and other poetic devices. Understanding and appreciation of poetry are enhanced by reading criticism and listening to recordings. (G7: Humanities)

3 CREDITS

**EN 234 — GAY AND LESBIAN LITERATURE**

*Prerequisite:* EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)

Students read a selection of fiction, poetry, and drama from the mid-19th and 20th centuries and analyze how the texts make use of themes and images such as race, class, gender, sexuality, same-sex desire, homosociality, and the trope of the closet. The construction of, and criteria for, a canon of gay and lesbian literature are considered. Readings are chosen from such authors as Wilde, Whitman, Freud, Hughes, Baldwin, and Rich. (G7: Humanities)

3 CREDITS

**EN 235 — AFRICAN AMERICAN LITERATURE**

*Prerequisites:* EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)

A survey of the history of African-American literature from slavery to the present is offered. Students read and analyze various genres of African-American literature and are introduced to the social, economic, and political forces that have influenced the writers. Through presentations, critical reading, and analytical writing, students become familiar with the influence of these works on the evolution of world literature. (G7: Humanities)

3 CREDITS

**EN 236 — MAJOR WRITERS OF THE WESTERN WORLD**

*Prerequisite: EN 121 or equivalent*

Studies major themes in the cultural heritage of the Western world from Greek tragedy to the modern novel. Readings are from such representative writers as Plato, Sophocles, Euripides, Dante, Shakespeare, Austen, Flaubert, Tolstoy, Ibsen, Chekhov, Mann, and Sartre. (G7: Humanities)

3 CREDITS

**EN 238 — COMEDY**

*Prerequisite: EN 121 or equivalent*

Studies the nature and characteristics of comedy. Includes an equal consideration of form and meaning. Materials are from such authors as Aristophanes, Shakespeare, Jonson, Moliere, and Congreve, and performers such as Chaplin, the Marx Brothers, and Woody Allen are studied. Includes background readings from such critics as Santayana, Meredith, Frye, Langer, Freud, and Bergson. (G7: Humanities)

3 CREDITS

**EN 241 — PROFESSIONAL SPEECH COMMUNICATION**

*Prerequisite: EN 121 or equivalent*

Communication theory is discussed and applied to various areas such as verbal and nonverbal communication and listening in professional contexts. Among the activities the course focuses on are interviews and presentations. Videotaping is used to facilitate learning and assessment.

3 CREDITS

**EN 242 — PUBLIC SPEAKING**

*Prerequisite: EN 121 or equivalent*

Covers all major aspects of speech preparation, such as formulating purpose statements, analyzing and adapting to audiences, organizing and outlining ideas, assessing evidence and reasoning, and using language effectively. The study of various areas of speech presentation—such as vocal and nonverbal communication, and use of appropriate visuals—complements preparation. Students give a variety of informative and persuasive presentations, which are videotaped and analyzed by the students and the instructor.

3 CREDITS

**EN 243 — VOICE AND ARTICULATION: THEORY AND PRACTICE**

*Prerequisite: EN 121 or equivalent*

Students learn to apply theories of speech perception and production in order to analyze, modify, and control their voices and articulation so they can communicate more effectively. Exercises in listening, voice, and speech are conducted.

3 CREDITS

**EN 244 — SPEECH DYNAMICS IN GROUP COMMUNICATION**

*Prerequisite: EN 121 or equivalent*

Studies techniques of effective communication in the group process. Students learn to become more skillful communicators through the use of speech dynamics as applied to the psychology of communication. Group members are involved in controversial discussions as participants and group leaders. Emphasis is placed on the enlightenment and problem-solving types of discussion.

3 CREDITS

**EN 245 — INTERCULTURAL COMMUNICATION**

*Prerequisite: EN 121 or equivalent*

Students are introduced to the communication process among people from different cultures. The course examines how factors such as cultural patterns, verbal and nonverbal communication, and perception play a role in intercultural relationships. Theory and research in intercultural communication are presented and students apply this information to intercultural encounters.

3 CREDITS

**EN 251 — THEATRE ARTS**

*Prerequisite: EN 121 or equivalent*

Focuses on appreciation of the theatre through the study of dramatic art as it evolves from page to stage. Students study the relationship of drama text to performance through reading, acting exercises, and theatre attendance. (G6: Arts)

3 CREDITS

**EN 253 — DRAMATIC LITERATURE**

*Prerequisite: EN 121 or equivalent*

Surveys dramatic literature and the development of theatrical performance. Focuses on the evolution of the use of theatrical space in the history of theatre. Students read representative plays and documents of Greek, Roman, Medieval, Elizabethan, Restoration, and 19th- and 20th-century drama. (G7: Humanities)

3 CREDITS

**EN 254 — DRAMA: FROM SCRIPT TO LIVE THEATRE (WINTERIM ONLY)**

*Prerequisite: EN 121 or equivalent*

Offers students an understanding and appreciation of all aspects of the theatre. Provides them—under the instruction of a professional theatre company and on the premises of a theatre—with knowledge of the processes involved in transforming the play from the printed page to the stage. Course format and supervision are under the direction of the professional staff of an active, performing theatre company in consultation with the English and Speech Department. (G6: Arts)

3 CREDITS

**EN 262 — SCREENWRITING**

*Prerequisites: EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)*

The basic elements of screenwriting are taught: story concept, three-act structure, character arc, scene development, and dialogue. Students study the structure and scenes of successful movies and are assigned writing exercises devoted to scene development and dialogue. They formulate individual projects, from pitching a story to preparing a beat sheet to writing the screenplay. (G6: Arts)

3 CREDITS

**EN 271 — LITERATURE AND HISTORY: THE DEVELOPMENT OF AMERICAN CULTURE TO 1865**

*Prerequisites: EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)*

Students read significant texts from America's cultural development against the background of a narrative of U.S. history through the Civil War. The course surveys a wide variety of literature, from first-hand accounts of slavery to philosophical sources of the U.S. Constitution to early documents in the debate over the role of women in society. (G7: Humanities; G10: American History)

3 CREDITS

**EN 272 — IDENTITY IN AMERICA: HISTORY AND LITERATURE, 1865 TO PRESENT**

*Prerequisites: EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)*

Students read and interpret literary texts in order to understand the evolution of America's self-images since the Civil War. They explore the cultural context of particular works and how identity manifests itself in literature. Themes examined include regional and ethnic diversity between 1865 and World War I; modernism and expatriation in a context of alienation, loss of faith, and new scientific questions between 1918 and World War II; the civil rights and women's movements through 1980; and multiculturalism, postmodernism, and the implications of technological development and globalization in the last 20 years. (G7: Humanities; G10: American History)

3 CREDITS

**EN 273 — LITERATURE OF INDIA**

*Prerequisites: EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)*

Students examine selected texts from major periods of Indian literature with a focus on the historical context. Throughout the readings, they consider how the interactions of mythical ancient stories, history, culture, and religion are represented. (G7: Humanities; G9: Other World Civilizations)

3 CREDITS

**EN 274 — VOICES OF CIVIL RIGHTS IN AMERICAN HISTORY**

*Prerequisite: EN 121 or equivalent*

An examination of the evolution of civil rights rhetoric in the history of the United States. Students study civil rights speeches and the political, social, and cultural events that surrounded them.

Speeches are analyzed using Aristotle's logic, emotion, and ethics. (G10: American History)

3 CREDITS

**EN 299 — INDEPENDENT STUDY IN ENGLISH OR SPEECH**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**EN 321 — BUSINESS WRITING**

*Prerequisites: EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)*

Students analyze business situations to write effective correspondence, job search materials, reports, and presentations. They also learn various strategies to elicit appropriate responses for specific audiences. Students are guided in techniques of business research and documentation and develop strategies for using available technology.

3 CREDITS

**EN 322 — PROFESSIONAL WRITING IN ART AND DESIGN**

*Prerequisites: EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)*

Art and Design students analyze a variety of professional situations in order to create competitive marketing materials, persuasive presentations, and reader-appropriate correspondence. They also develop strategies for producing effective proposals and briefs through guided research and descriptive writing practice. Students develop strategies for using available technologies.

3 CREDITS

**EN 323 — SPECIALIZED WRITING AND THESIS PREPARATION**

*Prerequisites: EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)*

Art and design students develop their research, presentation, and writing skills in preparation for their senior thesis projects. They also analyze professional communications, correspondence (electronic messages, memoranda, and letters), promotional materials, basic contracts, and oral reports. Using available technology, students learn to write and speak in a clear, specific, and organized manner.

3 CREDITS

**EN 331 — INTRODUCTION TO SHAKESPEARE**

*Prerequisites: EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)*

Selected poetry and plays are presented from a variety of historical, theatrical, and critical perspectives. Students explore Shakespeare's works in relation to the Elizabethan and Jacobean times in which they were produced. They also consider the works' continuing appeal to readers and audiences of theatre and film. (G7: Humanities)

3 CREDITS

**EN 333 — MODERN LITERATURE: THE SPIRIT OF THE 20TH CENTURY**

*Prerequisites: EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)*

Emphasizes innovative literary techniques and themes of alienation and social criticism in works by such modern authors as Dostoyevsky, Kafka, T.S. Eliot, Ellison, Sartre, Camus, and Beckett, and by authors from Latin America, Africa, and Asia. Recommended for students with a background in literature. (G7: Humanities)

3 CREDITS

**EN 334 — THE NOVEL**

*Prerequisites: EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)*

Introduces students to the novel as a genre, through the study of selected English, Continental, and American works. Readings are from such representative novelists as Cervantes, Fielding, Austen, Stendhal, Dickens, Dostoyevsky, James, and Hemingway. (G7: Humanities)

3 CREDITS

**EN 335 — WORKING WOMEN IN THE UNITED STATES: 1865 TO PRESENT**

*Prerequisites: EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)*

A survey of almost 150 years of U.S. history and literature through the lens of working women. Students learn the landmarks of American history, women's struggles, and their contributions. (G7: Humanities; G10: American History)

3 CREDITS

**EN 341 — DEVELOPING YOUR SPEAKING IMAGE**

*Prerequisites: EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)*

Develops students' interpersonal communication skills. Students are exposed to theoretical frameworks of communications that they apply to practical situations in various exercises. These activities are videotaped, enabling students to review, access, and improve the image they project.

3 CREDITS

**EN 342 — ARGUMENTATION AND PERSUASION**

*Prerequisites: EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)*

Examines the strategies and techniques used to influence the decision-making processes. Students prepare and present persuasive speeches based on principles of argumentation and persuasion. Exercises in debate are also included.

3 CREDITS

**EN 352 — HISTORY OF FILM**

*Prerequisites:* EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)

An overview of cinema history and the basic tools for analyzing the art of film are presented. Students view films from major movements and study the uses of camera, editing, lighting, sound, and acting. They examine the evolution of film technology, the legacy of individual authors, and how films reflect and comment on society. (G7: Humanities)

3 CREDITS; 2 LECTURE AND 2 STUDIO HOURS PER WEEK

**EN 361 — CREATIVE WRITING**

*Prerequisites:* EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)

In a workshop environment, students prepare a portfolio of works from one or more of the following genres: fiction, poetry, or drama. Structure, plot, characterization, point of view, theme, and metaphoric language are explored, and works-in-progress are critiqued by faculty and fellow students. Through the processes of writing, critiquing, and revising, ideas are shaped into imaginative form. (G6: Arts)

3 CREDITS

**EN 362 — CREATIVE NONFICTION**

*Prerequisites:* EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)

In this advanced writing course, students are taught the skills needed to produce informal essays or chapters of nonfiction books of high quality. Drawing upon observation, experience, and research, they create works of intellectual substance that reveal carefully shaped structure. Students develop ease and efficiency in their writing processes and work toward clarity, grace, and individual style. (G1: Basic Communication)

3 CREDITS

**EN 363 — FICTION WRITING**

*Prerequisites:* EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)

An advanced writing course that develops students' understanding in imaginative storytelling. Students read short stories and novel excerpts and participate in writing exercises to examine writing process strategies. In a workshop environment, students develop and complete two works of short fiction. (G6: Arts)

3 CREDITS

**EN 364 — POETRY WRITING**

*Prerequisites:* EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)

Students learn the major elements of writing poetry through a variety of exercises and examples. Works-in-progress are critiqued by fellow students in a rigorous yet supportive environment. Poems are revised and collected in a portfolio at the end of the semester. (G6: Arts)

3 CREDITS

**EN 365 — RESEARCH WRITING**

*Prerequisites:* EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)

This course focuses on developing research proposals and presenting research in a documented format. Students are introduced to qualitative research topics and learn to conduct interviews, maintain an ethical regard for their subjects, and engage in fieldwork. Students make revisions in a workshop setting and engage in peer reviews.

3 CREDITS

**EN 371 — CHINESE ODYSSEY: INTRODUCTION TO CHINESE LITERATURE**

*Prerequisites:* EN 121 or equivalent, and one English or speech selective course (EN 231 or EN 232 or EN 233 or EN 236 or EN 241 or EN 242 or EN 244 or EN 245 or EN 253)

Students study Chinese literature by reading and examining a variety of literary forms from a range of historical periods. The course focuses on relationships between the self, the nation, gender roles, and modernity and how the influence of local and global histories have shaped the focus and reception of each work. All readings are in English. (G7: Humanities; G9: Other World Civilizations)

3 CREDITS

**EN 381 — ASIAN FICTION: REGIONAL SELECTIONS (HONORS)**

*Prerequisite:* qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts

An introduction to East Asian fiction. This course focuses on literature from China, Taiwan, Hong Kong, Japan, and Korea from a transnational perspective. Through a range of contemporary to classical canonical fiction, students will investigate various literary genres and explore critical concepts of literary and cultural identity studies. All readings are in English. (G7: Humanities; G9: Other World Civilizations)

3 CREDITS

**EN 391 — THE CREATIVE IMAGINATION: THEORY AND PROCESS (HONORS)**

*Prerequisite:* qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts

Theories of the creative process and the nature of creativity are explored. Through readings, journal entries, and case studies of writers, painters, and other artists, students discover practices useful in producing creative works. Particular attention is paid to the creative work of artists traditionally marginalized by gender, race, ethnicity, or socioeconomic class. (G6: Arts; G7: Humanities)

3 CREDITS

**EN 392 — GREEK MYTHS AND THEIR TRANSFORMATIONS (HONORS)**

*Prerequisite:* qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts

Introduces Greek deities and Greek myths through readings from original materials (in English translation) as well as interpretations by such authors as Racine, O'Neill, T.S. Eliot, and Sartre. Discusses and analyzes the transformation of myths in film, music, and dance. (G5: Western Civilization; G7: Humanities)

3 CREDITS

**EN 393 — SHAKESPEARE (HONORS)**

*Prerequisite:* qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts

Familiarizes students with the theatre of Shakespeare through language, character, and plot analysis. Discusses themes of deception, betrayal, and power and emphasizes new interpretations of Shakespeare's plays through readings and videotaped performances. (G7: Humanities)

3 CREDITS

**EN 394 — AMERICAN LIVES (HONORS)**

*Prerequisite:* qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts

This literature seminar presents the opportunity to explore the autobiographical impulse in American writing, past and present, through full-scale biographies, works of fiction, drama, and poetry, and in the memoirs so popular today. Students write an autobiographical essay on an aspect of their lives. (G7: Humanities)

3 CREDITS

**EN 395 — TRAVEL LITERATURE AND THE TRAVEL ESSAY (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts*

Students focus on the impact of travel literature and voyagers' chronicles on political, economic, and cultural development in the Eastern and Western worlds, from pre-Renaissance times to the present. They analyze literature of the so-called golden age of travel, the late 18th century, up to the period between the two world wars and contemporary travel literature in order to discern changes brought about by the advent of tour groups, mass travel, and air transport. (G7: Humanities)

3 CREDITS

**EN 396 — SHAKESPEARE'S PLAYS (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts*

Shakespeare's plays as living literature are introduced. Readings include histories, tragedies, and a late romance, examined in the context of Elizabethan culture and concepts of Shakespearean art from his age to ours. (G7: Humanities)

3 CREDITS

**EN 397 — WOMEN IN U.S. THEATRE (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts*

This course explores the art forms and skills that contribute to the collaborative process of theatre—the script; directing; costume, set, and lighting design; and theater management—by focusing on American women practitioners. Historical developments, such as feminism and the growth of regional theater, are also examined. (G6: Arts)

3 CREDITS

**EN 398 — FILM ART/FILM CRITIC (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts*

Students are introduced to cinema history and the basic tools for writing about the art of film. They study how meaning in narrative film is elaborated by uses of camera, editing, lighting, sound, and acting. The course emphasizes the contrast between studio and non-studio films, especially those of Europe, Asia, and third-world countries in contrast to products of the powerful Hollywood system. (G6: Arts)

3 CREDITS; 2 LECTURE AND 2 STUDIO HOURS PER WEEK

**EN 399 — THE CRAFT OF WRITING POETRY (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts*

Students immerse themselves in writing poems while they examine the technical and historical aspects of poetry. They study basic elements of poetry such as image, figurative language, rhythm, diction, and form to develop the potential of those elements in their own writing. In order to understand their own creative processes, students read essays about craft and process. (G6: Arts)

3 CREDITS

**EN 499 — INDEPENDENT STUDY IN ENGLISH OR SPEECH**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*  
VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Educational Skills

Based on the English Placement Exam, a student who shows need for improvement in writing and reading may be required to enroll for ES 133 before taking EN 121. Students for whom English is a second language may be required to enroll in ES 123 prior to EN 121 and/or ES 024 as a co-requisite of EN 121.

**ES 021 — INTENSIVE ENGLISH AS A SECOND LANGUAGE**

This summer course serves international students and permanent residents accepted to the college who have recently arrived in the United States. Students focus on improving speaking, listening, and presentation skills through learning about life at FIT and in New York.

0 CREDITS; 60 LABORATORY HOURS

**ES 023 — ENGLISH AS A SECOND LANGUAGE WORKSHOP**

*Co-requisite: ES 123*

With intensified instruction in reading and writing, students apply and practice the English skills taught in the co-requisite ES 123. Sessions consist of small-group and individual work.

0 CREDITS; 3 LABORATORY HOURS PER WEEK

**ES 024 — ENGLISH AS A SECOND LANGUAGE**

*Prerequisites: ES 023 and ES 123*

*Co-requisite: EN 121*

For students who have completed ES 023/123 but are required to take an additional writing course in English as a second language. Must be completed at the same time as EN 121.

0 CREDITS; 2 HOURS PER WEEK

**ES 025 — PRONUNCIATION SKILLS FOR ESL STUDENTS**

This course in pronunciation skills for intermediate to advanced students focuses on modifying pronunciation and improving proficiency in spoken English. Students work intensively with English vowels and consonants; master basic features of English stress, rhythm, and intonation; and learn how to use phonetic symbols and pronunciation guides.

0 CREDITS; 2.5 LECTURE HOURS PER WEEK

**ES 027 — ENGLISH CONVERSATION**

For intermediate and advanced students for whom English is a second language and who need to improve their oral communication skills. Provides practice in using and understanding spoken English. May be required for students who have completed ES 123 but need additional instruction in speaking and listening.

0 CREDITS; 2 HOURS PER WEEK

**ES 028 — ORAL PRESENTATION SKILLS WORKSHOP FOR ESL STUDENTS**

This course in oral presentation skills for intermediate English as a Second Language (ESL) students focuses on the fundamental skills needed to present work verbally to an audience. Through practice in preparing and giving oral presentations in a structured setting, students develop strategies in both verbal and nonverbal communications skills in order to present ideas in an effective and clear manner.

0 CREDITS; 2.5 LABORATORY HOURS PER WEEK

**ES 033 — COLLEGE ENGLISH PREPARATION WORKSHOP**

*Co-requisite: ES 133*

A writing-intensive course in which students expand upon the skills taught in the co-requisite ES 133. Sessions consist of small-group and individual work.

0 CREDITS; 3 LABORATORY HOURS PER WEEK

**ES 034 — EDUCATIONAL SKILLS**

*Co-requisite: EN 121*

For students who have taken ES 033/133 and who are required to take additional instruction in reading and writing.

0 CREDITS; 2 LABORATORY HOURS PER WEEK

**ES 036 — BUSINESS WRITING WORKSHOP**

*Prerequisites: EN 121 or equivalent, and one college-level English or speech course*

*Co-requisite: EN 321, EN 322, or EN 323*

For students enrolled in EN 321, EN 322, or EN 323 who are required to take additional instruction in writing. The course focuses on grammar, sentence structure, and paragraph development, and includes one-on-one teacher-student interaction, collaborative learning activities, and small-group work.

0 CREDITS; 1 LECTURE AND 1 LABORATORY HOURS PER WEEK

**ES 037 — SURVIVAL GRAMMAR**

*Prerequisite: appropriate English placement test result*

*Co-requisite: EN 121*

Students improve their writing skills by focusing on the fundamentals of grammar and conveying information in an accurate, engaging, and efficient way.

0 CREDITS; 1 LECTURE AND 1 LABORATORY HOURS PER WEEK

**ES 123 — ENGLISH AS A SECOND LANGUAGE**

*Co-requisite: ES 023*

For students who need to improve their skills in English as a second language. Instruction is given in reading and writing English, with some practice in listening and speaking. Students must register simultaneously in the corresponding section of ES 023. More than one semester of ES 023/123 may be needed. Additional instruction (ES 024, ES 025, ES 027, ES 028) may be required after ES 023/123.

2 CREDITS

**ES 133 — COLLEGE ENGLISH PREPARATION**

*Co-requisite: ES 033*

A writing-intensive course focusing on the stages of the writing process and on strategies to enhance reading comprehension and study skills. Topics include grammar, paragraph structure, and essay development. Students must register simultaneously in the corresponding section of ES 033.

Additional instruction (ES 034) may be required.

2 CREDITS

## Fine Arts

**FA 101 — PAINTING**

For students not majoring in Fine Arts. Through observation of still life and the figure, students are introduced to the use of oil or acrylic paint. Students develop color-mixing techniques emphasizing varied approaches to the use of paint. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 102 — PAINTING**

*Prerequisite: FA 101 (waived for Visual Presentation and Exhibition Design students)*

For students not majoring in Fine Arts. Continuation of painting from still life and the figure with advanced painting techniques such as underpainting, glazing, and à la prima. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 103 — PAINTING**

For students not majoring in Fine Arts. Abstract painting explored through design, color, and composition. Experimentation with materials is encouraged. Painting medium is open. Any level of experience. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 104 — SCULPTURE - BASIC**

For students not majoring in Fine Arts. Introduces the basic principles of sculpture and relief through the figure and other references. Clay and plasteline are used, and basic casting techniques are introduced. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 105 — LIFE DRAWING**

For Fashion Design and Menswear students. Focus on figure drawing, stressing line, gesture, and composition. Study of proportion and anatomy of the human figure is undertaken. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 106 — PRINTMAKING - BASIC**

For students not majoring in Fine Arts. Fundamental procedures in relief and intaglio printing are studied, using linoleum, woodcuts, and etching techniques. Students are introduced to basic printmaking processes, with an emphasis on exploring printmaking as a medium. Some drawing experience helpful.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**FA 107 — BASIC DESIGN**

For Fashion Design, Jewelry Design, and Menswear students. Exploration of fundamental concepts of two-dimensional design. Line, shape, texture, rhythm, and color are emphasized, with an introduction to three-dimensional design. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 108 — BASIC DRAWING**

For Photography majors. Students are introduced to drawing in black and white. Line, volume, composition, and perspective are taught through observation of still life and interiors. (G6: Arts)

1 CREDIT; 2 STUDIO HOURS PER WEEK

**FA 109 — PORTRAIT AND FIGURE PAINTING**

*Prerequisite: FA 101*

For students not majoring in Fine Arts. Students paint the portrait and the figure from an objective point of view, utilizing fundamental approaches. Initial studies are in charcoal and culminate in finished paintings of the head and figure. Oil or acrylic paint is used.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 113 — FUNDAMENTALS OF DESIGN I: 2D AND COLOR**

Students explore the principles of two-dimensional design and color for the designer and fine artist, including the study of line, shape, positive and negative space, texture, and composition. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 114 — FUNDAMENTALS OF DESIGN II: 3D FORM AND STRUCTURE**

The concepts basic to all three-dimensional design are studied: definition of space through the use of line, planes, and solid forms; manipulation of mass, volume, and void; the use of structural systems; the relationship of surface and color to form; and the importance of proportion and scale, light, and shadow. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 116 — CREATIVE MEDIA**

Using a wide variety of materials and design concepts, this course offers an opportunity for students to explore different approaches in creating non-traditional works of art. Emphasis is on enlarging students' capacity for imaginative expression in two- and three-dimensional projects. (G6: Arts)

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**FA 117 — TRADITIONAL TECHNIQUES IN THE FINE ARTS**

This course develops students' insight into the techniques of masterworks in art history. The course combines lecture, demonstrations, visits to museums, and hands-on work in the studio. Students study and create works using such techniques as wet and dry media, ink and silverpoint, and encaustic, tempera, and oil painting.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**FA 131 — LIFE DRAWING I**

An introduction to drawing the figure, students study line, proportion, gesture, and composition using pencil and charcoal. Study of anatomy is introduced. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 132 — LIFE DRAWING II**

*Prerequisite: FA 131*

This course continues the study of the figure, with focus on a more sophisticated use of materials and the study of anatomy. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 141 — DRAWING I**

This course introduces drawing with an emphasis on developing perceptual skills. Line, value, placement, and perspective with still life and interiors as subjects are studied. Black-and-white materials are used. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 142 — DRAWING II**

*Prerequisite: FA 141 (waived for Interior Design students who have taken CD 113)*

A continuation of Drawing I, this course emphasizes compositional concepts using still life, interiors, and the figure. A variety of media, including ink wash, and color are used. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 151 — PAINTING I**

An introduction to the use of oil paint, this course uses a perceptual approach to still life and the figure. Color mixing, paint application, and compositional strategies are emphasized.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FA 152 — PAINTING II**

*Prerequisite: FA 151*

This course is a continuation of Painting I, focusing on the figure, with further exploration of painting techniques and continued emphasis on drawing, composition, and color.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FA 153 — WATERCOLOR AND ITS APPLICATIONS**

The basic principles of watercolor technique are introduced. Students gain knowledge of color mixing and perception by direct observation and study of color theory as it pertains to watercolor, both transparent and opaque. Museum visits provide the opportunity to examine artists' uses and applications of various techniques.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 161 — SCULPTURE I**

This basic course emphasizes traditional sculpture skills with the head and full figure as the subject. Clay is the medium. Basic casting techniques are introduced.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FA 171 — PRINTMAKING I**

Stressing the expression of imaging unique to printmaking, students are introduced to basic printmaking processes, with an emphasis on exploring printmaking as a medium. Relief (woodcut, lino cut), intaglio (etching on metal or plastic), and monotype techniques are explored. Hand tools, edition printing, artists' proofs, and press operation are discussed.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 172 — PRINTMAKING II**

*Prerequisite: FA 171*

A continuation of Printmaking I, this course studies more advanced printmaking techniques, including color, paper, and metal plate lithography, resulting in the development of a portfolio or artist's book.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 202 — BASIC DESIGN: 3D**

For students not majoring in Fine Arts, this course is an introduction to the vocabulary of form in space and encourages inventiveness in concept and use of materials. (G6: Arts)

1 CREDIT; 2 STUDIO HOURS PER WEEK

**FA 203 — DRAWING FOR ACCESSORIES**

Students draw still life and the figure from observation. Emphasis is on proportion, line, composition, and value. Accessories are incorporated as part of the subject matter from which the students will draw.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 231 — LIFE DRAWING III**

*Prerequisite: FA 132*

A study of the human figure, this course introduces the use of color, experiments with scale and materials, and further develops compositional strategies.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 232 — LIFE DRAWING IV**

*Prerequisite: FA 231*

A continuation of Life Drawing III, this course emphasizes sustained drawings using mixed media and the development of a more complex relationship between the figure and space.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 251 — APPROACHES TO ABSTRACT PAINTING I**

*Prerequisite: FA 152*

Students are introduced to the tradition of abstraction. Projects emphasize color, composition, and experimentation with paint application in a non-objective context.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FA 252 — PAINTING III**

*Prerequisite: FA 152*

Students explore painting from a representational viewpoint (portrait, figure, and/or landscape).

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FA 253 — APPROACHES TO ABSTRACT PAINTING II**

*Prerequisite:* FA 251

This course is a continuation of Approaches to Abstract Painting I with an emphasis on developing a personal style.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FA 254 — PAINTING IV**

*Prerequisite:* FA 252

A continuation of work in Painting III. Students are encouraged to develop a personal style in their preparation of work for exhibition.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FA 261 — SCULPTURE II**

*Prerequisite:* FA 161

This course is a continuation of the aims of Sculpture I with emphasis on the use of new materials and methods.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FA 299 — INDEPENDENT STUDY IN FINE ARTS**

*Prerequisites:* a minimum 3.5 GPA and approval of instructor, chairperson, and dean

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**FA 301 — ANATOMY FOR TOY DESIGNERS**

For Toy Design students. Students learn the basic human bone and muscle structure and compare it to the anatomies of other living forms in order to nurture creativity and invention.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 341 — DRAWING WORKSHOP/EXPERIMENTAL DRAWING**

*Prerequisites:* FA 142 and FA 232 or equivalent

*Co-requisite:* FA 351

Experimenting with material, scale, imagery, and process, students integrate observation, imagination-invention, abstraction, and conceptualization into their working methods. Through the drawing process, students develop their perception of visual components and their relationships in the physical world.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**FA 351 — PAINTING V: CONTEMPORARY CONCEPTS**

*Prerequisite:* FA 252 or equivalent

This course explores the postmodern idea that imagery may be combined with abstraction to construct pictorial space. Students study the use of the figure in a perceptual context and as an element in a narrative construct.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FA 352 — PAINTING VI: SOURCES OF PAINTED IMAGERY**

*Prerequisite:* FA 351

Students develop their own vocabulary by learning to assimilate multiple sources of information and processes to meet their own creative needs. Art of other cultures, technology, personal psychology, and popular cultures provide resources for their work.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FA 361 — SCULPTURE III: ADVANCED TRADITIONAL MATERIALS**

*Prerequisite:* FA 261 or equivalent

The study of figurative sculpture in abstract or realistic modes continues using such materials as wax, plaster, stone, wood, and clay. Concepts include fragmentation and/or large-scale execution of the subject.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FA 363 — SCULPTURE: CASTING AS A CREATIVE MEDIUM**

*Prerequisite:* FA 361

Mold-making and casting as methods of reproduction, a way to transfer work into other materials, and a medium of sculptural expression are studied. Students research the use of traditional and non-traditional materials and produce finished works of art using the methods of mold-making and casting. A commercial casting operation is observed.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FA 371 — PRINTMAKING III: ADVANCED WORKS ON PAPER**

*Prerequisite:* FA 172

*Co-requisite:* FA 351

Projects in lithography, relief, intaglio, stencil, collagraph, and the monotype are undertaken to explore both traditional and contemporary ideas in visual expression.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 411 — INTERDISCIPLINARY MEDIA**

*Prerequisite:* FA 451

Exploring the use of technology in art, students break traditional boundaries that have defined the disciplines of painting, photography, sculpture, and printmaking in order to create multimedia work.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 451 — PAINTING VII: DEVELOPMENT OF PERSONAL AESTHETICS**

*Prerequisite:* FA 352

Students focus on an area of aesthetic or cultural concern in a series of paintings and sketches to develop conceptual consistency while also exploring differences among individual works.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FA 462 — SCULPTURE: NEW MATERIALS**

*Prerequisite:* FA 363

The exploration of sculpture continues with a focus on how the choice of materials communicates artistic voice and sensibilities. Students are introduced to the concept of public art and site-specific works.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FA 471 — ADVANCED EXPERIMENTAL PRINTMAKING**

*Prerequisite:* FA 371

Advanced photo techniques in printmaking are studied. Students explore new ideas and printmaking formats by using photosensitized plates in methods of lithography, etching, and relief printmaking. Contemporary issues of content in printmaking technology are dealt with.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FA 491 — SENIOR PROJECT THESIS: PAINTING**

*Prerequisite:* FA 451

Under faculty supervision, students produce a coherent body of work in painting or related disciplines and write and present a paper addressing the developmental process and aesthetic concerns of the work. This capstone project represents the culmination of the students' studies.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FA 492 — SENIOR PROJECT THESIS: SCULPTURE**

*Prerequisite:* FA 461

Students pursue individual work supervised by faculty, producing a coherent body of work in sculpture or related disciplines that represent a culmination of their studies. In this capstone course, they present a paper which addresses the developmental process and the aesthetic concerns of the work.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FA 499 — INDEPENDENT STUDY IN FINE ARTS**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Fashion Design—Apparel (See also AF, AP, AR, DP, FF, TL)

**FD 111 — DRAPING I: FUNDAMENTALS**

*Prerequisite or co-requisite: FD 131 for evening/weekend students only*

Introductory course explores the three-dimensional draping approach to executing garment design. Projects introduce the important principles of grain, balance and construction. Through critiqued design development on the dress form, students develop their own sense of proportion, silhouette, line and style, while exploring current market trends. Course utilizes strong sewing skills.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FD 112 — DRAPING II: CONSTRUCTED SILHOUETTES**

*Prerequisite: FD 111*

This course enables students to execute jacket styles utilizing advanced draping techniques.

Students learn to develop draped patterns for jacket styles that include mounted and semi-mounted sleeves, and various collar and pocket styles. The course also explores how to incorporate tailoring details to enhance garment designs.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FD 113 — APPAREL DESIGN: STRUCTURED SILHOUETTES**

Students learn the principles of draping as a method of designing original garments in three-dimensional form. Draping techniques and construction skills are developed for more advanced structured garments along with an understanding of silhouette, proportion and current style trends.

4 CREDITS; 8 STUDIO HOURS PER WEEK

**FD 114 — APPAREL DESIGN: SOFT SILHOUETTES**

Students learn to drape soft silhouettes using muslin and soft fabrics. Creative designs are explored, from basic to classic to complex shapes. An original garment is designed and executed in fabric.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FD 115 — INTRODUCTION TO DRAPING**

This course introduces the student to the basic principles of draping, keeping in mind the importance of grain, balance, and structure in a garment. An understanding of fundamental draping procedures and their application to current trends is addressed. Tools and materials essential for professional results are demonstrated and used.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**FD 116 — APPAREL DESIGN WORKSHOP**

*Prerequisites: FD 115 and FD 131*

A continuation of FD115, this course further develops students' understanding of fundamental draping procedures and their application to current trends. As a final project, a term garment is developed which involves the selection of fabric, draping, and construction, and following industrial sample room procedures.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**FD 121 — FLAT PATTERN DESIGN I**

Introductory flat pattern course explores the two-dimensional method to execute garment designs. Utilizing basic slopers, students develop original design concepts through the slash-and-spread and pivot techniques. Projects are evaluated on the dress form for fit, balance, style, creativity and proportion. Course utilizes strong sewing skills.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FD 131 — SEWING TECHNIQUES I**

Students learn the basic professional techniques used in the construction of designers' sample garments. Sewing techniques - including cutting, construction, and finishing - are explored, using industrial equipment to create sample garments in cotton or cotton-type fabrics.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FD 132 — SEWING TECHNIQUES II**

*Prerequisite: FD 131*

Builds upon skills learned in Sewing Techniques I. Students learn new and more complex design room construction, and develop advanced techniques currently used in the fashion industry.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FD 211 — DRAPING III: SOFT SILHOUETTES**

*Prerequisite: FD 112*

This course involves creative draping techniques with emphasis on soft silhouettes and structure in design. Introduction to dolman sleeve styles, cowls, pants, and cut-and-sew knits are included. The variations in style expand students' creative, critical thinking, and technical skills into different areas of design, while draping in fabric.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FD 212 — DRAPING IV: ADVANCED TECHNIQUES**

*Prerequisite: (FD 113 and FD 114), or FD 211*

This course further develops technical and creative skills in apparel design. Advanced draping projects enable students to explore design through a variety of fabrication, draping, and construction techniques. Students also learn how design resources and presentation skills can help them articulate their ideas.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FD 221 — FLAT PATTERN DESIGN II**

*Prerequisite: FD 121*

This course allows students to proceed from the study and application of the basic principles of patternmaking to a more comprehensive view of design within flat pattern methods and principles. Basic torso slopers are developed with the sleeve and are combined to form the kimono/dolman sloper.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FD 231 — HAUTE COUTURE SEWING TECHNIQUES**

*Co-requisite: FD 232*

This course introduces students to the finest sewing techniques practiced in couture workrooms and provides the basis for understanding haute couture. Students learn techniques in cutting, hand stitching, seam and hem finishes, pocket construction, pressing, and finishing.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FD 232 — HAUTE COUTURE DECORATIVE TECHNIQUES AND EMBELLISHMENTS**

*Co-requisite: FD 231*

Expands knowledge of the couture by exploring various decorative techniques. Students learn how to hand bead as well as apply rocailles, sequins, pearls, and faux gems on different types of fabrics. In addition, students create embellishments from ribbons and fabric; hand embroider original designs; and learn techniques in quilting, pleating, and trapunto.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FD 241 — APPAREL PRODUCT DATA MANAGEMENT**

Introduction to product data management. Students learn to facilitate the communication and coordination of pre-product development tasks by linking design, engineering, costing, and manufacturing information through a centralized database of product-related information.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**FD 281 — CORSETRY IN FASHION I**

*Prerequisite: DP 112 or FD 112*

Students study the history of corsetry from the 1600s to the 1850s and learn how the body is manipulated to create a fashion silhouette. Through museum visits and online market research, students analyze the differences between corsetry and class draping and develop technical patterns to create period corsets using traditional construction techniques.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**FD 282 — CORSETRY IN FASHION II**

*Prerequisite: FD 281 or approval of chairperson*

Students explore the history of corsetry from 1850 to the present and the interpretation of structured undergarments in contemporary fashion trends. Further developing the technical skills learned in FD 281, students create a period corset and design a contemporary corset and garment.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**FD 321 — COMPUTERIZED PATTERN DESIGN**

This course builds on students' patternmaking skills and enables them to advance to a more comprehensive study of design using computerized patternmaking methods and principles. Students learn the operation of the System Management and PDS (Pattern Design System) computerized flat-pattern design and technical illustration programs.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**FD 341 — DESIGN WITH HIGH-TECH FABRICS**

Students examine the relationship between high-tech fabrics and contemporary sportswear, outerwear, and performance design. The course concentrates on the qualities and functions of high-tech fabrics and their adaptability for specific functions or fashion looks. Students also learn the special construction techniques and machines needed for these fabrics.

1.5 CREDITS; 1 LECTURE AND 1 STUDIO HOURS PER WEEK

**FD 351 — BODY CONTOUR**

This course introduces students to the design, merchandising, and manufacturing of body contouring designs in stretch fabrics. Students incorporate market and textile research to drape and flat-pattern original designs, and execute the construction using appropriate construction techniques.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FD 352 — KNITWEAR DESIGN: FLAT-PATTERN DESIGN AND SEWING**

Students learn standard flat-pattern design and sewing practices of the knitwear industry, including industrial methods of measuring, fitting, and finishing, in order to develop original knitwear designs through market research. Fabrics for the term project are produced in FD 353.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FD 353 — KNITWEAR DESIGN: MACHINE KNITTING**

An introduction to the hand knitting machine as a tool for designing knitted fabrics and garments. Students learn the design aspects of fabric structure, stitch patterns, and textured yarns and colors in order to create new fabric designs in jersey structures. Original fabrics are created for use in FD 352.

2 CREDITS; 4 LABORATORY HOURS PER WEEK

**FD 354 — KNITWEAR DESIGN: DRAPING, ADVANCED SEWING, AND FLAT-PATTERN DESIGN**

*Prerequisite: FD 352*

Students design and develop a line of fine gauge knitwear and sweater weight garments using industry methods of draping, advanced sewing, and flat pattern design.

1.5 CREDITS; 3 LABORATORY HOURS PER WEEK

**FD 355 — PRIMA VISION I**

Students gain a working knowledge of technical line development and execution through the study and use of the proprietary software program Prima Vision, by Lectra Systems. Emphasis is on specs and construction details dealing with both woven and knit fabric development.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**FD 356 — SEAMLESS KNIT DESIGN: STOLL M1**

*Prerequisites: FD 352 and FD 353*

Students create a knitwear program through the study and use of the proprietary software Stoll M1 CAD system. Emphasis is placed on the construction of knitted fabrics in single and double bed.

2 CREDITS; 4 LABORATORY HOURS PER WEEK

**FD 361 — INTRODUCTION TO CHILDREN'S WEAR**

Introduces students to the children's wear market. Students study the differences between children's wear and adult clothing, and explore the issues that need to be addressed when designing clothing for children, including sizing, government safety standards, and the psychological implications of child development on design. Students design a collection using appropriate design concepts.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**FD 362 — ACTIVE SPORT DESIGN**

Requirements and principles of movement in specific sports are discussed as they relate to the fit of active sports apparel. Students create designs based on the aesthetic and technical needs of the serious sports enthusiast.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FD 363 — SWIMWEAR DESIGN**

An introduction to swimwear design. Students gain a broad working knowledge of swimsuits and related apparel such as cover-ups and beach accessories. Original designs are produced using flat-pattern and draping techniques, and industry-specific construction methods and machinery.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FD 364 — OUTERWEAR AND PERFORMANCE APPAREL DESIGN**

Students study the creation of women's performance apparel, which takes into account the principles of extreme movement and the aesthetic and technical needs of the serious outdoor sports enthusiast. Using their newly acquired knowledge of advanced new fibers, fabrics, and trim and performance construction techniques, students design performance apparel for a specific sport.

2 CREDITS; 4 LABORATORY HOURS PER WEEK

**FD 371 — INTIMATE APPAREL SEWING TECHNIQUES**

This course introduces students to the construction techniques involved in the development of intimate apparel products. Students create a prototype from a sloper, using professional sewing methods and application techniques.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FD 372 — CONTROL SHAPEWEAR DESIGN**

*Co-requisite: FD 371*

Students explore the design and construction techniques of control garment fitting prototypes. Through market research and demonstrations, students create original concepts and produce prototypes utilizing specialized construction methods.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FD 373 — INTIMATE APPAREL LINE DEVELOPMENT**

Students study the functions of intimate apparel marketing. Through industry research, students analyze market classifications, trend forecasting, and the entire process of merchandizing an intimate apparel product, from learning terminology to product development, pricing, and advertising.

1.5 CREDITS; 1 LECTURE AND 1 STUDIO HOURS PER WEEK

**FD 374 — FLAT-PATTERN DESIGN FOR SPECIAL OCCASION**

Through lectures, demonstrations, and hands-on application, students learn to make patterns for after-five, evening, bridalwear and other special occasion dresses. Students develop their flat-pattern-making skills in order to create master slopers that interpret design sketches into three-dimensional forms.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FD 375 — TEXTILE LACE AND TECHNOLOGY I**

Students learn about textile lace and embellishment technology and its relationship in the design, styling, and marketing of apparel products. Through lectures, field trips, market research, and construction demonstrations, students explore both the domestic and international textile market along with aesthetics, performance, and cost/price relationships.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FD 391 — CHILDREN'S WEAR LICENSING PRACTICUM**

This course familiarizes students with all aspects of designing licensed children's wear products. Students spend three hours per week for ten weeks at a children's wear host company, and three hours per week for five weeks with an apparel faculty mentor.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FD 451 — KNITWEAR DESIGN: FULL FASHION AND POINTELLE**

An introduction to full fashion knitting and the principles of pointelle design. Students use jersey and rib structures to create full fashion garments. Emphasis is placed on appropriate design solutions for full fashion garments and designing pointelle patterns.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FD 452 — PRIMAVISION II**

*Prerequisite: FD 355*

This course explores the industry procedures used to creatively design and technically develop knitwear lines using the Primavision TCX software. Students build on skills learned in FD 355, using the Primavision software as a cohesive tool to communicate and combine all phases of knitwear line development.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**FD 461 — TAILORING TECHNIQUES**

This course enables students to elevate their basic sewing skills to an advanced level. Students learn to construct a jacket utilizing hand-tailored methods. Through lectures and demonstrations, students evaluate different levels of quality garments to better understand construction and costing.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FD 471 — FOUNDATION DESIGN**

*Co-requisite: FD 472*

An introduction to foundation and undergarment design. Original designs are produced through flat pattern and draping, incorporating specialized sewing methods. Students research the undergarment fashion market and use historical and textile references to create original garments. Projects in this course coordinate with those in FD 472.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FD 472 — FOUNDATION FITTING TECHNIQUES**

*Co-requisite: FD 471*

An introduction to professional foundation-fitting techniques as used in the intimate apparel industry. Students learn fitting on a foundation fit model using retail samples and garments of their own design. Through in-class visits and demonstrations by industry experts, students participate in fitting prototypes to explore proper proportion, fit, and comfort.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FD 473 — UNDERFASHION COMPUTER PATTERNMAKING/GRADING FOR DESIGN**

*Prerequisites: FD 321 and FD 372*

*Co-requisites: FD 471 and FD 472*

This course introduces students to computerized pattern design and grading techniques utilized by foundation designers and industry. Students gain an understanding of specific requirements for foundation pattern shaping and sizing by learning computer pattern development and sizing procedures.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**FD 474 — BRIDAL DESIGN**

*Prerequisites: FD 231, FD 232, and FD 374*

Students are introduced to the specialized field of bridal design. Through market research, students explore the differences in the areas of formal, semi-formal, and informal bridal apparel in the American and international markets. Students develop a collection of bridal designs and execute an original design using industry techniques.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FD 475 — LEATHER APPAREL DESIGN**

This course introduces students to the use of leather, suede, and other animal skins for women's apparel design. The course explores the application of design principles exclusive to designing apparel with leather skins. Students create designs through draping and flat pattern utilizing industrial methods.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FD 491 — SENIOR COLLECTION: CHILDREN'S WEAR**

*Prerequisite:* FF 393 or FF 394

Students develop a senior collection of children's wear under the supervision of an instructor and an industry designer. This course builds upon the technical, creative, and industry knowledge acquired in prior semesters. Utilizing market research and forecasting services, students design and construct a mini-collection.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FD 493 — SENIOR COLLECTION: KNITWEAR DESIGN**

*Prerequisite:* FF 395

*Co-requisite:* TS 366

Students develop a senior collection of knitwear under the supervision of an instructor and an industry designer. This course builds upon the technical, creative, and industry knowledge acquired in prior semesters. Utilizing market research and forecasting services, students design and construct a mini-collection.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FD 494 — SENIOR COLLECTION: INTIMATE APPAREL**

*Prerequisite:* FF 396

Students develop a senior collection of intimate apparel under the supervision of an instructor and an industry designer. This course builds upon the technical, creative, and industry knowledge acquired in prior semesters. Utilizing market research and forecasting services, students design and construct a mini-collection.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FD 495 — SENIOR COLLECTION: SPECIAL OCCASION**

*Prerequisites:* FF 391 and FF 397

Students develop a senior collection of special occasion designs under the supervision of an instructor and an industry designer. This course builds upon the technical, creative, and industry knowledge acquired in prior semesters. Utilizing market research and forecasting services, students design and construct a mini-collection.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**FD 496 — SENIOR COLLECTION: SPORTSWEAR/ACTIVE WEAR**

*Prerequisite:* FF 393 or FF 394

Students develop a senior collection of sportswear/active wear under the supervision of an instructor and an industry designer. This course builds upon the technical, creative, and industry knowledge acquired in prior semesters. Utilizing market research and forecasting services, students design and construct a mini-collection.

3 CREDITS; 6 STUDIO HOURS PER WEEK

## Fashion Design—Art (See also AF, AP, AR, DP, FD, TL)

**FF 111 — FASHION ART AND DESIGN I**

This course teaches students to understand, analyze, and draw the female fashion figure, front, turned, and back views. Students learn how to communicate their design ideas in a fashion sketch through garment details, silhouettes, and color theory. Acquiring skills in design development sketching enables them to create simple design groups.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FF 112 — FASHION ART AND DESIGN II**

*Prerequisite:* FF 111

Students learn to explore the nature and hand of fabrics, and how to render different textures, weights, and patterns in their fashion designs. Students develop original designs through researching historical periods, current fashion styling, and color trends as they are applied in fashion design. Design journals, customer profiles, and various presentation formats are introduced. (G6: Arts)

2 CREDITS; 4 LABORATORY HOURS PER WEEK

**FF 113 — FASHION ART AND DESIGN FOR ONE-YEAR PROGRAM**

Students learn to sketch and render the contemporary fashion figure in order to create a fashion design collection. The course concentrates on proportion, fabric rendering, design details, garment silhouettes, and presentation techniques. (G6: Arts)

5 CREDITS; 2 LECTURE AND 6 STUDIO HOURS PER WEEK

**FF 114 — MODEL DRAWING I FOR FASHION DESIGNERS**

Students learn to draw fashion figure proportion, movement, silhouettes, and details from the fashion model in a variety of poses. Emphasis is placed on experimenting with various media and techniques to render the different characteristics of fabric.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**FF 141 — INTRODUCTION TO COMPUTERIZED FASHION DESIGN**

This course introduces the basics of computer-aided design targeted specifically for the fashion industry. Using both bitmap and vector software, students learn techniques to conceptualize fashion designs and create industry-standard presentations.

1 CREDIT; 2 COMPUTER LABORATORY HOURS PER WEEK

**FF 211 — FASHION ART AND DESIGN III**

*Prerequisite:* FF 112

Students prepare for their fourth-semester design collections by exploring the roles of research, design development, and editing in the fashion design process. Emphasis is placed on the application of design development to a variety of design groups in order to expand the students' knowledge of key fashion categories, markets, and price points.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FF 212 — FASHION ART AND DESIGN IV**

*Prerequisite:* FF 113 or FF 211

This course enables students to understand the design process necessary for the execution of a design portfolio. Students create a design portfolio for two design seasons in their chosen area of study. An individual drawing style is developed along with suitable presentation techniques and formats.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FF 213 — MODEL VISUALIZATION TECHNIQUES**

*Prerequisite:* FF 113 or FF 211

Students learn how to develop a quick and accurate methodology of fashion design sketching from models. The course provides ideas, inspiration, and a variety of techniques used to solve fashion design challenges.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**FF 221 — FASHION PAST AND PRESENT**

*Prerequisite:* FF 112 or FF 113

Slide lectures concentrating on Western fashion cover the ancient eras to the 20th century, emphasizing silhouettes, fabrics, garment details, construction, and accessories. Design projects for a variety of current markets are created with historic inspiration from the periods and cultures explored in the slide lectures, utilizing research from the library, museum, internet, and other sources.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**FF 241 — FASHION DESIGN COMPUTER: PHOTOSHOP**

*Prerequisite:* AR 101 or FF 111 or FF 113 or approval of Fashion Design-Art assistant chairperson

Students learn the fundamental and advanced techniques specific to fashion design, using Adobe Photoshop. Course assignments focus on establishing fashion design principles through digital line design development techniques. Students develop increasingly advanced skills using the core software to produce coordinated fashion design presentations. The focus of each design project targets specific customers and categories.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**FF 242 — FASHION DESIGN COMPUTER: ILLUSTRATOR**

*Prerequisite:* AR 213 or FF 141 or FF 241 or approval of Fashion Design-Art assistant chairperson

Students learn the fundamental-to-intermediate-level techniques specific to fashion design using Adobe Illustrator. The course covers all aspects of drawing, including working with images and color. Course assignments focus on establishing industry techniques and developing proficiency in creating fashion designs using Adobe Illustrator.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**FF 243 — DIGITAL FLATS AND SPECS**

*Prerequisites:* FF 241 and (FF 141 or FF 242)

Students learn to create garment specification sheets by integrating manual and digital skills. Digital design techniques and business practices are explored in order to create a presentation of a design collection.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**FF 244 — DESIGN COLLECTIONS: VISUAL SOLUTIONS**

*Prerequisite:* FF 113 or FF 211

Students develop design collection concepts for specific areas of the design market in a variety of presentation formats using digital and analog media. Using field trips, retail market research, and internet exploration as a springboard for design, students work with a guest critic from the fashion industry to create a design project for presentation.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FF 291 — FASHION PORTFOLIO COLLECTION**

This course enables the student to understand the design process necessary for the execution of a design portfolio, developing original ideas specialized in one area of the industry. Students analyze a target market and develop their own personal drawing and rendering style.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FF 321 — 20TH-CENTURY STYLE AND THE MODERN DESIGNER**

*Prerequisite:* FF 221 or approval of the Fashion Design-Art assistant chairperson

A cultural history of 20th-century women's fashion in the Western world, and its influence on contemporary fashion. Students study fashion designers from the 1850s to the present day, and the political, social, and artistic influences on fashion. Primary research tools are explored as an inspiration for the students' own fashion designs.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**FF 341 — COMPUTER ART FOR ACCESSORIES DESIGN**

*Prerequisite:* AR 213 or AR 214 or AR 215 or FF 241 or PH 272 or permission of Accessories Design chairperson

Students learn advanced techniques specific to accessories design using Photoshop and Illustrator. Assignments focus on digitally created presentation and rendering techniques.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FF 351 — KNITWEAR DESIGN I**

An introduction to knitwear design. Students study the knitting process, including yarns, stitches, patterns, and constructions, to create original design sketches specific to this market. Knit collections are completed in the following categories: performance and seamless knits, body-contouring intimates, cut-and-sew knits, and full fashion machine knits.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FF 352 — KNITWEAR DESIGN II**

Students study full-fashioned and cut-and-sew knit design collections in order to create projects designed to focus on current knitwear industry trends. Course assignments incorporate yarn and trend market research, design development, rendering and design sketching of knits, and flat sketching.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FF 361 — CHILDREN'S WEAR DESIGN**

Students develop a proficiency in sketching children's figures in the various age/size ranges of the children's wear market. Design projects are created based on an analysis of the trends, design requirements and challenges of each age group of clothing, with emphasis on presentation, drawing, and rendering skills.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FF 362 — COMPUTERIZED CHILDREN'S WEAR DESIGN**

*Prerequisite:* FF 243

Using Adobe software, students develop their digital drawing skills to create design sketches, graphics, and production artwork for the children's wear market. From creating a digital flat to designing pattern repeats to final presentation boards, students learn the digital multitasking skills required in the fashion design industry.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**FF 371 — SHAPEWEAR AND FOUNDATION: ART**

*Co-requisite:* FF 372

This course introduces students to the intimate apparel control shapewear and body-contouring markets. Students design and sketch original collections in these intimate apparel categories. As inspiration, students research the internet, fashion forecasting services, museums, and fabric and trim shows. Retail market research is a co-assignment with FD 373.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FF 372 — INTIMATE APPAREL CAD**

*Prerequisite:* FF 243

*Co-requisite:* FF 371

Students learn digital techniques for visually presenting design concepts using over-the-counter software. A special emphasis is placed on renderings of specialty fabrics, trims, and constructions appropriate to specific intimate apparel categories.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**FF 391 — BRIDAL DESIGN: PORTFOLIO**

Students create a coherent design portfolio for the bridal industry by researching target market studies, trend spotting, and analyzing the design philosophies of contemporary bridal designers.

Students also develop a personal drawing style and learn to develop design concepts via the fashion sketch to create a design presentation appropriate to the focused market.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FF 392 — SWIM/ACTIVE SPORT PORTFOLIO**

Through the study of active sports and the principles of movement, students develop original design sketches for the serious and recreational athlete. As inspiration for portfolio collections, students conduct internet and in-store market research focusing on swim apparel and active sport product lines.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FF 393 — PORTFOLIO: SPORTSWEAR**

Students plan and illustrate original designs for a women's or children's sportswear portfolio.

Consideration is given to current trends in the sportswear industry and the impact of communication technologies and economic realities of a global marketplace. Students work in an interdisciplinary environment with the option of developing their concepts in digital or manual formats.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FF 394 — PORTFOLIO: ACTIVE WEAR**

Students plan and illustrate original designs for an active and performance apparel design portfolio for both the women's and children's wear market. Consideration is given to current trends in the industry, the impact of communication technologies, and the economic realities of a global marketplace. Students work in an interdisciplinary environment with the option of developing concepts in digital or manual formats.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FF 395 — PORTFOLIO: KNITWEAR DESIGN**

Students plan and illustrate original designs for a knitwear design portfolio. Consideration is given to current trends and technologies in the knitwear industry. Students work in an interdisciplinary environment with the option of developing their concepts in digital or manual formats.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FF 396 — SENIOR PORTFOLIO: INTIMATE APPAREL**

This course introduces students to the specialized areas of the intimate apparel "soft" market. Through extensive research, students gain an understanding of the daywear, loungewear, leisurewear, and sleepwear markets. Students develop their original design sketches into a comprehensive portfolio.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**FF 397 — SENIOR PORTFOLIO: SPECIAL OCCASION**

*Prerequisite:* FF 391

This course enables students to understand the design process necessary for the execution of a portfolio appropriate for the evening wear and special occasion market.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**FF 398 — OUTERWEAR AND PERFORMANCE APPAREL DESIGN PORTFOLIO**

*Prerequisite:* FF 243 or approval of Fashion Design-Art assistant chairperson

Students become familiar with the current outerwear and performance apparel market. They forecast and track trends and create product, storyboards, and spec sheets for various segments of the women's outerwear and performance apparel industry. Sourcing trims such as hardware and closures are studied.

2 CREDITS; 4 LABORATORY HOURS PER WEEK

**FF 491 — INTERNSHIP**

An unsalaried, 12-week internship in the industry, scheduled individually for a minimum of ten hours per week. Integrates students' design knowledge with field experience at a specific manufacturer with a company employee as a supervisor/mentor. The Internship Center assists the Fashion Design Department in placement.

2 CREDITS

**FF 492 — E-PORTFOLIO**

*Prerequisite:* FF 393, or FF 394, or FF 395, or FF 396, or FF 397, or approval of Fashion Design-Art assistant chairperson

Students explore various techniques for integrating existing hand-generated and digital artwork in electronic fashion design presentations. Emphasis is placed on understanding the architecture of the "e-portfolio," critical thinking, consistency, and ordering of content. Students learn to create visual databases, catalogues, slide shows, and basic web pages.

1 CREDIT; 2 COMPUTER LABORATORY HOURS PER WEEK

## Fashion Merchandising Management

**FM 101 — SURVEY OF FASHION MERCHANDISING**

For students not majoring in Business and Technology programs. Explores the interrelationships between the consumer and the primary, secondary, retailing, and auxiliary segments of the fashion industry. Presents the characteristics, merchandising practices, and marketing strategies of fashion businesses.

3 CREDITS

**FM 114 — INTRODUCTION TO THE FASHION INDUSTRY**

This survey covers the history, characteristics, and global interrelationships of all segments of the fashion industry. The course explores how fiber, textile, and apparel producers, retailers, and home furnishings companies merchandise and market their products within the industry and to the ultimate consumer.

3 CREDITS

**FM 116 — FASHION BUSINESS PRACTICES**

A comprehensive introduction to the modern fashion business environment. The structures, finances, management, organization, and ethical responsibilities of fashion enterprises are examined in a global context.

3 CREDITS

**FM 117 — INTRODUCTION TO FASHION MARKETING**

This course focuses on the integration of fashion marketing concepts, practices and applications and facilitates the development of a marketing/merchandising plan. Through a case study approach, students analyze opportunities in merchandise positioning, brand imagery, and targeting and segmentation of an apparel or other fashion product.

3 CREDITS

**FM 118 — CONSUMER MOTIVATION IN FASHION**

Students learn demographic and psychographic information pertaining to consumer behavior and how it relates to the marketing of fashion. Discussions concentrate on consumer research, geographic distribution, income, education, leisure time, family structure, lifestyle, attitude, reference groups, and consumerism as influences.

3 CREDITS

**FM 121 — MERCHANDISE PLANNING AND CONTROL**

*Prerequisite: passing grade on FMM math placement test or MA 005*

Provides an understanding of the concepts and calculations necessary for successful merchandising and familiarizes students with the terminology of operating statements, retail method of inventory, planning seasonal purchases, methods of figuring markups, turnover, stock-sales ratios, open-to-buy, markdowns, and terms of sale.

3 CREDITS

**FM 122 — FASHION MERCHANDISING: PRINCIPLES AND TECHNIQUES**

Analyzes the buying function and the differences of buyers' responsibilities in various types of merchandising organizations. Studies the principles, procedures, and techniques practiced by merchandisers of fashion goods in determining what assortments to buy and which resources to select.

3 CREDITS

**FM 144 — PRODUCT KNOWLEDGE FOR MERCHANDISING**

Familiarizes students with the terminology and characteristics of merchandise of non-textile fashion accessories and home furnishings at all price levels. Enables retail buyers, product developers, and wholesale salespersons to differentiate criteria for price and quality.

3 CREDITS

**FM 202 — THE MARKETING OF MENSWEAR**

For Menswear students. Analysis of successful marketing practices of menswear manufacturers selling to all types of retail enterprises. Examines demographics, line development, production and distribution, and interrelationships in the menswear industry.

3 CREDITS

**FM 212 — CASE STUDIES IN FASHION MARKETING**

*Prerequisite: FM 116*

Through the case study method, analyze the decision-making process used to arrive at independent solutions to typical marketing problems. Student analyses and presentations of actual cases are evaluated for weighing of factual data, disciplined thinking, and arrival at rational conclusions.

3 CREDITS

**FM 213 — INTRODUCTION TO DIRECT MARKETING**

*Prerequisites: AC 111 and FM 114*

Presents a comprehensive overview of the direct marketing industry, including its various components and career opportunities. Through the use of case studies and/or assignments, students learn strategic planning: how to choose and merchandise a product, pinpoint a target audience, develop marketing tests, and analyze results. Students are also introduced to the various electronic vehicles currently used in this ever-changing industry.

3 CREDITS

**FM 221 — WORKSHOP IN FASHION MERCHANDISING MANAGEMENT**

*Prerequisites: FM 121 and FM 122*

Presents students with opportunities to apply knowledge gained in prior courses to make creative solutions for specific problems. Workshop projects such as a day spent with a merchant or the selection of merchandise from manufacturers' offerings aid in understanding the principles and procedures of successful fashion merchandising.

3 CREDITS

**FM 222 — IMPORT BUYING**

*Prerequisite: FM 224*

Analyzes key factors in developing import programs, distribution of products, market sources, financing, and aspects associated with apparel and other imported products. The impact of imports on domestic apparel businesses is examined.

3 CREDITS

**FM 223 — CREATIVE FASHION PRESENTATIONS**

*Prerequisites: AC 111 and FM 114*

Students prepare and present fashion information through clinics, shows, and written communiques. They learn how to research, analyze, and forecast fashion trends. Awareness of career opportunities in the fashion industries is fostered.

3 CREDITS

**FM 224 — MERCHANDISING MATH APPLICATIONS**

*Prerequisites: (Passing grade on FMM math placement test or MA 005) and FM 116*

Students develop an understanding of the merchandising concepts and calculations necessary for interpreting and responding to financial planning and control reports of the merchandising and store operational teams. Among such reports are sales analyses, maintained markup reports, gross margin and seasonal plans.

3 CREDITS

**FM 225 — FASHION MERCHANDISING**

*Prerequisites: (Passing grade on FMM math placement test or MA 005) and FM 268*

This course provides a comprehensive look at the merchandising environment including the functions and objectives of the merchandising team and the principles and techniques of today's buyers, planners, product developers and account executives. Students work in teams on simulated merchandising projects to execute a seasonal plan.

3 CREDITS

**FM 226 — INTERNATIONAL BUYING AND MARKETING**

*Prerequisite: Approval of instructor*

Students, under faculty supervision, visit principal European cities to study the factors involved in fashion marketing and the international customer's attitudes about fashion. Discussions involve methods, practices, and reasons for importation and exportation. Students are expected to complete written assignments.

3 CREDITS; APPROXIMATELY 21 DAYS IN JUNE

**FM 231 — STRATEGIES OF SELLING**

Principles of personal selling techniques, presentation skills, the art of persuasion, negotiating, and account building in the wholesale markets are developed through lectures and workshops.

3 CREDITS

**FM 244 — PRODUCT DEVELOPMENT**

*Prerequisite: FM 268 and TS 111*

Introduces the concepts and methods by which retailers create special, store-branded merchandise for targeted customer segments. The process of product development, from research to production to distribution, is studied.

3 CREDITS

**FM 251 — SMALL STORE FASHION RETAILING**

*Prerequisite: FM 224*

Enables students to understand the procedures of organizing a small fashion retail enterprise and to become aware of the decision-making inherent in successful small-store merchandising. Students develop a model for a small fashion retail store.

3 CREDITS

**FM 262 — CONTEMPORARY RETAIL MANAGEMENT**

Students study all operational segments of the fashion industry and describe the functions of each. Contributions employees add to sales productivity and customer satisfaction in retail establishments are studied. New technologies are researched and the impact on consumers' shopping experiences explored.

3 CREDITS

**FM 268 — TEAM DEVELOPMENT WORKSHOP**

Through individual and team role-playing and workshop activities, students learn the management skills needed in the international workplace. Communications skills, teamwork, and process management are stressed.

2.5 CREDITS

**FM 301 — FASHION MERCHANDISING FOR APPAREL DESIGNERS**

For baccalaureate-level Fashion Design students. Examines the merchandising concepts vital to successful business practices in the fashion industry. Issues contributing to the relationships and profitability of manufacturing and retailing are stressed.

3 CREDITS

**FM 302 — MERCHANDISING FOR TECHNICAL DESIGN**

Students develop an understanding of apparel merchandising within the product development process, including the role of the merchant and the interrelationships among technical design, merchandising, production, creative design, and sales.

2 CREDITS

**FM 321 — WORKSHOP IN APPAREL MERCHANDISING**

*Prerequisite: FM 244*

Hands-on workshops simulate the activities of a fashion merchandiser in overseeing the research, development, and presentation of a line for an apparel manufacturer. Emphasizes handling key accounts and the merchandiser's relationship with design, production, and sales staff.

3 CREDITS

**FM 322 — FASHION INVENTORY MANAGEMENT**

*Prerequisites: MG 306 for Fashion Merchandising Management students; MG 132, MG 153, and MG 251 for Production Management students*

In computer simulations, students make decisions involving inventory models, inventory replenishment, and seasonal and long-term merchandising strategies. Students learn to manage a business by developing seasonal financial plans, creating store plans, and balancing multi-store inventories.

3 CREDITS; 2 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**FM 323 — MERCHANDISING FOR ELECTRONIC COMMERCE**

*Prerequisite: MG 306*

Students identify and evaluate how e-commerce is conducted and managed. Visual and merchandise presentations offered in e-tailing are explored. An e-tailing site is simulated, applying merchandising concepts acquired in the class. Career opportunities in the e-commerce sector are also identified.

3 CREDITS

**FM 324 — BUSINESS OF LICENSING**

Students examine the business aspects of licensing as they apply to the fashion industry, from licensing assignments through the merchandising approval process. Appropriate skills for negotiating and planning licensed product lines are developed. Business and career opportunities with manufacturers, retailers, product developers, and designers of licensed fashion merchandise are explored.

3 CREDITS

**FM 325 — FINANCIAL ASSORTMENT AND PLANNING**

Students learn financial and merchandise assortment planning using the Arthur Planning software. The course defines the buyer's duties within a retail organization and teaches students how to develop a financial plan.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

**FM 341 — COMPUTER-AIDED PRODUCT DEVELOPMENT I**

*Prerequisites: FM 244 and MG 153*

This course examines how technology is used to create, merchandise, and communicate during each phase of the product development process. It focuses on the creative phases of product development, including trend research; sourcing for color, silhouette, and patterns; and assortment planning.

3 CREDITS; 2 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**FM 361 — MANAGEMENT FOR RETAILING**

A comprehensive study of the role of the manager in today's retail climate. Students learn the effect of an organization's culture on the management process and how it is viewed from a global perspective. Decision-making, planning, structure, leadership, and defining control are also studied.

3 CREDITS

**FM 362 — DYNAMICS OF STORE OPERATIONS MANAGEMENT**

*Prerequisite: FM 361*

This course identifies the divisions of Retail Management from the store operations perspective. Specific areas of operations management are analyzed. Students compare and contrast management practices among retailers using skills gained from roundtable discussions with industry executives and field trips.

3 CREDITS

**FM 422 — MERCHANDISING STRATEGIES**

*Prerequisites: FM 325 and (MA 311 or MA 321 or MA 331)*

This is the "capstone" course for BS degree students, which integrates the skills and knowledge acquired in previous FMM and related courses. Working in teams, students will research financial, merchandising and competitive data and combine with information provided by executives from various retail organizations. Students will articulate merchandising strategies in a final presentation.

3 CREDITS

**FM 423 — FASHION PLANNING AND ALLOCATION**

*Prerequisites: FM 322*

Students assume the role of fashion merchandise planner/allocator for a multi-unit chain store. Using computer technology, they extract data from the system, analyze data for future planning and allocation, and manage inventory levels, sales, and turns.

3 CREDITS; 2 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**FM 431 — SALES MANAGEMENT**

This course includes the formulation of strategic sales programs for manufactured products and services. Students implement sales programs and evaluate control of the organization's sales activities. The course blends dynamic processes composed of interrelated sections, all geared to reach the sales objectives.

3 CREDITS

**FM 441 — COMPUTER-AIDED PRODUCT DEVELOPMENT II**

*Prerequisites: FM 341 and MG 306*

This course applies web-based content and computer applications during product development. Students implement assembly and diagram details, specifications, cost sheets, etc., based on the creative content from FM 341.

3 CREDITS; 2 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**FM 491 — SUMMER INTERNSHIP: FASHION MERCHANDISING IN LONDON**

*Prerequisite: approval of instructor*

A summer internship in a London-based merchandising company. Includes three 3-hour classes based at FIT prior to departure, as well as three seminars in London. Completion of daily journal, oral presentation, and written report are required. Applications must be submitted in the fall semester prior to acceptance into the program.

4 CREDITS; MINIMUM OF 120 HOURS FROM THE END OF MAY THROUGH JUNE

**FM 499 — INDEPENDENT STUDY: FMM**

*Prerequisite: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

## French

**FR 111 — FRENCH I**

This introductory course enables students with no background in French to communicate with French-speaking people. The basic skills of speaking, reading, and writing in French are established and the cultures where French is spoken are introduced. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

**FR 112 — FRENCH II**

*Prerequisite: FR 111 or equivalent*

Students expand upon the skills established in French I and continue to study the cultures where French is spoken. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

**FR 122 — FRENCH CONVERSATION I**

*Prerequisite: FR 111 or equivalent*

Students learn to converse in French by interacting in real-life situations. Functional and practical verbal communications are addressed, with a focus on the cultures where French is spoken. Course also taught in Paris, France, in Winterim and Summer sessions.

3 CREDITS

**FR 132 — FRENCH IN PARIS**

*Prerequisite: FR 112 or equivalent*

Provides an opportunity for total immersion in French and for developing an awareness of the people, culture, and history of Paris and France. Continuation of the practice, development, and use of the basic spoken and written structures of contemporary French. Emphasis is placed on immediate active use of the language as an instrument of communication.

3.5 CREDITS; 4 DAYS PER WEEK FOR 4 WEEKS IN JUNE

**FR 213 — FRENCH III**

*Prerequisite: FR 112 or equivalent*

This intermediate course is designed to review and refine students' communication skills in French. Supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of the cultures where French is spoken. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

**FR 214 — FRENCH IV**

*Prerequisite: FR 213 or equivalent*

Building on French III, students refine their communication skills in French. More advanced supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of the cultures where French is spoken. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

**FR 223 — FRENCH CONVERSATION II**

*Prerequisite: FR 112 or equivalent*

Conversational ability in French is further developed and refined by emphasizing interaction in real-life situations. Advanced functional and practical verbal communications are addressed, with a focus on the cultures where French is spoken.

3 CREDITS

**FR 315 — INTRODUCTION TO FRENCH LITERATURE**

*Prerequisite: FR 214 or equivalent*

Introduces students to the history of French literature from the Middle Ages to the 19th century. Examines major French authors in the genres of poetry, the novel, and theatre, and emphasizes literary analysis through discussion. Films, recordings, and other media are used to illuminate the works studied. Conducted entirely in French.

3 CREDITS

## Fabric Styling

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### **FS 312 — RESEARCH TECHNIQUES**

Students explore and use a wide range of research materials to develop new designs. Special focus is on historical reference in order to apply and adapt designs to current markets.

1.5 CREDITS; 1 LECTURE AND 1 STUDIO HOURS PER WEEK

### **FS 321 — FASHION KNIT DESIGN**

Reviews various processes of knitting, including warp, raschel, and double knit. Stresses knit designing for today's fashion needs in apparel.

3 CREDITS; 2 LECTURE AND 2 STUDIO HOURS PER WEEK

### **FS 331 — FABRIC STYLING I**

Design concepts, fashion trends, and textile lines are developed for a wide range of markets. Focus is on developing cohesive, visually edited boards for specific areas. Oral presentation skills are developed at the conclusion of each project.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

### **FS 334 — LEATHER FORECASTING AND STYLING**

Students are taught how to develop and communicate style concepts and fashion trends in leather. Special emphasis is on sources of inspiration, introduction to research, and production techniques for apparel and accessories in the men's and women's wear markets.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

### **FS 341 — ROLE OF FABRICS IN FASHION: 1860 TO PRESENT**

Significant concepts and developments in fabrics and fashion history are examined through a chronological study of innovations in fabrics and their uses by major designers. Knowledge of specific fabrics, designs, and designers is obtained by hands-on use of garments in The Museum at FIT's collections.

3 CREDITS

### **FS 411 — FABRIC STYLING IN ITALY**

*Prerequisite: HA 112*

Students learn how to conduct research, interpret visual materials, and develop forecasting skills through the on-location experience of Italian art, architecture, landscape, fashion, and design. By visiting museums, design studios, and textile mills, students learn about Italian culture and international perspectives, design resources, stores, and markets.

3 CREDITS; APPROXIMATELY 3 WEEKS IN JUNE

### **FS 424 — HOME FASHION DESIGN**

Current lifestyle and fashion trends are analyzed to produce lines for domestics and bed and bath markets. The special needs of licensed designs are discussed. Attention is given to specific historical periods and relevant reference material.

3 CREDITS; 6 LABORATORY HOURS PER WEEK

### **FS 431 — FABRIC STYLING II**

*Prerequisite: FS 331*

Students continue the development of fabrics and/or product lines begun in FS 331, with emphasis on specific marketing and design criteria.

2 CREDITS; 4 LABORATORY HOURS PER WEEK

### **FS 432 — CAD FOR WOVEN AND PRINT STYLING**

Using CAD programs with weave libraries, students create original woven patterns. Plaids, stripes, and coordinated designs are presented as collections in a storyboard format.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

### **FS 433 — DIGITAL PRESENTATION FOR THE FABRIC STYLIST**

*Prerequisite: TD 312 or approval of instructor*

Students use market direction, color forecasts, style information, and national and international trends in order to develop presentations delivered in a digital interactive format. Video, sound, digital photography, annotation, and animation are integrated into a final project.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

### **FS 451 — COLOR COMBINATIONS AND REPEATS**

The development and execution of original design ideas are accomplished. Students concentrate on the use of gouache, transfer techniques, repeats, and color combinations. Current fashion trends are analyzed in the design process.

3 CREDITS; 6 LABORATORY HOURS PER WEEK

### **FS 453 — PROFESSIONAL PRESENTATION**

Students prepare a trend and color forecast, as well as design invitations for their final portfolio show presented to industry members. Individual portfolios are developed and presented at that time.

1.5 CREDITS; 3 LABORATORY HOURS PER WEEK

### **FS 491 — INTERNSHIP**

A 14-week internship in industry, scheduled individually for a minimum of six hours per week.

Completion of a daily journal, a written report on the internship experience, and a portfolio of work (where applicable) is required.

2 CREDITS

### **FS 499 — INDEPENDENT STUDY IN FABRIC STYLING**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, coordinator, and dean*

For eighth-semester Fabric Styling students. A plan must be submitted to the Fabric Styling coordinator a semester before the class is taken.

VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Graphic Design

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### **GD 214 — THE CORPORATE IMAGE**

*Prerequisite: CD 112, and (for two-year AAS students only) CD 271*

*Co-requisite: CD 271 (for one-year AAS students only)*

Students develop corporate identity using logotype and logomark, with an emphasis on exploring creative solutions that define a corporate image. The logo application is extended to a complete corporate business system and finished to presentation form.

3 CREDITS; 6 STUDIO HOURS PER WEEK

### **GD 232 — SURVEY OF GRAPHIC DESIGN**

Traces the development of modern graphic design. Significant stylistic trends and influences are analyzed and compared. The processes used by major designers to realize design solutions are examined. The people, processes, and products involved in the development of modern graphic design are explored.

3 CREDITS

**GD 235 — SURVEY OF GRAPHIC DESIGN**

For one-year AAS Communication Design students. Surveys visual communication from its earliest forms to its present visualized conceptions. Emphasizes links between society and the evolution of visual communication. Analyzes and compares major stylistic trends and influences.

2 CREDITS

**GD 243 — WEBSITE DESIGN AND PRODUCTION**

*Co-requisite: CD 251*

Students design and produce their own websites using computer markup languages. Emphasis is placed on the understanding of the fundamentals of web design, including XHTML, CSS, and animation.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**GD 311 — GRAPHIC DESIGN I**

*Prerequisites: CD 271 and GD 214*

In this comprehensive approach to the study of graphic communication, students develop an understanding of the inventive potential of form and message to create a visual language by analyzing, researching, and organizing information. (G6: Arts)

3 CREDITS; 6 STUDIO HOURS PER WEEK

**GD 312 — GRAPHIC DESIGN II**

*Prerequisites: CD 371 and GD 311*

Students examine the analytical process used in visual problem solving and its role as a tool in communicating information. Students conceptualize and develop a visual campaign for a museum or institution and apply their designs comprehensively using a variety of media. (G6: Arts)

3 CREDITS; 6 STUDIO HOURS PER WEEK

**GD 342 — PUBLICATION DESIGN**

*Prerequisites: CD 222, CD 271, and GD 214*

The conceptual and technical abilities required to design magazines and other publications are emphasized. Students learn the impact of marketing objectives, research, and technology on publication design.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**GD 344 — GRAPHIC DESIGN IN DIGITAL MEDIA**

*Prerequisite: CD 441*

Advanced use of technology in graphic design with an emphasis on the visual, technical, and organizational makeup of an interface. Students explore ways to create and communicate utilizing the principles of interactivity, hypermedia, and time-based media.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**GD 401 — GRAPHIC DESIGN FOR ADVERTISING**

*Co-requisite: AD 481*

Students learn the systems and principles of graphic design and develop analytical abilities for visual problem solving in advertising.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**GD 402 — SIGNAGE AND GRAPHICS**

For Interior Design students. Examines the design of signage and graphics as elements of architectural and interior environments and exhibition areas.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**GD 407 — GRAPHIC DESIGN FOR TOY DESIGNERS**

*Prerequisite: TY 313*

Examines conceptual and executional skills of the designer, with emphasis on effective problem solving in graphic design.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**GD 411 — GRAPHIC DESIGN III**

*Prerequisites: CD 372 and GD 312*

Students build on their cognitive abilities and visual problem solving skills by developing innovative products. Students are encouraged to incorporate new technologies and materials into their designs.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**GD 414 — GRAPHIC DESIGN FOR PACKAGING**

*Prerequisites: GD 411 and GD 441*

Application of images and type to packaging design is studied. Various types of packaging, printing, and fabrication methods, as well as regulatory guidelines, are explored.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**GD 441 — ENVIRONMENTAL GRAPHICS**

*Prerequisites: CD 372 and GD 311*

An introduction to environmental graphic design that examines the basic concepts, language, materials, and processes necessary to solve communication problems in the built environment. Students work with scale, read plans, and construct models, as well as shape volume and form. They gain familiarity with traditional materials for fabrication and graphic production, and new and emerging electronic techniques.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

## History of Art and Civilization

**HA 111 — HISTORY OF WESTERN ART AND CIVILIZATION: ANCIENT PREHISTORY THROUGH THE MIDDLE AGES**

Presents the history of Western art and civilization from Paleolithic times through the Middle Ages. Illustrated lectures stress political, economic, and social conditions as reflected in architecture, painting, and sculpture. (G5: Western Civilization; G7: Humanities)

3 CREDITS

**HA 112 — HISTORY OF WESTERN ART AND CIVILIZATION: RENAISSANCE TO THE MODERN ERA**

Presents the history of Western art and civilization from the early Renaissance to the modern era. Illustrated lectures explore painting, sculpture, and architecture in relation to pertinent religious, political, economic, and social conditions. (G5: Western Civilization; G7: Humanities)

3 CREDITS

**HA 121 — CITIES AND CIVILIZATIONS: THE EASTERN MEDITERRANEAN WORLD, C. 3000 BCE - 1000 CE**

Students examine the art and civilization of the ancient to medieval eastern Mediterranean (including western Asia) from a non-Western perspective. Illustrated lectures and discussions survey the cultures, societies, and arts of the great urban centers of antiquity up to the Crusades. (G7: Humanities; G9: Other World Civilizations)

3 CREDITS

**HA 212 — RENAISSANCE ART**

Conducted in Florence, this course presents an in-depth study of Italian Renaissance painting, sculpture, and architecture from the late Middle Ages through the early Baroque. (G7: Humanities)

3 CREDITS

**HA 213 — ROME: A CULTURAL HISTORY IN PAINTING, SCULPTURE, AND ARCHITECTURE**

Conducted in Rome, this course examines the history of painting, sculpture, and architecture from antiquity to the present. Through field trips, lectures, and discussions, students are introduced to style, iconography, technical innovation, geography, and the cultural, social, economic, and political forces that have shaped Rome's visual arts. (G5: Western Civilization; G6: Arts; G7: Humanities)

3 CREDITS; 5 WEEKS IN JUNE/JULY

**HA 214 — ART IN NEW YORK**

Selected studies in the history of art, utilizing resources available in New York City. Critical and historical investigations arise from direct study of art and architecture. (G6: Arts; G7: Humanities)

3 CREDITS

**HA 215 — HISTORY OF MENSWEAR**

*Prerequisite:* HA 112

Surveys the history of men's costume in the West, from its foundations in ancient and medieval costume to the late 20th century, through illustrated lectures and visits to the Metropolitan Museum of Art and the Costume Collection at The Museum at FIT. (G7: Humanities)

3 CREDITS

**HA 216 — AMERICAN INDIAN ART AND CIVILIZATION**

A study of the art and culture of American Indians, from Alaska to the border of Mexico, from prehistoric time to the present. Students study architecture, carving, painting, pottery, rituals, textiles, and the dramatic changes in American Indian art and culture due to the violence of colonization. (G6: Humanities; G9: Other World Civilizations)

3 CREDITS

**HA 221 — EAST ASIAN ART AND CIVILIZATION**

Introduces major characteristics of East Asian civilizations through a survey of traditional art and architecture. Illustrated lectures survey artistic traditions in relation to historical, religious, and social aspects of these civilizations. (G7: Humanities; G9: Other World Civilizations)

3 CREDITS

**HA 223 — AFRICAN ART AND CIVILIZATION**

Surveys cultures of sub-Saharan Africa. Illustrated lectures present art and architecture in relation to history, religion, economic conditions, and social and political structures. (G7: Humanities; G9: Other World Civilizations)

3 CREDITS

**HA 224 — PRE-COLUMBIAN ART AND CIVILIZATION**

Surveys civilizations of Latin America prior to the arrival of Columbus. Illustrated lectures focus on art, architecture, and performance in relation to economic conditions, history, and religion. (G7: Humanities; G9: Other World Civilizations)

3 CREDITS

**HA 225 — ART AND CIVILIZATION OF INDIA**

Introduces major characteristics of the Indian civilization through a survey of its traditions of art and architecture. Illustrated lectures survey artistic tradition in relation to historical, religious, and social aspects of this civilization. (G7: Humanities; G9: Other World Civilizations)

3 CREDITS

**HA 226 — ART AND CIVILIZATION OF THE ISLAMIC WORLD**

This course examines the art and civilization of the Islamic world, from the birth of Islam in the seventh century CE to the present. Students are introduced to the spiritual, philosophical, and sociopolitical factors that led to the formation of this multiethnic style. (G7: Humanities; G9: Other World Civilizations)

3 CREDITS

**HA 227 — ARCHAEOLOGICAL EXCAVATION IN ISRAEL**

*Prerequisite:* HA 111 or HA 121 or approval of the instructor

Excavate an archaeological site in Israel and learn archaeological methods "on the job." Attend illustrated lectures three evenings a week, learning about the history, archaeology, and art of the eastern Mediterranean. Travel to Jerusalem and other sites, independently or on organized field trips. (G9: Other World Civilizations)

3 CREDITS; 5 WEEKS IN JUNE/JULY

**HA 231 — MODERN ART**

*Prerequisite:* HA 112

Presents the history of Western art from the 19th century through the mid-20th century in the context of cultural history. (G7: Humanities)

3 CREDITS

**HA 299 — INDEPENDENT STUDY IN HISTORY OF ART AND CIVILIZATION**

*Prerequisites:* a minimum 3.5 GPA and approval of instructor, chairperson, and dean  
VARIABLE CREDITS (3 CREDITS MAXIMUM)

**HA 311 — MEDIEVAL ART**

*Prerequisite:* HA 111 or HA 112 or approval of chairperson

Presents the history of Western art and civilization from the fall of Rome to the Renaissance. Illustrated lectures present architecture, painting, and sculpture in relation to pertinent religious, economic, and social conditions. (G5: Western Civilization; G7: Humanities)

3 CREDITS

**HA 312 — WOMEN IN WESTERN ART FROM THE LATE 18TH CENTURY TO THE PRESENT**

*Prerequisite:* HA 231

Students examine the role of women as creators and, to a lesser extent, subjects of art from the 18th through the 20th centuries. This course focuses on the contributions of selected women artists and touches on issues related to the depiction of women in Western art. (G7: Humanities)

3 CREDITS

**HA 314 — HISTORY OF AMERICAN ART**

*Prerequisite:* HA 112 or equivalent, or approval of chairperson

A history of art in America from the early colonial period to the early 20th century. Illustrated lectures present painting, sculpture, and architecture in relation to pertinent religious, political, economic, and social conditions. (G7: Humanities; G10: American History)

3 CREDITS

**HA 331 — CONTEMPORARY ART AND CULTURE: 1945 TO THE PRESENT**

*Prerequisite:* HA 231 or approval of chairperson

Presents the recent history of Western art and culture. Illustrated lectures present artistic developments in relation to pertinent ideas and events in contemporary culture. (G7: Humanities)

3 CREDITS

**HA 332 — MODERN ARCHITECTURE**

*Prerequisite:* HA 112

Traces the development of architecture in Europe and the United States in the 19th and 20th centuries. Illustrated lectures present architectural developments in relation to pertinent ideas, events, and technological innovations. (G7: Humanities)

3 CREDITS

**HA 342 — HISTORY OF TEXTILE DESIGN**

*Prerequisites:* two semesters of *History of Art and Civilization*

Illustrated lectures survey patterned textile design throughout the world from antiquity to the mid-20th century. (G7: Humanities)

3 CREDITS

**HA 343 — HISTORY OF PHOTOGRAPHY**

A history of photography from its beginnings to the present day. Illustrated lectures present a chronological survey that focuses on photographers, technical advancements, and aesthetic considerations in the context of pertinent ideas and events. (G7: Humanities)

3 CREDITS

**HA 344 — HISTORY OF WESTERN COSTUME**

*Prerequisite:* HA 112

Illustrated lectures present the historical and social development of Western costume, from antiquity to the present, in the context of the history of art and design. (G7: Humanities)

3 CREDITS

**HA 345 — HISTORY OF INDUSTRIAL DESIGN**

*Prerequisites:* two *History of Art and Civilization* courses (HA 111, HA 112, or HA 231), or equivalent and approval of instructor, or (for *Home Products Development* students) HA 112

Surveys the development of design for commercial production from antiquity to the modern era in a cultural context. Illustrated lectures address major theories, leading contributors, and examples of work that reflect technological and artistic achievements in the field. (G7: Humanities)

3 CREDITS

**HA 346 — 20TH-CENTURY FASHION AND ART**

*Prerequisite:* HA 231

A survey of 20th-century fashionable dress in the context of the history of art and design, with emphasis on the work of leading fashion designers. Students study garments and accessories in the collection of The Museum at FIT, as well as photographs, fashion illustrations, and films.

3 CREDITS

**HA 391 — THE BAUHAUS (HONORS)**

*Prerequisites:* HA 112, HA 231, and qualification for *Presidential Scholars Program*, or 3.5 GPA with approval of dean for *Liberal Arts*

A study of the history and development of the influential German art, design, and architecture school; the artists and architects who served on its faculty; and the body of work produced in Germany from 1919 to 1933 and in Chicago from 1938 to 1944. (G7: Humanities)

3 CREDITS

**HA 392 — THE ART OF VENICE: TITIAN TO TIEPOLO (HONORS)**

*Prerequisites:* HA 112 and qualification for *Presidential Scholars Program*, or 3.5 GPA with approval of dean for *Liberal Arts*

This study of Venetian history provides background for understanding the painting, sculpture, and architecture of Venice from the Renaissance through the 18th century. (G7: Humanities)

3 CREDITS

**HA 393 — ART AND MYTH IN THE CLASSICAL WORLD (HONORS)**

*Prerequisites:* HA 111 or HA 112 and qualification for *Presidential Scholars Program*, or 3.5 GPA with approval of dean for *Liberal Arts*

Illustrated lectures examine the Greek myths—and their depiction in Greek and Roman art—in relation to their social and religious contexts. (G7: Humanities)

3 CREDITS

**HA 394 — HISTORY OF NEW YORK ARCHITECTURE (HONORS)**

*Prerequisites:* HA 112 and qualification for *Presidential Scholars Program*, or 3.5 GPA with approval of dean for *Liberal Arts*

Students explore the history of architecture in New York City. They are introduced to style, iconography, technical innovation, and geography. The cultural, social, economic, and political forces that shaped the city's buildings from the early 17th century to the present are also explored. (G5: Western Civilization; G6: Arts)

3 CREDITS

**HA 395 — STUDIES IN AMERICAN INDIAN ART AND CULTURE (HONORS)**

*Prerequisite:* qualification for *Presidential Scholars Program*, or 3.5 GPA with approval of dean for *Liberal Arts*

A study of the art and culture of American Indians—from Alaska to the border of Mexico, from pre-historic times to the present. Students study architecture, carving, painting, pottery, rituals, textiles, and the dramatic changes in American Indian art and culture due to the violence of colonization. (G7: Humanities; G9: Other World Civilizations)

3 CREDITS

**HA 396 — ART AND PATRONAGE IN THE ITALIAN RENAISSANCE (HONORS)**

*Prerequisite:* HA 112 and qualification for *Presidential Scholars Program*, or 3.5 GPA with approval of dean for *Liberal Arts*

This course surveys Italian Renaissance art patronage, emphasizing sociopolitical contexts and the celebration of power. Emphasis is given to patronage in courts and republics and to the merchant class, princes, and popes. The course also considers patronage of less dominant groups, such as women. (G5: Western Civilizations; G7: Humanities)

3 CREDITS

**HA 397 — STUDIES IN MAYA ART AND CULTURE (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts*

This is an in-depth study of Maya art, architecture, writing, weaving, and ceramics and of the way these visual forms express aspects of Maya daily life and belief from 300 BC to the present. (G7: Humanities; G9 Other World Civilizations)  
3 CREDITS

**HA 398 — ARCHITECTURE AND FAITH: ANCIENT AND ISLAMIC CITIES (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts*

This course explores the commercial, cultural and artistic development of urban cultures in the Mediterranean and Near East regions in the ancient, medieval, and Islamic periods. Major case studies include Rome, Baghdad, Cairo, Jerusalem, and Constantinople/Istanbul.  
3 CREDITS

**HA 411 — WESTERN THEORIES OF ART**

*Prerequisite: HA 231*

Students consider Western theories of art from antiquity to the present with an emphasis on the 20th century. They are introduced to different methods of analyzing a work of art as well as the ways in which these methods can affect a curator's decision in organizing an exhibition. (G7: Humanities)  
3 CREDITS

**HA 499 — INDEPENDENT STUDY IN HISTORY OF ART AND CIVILIZATION**

*Prerequisite: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*  
VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Human Development

**HD 111 — CAREER PLANNING**

Provides students with an opportunity to explore their own values, interests, and capabilities and to acquire an in-depth knowledge of the fashion industry and potential career opportunities. Helps students gain insights into the relationship between self-knowledge and career decision-making. Students have access to a computerized career guidance system for the fashion industries. Guest speakers from the industry address career trends and options.  
3 CREDITS

## Health Education

**HE 101 — HEALTH EDUCATION**

Stresses the holistic approach to health and focuses on the theory of wellness as a preventive measure against illness. Provides a forum for examining such health issues as nutrition, exercise, relationships, sexuality, substance abuse, and death and dying, among other topics.  
1 CREDIT; 2 HOURS PER WEEK

**HE 102 — STRESS MANAGEMENT**

Identifies how stress affects the mind, body, and spirit. Students learn skills to reduce stress and cope with unavoidable stress in their personal and professional lives.  
1 CREDIT; 2 HOURS PER WEEK

**HE 201 — HUMAN SEXUALITY**

Examines human sexuality through the life cycle from cultural, physiological, and theoretical perspectives. Students gain insight into their own beliefs and sexual behavior and learn to develop an understanding of the similarities and differences in sexual attitudes and behavior of others.  
3 CREDITS

**HE 301 — MOTOR LEARNING: A DEVELOPMENTAL APPROACH**

*Prerequisite: SS 232*

The major theories and principles influencing motor skills are presented. The role and effectiveness of developmentally appropriate toys and equipment are assessed.  
3 CREDITS

## Home Products Development

**HP 201 — INTRODUCTION TO HOME PRODUCTS**

Students are familiarized with the wide range of home products, both soft lines (textile) and hard lines (non-textile), that comprise the home furnishings industry. Product development and merchandising within each category are emphasized. Many sessions take place at retailers and industry showrooms throughout the city.  
3 CREDITS

**HP 231 — AMERICA AT HOME: PRODUCT STYLES FROM 1900 TO CONTEMPORARY**

Introduces the elements of design, color, and theory in the decorative arts that comprise the home products industry. Emphasis is on the contemporary approach to product development and design. Students explore the influence of historical, cultural, and social perspectives on products for the home. (G6: Arts)  
3 CREDITS

**HP 313 — MANUFACTURING AND MARKETING OF HOME PRODUCTS HARD LINES I**

Students are introduced to hard lines marketing from conception through manufacture in order to effectively develop products. Part I surveys the various manufacturing processes and marketing strategies for several hard goods classifications (furniture, ceramics, and glass) of the home furnishings industry.  
3 CREDITS

**HP 314 — MANUFACTURING AND MARKETING OF HOME PRODUCTS HARD LINES II**

*Prerequisite: HP 313*

Part II further surveys the manufacturing processes, marketing strategies, and product development for several hard goods classifications (metal, giftware, housewares, and home lighting) of the home furnishings industry.  
3 CREDITS

**HP 315 — TEXTILE APPLICATIONS: HOME PRODUCTS**

Presenting both user and consumer viewpoints, this course examines how textiles relate to end-use home products. Students study the ways in which fibers, yarns, fabric formation, and finishing are interrelated and integrated from the perspectives of design, styling, and cost relative to specific home products and target markets.  
2.5 CREDITS; 2 LECTURE AND 1 LABORATORY HOURS PER WEEK

### HP 321 — LICENSING AND BRANDING IN HOME PRODUCTS

The elements of licensing, branding, and packaging and the relevance of these concepts to the home furnishings industry are introduced. Case studies and field trips are used to examine the importance of licensing and branding.

2 CREDITS

### HP 351 — THE EUROPEAN HOME FURNISHINGS INDUSTRY

Students develop a firsthand understanding of the home furnishings marketing process from the European perspective. Emphasis is placed on product knowledge in terms of product development, production techniques, and European markets. The group will visit manufacturers, showrooms, retail outlets, specialized museums, and trade shows in Italy and Portugal (or possibly England).

3 CREDITS; APPROXIMATELY 3 WEEKS IN JANUARY

### HP 421 — STRATEGIC PRODUCT MANAGEMENT

*Prerequisites:* HP 314 and HP 315

*Co-requisite:* HP 491

Students analyze and resolve complex business problems, utilizing their knowledge and understanding of strategic product management. They gain insights and skills necessary to formulate and implement sound marketing strategy.

3 CREDITS

### HP 491 — HOME PRODUCTS DESIGN AND DEVELOPMENT PROCESS

*Prerequisites:* HP 314 and HP 315

*Co-requisite:* HP 421

An overview of the design and development process of products for the home is provided. Such principles of design as composition, color, shape, form, and structure are introduced. Differences between the design of products and the product development process in the home furnishings industry are emphasized. Teamwork and presentation skills are implemented as students develop a product line.

3 CREDITS

### HP 492 — HOME PRODUCTS SENIOR PROJECT

*Prerequisite:* HP 491

The curriculum culminates in this capstone course, which requires the student to develop a product based on the coordination of soft and hard goods classifications. A comprehensive visual presentation and written product review support the viability and integrity of the product concept.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

## Internship Center

### IC 296 — AAS INTERNSHIP B: CAREER EXPLORATION

A 2-credit internship course for AAS students with a focus on the internship experience and on helping students identify suitable career paths. A total of 12 weeks and 78 hours at the worksite, and 12 hours on campus in the classroom.

2 CREDITS

### IC 297 — AAS INTERNSHIP C: CAREER EXPLORATION

A 3-credit internship course for AAS students with a focus on the internship experience and on helping students identify suitable career paths. A total of 12 weeks and 123 hours at the worksite, and 12 hours on campus in the classroom.

3 CREDITS

### IC 298 — AAS INTERNSHIP D: CAREER EXPLORATION

A 4-credit internship course for AAS students with a focus on the internship experience and on helping students identify suitable career paths. A total of 12 weeks and 168 hours at the worksite, and 12 hours on campus in the classroom.

4 CREDITS

### IC 496 — SENIOR INTERNSHIP B: CAREER PLANNING

A 2-credit advanced internship course for baccalaureate students with a focus on the internship experience and on helping students plan their careers and market themselves professionally. A total of 12 weeks and 78 hours at the worksite, and 12 hours on campus in the classroom.

2 CREDITS

### IC 497 — SENIOR INTERNSHIP C: CAREER PLANNING

A 3-credit advanced internship course for baccalaureate students with a focus on the internship experience and on helping students plan their careers and market themselves professionally. A total of 12 weeks and 123 hours at the worksite, and 12 hours on campus in the classroom.

3 CREDITS

### IC 498 — SENIOR INTERNSHIP D: CAREER PLANNING

A 4-credit advanced internship course for baccalaureate students with a focus on the internship experience and on helping students plan their careers and market themselves professionally. A total of 12 weeks and 168 hours at the worksite, and 12 hours on campus in the classroom.

4 CREDITS

## Interior Design

### ID 101 — INTRODUCTION TO INTERIOR DESIGN

For students not majoring in Interior Design. Provides an overview of the interior design profession and its history, industry, and related career areas. Introduces fundamentals of residential and contract design, basic space planning, color development, furnishings, and materials selection.

2 CREDITS

### ID 103 — INTERIOR DESIGN MERCHANDISING

For Fashion Merchandising Management students. Introduces the main categories of home furnishings and the merchandising practices in department stores and showrooms.

2 CREDITS

**ID 104 — LIGHT/SOUND/MOTION**

*Prerequisite:* DE 131

*Co-requisite:* DE 133

For Visual Presentation and Exhibition Design students. The elements and principles of lighting, sound, and motion as they relate to exhibition design are introduced. Students learn about lamping, beam spread, color effects, illumination and calculation, and light manipulation. Electricity, voltage, wiring, breakers, fuses, and switches are studied. The effects of light and shadow are explored.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**ID 115 — INTERIOR DESIGN STUDIO I**

*Co-requisites:* ID 133 and ID 157

An introduction to the interior design profession, with an emphasis on problem solving for small residential spaces. Elements and principles of design are explored as well as human factors, color theory, and the art of lighting. Students are introduced to residential space planning, furniture layouts, the development of color schemes, and the selection of finishes, furnishings, and materials.

4 CREDITS; 8 STUDIO HOURS PER WEEK

**ID 116 — INTERIOR DESIGN STUDIO II**

*Prerequisite:* ID 115

*Co-requisites:* ID 134, ID 158, and ID 253

Reinforces concepts and skills developed in Interior Design Studio I. Extends student abilities in space planning and furniture layouts for larger residential spaces to small contract office spaces. Focuses on the development of color schemes and the selection of furniture and finishes. Introduces students to the Americans with Disabilities Act (ADA) and its impact on the design of interior spaces.

4 CREDITS; 8 STUDIO HOURS PER WEEK

**ID 121 — SURVEY OF INTERIOR DESIGN**

Analyzes the history of furniture, interiors, and decorative arts from ancient times through Gothic periods in France, England, Italy, Spain, and Middle Europe; and the Renaissance through Baroque periods in Italy, Spain, and Middle Europe.

2 CREDITS

**ID 133 — PRESENTATION TECHNIQUES I**

Presents techniques of rendering the elements of interior spaces in detail, including finishes, fabrics, window treatments, and accessories. Students learn quick visualization techniques and are introduced to the use of varied media in the representation of light, texture, color, value, and form.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**ID 134 — PRESENTATION TECHNIQUES II**

*Prerequisite:* ID 133

Perfects rendering skills and develops the ability to graphically express the designs of interior spaces.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**ID 135 — MODEL CONSTRUCTION**

Students are introduced to architectural modeling materials, techniques, shortcuts, and methods of construction to produce a full-color interior model for client presentation. All aspects of model building, from sketch models to laser, are considered.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**ID 151 — BASIC DRAFTING TECHNIQUES**

For Continuing Education students. Familiarizes students with the use of drafting equipment and materials. Provides instruction in elementary drafting skills and conventions, employing mechanical pencils and pen and ink in the representation of plans, elevations, and sections.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**ID 153 — COMPUTER SPACE MODELING AND VISUALIZATION**

*Prerequisite or Co-requisite:* ID 158 or approval of instructor

For Continuing Education students. The concepts and techniques of creating, viewing, and manipulating three-dimensional, computerized interior models are examined. Through the generation of sections and perspectives, students develop an in-depth understanding of the modeling techniques used for creating and analyzing interior space.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**ID 157 — DRAFTING FOR INTERIOR DESIGN**

*Co-requisites:* ID 115 and ID 133

An introductory course to basic drafting skills and concepts used in interior design. Students learn to use drafting materials and tools and to produce design drawings. Universal concepts of interior design drafting are addressed, including line weights and types, scale, and elevation.

1.5 CREDITS; 1 LECTURE AND 1 STUDIO HOURS PER WEEK

**ID 158 — PERSPECTIVE DRAWING**

*Prerequisite:* ID 151 or ID 157

Develops skills in producing one- and two-point perspective drawings for the visualization and communication of interior design solutions. Students learn to use different methods of generating perspective views to meet the needs of the interior design profession.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**ID 172 — DESIGN, COLOR, AND LIGHTING PRINCIPLES AND THEORY**

For Continuing Education students. Students focus on the principles of design and composition as influenced by the use of color and its application in the built environment, and the fundamentals of lighting design as they apply to the form, texture, and finish of interior space.

1.5 CREDITS; 1 LECTURE AND 1 STUDIO HOURS PER WEEK

**ID 201 — COLOR FOR INTERIORS**

For students not majoring in Interior Design. Introduces the use of color as a design tool for both residential and contract interiors while analyzing the interrelationship of color and light.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**ID 212 — INTERIOR DESIGN STUDIO III**

*Prerequisites:* ID 116 and ID 158

*Co-requisites:* ID 241 and ID 243

Problem solving focuses on specific building types and user groups in areas which include corporate, retail, and institutional. Appropriate research methods and programming of client requirements are introduced, as well as techniques of diagramming space to provide proper circulation and activity relationships. Design concept, image, color and finishes, graphics, building codes, and barrier-free design compliance are emphasized. Evaluations by practicing interior designers and architects highlight student presentations.

4 CREDITS; 8 STUDIO HOURS PER WEEK

**ID 214 — INTERIOR DESIGN STUDIO IV**

*Prerequisites:* ID 212 and ID 243

Through research, design analysis, and problem solving, students explore the user-groups and challenges associated with the multi-functional use of hospitality and residential spaces. Lighting, color finishes, materials and details, building code issues, and barrier-free applications are emphasized. Evaluations by practicing interior designers and architects highlight student presentations.

4 CREDITS; 8 STUDIO HOURS PER WEEK

**ID 218 — INTRODUCTION TO DESIGN FOR THE THEATRE**

*Prerequisites:* completion of first-year AAS courses in Fashion Design, Interior Design, or Visual Presentation and Exhibition Design, and approval of the chairperson

Extends interior design skills into areas of theatrical design through a series of design projects which acquaint the student with the fundamental techniques of designing settings for stage and television, including fashion show productions.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**ID 221 — INTERIOR DESIGN: 1650-1850**

Traces the major period styles used in interior design in England, France, and the United States from the mid-17th to the mid-19th centuries, with an analysis of their evolution from concepts and forms developed in early classic civilizations.

2.5 CREDITS; 2 LECTURE AND 1 STUDIO HOURS PER WEEK

**ID 222 — INTERIOR DESIGN: 1850-1950**

Traces interior design and the evolution of modernism in Europe and the United States from the theory and practice of mid-19th century reformers to the modern movements of the early 20th century.

2.5 CREDITS; 2 LECTURE AND 1 STUDIO HOURS PER WEEK

**ID 225 — DOMESTIC ARTS AND ARCHITECTURE IN BRITAIN: 1500-1830**

Conducted in England, this course surveys British domestic architecture, interiors, and furnishings from the Medieval to the Regency period. Many lectures take place in historic houses, towns, and museums.

3 CREDITS; APPROXIMATELY 21 DAYS IN JUNE

**ID 226 — DECORATIVE ARTS, ARCHITECTURE, AND INTERIOR DESIGN IN ITALY**

Focuses on the development of domestic architecture, interior design, and decorative arts in Italy from the Etruscan period through the Baroque. Presented in and around Rome, Florence, and Venice, the course emphasizes the relationship of architecture and interior design, textiles and furniture, as well as the integration of painting and sculpture.

3 CREDITS; APPROXIMATELY 3 WEEKS IN JANUARY AND/OR JUNE

**ID 241 — LIGHTING DESIGN I**

*Prerequisite:* ID 115

*Co-requisites:* ID 212 and ID 243

Provides basic understanding of vision as affected by light, color, texture, and form. Introduces basic principles of lighting design including criteria, calculations, planning, and layout.

1.5 CREDITS; 1 LECTURE AND 1 STUDIO HOURS PER WEEK

**ID 243 — MATERIALS AND METHODS OF INTERIOR CONSTRUCTION I**

*Prerequisite:* ID 115

*Co-requisites:* ID 212 and ID 241

Provides the student with an understanding of the construction process as it relates to the building of interior spaces.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**ID 245 — INTRODUCTION TO INTERIOR PLANTSCAPING DESIGN**

Introduces the principles and techniques of planting design as it relates to interior environments, both residential and contract.

3 CREDITS; 2 LECTURE AND 2 STUDIO HOURS PER WEEK

**ID 253 — AUTOCAD I**

*Prerequisites:* CG 111 and ID 157

Introduces general concepts of Computer-Aided Design and Drafting (CADD), with emphasis on two-dimensional drafting applications such as floor plans, furniture plans, reflected ceiling plans, and elevations. Students create, store, modify, and plot drawings. Students are taught to generate hard copies of their work.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**ID 254 — INTERIOR DESIGN WORKING DRAWINGS**

*Prerequisites:* ID 158 and ID 243

Students learn how to prepare a construction set of working drawings for use by contractors and the building trades. Architectural drafting techniques, schedules, specifications of materials and finishes, and principles of door and cabinetwork detailing are included. Students read drawings and understand conventions employed by architects, engineers, and the building trades.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**ID 255 — AUTOCAD II**

*Prerequisite:* ID 253

Presents CAD drafting, dimensioning, and detailing in order to create two-dimensional drawings for architecture, interior design, and construction. Methods for creating and using different line types and text styles are demonstrated. An introduction to three-dimensional modeling is included.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**ID 262 — PROFESSIONAL PRACTICE I**

A fundamental understanding of the professional standards and practices of interior design, including client relationships and marketing, is provided. Business methods and client record-keeping techniques are introduced. Fabric and furniture resources, typical sampling, specifying, and manufacturing processes are researched and discussed. Special floorings and wall coverings, window treatments, and upholstery methods and techniques are reviewed.

2 CREDITS

**ID 299 — INDEPENDENT STUDY IN INTERIOR DESIGN**

*Prerequisite:* a minimum 3.5 GPA and approval of instructor, chairperson, and dean

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**ID 312 — INTERIOR DESIGN STUDIO: INSTITUTIONAL**

*Prerequisite:* ID 214 or ID 314

Introduces students to more complex building types and design studies. Work includes institutional spaces, such as health care, government, and religious facilities, cultural centers, and supportive communities. Students develop in-depth research and design analysis methods, and explore specific user-group requirements which address cultural, behavioral, and quality-of-life issues. Application and knowledge of building codes and Americans with Disabilities Act (ADA) compliance are further developed in design project assignments.

4 CREDITS; 8 STUDIO HOURS PER WEEK

**ID 314 — INTERIOR DESIGN STUDIO: RESIDENTIAL**

*Prerequisite:* ID 214

Explores the multi-dimensional aspects of the residence and principles of problem solving applied to urban and suburban living space. High-end cooperative/condominium apartments, townhouse, and country and vacation homes are studied. In-depth research methods are expanded upon through exchanges with guest design collaborators and field trips. Application of codes and barrier-free environments are studied, as well as focus areas of design such as the bath and/or kitchen.

4 CREDITS; 8 STUDIO HOURS PER WEEK

**ID 322 — DECORATIVE ARTS SURVEY**

Surveys the decorative arts and other related objects, including porcelain and ceramics, metalwork, glass and wood, frames, and carpets from Europe, England, Asia, and America. Students learn to recognize and determine appropriate artifacts as well as ceiling, wall, and floor coverings for use in interior environments. Local resources are identified and craftsmanship technologies are outlined and explored.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**ID 323 — INTERIOR DESIGN: 1950 TO PRESENT**

An in-depth study of the history of interior design and decoration in the 20th century, emphasizing its development after World War II and the transformation of the practice and role of the professional in society. Introduces students to the philosophies of modern interior design movements (postmodernism, minimalism, deconstructionism, etc.), practitioners (Wright, Aalto, Baldwin, Eames), and the influence of historical styles on contemporary work.

2 CREDITS

**ID 331 — PRESENTATION TECHNIQUES III**

*Prerequisite:* ID 134

Studies in advanced techniques involved in the rendering and presentation of interior spaces, including collage, colored pencil, film, photography, airbrush, and other advanced types of media. Students develop and explore new concepts, methods, and ideas for formatting their design work.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**ID 332 — INTERIOR RENDERING IN COLORED PENCIL**

*Prerequisite:* ID 133

Using colored pencil, students explore advanced rendering techniques, from quick schematics to finished renderings, as they relate to the interior design profession.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**ID 341 — LIGHTING DESIGN II**

*Prerequisite:* ID 241

Advanced course deals with increased awareness of the application of lighting principles in more complex interior design environments. Various types of architectural and decorative lighting sources are explored. The impact of codes compliance, budget estimating, and project cost control methods are examined.

1.5 CREDITS; 1 LECTURE AND 1 STUDIO HOURS PER WEEK

**ID 343 — MATERIALS AND METHODS OF INTERIOR CONSTRUCTION II**

*Prerequisites:* ID 158 and ID 243

Students develop a greater awareness of building technology: the functional role of structure in various building types and how it is a major consideration in an interior design project. The various construction systems used to create exterior envelopes of buildings are taught. Vertical circulation systems, mechanical systems, specialized hardware, special finishes and coatings, and the various C.S.I. formatted specification and information systems are studied.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**ID 346 — INTERIOR ARCHITECTURAL DETAIL**

*Prerequisite:* ID 254

Course addresses basic elements of architectural woodwork and related joinery methodologies and their application to the detailing of various custom components of interior spaces.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**ID 354 — AUTOCAD III**

*Prerequisites:* ID 214 and ID 255

Three-dimensional modeling for interior designers. The course consists of lectures, demonstrations, and lab exercises describing and teaching the general concepts and techniques of creating, viewing, and manipulating three-dimensional computerized architectural models.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**ID 362 — FURNITURE, FINISHES, FIXTURES, AND EQUIPMENT**

Students explore the interior design marketplace as it relates to furnishing and accessorizing the interior environment. Methods of learning how to locate, evaluate, and modify such items as upholstered furniture, kitchen and bath equipment, hardware, floor and wall finishes, window treatments, and office systems are studied. Emphasis is placed on the preparation and development of specifications and procurement of design products.

1.5 CREDITS; 1 LECTURE AND 1 STUDIO HOURS PER WEEK

**ID 363 — BUILDING REGULATIONS**

*Prerequisite:* ID 243

Studies of the various regulations that govern the design, construction, and occupancy of building interiors relative to public health, safety, and welfare. Zoning ordinances, state building codes, federal occupational regulations, fire prevention, egress, barrier-free accessibility (ADA), and administrative requirements are covered.

3 CREDITS

**ID 373 — HUMAN FACTORS AND INTERIOR ERGONOMICS**

For Continuing Education students. Examine appropriate design to fit environment, space, and equipment to human characteristics. Physical anthropology, physiology, and psychology play a role in the design of everyday tasks at work and in the home.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**ID 412 — INTERIOR DESIGN STUDIO: STORE PLANNING/RETAIL DESIGN**

*Prerequisite:* ID 314

Advanced problems in retail/store planning and design, which include boutiques, specialty shops, and department stores. Awareness of regulations and codes, design analysis, presentation techniques, and marketing as well as methods of written and verbal communication are studied.

Professional practitioners act as collaborators in evaluating student projects.

4 CREDITS; 8 STUDIO HOURS PER WEEK

**ID 421 — HISTORIC PRESERVATION I**

Provides basic understanding and appreciation of preservation and considers the appropriate recycling of historic interior spaces. Preservation and recycling projects in this country and abroad are analyzed and discussed.

2 CREDITS

**ID 422 — HISTORIC PRESERVATION II**

Advanced course with emphasis on research and field work. Major preservation and/or recycling projects to be selected and executed individually or in groups. Students develop programs and prepare design solutions.

2 CREDITS

**ID 431 — COMPUTER RENDERING**

*Prerequisites:* ID 134 and ID 255

Lectures, demonstrations, and lab exercises describe and teach the general concepts and techniques of creating, viewing, and editing computer renderings of interior spaces. The software for the course is internationally recognized as an acceptable standard for manipulating graphics. The computer offers the student the ability to constantly view and alter work.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**ID 441 — LIGHTING DESIGN III**

*Prerequisite:* ID 341

Advanced study of lighting design, emphasizing design and detailing of lighting fixtures for residential and commercial installations. Students explore manufacturing methods and materials, and estimating and obtaining cost quotes.

1.5 CREDITS; 1 LECTURE AND 1 STUDIO HOURS PER WEEK

**ID 444 — FURNITURE DESIGN**

*Prerequisite:* ID 346

An introductory course to the creative process of furniture design. Human factors and ergonomics related to furniture design are studied in depth.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**ID 445 — INTERIOR PRODUCT DESIGN**

*Prerequisite:* ID 346

The course introduces students to three-dimensional interior product design for use in the residential, contract, and hospitality markets. Emphasis is on the design of products with specialized functions, including universal design and special needs.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**ID 461 — PROFESSIONAL PRACTICE II**

Deals with common situations associated with professional interior design practice, including contracts, procurement and billing procedures, fees, marketing and sales efforts, public relations, professional ethics, office organization, estimating, and progress scheduling.

2 CREDITS

**ID 471 — ENVIRONMENTAL SYSTEMS**

*Prerequisite:* ID 115

Examines the control of interior environments through the supply of heating, ventilating, air conditioning, and plumbing systems; study of the various electrical systems and sub-systems is included. Reference sources are provided so students build an understanding of how these systems interface within the built environment.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**ID 472 — ECOLOGY AND THE BUILT ENVIRONMENT**

The growing impact of ecology on the interior design profession is studied and includes such topics as non-depletable energy services, energy conservation, and resource conservation. Students explore the relationships between ecology and building construction, furniture, furnishings, equipment, building mechanical systems, and building maintenance. Recycling, reuse, and ecological awareness are among the areas studied.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**ID 493 — INTERNSHIP**

*Prerequisite:* approval of chairperson

A 12-week internship in a qualified design office, industry showroom, or trade/workroom/fabricator as selected by the student with the approval of the chairperson, for a minimum of 10 hours per week (or the equivalent). Includes individual interviews and assessment reviews with the student and instructor for pre-, during, and post-internship work experience. Assessment forms analyzing and evaluating the experience are required and a final closure interview is held.

3 CREDITS

**ID 494 — SENIOR THESIS DESIGN PROJECT RESEARCH**

*Prerequisites:* ID 314, ID 363, and EN 323

A prerequisite to the senior thesis design project, this course deals with research methodology related to preparing a design program. Students obtain, develop, and analyze data and design criteria as well as building drawings specific to their selected areas of study. Faculty and a professional mentor/expert specializing in the student's field of study offer information, guidance, and counsel during the programming phase and subsequent design development of the following semester. Students select their senior thesis topic, subject to the approval of the chairperson.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**ID 495 — SENIOR THESIS DESIGN PROJECT**

*Prerequisites:* ID 412 and ID 494

Based on the design program researched and written in the prior semester, students prepare a capstone project in interior design which synthesizes space planning, building regulations, accessibility, lighting, furniture layouts, color finishes and materials, furniture and furnishings selections, details, and their selected methods of presentation/communication. Students work in a classroom studio throughout the semester and culminate their study with a presentation to faculty, mentors, and invited design professionals.

4 CREDITS; 8 STUDIO HOURS PER WEEK

**ID 499 — INDEPENDENT STUDY IN INTERIOR DESIGN**

*Prerequisite:* a minimum 3.5 GPA and approval of instructor, chairperson, and dean

VARIABLE CREDITS (3 CREDITS MAXIMUM)

# Illustration

## **IL 103 — ILLUSTRATING THE MALE FIGURE**

For Menswear students. Study of the human anatomy, proportions, and movement of the male figure, employing varied media, is presented. How garments are affected by muscle movement is emphasized.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **IL 111 — FASHION ILLUSTRATION I**

For Continuing Education students. Students study the procedures and principles of fashion illustration and translate drawings from the live model into finished fashion illustrations, rendering clothing and accessories. Use of pen and ink, marker, and brush and wash techniques suitable for black-and-white reproduction is discussed.

3 CREDITS; 6 STUDIO HOURS PER WEEK

## **IL 114 — FASHION APPLICATIONS**

The fundamental principles and skills required for commercial fashion illustration are taught. Using black-and-white media geared to print and electronic reproduction, students create fashion images working from the live model. Focus is on developing an individual style and creating exciting, dramatic images.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **IL 115 — CONCEPTS OF LIFESTYLE/FASHION ILLUSTRATION I**

*Prerequisites: IL 114 and IL 141*

Students develop skills in drawing, stylization, and visual narrative. These techniques are applied to fashion illustration and other areas such as music, political cartoons, portraits, spots, graphic novels, and science fiction.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **IL 123 — GENERAL ILLUSTRATION I**

Explores media, techniques, and art research. Introduces students to printing and the application of general illustration to specific design problems; directs them to tap and discover personal resources for artistic expression. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **IL 124 — GENERAL ILLUSTRATION II**

*Prerequisite: IL 123*

Students learn all aspects of producing illustrations, from initial concept to finished artwork, mastering composition and draftsmanship, finding creative solutions, and considering value, tonal contrast, and color harmony.

3 CREDITS; 6 STUDIO HOURS PER WEEK

## **IL 125 — INTRODUCTION TO ADOBE PHOTOSHOP FOR THE ILLUSTRATOR**

This introduction to basic Adobe Photoshop enables students to apply its computer power to the production of both digital and traditional imagery from concept to finish.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

## **IL 126 — WATERCOLOR COMPS AND ILLUSTRATIONS**

Students learn to develop a wide variety of illustration projects in watercolor, from comps to finishes that are ready for reproduction. Emphasis is on real-world assignments for newspapers, magazines, packaging, advertising, and children's book illustrations.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **IL 127 — APPLYING COLOR TO ILLUSTRATE THE WRITTEN WORD**

Students learn to use color to produce effective pictorial representations of the written word. By learning the key properties of color and how to manipulate them, students achieve an understanding of color rendering for reproduction.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **IL 128 — PERSPECTIVE DRAWING, COMPOSITION AND CONCEPT**

*Prerequisite: IL 133*

Students learn to apply perspective drawing, composition and conceptualization as a means of developing visual communication skills.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **IL 131 — ILLUSTRATION LIFE DRAWING I**

For Continuing Education students. Study of anatomy, proportion, and drawing in charcoal, pencil, marker, and pastel, and of the nude figure as the basis for understanding the fashion figure. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **IL 132 — ILLUSTRATION LIFE DRAWING II**

For Continuing Education students. Continuation of drawing the nude figure from the illustration point of view. Muscle structure is stressed in varied media.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **IL 133 — ANATOMICAL LIFE DRAWING FOR THE ILLUSTRATOR I**

This introductory course in anatomy and life drawing focuses on the skeletal and muscular systems of the body in order to understand the human form, its proportions, contours, and characteristic periphery of movement.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

## **IL 134 — ANATOMICAL LIFE DRAWING FOR THE ILLUSTRATOR II**

*Prerequisite: IL 133*

This course extends the understanding of basic anatomy for the artists. Students learn to artistically render the human form through the exploration of composition, perspective, mood, and the effects of light.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **IL 141 — FASHION EXPRESSION IN DRAWING**

Students work from live models to learn drawing skills, fundamental anatomy, and the dynamics of movement in order to develop a foundation for producing high-quality fashion illustrations. Both fashion and human proportion are stressed.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **IL 143 — FASHION DRAWING I**

For Continuing Education students. Drawing from the fashion model. Emphasizes line drawing in charcoal, conte, and other black-and-white media.

2 CREDITS; 4 STUDIO HOURS PER WEEK

## **IL 145 — FASHION DRAWING AND STYLIZATION I**

*Prerequisites: IL 114 and IL 141*

Students learn the principles of foundation-level figure drawing and develop their skills of observation, interpretation, and eye-hand coordination. An introduction to the fashion and lifestyle illustration marketplace is also presented.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**IL 151 — DYNAMIC DRAWING TECHNIQUES FOR THE ILLUSTRATOR**

An introduction to dry and wet media drawing techniques of the human form using monochromatic media. Students focus on the concepts of physical contour, stylistic flair, and the dynamics of a clothed figure's movement.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**IL 152 — GENERAL ILLUSTRATION FIGURE DRAWING I**

Students develop skills in drawing grouped and cropped figures in a variety of media.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**IL 175 — ACCESSORY AND FIGURE COMPOSITION FOR FASHION ILLUSTRATION**

For Continuing Education students. Students learn to render fashion-related products and fashion figures using imaginative new approaches. Unusual perspectives and themes are explored.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**IL 181 — THE ESSENCE OF COMIC ART**

For Continuing Education students. Cultivates the unique graphic style in magazine cartooning, political cartoons, and comic book characters, stressing satire, whimsy, fantasy, and humor. Students develop the ability to succinctly express a comic point of view.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**IL 183 — COMIC BOOK ILLUSTRATION**

For Continuing Education students. This course addresses the professional process of creating comic book illustration, from character design to panel-to-panel continuity and story development. It focuses on sequential illustration as it applies to visual storytelling in comics.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**IL 210 — CONCEPTS OF LIFESTYLE/FASHION ILLUSTRATION II**

*Prerequisites: IL 115 and (IL 144 or IL 145)*

Students learn various approaches to fashion lifestyle drawing and further develop their drawings into finished illustrations. They draw the stylized figure by incorporating line quality, shape, graphic composition, and context.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**IL 211 — FASHION INTERPRETATION III**

*Prerequisites: IL 113 and (IL 144 or IL 145)*

Continues study of black-and-white and color techniques in finished fashion illustrations.

2.5 CREDITS; 5 STUDIO HOURS PER WEEK

**IL 212 — CONCEPTS OF LIFESTYLE/FASHION ILLUSTRATION III**

*Prerequisites: IL 211 and IL 241*

Experimentation in various media, employing styles and techniques suitable to the most current clothing and fashion trends. Students prepare portfolios.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**IL 223 — GENERAL ILLUSTRATION III**

*Prerequisite: IL 124*

From initial rough to finished artwork using a variety of techniques, emphasis is placed on the development of conceptual ideas for editorial and advertising illustration.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**IL 224 — GENERAL ILLUSTRATION IV**

*Prerequisite: IL 223*

Students work on projects from rough to finished portfolio pieces. Imaginative, illustrative problem solving is analyzed.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**IL 231 — ANATOMICAL LIFE DRAWING FOR THE ILLUSTRATOR III**

*Prerequisites: IL 133 and IL 134*

Further study of the illustrative approach to life drawing, employing chiaroscuro and introducing color.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**IL 232 — ANATOMICAL LIFE DRAWING FOR THE ILLUSTRATOR IV**

*Prerequisite: IL 231*

A study of the fashion approach to life drawing, involving increasingly complex interactions of fashion concepts on the undraped figure. Expression, gesture, color, and pattern are examined in relation to backgrounds.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**IL 241 — FASHION DRAWING AND STYLIZATION II**

*Prerequisite: IL 144 or IL 145*

Continues drawing from the fashion model. Emphasis on clothing character and techniques using color, washes, pastels, and combined media. Texture and pattern are analyzed.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**IL 242 — FASHION DRAWING AND STYLIZATION III**

*Prerequisite: IL 241*

Continues drawing from the fashion model, stressing individual approaches. Experimentation is encouraged on a professional studio level.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**IL 251 — GENERAL ILLUSTRATION FIGURE DRAWING II**

*Prerequisite: IL 152*

Drawing of individual and grouped figures, including the relationship of space and color. A portfolio is prepared.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**IL 252 — GENERAL ILLUSTRATION FIGURE DRAWING III**

*Prerequisite: IL 251*

Emphasizes advanced treatment of the figure in relation to editorial projects employing a wide range of media.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**IL 261 — THE ITALIAN WAY: LESSONS FROM THE MASTERS FOR OUR TIME**

*Prerequisite: two semesters of History of Art and Civilization courses*

Offered in Florence, this course introduces students to aspects of Italian art and culture, which affect their aesthetic and pragmatic points of view as artists. Emphasizes relationship between the concepts, materials, and techniques used by the masters, and its relevance to today's artist.

2.5 CREDITS; APPROXIMATELY 5 WEEKS IN JUNE/JULY

**IL 272 — ILLUSTRATION RENDERING TECHNIQUES**

*Prerequisite:* IL 127

This painting course focuses on rendering realistic imagery while building on students' color application skills. Students learn to develop accurate facsimiles of photo images by creating visual illusions of 3D on two-dimensional surfaces with color, shadow, depth, mood, texture, and form.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**IL 273 — ILLUSTRATION CONCEPTS AND APPLICATIONS I**

*Prerequisite:* IL 127

Students are given projects emphasizing realistic drawing and rendering of objects. Varied media are employed.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**IL 274 — ILLUSTRATION PROCESS**

*Prerequisite:* IL 272

Fantasy, humor, conflict, and similar emotions are conceptualized into projects. Students' personal approach to illustration in various media is emphasized.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**IL 299 — INDEPENDENT STUDY IN ILLUSTRATION**

*Prerequisites:* a minimum 3.5 GPA and approval of instructor, chairperson, and dean

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**IL 302 — DRAWING FOR ANIMATION I**

Students learn to draw for animation by developing skills through quick gestural action analysis as well as traditional figure drawing techniques. Creation of character interaction, backgrounds, layouts, storylines, staging, and theatrics is emphasized. (G6: Arts)

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**IL 303 — DRAWING FOR ANIMATION II**

*Prerequisite:* IL 302

Advanced drawing for animation preparation by drawing the nude and costumed model, focusing on gestural analysis of the figure. The understanding of continuity in storytelling and character development is emphasized through the correlation of color, lighting, media, music, and cultural influences. Students keep a sketchbook/journal. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**IL 321 — DIGITAL SKETCHING AND COMPOSING FOR THE ILLUSTRATOR**

*Prerequisite:* PH 272

Using Adobe Photoshop, students learn to create digital artwork and type; make selections; file, retrieve, scan, print, edit, and retouch photography and artwork; and manipulate, color, and combine images in order to produce high-quality sketches and comprehensives.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**IL 323 — ADOBE ILLUSTRATOR FOR THE ILLUSTRATOR**

*Prerequisites:* CD 201 and IL 125

This course builds on the student's knowledge of vector-based drawing, bitmap-based applications, and basic digital typography and design. Illustrative skills are synthesized with typography and design in order to enhance visual problem-solving abilities as well as opportunities for artistic expression.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**IL 324 — DIGITAL PAINTING FOR THE ILLUSTRATOR**

*Prerequisite:* IL 125

Adobe Photoshop and Corel Painter are used to apply traditional painting and drawing techniques in a digital format. Students learn how to modify the interface using the Power User's method to work more efficiently. They are encouraged to use these programs to experiment stylistically.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**IL 362 — THE ILLUSTRATOR'S HERITAGE I**

*Prerequisite:* IL 212 or IL 224

Combines a survey of decorative artists and illustration (late 19th to early 20th century) with visits to museums, galleries, designers' showrooms, and studios. Students complete illustration projects based on lectures and drawings from a model. (G6: Arts)

3 CREDITS; 2 LECTURE AND 2 STUDIO HOURS PER WEEK

**IL 364 — THE ILLUSTRATOR'S HERITAGE II**

*Prerequisite:* IL 362

Continues a survey of various aesthetic influences on illustrators from the early 1900s to the present. Course is enriched by guest speakers, films, museum visits, and field trips. Students complete illustration projects based on lectures and drawings from the model. (G6: Arts)

3 CREDITS; 2 LECTURE AND 2 STUDIO HOURS PER WEEK

**IL 374 — BOOK ILLUSTRATION I**

*Prerequisite:* IL 212 or IL 224

Develops skills in interpreting a manuscript or story and creating visual images. The application of various techniques and materials is explored. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**IL 375 — BOOK ILLUSTRATION II**

*Prerequisite:* IL 374

Explores aspects of book illustration, with emphasis on specific imagery for specialized areas such as children's books, science fiction, and juvenile. Emphasis is on professional procedures and portfolio preparation.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**IL 376 — FANTASY AND SCIENCE FICTION ILLUSTRATION**

Students explore this genre of illustration through consideration of art, film, novels, and mythology to develop the creative skills necessary to produce images that rely on the imagination, and the extrapolation and integration of visual reference.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**IL 382 — THE ILLUSTRATOR'S VISUAL SELF-EXPRESSION**

*Prerequisite:* IL 212 or IL 224

Explores fantasy and symbolism, and poses conceptual challenges with the intent to expand the students' imagination and help them develop and express their personal viewpoints through composition and rendering of design elements.

3.5 CREDITS; 1 LECTURE AND 5 STUDIO HOURS PER WEEK

**IL 383 — ADVANCED DRAWING AND COMPOSITION: THE PERSONAL VIEW**

*Prerequisite:* IL 382

Students acquire special drawing techniques to provide new ways of perceiving subjects. Emphasis is on complex projects (multiple figures in background) and research.

3.5 CREDITS; 1 LECTURE AND 5 STUDIO HOURS PER WEEK

**IL 388 — MATERIALS AND TECHNIQUES: MIXED MEDIA, INCLUDING PHOTOGRAPHY**

*Prerequisite:* IL 212 or IL 224

Examines the range of media available to the illustrator, including use of photographic reference material. Emphasis is on use of varied techniques to solve difficult or unusual design problems.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**IL 389 — MATERIALS AND TECHNIQUES: MIXED MEDIA, INCLUDING PHOTOGRAPHY**

*Prerequisite:* IL 388

Examines the range of unusual and experimental media available to the illustrator. Enlarges and develops students' personal techniques as it explores experimental options.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**IL 461 — ILLUSTRATION WORKSHOP**

*Prerequisites:* IL 383 and IL 389

Exposes students to the working world by assigning actual client-generated projects. Students become familiar with standard business practices including client approval, bookkeeping systems, work schedules, and billing procedures. Reproduction-ready artwork is ultimately delivered to the client.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**IL 463 — ILLUSTRATOR'S PORTFOLIO DEVELOPMENT**

*Prerequisite:* approval of chairperson

The illustrator focuses on creating a professional-quality portfolio, developing specific commercial applications and markets for work, and career networking as the transition is made from art student to art professional.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**IL 471 — THE ILLUSTRATOR AS DOCUMENTARY ARTIST I**

*Prerequisite:* IL 383 and IL 389

Acquaints the student with the special considerations of reportage illustration. New techniques to capture the immediacy of on-the-spot specialized illustration are introduced.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**IL 472 — THE ILLUSTRATOR AS DOCUMENTARY ARTIST II**

*Prerequisite:* IL 471

Allows a more in-depth study for the documentary artist, including the completion of a portfolio of on-location illustrations. Varied techniques are explored to encourage students to develop an individual approach.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**IL 482 — COLOR RENDERING IN ADVANCED MEDIA I**

*Prerequisite:* IL 389

Examines the techniques, materials, and methods of painting in oils and/or acrylics as they apply to illustration. Encourages professional development as well as experimentation in visual and narrative elements and style.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**IL 483 — COLOR RENDERING IN ADVANCED MEDIA II**

*Prerequisite:* IL 482

Utilizing the knowledge and skills acquired in IL 482, students concentrate on developing a highly finished illustration technique while continuing to evolve their individual styles in painting.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**IL 491 — MENTOR/SPECIALIZATION PROJECTS I**

*Prerequisite:* IL 389

Encourages the development of the student as a professional. Several semester projects are individually selected and completed under the supervision of the professional mentor, who may be a working professional, a faculty member who is an expert in a particular area of illustration, or a successful graduate.

3 CREDITS; 6 STUDIO/CONFERENCE HOURS PER WEEK

**IL 492 — MENTOR/SPECIALIZATION PROJECTS II**

*Prerequisite:* IL 491

Under the guidance of a professional mentor, the student has the opportunity to expand an area of specialization and develop a second specialty. Portfolio organization is emphasized.

3 CREDITS; 6 STUDIO/CONFERENCE HOURS PER WEEK

**IL 499 — INDEPENDENT STUDY IN ILLUSTRATION**

*Prerequisites:* a minimum 3.5 GPA and approval of instructor, chairperson, and dean

VARIABLE CREDITS (3 CREDITS MAXIMUM)

## International Trade and Marketing

**IN 201 — GLOBAL SOURCING IN THE TEXTILE INDUSTRIES**

This overview of global sourcing in the textile industries examines how textile firms search for raw materials, textile chemicals, equipment, and manufacturing plants in foreign markets. Students analyze how various professions, including primary producers, commission manufacturers, jobbers, brokers, and trading companies, participate in the international production and distribution of the final product. Emphasis is on the dynamics of the supply side (resource development and production) and the demand side (resource procurement and management).

3 CREDITS

**IN 301 — GLOBAL SOURCING IN HOME FURNISHINGS**

This introductory course examines the process of international sourcing in the home furnishings industries. Students study how U.S. home products companies, through product development, search for foreign manufacturers by evaluating various countries' production costs, quality standards, technical abilities, infrastructures, and cultural differences. Also addressed are U.S. trade policies, vendor management, and consumers' concerns about products manufactured abroad.

3 CREDITS

**IN 312 — INTERNATIONAL TRADE**

Introduces international trade as it is practiced today. Students learn how various industries have developed different international trade patterns and how the internet is rapidly changing this field. Focus is placed on international trade as an industry, professional opportunities, project management, intercultural skills, and technical trends in logistics and online research.

3 CREDITS

**IN 313 — INTERNATIONAL BUSINESS TRANSACTIONS**

The management of international trade transactions is introduced, with emphasis on agency, distributorship, franchising agreements, import/export, and licensing. Students learn the theory and practice of conducting international negotiations and how to apply the self-regulatory standards used in international trade. The use of the internet and business-to-business e-commerce websites to transact international business is also examined.

3 CREDITS

**IN 322 — GLOBAL MARKETING**

Introduction to the research techniques and implementation strategies practiced in global marketing by the fashion and related industries. Students examine the major trends revolutionizing international marketing, the evolution of international companies into global firms, and the expanding role of e-commerce. The role of intercultural communication and negotiation styles in global marketing strategies is studied in detail.

3 CREDITS

**IN 323 — IMPORT/EXPORT REGULATIONS**

*Prerequisite: IN 312*

Import and export regulations enforced by the U.S. Customs Service are presented, including ECCN and HTSUS classification, country of origin, customer screening, export licensing, quota/visa, required import/export documentation, and valuation. Students develop an import or export international business plan.

3 CREDITS

**IN 324 — INTERNATIONAL MARKETING RESEARCH**

*Prerequisite: IN 322*

Students learn how to plan, implement, and present an international marketing research project. The course explores secondary data that are available through libraries, public agencies, and online resources and analyzes strategies for generating primary data in foreign markets. International team-building and presentation skills are reviewed and practiced. Lectures and critiques are provided by guest speakers from the industry.

3 CREDITS

**IN 341 — INTERNATIONAL LOGISTICS**

International logistics—the organized movement of goods, services, and people across countries—is explored. Students survey the impact of market, government regulations, and technological forces on ground, ocean, and air transportation systems. International conventions and the role of unions in logistics are also studied.

3 CREDITS

**IN 342 — INTERNATIONAL CORPORATE RESPONSIBILITY**

Students study the sustainability movement, and how ethical, social, and environmental issues are being addressed by multinational corporations. Through the review of current case studies, the course examines the role of fashion businesses in creating socially responsible and eco-friendly global supply chains and their effect in international trade policies.

3 CREDITS

**IN 433 — GLOBAL SOURCING**

*Prerequisite: IN 323*

Students examine the import marketing process, import regulations, sources of supply, supplier management and development, and transportation in order to learn how to participate in the global marketplace and negotiate in cross-cultural situations.

3 CREDITS

**IN 434 — INTERNATIONAL MANAGEMENT**

This course is a guide to the world of international business and addresses the myriad factors that influence decision makers working in this environment. How organizational structure, personnel decisions, resource planning and allocation, and other business alternatives are affected by a firm's global participation is assessed.

3 CREDITS

**IN 441 — INTERNATIONAL BUSINESS LAW**

Students develop a thorough understanding of the legal framework for international business transactions in the fashion and related industries. They learn how international sales contracts are structured, how international trade rules and national laws apply to cross-border transactions, and how international business disputes are settled.

3 CREDITS

**IN 442 — INTERNATIONAL FINANCE**

*Prerequisite: MA 222 or MA 311*

Students learn to use the basic principles and techniques of international financial management and develop an understanding of the financial environment in which multinational corporations and small international businesses operate. Focus is on international capital budgets and capital structure, international cash management, international tax regulations, management of currency and exchange-rate risks, and short- and long-term trade finance.

3 CREDITS

**IN 443 — INTERNATIONAL BUSINESS STRATEGIES AND FASHION LAW**

This management course introduces the strategic business considerations faced by international fashion firms as they set up operations in foreign markets. Students examine the market entry process of fashion firms and identify key financial, legal, management, and marketing issues.

3 CREDITS

**IN 492 — INTERNATIONAL TRADE PRACTICUM**

*Prerequisite: IN 312 or approval of chairperson*

This course offers students a field trip to a key country of a regional trade agreement to experience international trade's impact on consumers, the fashion industries, and governments of foreign markets. Participants learn to conduct international field research, source international contacts, and develop safe travel skills. Students' findings are summarized in a written case study. An application must be submitted in the prior semester for a student to be considered for the course.

3 CREDITS; APPROXIMATELY 4 WEEKS IN JANUARY OR JUNE

## Interdivisional Studies

**IS 299 — INDEPENDENT STUDY**

*Prerequisite: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*  
VARIABLE CREDITS (3 CREDITS MAXIMUM)

**IS 313 — ENVIRONMENTAL EXPERIENCE**

For baccalaureate-level Interior Design students. Explores the social nature of human beings, how they adapt the environment to suit their needs, and how they react perceptually and behaviorally to the built environment. Emphasis is placed on the designer's role/responsibility in reacting sensitively to specific use-groups and improving their quality of life.

3 CREDITS

**IS 499 — INDEPENDENT STUDY**

*Prerequisite: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*  
VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Italian

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### IT 111 — ITALIAN I

This introductory course enables students with no background in Italian to communicate with Italian-speaking people. The basic skills of speaking, reading, and writing in Italian are established, and Italian culture is introduced. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

### IT 112 — ITALIAN II

*Prerequisite: IT 111 or equivalent*

Students expand upon the skills established in Italian I and continue to study Italian culture. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

### IT 122 — ITALIAN CONVERSATION I

*Prerequisite: IT 111 or equivalent*

Students learn to converse in Italian by emphasizing interaction in real-life situations. Functional and practical verbal communications are addressed with a focus on Italian culture. Course also taught in Florence, Italy, in Winterim and Summer sessions.

3 CREDITS

### IT 132 — ITALIAN IN FLORENCE

*Prerequisite: IT 112 or equivalent*

Opportunity is provided for total immersion in Italian and for developing an awareness of the people, culture, and history of Florence and Italy. Students review, develop, and expand use of the basic spoken and written structures of contemporary Italian. Emphasis is placed on immediate and active use of the language as an instrument of communication. Field trips fulfill the lab component of this course. (G8: Foreign Language)

3.5 CREDITS; 4 DAYS PER WEEK FOR 4 WEEKS IN JUNE

### IT 213 — ITALIAN III

*Prerequisite: IT 112 or equivalent*

This intermediate course is designed to review and refine students' communication skills in Italian. Supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of Italian culture. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

### IT 214 — ITALIAN IV

*Prerequisite: IT 213 or equivalent*

Building on Italian III, students refine their communication skills in Italian. More advanced supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of Italian culture. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

### IT 223 — ITALIAN CONVERSATION II

*Prerequisite: IT 112 or equivalent*

Conversational ability in Italian is further developed and refined by emphasizing interaction in real-life situations. Advanced functional and practical verbal communications are addressed along with a focus on Italian culture. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom.

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

### IT 311 — ITALIAN FOR BUSINESS

*Prerequisite: IT 214 or equivalent*

This course is designed for students who have completed four semesters of college-level Italian (or equivalent) and who are interested in furthering their language proficiency in commercial Italian. The course focuses on current Italian and European Community business practices and culture.

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

## Japanese

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### JA 111 — JAPANESE I

This introductory course enables students with no background in Japanese to communicate with Japanese-speaking people. The basic skills of speaking, reading, and writing in Japanese are established and Japanese culture is introduced. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

### JA 112 — JAPANESE II

*Prerequisite: JA 111 or equivalent*

Students expand upon the skills established in Japanese I and continue to study Japanese culture. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

### JA 122 — JAPANESE CONVERSATION I

*Prerequisite: JA 111 or equivalent*

Students learn to converse in Japanese by emphasizing interaction in real-life situations. Functional and practical verbal communications are addressed, with a focus on Japanese culture.

3 CREDITS

### JA 213 — JAPANESE III

*Prerequisite: JA 112 or equivalent*

This intermediate course is designed to review and refine students' communication skills in Japanese. Supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of Japanese culture. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

**JA 214 — JAPANESE IV**

*Prerequisite:* JA 213 or equivalent

Building on Japanese III, students refine their communication skills in Japanese. More advanced supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of Japanese culture. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

**JA 223 — JAPANESE CONVERSATION II**

*Prerequisite:* JA 112 or equivalent

Conversational ability in Japanese is further developed and refined by emphasizing interaction in real-life situations. Advanced functional and practical verbal communications are addressed along with a focus on Japanese culture. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom.

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

## Jewelry Design

**JD 101 — INTRODUCTION TO JEWELRY FABRICATION**

Basic processes used in the design and creation of jewelry. Students fabricate their own designs in the studio. (G6: Arts)

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**JD 113 — BEGINNING SOLDERING TECHNIQUES**

*Co-requisites:* JD 114, JD 121, JD 131, JD 133, and JD 172 or approval of chairperson

Introduces precision techniques in soldering and shaping jewelry. Emphasis is on exact measurements, and control of jewelry tools and soldering torches.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 114 — PIERCING AND SAWING TECHNIQUES**

*Co-requisites:* JD 113, JD 121, JD 131, JD 133, and JD 172 or approval of chairperson

Proper use of the jeweler's saw is emphasized and the eye is trained to understand the balance between positive and negative spaces. Students pierce and saw an intricate design in flat sheet stock.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 115 — METAL FORMING TECHNIQUES: CHASING AND REPOUSSE**

*Prerequisites:* All first-semester Jewelry Design courses or approval of chairperson

*Co-requisites:* JD 116, JD 122, JD 134, JD 171, and JD 173 or approval of chairperson

Introduces students to jewelry forming techniques by making their own dapping and chasing tools by means of forging, annealing, and tempering. Using these tools, objects are created by repousse and other methods.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 116 — COSTUME JEWELRY WHITE METAL MODELS**

*Prerequisites:* all first-semester Jewelry Design courses

*Co-requisites:* JD 115, JD 122, JD 134, JD 171, and JD 173 or approval of chairperson

Students learn white metal modelmaking techniques and develop skills in the basic hand and machine processes used in the production of costume jewelry. These models will be made into molds and produced in JD 122.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 121 — WAX CARVING**

*Co-requisites:* JD 113, JD 114, JD 131, JD 133, and JD 172 or approval of chairperson

Wax carving of designs suitable for jewelry, stressing illusion and perspective, needed for both brooches and rings. Emphasis is on preparing a design and model for production.

1 CREDIT; 2 LABORATORY HOURS PER WEEK

**JD 122 — JEWELRY CASTING**

*Prerequisite:* JD 121

Using designs developed in JD 121, students cast, learning the chemistry of alloying metals and the principles in all casting methods. Experience also is acquired in mold-making, spruing, and investing.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**JD 131 — MECHANICAL DRAFTING FOR JEWELERS**

*Co-requisites:* JD 113, JD 114, JD 121, JD 133, and JD 172 or approval of chairperson

Designed to teach students the fundamentals of mechanical and plan drawing as they apply to materials, mechanisms, concepts, and designs used in jewelry.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 133 — INTRODUCTION TO JEWELRY DESIGN**

*Co-requisites:* JD 113, JD 114, JD 121, JD 131, and JD 172 or approval of chairperson

Emphasis is on developing creative ability. A visual sensitivity is developed through museum trips, nature studies, field trips, etc. Suitable rendering techniques, painting, and perspective requirements are covered.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 134 — JEWELRY DESIGN II**

*Prerequisites:* all first-semester Jewelry Design courses

*Co-requisites:* JD 115, JD 116, JD 122, JD 171, and JD 173 or approval of chairperson

Advanced illustrative techniques in jewelry design. An elementary knowledge of stones, both precious and semi-precious, is given for incorporating in design. Assigned projects focus on industry requirements.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 138 — INTRODUCTION TO CAD FOR JEWELRY DESIGN**

*Prerequisites:* CG 111 and JD 131 or approval of chairperson

Students create two- and three-dimensional computer-generated drawings and models specific to jewelry design. Using modeling software and other computer applications, students develop basic jewelry design skills to create a personal style.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**JD 171 — MATERIALS AND PROPERTIES**

Students learn basic chemistry and physics as they pertain to materials used in jewelry. Emphasis is on how chemicals and acids used in the industry, and the chemical composition of various stones, affect production.

2 CREDITS

**JD 172 — TOOLS, EQUIPMENT AND PROCESSES**

*Co-requisites:* JD 113, JD 114, JD 121, JD 131, and JD 133 or approval of chairperson

Study of the tools, equipment, and supplies used in the jewelry industry. Discusses quality, function, and care of equipment, including sources and pricing.

1 CREDIT

**JD 173 — MATERIALS AND FINDINGS FOR THE JEWELRY INDUSTRY**

*Prerequisites: all first-semester Jewelry Design courses*

*Co-requisites: JD 115, JD 116, JD 122, JD 134, and JD 171 or approval of chairperson*

Studies buying procedures, sources, and up-to-date technology in the jewelry industry. Discusses precious and non-precious materials as well as sizes, nomenclature, and methods used in jewelry manufacturing.

1 CREDIT

**JD 181 — BASIC PRINCIPLES OF APPRAISING JEWELRY**

Establishes methods and values in the appraisal of jewelry and precious and semi-precious stones.

Students acquire familiarity with the simple tests that are available and are given guidance on current market prices.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**JD 201 — MINERAL IDENTIFICATION AND LAPIDARY**

Using appropriate tools and instruments, students learn how to identify a variety of semiprecious materials and their specific properties. Emphasizes applications of these materials for the decorative arts.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**JD 213 — NON-TRADITIONAL CONSTRUCTION TECHNIQUES IN METAL**

*Prerequisites: all second-semester Jewelry Design courses*

*Co-requisites: JD 214, JD 215, JD 216, and JD 251 or approval of chairperson*

Acquaints students with little-known experimental techniques in metalworking such as the Japanese methods of mokume-gane and shakudo.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 214 — HANDMADE DIAMOND JEWELRY TECHNIQUES**

*Prerequisites: all second-semester Jewelry Design courses*

*Co-requisites: JD 213, JD 215, JD 216, and JD 251 or approval of chairperson*

Students develop the start-to-finish techniques used by industry craftspeople in the creation of handmade diamond jewelry. Includes design layout, making of a copper chablon, planning the weight and use of diamonds, and the cutting of azures.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 215 — ALTERNATIVE MATERIALS FOR JEWELRY FABRICATION**

*Prerequisites: all second-semester Jewelry Design courses*

*Co-requisites: JD 213, JD 214, JD 216, and JD 251 or approval of chairperson*

Covers the design approaches and special methods used in the manufacture of jewelry from common industrial materials, such as plastics, rubber, and stainless steel. Students design and produce prototypes for a small collection.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 216 — ADVANCED PIERCING AND METAL CARVING**

*Prerequisites: all second-semester Jewelry Design courses*

*Co-requisites: JD 213, JD 214, JD 215, and JD 251 or approval of chairperson*

Concentrates on advanced piercing and metal carving techniques to create ring designs. Students maintain diaries of sketchwork and research.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 217 — HANDMADE PLATINUM JEWELRY**

*Prerequisites: all third-semester Jewelry Design courses*

*Co-requisites: JD 218, JD 219, and JD 252 or approval of chairperson*

Introduces various methods used in the making of handmade platinum jewelry, drawing upon skills learned in JD 214.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 218 — HOLLOW FORM JEWELRY: DIE CONSTRUCTION AND MANUFACTURING TECHNIQUES**

*Prerequisites: all third-semester Jewelry Design courses*

*Co-requisites: JD 217, JD 219, and JD 252 or approval of chairperson*

An intensive study of hollow form jewelry techniques to produce an original finished product of exhibition quality. Includes technical drawing and fabrication of a scale model.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 219 — CLASPS, CLOSINGS, AND FINDINGS**

*Prerequisites: all third-semester Jewelry Design courses*

*Co-requisites: JD 217, JD 218, and JD 252 or approval of chairperson*

Based on the principles of mechanical devices, students learn about and produce clasps, closings, and earbacks.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 231 — OBJECTS DESIGN AND RENDERING**

*Prerequisites: all second-semester Jewelry Design courses*

*Co-requisites: JD 233 and JD 263 or approval of chairperson*

Rendering of objects and accessories from shoes and belt buckles to hair ornaments and handbags. Studies colored glass, enamel, and rhinestones used in these accessories.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 233 — JEWELRY DESIGN III**

*Prerequisites: all second-semester Jewelry Design courses*

*Co-requisites: JD 231 and JD 263 or approval of chairperson*

Students are required to present an entire collection of jewelry around a particular viable theme such as certain stones, metals, or a specific market.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 235 — FINE JEWELRY PORTFOLIO**

*Prerequisites: all third-semester Jewelry Design courses*

*Co-requisite: JD 236 or approval of chairperson*

Students develop a portfolio of fine jewelry renderings, from a variety of precious and semi-precious materials, that reflect their level of accomplishment and an understanding of industry requirements.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 236 — FASHION JEWELRY PORTFOLIOS**

*Prerequisites: all third-semester Jewelry Design courses*

*Co-requisite: JD 235 or approval of chairperson*

Students prepare a portfolio of costume jewelry renderings, creating seasonal lines that reflect their level of accomplishment and an understanding of industry requirements.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 241 — INTRODUCTION TO GEMOLOGY**

Study of the major gem species and their characteristics, with emphasis on their use in commercial production and price structure. Students acquire a thorough knowledge of all precious and semi-precious stones and the ways in which they are used in jewelry.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**JD 243 — GEMOLOGY II**

*Prerequisite:* JD 241

A gem identification course with students learning the use of various laboratory equipment such as the gemological microscope, dichroscope, polariscope, specific gravity balance, refractometer, ultraviolet light, spectroscopy, and other instruments used in gem identification.

1.5 CREDITS; 3 LABORATORY HOURS PER WEEK

**JD 244 — GEMOLOGY III**

*Prerequisites:* JD 243 and JD 281, or approval of chairperson

An in-depth study of gem materials and their synthetic counterparts is provided. Topics include functionality of gem equipment and its application in gem testing, and an understanding of the development of a gem material from its atomic structural nature to a polished gem.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

**JD 251 — PRINCIPLES OF SILVERSMITHING**

Basic study of silversmithing, including advanced use of repousse, chasing, and forming. Small simple projects in either silver, bronze, or copper are created to study these basic procedures.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 252 — SILVERSMITHING PROJECT STUDIO**

*Prerequisite:* JD 251

Creation of a handmade, hand-formed silver piece with emphasis on developing students' creative ability. Project should be a major work of exhibition quality.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**JD 261 — CHANGES AND TRENDS IN JEWELRY DESIGN**

Study of the symbolic meaning as well as the economic rationale for jewelry in modern society. Students are made aware of stylistic differences, the reasons for them, and how styles are influenced by social and political events.

2 CREDITS

**JD 262 — ESTIMATING COSTS**

*Prerequisites:* all second-semester Jewelry Design courses

*Co-requisites:* all third-semester Jewelry Design courses specific to option, or approval of chairperson

Using current industry pricing standards, students estimate the cost of their own designs made of precious, semi-precious, or non-precious materials and stones.

1 CREDIT

**JD 263 — COSTUME JEWELRY PRODUCTION AND MARKETING**

*Prerequisites:* all second-semester Jewelry Design courses

*Co-requisites:* JD 231 and JD 233

Explains jewelry fashion theory, principles, and cycles and their relationship to jewelry line development while studying trends in ready-to-wear, European, and American designer collections.

3 CREDITS

**JD 281 — DIAMOND GRADING**

Teaches techniques of grading diamonds as to color, clarity, and cut, including basic knowledge needed for diamond selection and establishment of base for pricing. Discusses history and technical terms pertaining to diamond grading.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**JD 299 — INDEPENDENT STUDY IN JEWELRY DESIGN**

*Prerequisite:* a minimum 3.5 GPA and approval of instructor, chairperson, and dean

VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Liberal Arts Divisional Studies

**LA 211 — DANCE AS ART**

This course surveys Western dance styles from the perspective of the creative process and cultural history. Students study ballet, modern dance, American dances of the African Diaspora, and world dances. The course uses film, lecture, performance, discussion, selected readings and guest lecturers to expose students to a wide range of dance traditions. No prior dance training is necessary. (G6: Arts)

3 CREDITS

**LA 221 — U.S. HISTORY: CIVIL WAR TO PRESENT**

*Prerequisite:* EN 121

An introduction to American history, this course moves from a brief view of American geography, economics, and government to a more focused examination of the social, political, and economic experience from the Civil War through the Cold War and to the present. Students are introduced to basic historical methodology and learn to apply these techniques through critical reading, analytical writing, and verbal presentations. (G10: American History)

3 CREDITS

**LA 223 — SURVEY OF LATIN AMERICAN MUSIC**

A survey of Latin American music with an emphasis on the process of music composition and instrumentation that led to its creation. Students explore the creative process through in-class performances of musical excerpts and demonstrations of Latin American musical instruments. The class also focuses on the indigenous, cultivated, and vernacular traditions within Latin American music and their relation to regional histories. No previous musical background is required. (G6: Arts)

3 CREDITS

**LA 224 — DISTANT NEIGHBORS: A HISTORY OF LATIN AMERICA AND THE UNITED STATES**

*Prerequisite:* EN 121

This course compares the histories of Latin America and the United States from pre-Columbian times to the 20th century. Students learn about the deep influence of the United States in Latin American economies, politics, and culture, especially after the United States' independence, when American democracy became a political model for the former Spanish American colonies. (G10: American History)

3 CREDITS

**LA 231 — LATIN AMERICAN FICTION: FROM THE 1960S TO THE PRESENT**

*Prerequisites:* EN 121 or equivalent, and one semester of college-level English

Students examine selected texts of Latin American fiction (in English translation) from the 1960s to the present. The course focuses on the literary themes and writing techniques of the authors and on the sociopolitical and historical conditions of Latin America where the texts are set. (G7: Humanities)

3 CREDITS

**LA 299 — INDEPENDENT STUDY**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**LA 321 — SURVEY OF AMERICAN MUSIC**

A study of the major styles, trends, and significant composers in American music. Through lecture and demonstration, students explore various types of music, including blues, current trends, folk, jazz, rock, show, and symphonic, focusing on their relation to the American experience. No musical background is necessary. (G6: Arts)

3 CREDITS

**LA 391 — ISSUES IN THE HUMANITIES AND TECHNOLOGY (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts*

Examines the relationship between cultural traditions and the technological present and future. Current issues in medicine, science, the arts, and artificial intelligence provide the platform to study the impact of technology on human society and the world. Major philosophical positions, definitions of terms, and their social and historical contexts are discussed. (G7: Humanities)

3 CREDITS

**LA 392 — UNITED STATES HISTORY AND CULTURE, 1860 TO PRESENT (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts*

Major historic events and developments in United States history from 1860 to the present are examined in the context of their impact on the country's government, politics, and culture. Works by painters, photographers, sculptors, advertisers, dancers, musicians, novelists, filmmakers, and dramatists are used to broaden the study of U.S. history. (G10: American History)

3 CREDITS

**LA 394 — THE OLD AND NEW TESTAMENTS IN THE HISTORY OF IDEAS (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts*

Students examine the influence of selected books, chapters, and verses from the Old and New Testaments on the literature, philosophy, theology, and politics of western civilization. Emphasis is given to ideas located in scripture as they have been developed by religious thinkers, systematic theorists, and creative artists. (G5: Western Civilization; G7: Humanities)

3 CREDITS

**LA 395 — MASTERPIECES OF MUSIC IN THE EUROPEAN CLASSICAL TRADITION (1500 TO PRESENT) (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts*

This course is a survey of the major masterpieces of music in the European Classical tradition, with an emphasis on the compositional approaches that led to their creation. Through lectures and demonstrations, the course covers the main musical developments associated with the Medieval, Renaissance, Baroque, Classical, Romantic, and Modern periods. No previous musical background is required. (G6: Arts)

3 CREDITS

**LA 396 — RELIGION AND RELIGIOUS DISSENT IN AMERICAN HISTORY TO THE CIVIL WAR (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts*

Students examine the ways in which religious controversies have figured, directly and indirectly, in many of the major events in the early history of the United States, up to and including the Civil War. (G7: Humanities; G10: American History)

3 CREDITS

**LA 397 — NEW YORK CITY AND THE INVENTION OF AMERICA (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts*

Students learn the history of America from the Civil War to the present, through the lens of its greatest metropolis. Readings stress the roles that New York has played as innovator, counterpoint, and despised exception in the culture, economics, politics, and technology of the U.S. Students develop skills in basic primary research, public speaking, reading comprehension, and writing and revising. (G10: American History)

3 CREDITS

**LA 499 — INDEPENDENT STUDY**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Accessories Design

**LD 101 — ACCESSORIES DESIGN**

For students not majoring in Accessories Design. Introduction to major areas of accessories design. Various types of shoes, handbags, and belts are analyzed in terms of materials, construction, and presentation. Students acquire hands-on techniques in all three phases.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**LD 111 — LEATHER AND MATERIALS TECHNOLOGY**

*Co-requisites: (for one-year AAS students) LD 121 and LD 165*

Processes in the development of leathers, reptiles, plastics, and other textiles are analyzed. Emphasis is on the function and utilization of each for handbags, footwear, and related accessories.

2.5 CREDITS; 2 LECTURE AND 1 STUDIO HOURS PER WEEK

**LD 112 — DECORATIVE LEATHER TECHNIQUES**

Studying such ornamentation techniques as trapunto, inlay, welting, pleating, and weaving, students learn how to apply them to leather apparel and accessories design. Basic patternmaking skills used in the construction of handbags, belts, and portfolios are taught.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**LD 113 — MANIPULATING LEATHER: VOLUME AND TEXTURE**

This course focuses on various decorative techniques to enhance the volume and texture of leather accessories. Students apply increasingly advanced techniques from decorative hand-stitching and embroidery to braiding and painting. Hand-quilting, gathering, ruffles, and patchwork techniques are also covered.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**LD 121 — ANATOMY FOR ACCESSORIES**

Students study the components of the foot, spine and hand to understand the relationship between the anatomical structure and the design of footwear, handbags and gloves. Students learn to create functional and fashionable accessories that are anatomically and ergonomically correct.

1.5 CREDITS; 1 LECTURE AND 1 STUDIO HOURS PER WEEK

**LD 133 — FOOTWEAR DESIGN AND CONSTRUCTION I**

*Co-requisite: LD 121*

The basic concepts of footwear design are introduced and the history and types of footwear are discussed. Students develop skills for working with a last and learn patternmaking, sewing, construction, and finishing techniques for closed shoes.

3 CREDITS; 1 LECTURE AND 4 STUDIO HOURS PER WEEK

**LD 134 — FOOTWEAR DESIGN AND CONSTRUCTION II**

*Prerequisites: LD 111, LD 121 and LD 133*

Students analyze last styles, leathers, and components in terms of functionality and design. They continue to develop patternmaking skills by designing and making mules and oxfords.

3 CREDITS; 1 LECTURE AND 4 STUDIO HOURS PER WEEK

**LD 143 — HANDBAG DESIGN AND CONSTRUCTION I**

*Co-requisites: LD 111 and LD 121*

The skills to design and produce handbags are taught. Students become familiar with patternmaking techniques, machinery and equipment, and the various styles in handbag design. They learn how to translate original concepts into finished products.

3 CREDITS; 1 LECTURE AND 4 STUDIO HOURS PER WEEK

**LD 144 — HANDBAG DESIGN AND CONSTRUCTION II**

*Prerequisite: LD 143*

Patternmaking and sample-making techniques are developed further as students design and construct frame and box bags.

3 CREDITS; 1 LECTURE AND 4 STUDIO HOURS PER WEEK

**LD 145 — HANDBAG RECONSTRUCTION**

*Prerequisite: LD 144*

Students learn how to evaluate a handbag to determine if it can be restored. They refurbish a handbag, learning how to reconstruct worn or broken components.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**LD 165 — SKETCHING ACCESSORIES**

For one-year Accessories Design students. This accelerated course introduces the various areas of accessory design, including handbags, gloves, shoes, hats, and belts. Students learn to draw and render current materials and textures applicable to today's market.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**LD 181 — ERGONOMICS FOR ATHLETIC FOOTWEAR**

This in-depth study of the ergonomic requirements of footwear for myriad athletic activities focuses on the anatomy and function of the lower extremities while maintaining design considerations. Students learn technical features and engineering requirements such as cushioning, shock resistance, and lateral support as well as environmental and safety issues.

2 CREDITS

**LD 182 — PERFORMANCE MATERIALS FOR ATHLETIC FOOTWEAR**

*Prerequisite: LD 181*

Students learn about the different types of performance materials used in all aspects of athletic footwear construction.

2 CREDITS

**LD 184 — ATHLETIC FOOTWEAR SKETCHING**

*Prerequisite: LD 182*

Students learn to hand-sketch the components of performance athletic footwear and integrate sketch development, function, and technology into the footwear design.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**LD 185 — ATHLETIC FOOTWEAR DRAFTING**

*Prerequisite: LD 184*

Students draft the components of an athletic shoe using both freehand and CAD. A history of the athletic footwear industry and the integration of technology in athletic footwear are introduced. Students make a model of an outsole design.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**LD 227 — INTRODUCTION TO LINE BUILDING (FORMERLY LD 226)**

*Prerequisites: LD 134, LD 144, and LD 261*

Using a specific theme or season, students learn the principles and techniques of line building by designing and producing a collection of accessories. Emphasis is on workmanship, fabrication, and execution of designs.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**LD 231 — BOOT PATTERNMAKING AND CONSTRUCTION**

*Prerequisite: LD 134*

Students design and construct three different boot types: cowboy, Chelsea, and thigh-high. Boot detailing, advanced patternmaking, grading, and lasting techniques are taught.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**LD 242 — ADVANCED HANDBAG CONSTRUCTION**

*Prerequisites: LD 111, LD 121, and LD 144*

*Co-requisite: LD 261*

Using such techniques as the pillow gusset/bottom and strip construction, students explore new handbag designs. Advanced patternmaking skills are taught. Emphasis is on detailing.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**LD 243 — BELT DESIGN AND PATTERNMAKING**

*Prerequisites: LD 111 and LD 121*

The exploration of the design of the belt as a fashion and functional accessory is presented. Students acquire the skills needed to make several different kinds of belts.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**LD 251 — SPORT-SPECIFIC ACCESSORIES**

*Prerequisite: TS 171*

Students are introduced to the sports accessories market with a focus on millinery, gloves, footwear, and carrying gear. They learn about environmental and safety issues relevant to sports, analyze materials, understand the relationship of biophysics to sport-specific accessories, and explore the necessity of product testing. A new or improved sport accessory is developed.

3 CREDITS; 2 LECTURE AND 2 STUDIO HOURS PER WEEK

**LD 252 — SMALL LEATHERGOODS FOR MEN**

*Prerequisite:* LD 143

Learning how to design and construct a variety of small leathergoods, students focus on the pattern-making and sample-making techniques required to produce a billfold, agenda, and travel kit for men.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**LD 253 — DESIGNING DESK ACCESSORIES (FORMERLY LD 351)**

*Prerequisite:* LD 144

Students design and construct a collection of desk accessories. Emphasis is on researching design ideas, construction techniques, and the marketing information required to sell a collection.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**LD 261 — SKETCHING ACCESSORIES**

Students are introduced to the concept of three-dimensional sketching and how it relates to accessories design. Concentrating on design detail, they learn to sketch the basic shapes in footwear, handbags, personal leather goods, and belts.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**LD 262 — TECHNICAL SPEC AND BLACK LINE DRAWING FOR ACCESSORIES**

Students learn black line graph techniques and develop specification sheets suitable for industry. Students sketch original and existing accessories designs, draw major core silhouettes of shoe lasts, and develop templates.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**LD 263 — MARKER RENDERING FOR ACCESSORIES**

*Prerequisite:* LD 262

Students learn to design accessories such as handbags, shoes, belts, hats, and gloves. They draw and render materials and textures appropriate for today's accessories market. Students become familiar with current trends and utilize research for sources of inspiration.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**LD 293 — DEVELOPING A SUCCESSFUL PORTFOLIO**

*Prerequisites:* LD 111, LD 121, and LD 165 or LD 261

Working with industry design critics, students learn the fundamentals of assembling a professional portfolio for employment in the accessories industry. Using Adobe Photoshop and Adobe Illustrator, they explore marker rendering, theme pages, and print work. Areas of specialization are showcased.

3 CREDITS; 2 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**LD 299 — INDEPENDENT STUDY IN ACCESSORIES DESIGN**

*Prerequisites:* a minimum 3.5 GPA and approval of instructor, chairperson, and dean

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**LD 331 — ATHLETIC FOOTWEAR DESIGN**

*Prerequisite:* LD 134

Students learn the aspects of athletic footwear in order to design and construct original products. Emphasis is on the variety of categories including running, basketball, and tennis.

3 CREDITS; 1 LECTURE AND 4 STUDIO HOURS PER WEEK

**LD 332 — THEATRICAL AND CHARACTER FOOTWEAR**

*Prerequisite:* LD 134

Students design period shoes for the theater by learning about the history of footwear, design, and construction.

3 CREDITS; 2 LECTURE AND 2 STUDIO HOURS PER WEEK

**LD 333 — NON-TRADITIONAL FOOTWEAR DESIGN AND CONSTRUCTION**

*Prerequisite:* LD 134

Students design and execute experimental and non-traditional footwear based upon their prior patternmaking and construction knowledge. Discussion of innovative design ideas is emphasized, as well as the use of unconventional materials and methods to create new concepts in footwear design.

3 CREDITS; 1 LECTURE AND 4 STUDIO HOURS PER WEEK

**LD 341 — EXPERIMENTAL HANDBAG TECHNIQUES**

*Prerequisite:* LD 144

Innovative, non-traditional handbags are designed and constructed using a variety of classic patternmaking styles. Emphasis is on use of unconventional materials and methods to create new concepts in handbag design.

3 CREDITS; 1 LECTURE AND 4 STUDIO HOURS PER WEEK

**LD 342 — ZIPPERED HANDBAG DESIGN, HARDWARE, AND CONSTRUCTION**

*Prerequisite:* LD 143

Students expand their handbag patternmaking and construction skills by incorporating hardware such as zippers into more contemporary and functional designs. Emphasis is on new sewing and assembly techniques.

2.5 CREDITS; 5 STUDIO HOURS PER WEEK

**LD 431 — ATHLETIC FOOTWEAR CONSTRUCTION**

*Prerequisite:* LD 134

Students become familiar with the construction skills specific to athletic footwear by learning the history and evolution of this category. Fashion, style, and function are addressed.

3 CREDITS; 1 LECTURE AND 4 STUDIO HOURS PER WEEK

**LD 451 — SPORTS-SPECIFIC BAGS AND CARRYING GEAR**

*Prerequisite:* LD 144 or LD 341

The types of bags and carrying gear necessary for specific sports activities and technological gear are studied. Students learn how to develop the appropriate patterns and product while focusing on materials, proper fit, and protection of equipment.

3 CREDITS; 1 LECTURE AND 4 STUDIO HOURS PER WEEK

**LD 471 — THE ACCESSORIES INDUSTRY**

This course provides a general overview of the industry: the history of accessories; import, export, and domestic manufacturing; developing a collection for a specific target market; and writing a business plan.

2 CREDITS

**LD 491 — ACCESSORIES DESIGN SENIOR PROJECT**

*Prerequisites:* LD 341 and LD 471

*Co-requisite:* LD 492

This capstone course provides students with the opportunity to select a design project in a specific accessories category. Mastery of research techniques, design construction, and oral presentation is considered.

3 CREDITS; 6 STUDIO HOURS PER WEEK

## LD 492 — PORTFOLIO DEVELOPMENT

*Prerequisites:* LD 341 and LD 471

*Co-requisite:* LD 491

Using elements of their senior projects, students develop portfolios by working with black line sketches and Adobe Illustrator and Adobe Photoshop. Spec sheets, concept pages, and mood boards are included for professional presentation.

2.5 CREDITS; 1 LECTURE AND 3 COMPUTER LABORATORY HOURS PER WEEK

## Mathematics

**\*ARITHMETIC PROFICIENCY** is a requirement for the AAS degree. Based on the arithmetic placement test, a student who shows need for improvement in arithmetic may be required to enroll in either MA 001 or MA 002 or in a math independent learning program (MD 008—see page 247) before registering for classes that have arithmetic proficiency as a prerequisite. Arithmetic proficiency may also be demonstrated by a qualifying score on the mathematics portion of the SAT or ACT, or by transfer credit in college algebra, quantitative methods, pre-calculus, or calculus, or by a passing grade in an equivalent developmental mathematics course offered at another accredited college or university.

**\*\*ALGEBRA PROFICIENCY** is a prerequisite for MA 131, MA 213, MA 311, MA 321, and MA 331 courses, which are required for the BS degrees in Advertising and Marketing Communications, Cosmetics and Fragrance Marketing, Direct and Interactive Marketing, Fashion Merchandising Management, International Trade and Marketing for the Fashion Industries, Production Management: Fashion and Related Industries, and Technical Design. Based on the algebra placement test, a student who shows need for improvement in algebra will be required to enroll in MA 003 (Algebra Review) before registering for classes that have Algebra proficiency as a prerequisite. A student may also choose to register for MA 003 without taking the placement test. Algebra proficiency may also be satisfied by a qualifying score on the mathematics portion of the SAT or ACT, or by transfer credit in college algebra, quantitative methods, pre-calculus, or calculus, or by a passing grade in an equivalent developmental mathematics course offered at another accredited college or university.

### MA 001 — DEVELOPMENTAL MATHEMATICS I

*Prerequisite:* *Appropriate score on the SAT/ACT exam or the arithmetic placement test*

Concentrates on fundamental arithmetic skills and applications, using the computer as a learning tool. Topics include operations on real numbers, exponentiation and order of operations, ratio and proportion, systems of measurement, fractions, decimals, and percents. Fundamentals of algebra and geometry are introduced.

0 CREDITS; 4 HOURS PER WEEK

### MA 002 — DEVELOPMENTAL MATHEMATICS II

*Prerequisite:* *Appropriate score on the SAT/ACT exam or the arithmetic placement test*

An accelerated arithmetic course emphasizing applications, and including such topics as percents, operations on fractions, ratios and proportions, and conversion between the metric and English measurement systems. Fundamentals of algebra and geometry are introduced. The computer is used as a learning tool.

0 CREDITS; 2 HOURS PER WEEK

### MA 003 — ALGEBRA REVIEW

*Prerequisite:* *Appropriate score on the SAT/ACT exam or the arithmetic placement test*

For those students who need improvement in algebra. Reviews basic algebra topics such as signed numbers, solving linear and simultaneous equations, factoring, exponents, and graphing linear equations, with emphasis on verbal problems.

0 CREDITS; 2 HOURS PER WEEK

### MA 005 — DEVELOPMENTAL MATH FOR FASHION MERCHANDISING MANAGEMENT

*Prerequisite:* *MA 001 and/or appropriate score on Fashion Merchandising Management math placement test*

A developmental math course specifically designed for FMM students. In addition to the fundamentals of arithmetic, emphasis is placed on the skills needed for the quantitative study of merchandising in the FMM curriculum.

0 CREDITS; 4 HOURS PER WEEK

### MA 009 — DEVELOPMENTAL MATHEMATICS FOR FASHION DESIGN

*Prerequisite:* *Appropriate score on the SAT/ACT exam or the arithmetic placement test*

A developmental math course specifically designed for Fashion Design AAS students. The fundamentals of arithmetic and geometry are taught in the context of the design, production, and costing skills covered in the Fashion Design curriculum.

0 CREDITS; 3 HOURS PER WEEK

### MA 041 — GEOMETRY AND PROBABILITY SKILLS

*Co-requisite:* *MA 241*

For Toy Design students. This course helps students develop the fundamental computational skills required for MA 241.

0 CREDITS; 1 HOUR PER WEEK

### MA 113 — COLLEGE MATHEMATICS FOR BUSINESS AND TECHNOLOGY

*Prerequisite:* *arithmetic proficiency\**

Focusing on mathematics for business and technology, this course reinforces computational skills and enables students to analyze and quantify problems in statistics, linear programming, graph theory, and finance. (G2: Mathematics)

3 CREDITS

### MA 131 — PRECALCULUS

*Prerequisite:* *algebra proficiency\*\**

This traditional precalculus course introduces students to math concepts for a wide variety of applications. Topics include polynomial, rational, exponential, and logarithmic functions; sequences and series; analytic geometry; and trigonometry. (G2: Mathematics)

3 CREDITS

### MA 161 — MATHEMATICAL IDEAS

*Prerequisite:* *arithmetic proficiency\**

Provides an overview of the historic, heuristic, and visual dimensions of mathematics. Includes the golden ratio, fractal geometry, sets and groups, logic and circuits, Euler diagrams, number theory, and discrete math. (G2: Mathematics)

3 CREDITS

\* See Arithmetic Proficiency on page 244.

\*\* See Algebra Proficiency on page 244.

**MA 213 — QUANTITATIVE METHODS**

*Prerequisite: algebra proficiency\*\**

Explores the mathematical model-building process in the settings provided by linear programming and probability. Includes simplex methods for solving linear programs; duality; matrix algebra; probability models based on equally likely outcomes, independent events, and conditional probability; applications, particularly to business and economics; and elementary math of finance. (G2: Mathematics)

3 CREDITS

**MA 222 — STATISTICAL ANALYSIS**

*Prerequisite: arithmetic proficiency\**

Studies the principles and methods of statistical analysis including probability distributions, sampling distributions, error of estimate, significance tests, correlation and regression, chi-square, and ANOVA. Introduces the use of the computer to store, manipulate, and analyze data.

(G2: Mathematics)

3.5 CREDITS; 3 LECTURE AND 1 COMPUTER LABORATORY HOURS PER WEEK

**MA 241 — TOPICS IN PROBABILITY AND GEOMETRY**

*Co-requisite: MA 041*

For Toy Design students. The understanding of geometry and probability in everyday natural and social environments and their use as tools for analysis and creativity in toy design. Shapes and figures are examined through geometrical study. Problems in probability are translated from mathematical concepts to real situations. (G2: Mathematics)

3 CREDITS

**MA 242 — GEOMETRY AND THE ART OF DESIGN**

*Prerequisite: arithmetic proficiency\**

A contemporary primer of geometric topics that expand the concepts of shape and space, this course presents some of the established and emerging ways geometry can provide tools and insights for artists and designers. Included are a variety of visual phenomena such as fractals, knots, mazes, symmetry, and the golden ratio. (G2: Mathematics)

3 CREDITS

**MA 299 — INDEPENDENT STUDY IN MATHEMATICS**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**MA 311 — MATHEMATICAL MODELING FOR BUSINESS APPLICATIONS**

*Prerequisite: algebra proficiency\*\**

To instill the value of mathematics as a tool for modeling real-life situations, this course focuses on an analytical approach to business decision-making. Topics covered include finance, cash flow, probability, linear programming, and the business applications of basic equations. Microsoft Excel is used. (G2: Mathematics)

3 CREDITS; 2 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**MA 321 — DATA ANALYSIS FOR BUSINESS APPLICATIONS**

*Prerequisites: MA 222 and algebra proficiency\*\**

This course covers intermediate statistics topics with applications to business. Students graph, manipulate, and interpret data using statistical methods and Excel. Topics include data transformations, single and multiple regression, time series, analysis of variance, and chi-square tests.

Applications are from the areas of retail, finance, management, and marketing. (G2: Mathematics)

3 CREDITS

\* See Arithmetic Proficiency on page 244.

\*\* See Algebra Proficiency on page 244.

**MA 331 — CALCULUS**

*Prerequisite: algebra proficiency\*\**

Develops basic principles of differential calculus and introduces integral calculus. Functions, graphing, and maxima-minima problems are studied in the context of business and other applications.

(G2: Mathematics)

3 CREDITS

**MA 391 — MATHEMATICS OF THE ANCIENT WORLD IN ITS CULTURAL AND HISTORIC CONTEXT (HONORS)**

*Prerequisites: qualification for Presidential Scholars or a minimum 3.5 GPA with approval of dean for Liberal Arts, arithmetic\* and algebra proficiencies\*\*, and a minimum grade of 85 on Regents Math III, minimum SAT math score of 530, or G2: Math requirements*

This interdisciplinary survey of mathematics from prehistory to Archimedes covers topics from the basic (different ways of conceiving numbers) to the complex (a proof of the Pythagorean theorem). The cultural and historical context of the mathematical achievements of ancient Egypt, Mesopotamia, and Greece are emphasized in a way that shows these achievements as a natural and integral part of the civilizations that created them. Comparisons to modern methods in mathematics are stressed.

(G2: Mathematics)

3 CREDITS

**MD 008 — MATH INDEPENDENT LEARNING**

*Prerequisite: appropriate score on arithmetic proficiency exam\**

An accelerated arithmetic course emphasizing applications, including such topics as percents, operations on fractions, ratios and proportions, and conversion between the metric and English measurement systems. Fundamentals of algebra and geometry are introduced. Students are given computer software and customized assignments; work is done on their own time and computers. The final exam is given on campus.

0 CREDITS

## Production Management: Fashion and Related Industries

**MG 108 — APPAREL AND HOME TEXTILE PRODUCTS MANUFACTURING**

For Textile Development and Marketing students. Surveys manufacturing processes for apparel and home textile products beginning with product development to acquisition of fabrics through cutting, sewing, and finishing operations.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**MG 114 — PRINCIPLES OF PRODUCT CONSTRUCTION**

*Prerequisite: TS 015/115, TS 111, or TS 131*

Emphasizes the relationship between the quality and construction of a sewn product and focuses on the geometric principles of draping, drafting, and grading of industrial patterns. Students develop and interpret original patterns using both manual and computerized methods and apply the data to written specifications.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

**MG 132 — MARKETING FOR MANUFACTURERS**

Students are introduced to the basic concept of marketing and the components of the marketing mix in order to understand how fashion products are developed and successfully distributed. Computer-assisted marketing, including barcoding, e-commerce, and the role of the internet, is investigated as a strategic tool for globalization.

3 CREDITS

\* See Arithmetic Proficiency on page 244.

\*\* See Algebra Proficiency on page 244.

**MG 153 — EXCEL FOR BUSINESS**

*Prerequisite: Word and PowerPoint proficiency test*

This course provides a comprehensive presentation of Microsoft Excel. Topics include charting, data tables, financial functions, formatting, formulas, functions, what-if analysis, working with large worksheets, and other business-related topics.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**MG 234 — SUPPLY CHAIN MANAGEMENT**

*Prerequisite: MG 132*

A thorough exploration of supply chain management from the manufacturer's perspective is presented. Major areas of global sourcing, vendor evaluation, quality assurance, materials resource planning, inventory control, and budget considerations are covered. Students develop a seasonal production plan as a final project.

3 CREDITS

**MG 242 — PRINCIPLES OF ACCOUNTING**

An intensive introduction to accounting theory and practice, employing manual and data-processing techniques. Includes problems in double-entry principles, trial balances, adjustments, valuation reserves, closing of books, and preparation of financial statements. Also introduces accounting for manufacturing costs, apportionment of overhead, job order costs, process costs, and standard costs.

3 CREDITS

**MG 252 — PRODUCT DATA MANAGEMENT**

*Prerequisites: MG 153 and MG 253*

This course offers a hands-on approach to learning how to generate, transmit, and manage product data in a global business environment. Students construct product document packages for use in engineering, finance, logistics, manufacturing, and quality control.

3 CREDITS; 2 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**MG 253 — OBJECT-ORIENTED DATABASE MANAGEMENT**

*Prerequisite: AC 161 or MG 153 or TT 173, or equivalent*

Concepts of database management, including the development of object-oriented databases with Adobe Illustrator and Photoshop, are taught in this course. Integrating Microsoft Access with other programs within a microcomputer environment enables students to create data sets and reports, develop forms, and link databases.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**MG 299 — INDEPENDENT STUDY IN PRODUCTION MANAGEMENT: FASHION AND RELATED INDUSTRIES**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**MG 301 — APPAREL PRODUCTION: LABOR ANALYSIS**

For baccalaureate-level Fashion Design students. Study of apparel mass-production techniques. Examines the transition of apparel products from designer's samples to finished production merchandise. Explores human resource management and labor relations in an apparel firm.

2 CREDITS

**MG 304 — INFORMATION SYSTEMS**

*Prerequisite: AC 161 or MG 153 or TT 173, or equivalent*

This course presents an overview of management information systems (MIS) and how they impact the productivity and processes of a business organization. Case studies and problems focus on the issues of finances, human resources, organization, and technology as they relate to information systems.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**MG 305 — PRODUCTION PROCESSES FOR MERCHANDISERS**

For baccalaureate-level Fashion Merchandising Management students. This course introduces students to the processes and procedures used in the manufacturing of sewn products. Students learn about the types of equipment used, the specifications required to produce such products, and the methods for evaluating their construction, cost, and quality. The course is primarily designed for students without any background in the assembly and manufacturing processes.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

**MG 306 — INFORMATION SYSTEMS: CASE ANALYSIS**

*Prerequisite: AC 161 or MG 153 or TT 173, or equivalent*

Principles of management information systems (MIS) are addressed. Students use database and spreadsheet tools (Access and Excel) to problem-solve business situations and present their solutions in PowerPoint. Topics include the business functions of human resources, marketing and sales, finance and accounting, manufacturing, and technology support.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**MG 311 — MANUFACTURING I: EQUIPMENT ANALYSIS**

Students develop a familiarity with the various kinds of assembly equipment used to construct sewn products. Stitchology, specifications development, and sourcing are also covered.

3 CREDITS; 2 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**MG 312 — MANUFACTURING II: PROCESS ANALYSIS**

*Prerequisites: MG 114 and MG 311*

This course presents the principles of workplace engineering in order to identify labor- and cost-saving methods. Students conduct time and motion studies, consider standardization procedures, and analyze garment assembly methods as factors in realizing efficiencies on the manufacturing floor.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

**MG 313 — CUTTING ROOM PROCESSES**

*Prerequisite: MG 114*

The processes involved in the preproduction operations of sewn products - cut order planning, fabric utilization, marker making, fabric spreading, cutting, and costing - are studied. The fundamentals of laying out a cutting room and selecting equipment for specific applications are included. Students prepare markers by hand and computer.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

**MG 314 — MANUFACTURING PROCESS ANALYSIS**

This course familiarizes students with the variety of equipment used to construct sewn products. Through hands-on use, students learn to select appropriate machinery and stitching types for various fabrications, garment categories, and end uses.

2 CREDITS, 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**MG 401 — MANUFACTURING MANAGEMENT**

For baccalaureate-level Fashion Design students. Examines business ownership and management, fashion manufacturer marketing philosophies, costing, and quality control. The financial aspects of a business are evaluated.

2 CREDITS

**MG 403 — APPAREL MANUFACTURING PROCESSES**

For students not majoring in Production Management: Fashion and Related Industries. Examines the organization of a manufacturing firm: analysis of production techniques, cost development, and quality management; exploration of the relationship between product specifications and manufacturers' selling prices; and the study of customers' product requirements and the manufacturers' strategies for meeting them.

3 CREDITS

**MG 411 — MANUFACTURING FACILITIES MANAGEMENT**

*Prerequisites: MG 312 and MG 313*

Students examine the criteria for designing and arranging the elements of a manufacturing facility with emphasis on modifying existing space, handling complementary products, and understanding workflow and the effect on quality and cost. They design and develop a detailed manufacturing facility layout.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

**MG 432 — STRATEGY, POLICY, AND DECISION MAKING**

*Prerequisites: MG 411 and MG 442*

This capstone course presents students with the opportunity to synthesize knowledge gained in previous semesters and prepare a complete business plan for a manufacturing company. They develop human resource policies, organization charts, and manufacturing, financial, marketing, and merchandising plans.

3 CREDITS

**MG 442 — PRODUCT COSTING**

*Prerequisites: MG 242, MG 312, and MG 313*

Cost-accounting and industrial engineering concepts are applied to estimating, accumulating, and assigning costs to products that are mass produced by apparel and apparel-related companies. Students learn cost-estimating techniques, practical methods to capture actual costs, and how to do variance analysis of actual and cost-estimated standards.

3 CREDITS

**MG 499 — INDEPENDENT STUDY IN PRODUCTION MANAGEMENT: FASHION AND RELATED INDUSTRIES**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Marketing: Fashion and Related Industries

**MK 301 — MARKETING FOR THE TOY INDUSTRY**

For Toy Design students. Application of basic marketing principles to the toy industry. Product development, market research, consumer behavior, product and pricing strategies, distribution, and international marketing are stressed.

3 CREDITS

**MK 311 — PRINCIPLES OF MARKETING**

Surveys the fundamental features of contemporary marketing systems, concepts, and principles. Students study the components of the marketing mix: product, planning, distribution, pricing, and promotion. Also addresses the social, legal, and international environments in which marketing functions.

3 CREDITS

**MK 351 — MARKETING RESEARCH**

Surveys the entire marketing research process: problem definition, research design, data collection, sampling techniques, preparation of questionnaires, field surveys and methods of tabulation, analysis, and interpretations of results. Applies recent developments in marketing information systems to product planning, advertising research, and consumer and competitive analysis. Emphasizes development and implementation of a market research plan.

3 CREDITS

## Millinery

**ML 113 — BLOCKING TECHNIQUES FOR HATS**

Students acquire basic stitching, patternmaking, and blocking skills while completing a beret, baseball cap, draped felt hat, and a one-piece blocked felt hat.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**ML 114 — HEADWEAR DESIGN AND PATTERNMAKING**

*Prerequisite: ML 113*

Students continue to master patternmaking skills while completing a stylized beret, cloche, and fabric hat. They learn how to manipulate felt and acquire an understanding of straws.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**ML 115 — FABRIC HAT CONSTRUCTION**

*Prerequisite: ML 113*

Students learn to develop patterns and construct soft fabric hats and caps. Grain lines, fabric qualities, and support materials are covered, as is the impact of the materials on the hat's shape and body.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**ML 116 — COLD WEATHER HEADGEAR**

*Prerequisite: ML 115*

Students continue to master patternmaking and blocking skills while completing a helmet, hunting cap, and a cuff hat with a knit crown and a blocked fur crown. Students gain an understanding of how to manipulate specialized materials.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**ML 121 — CLASSIC DESIGN AND TECHNIQUES**

Introduces the basic elements of millinery design from conception to construction, including how to make a frame, a block, and a pattern.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**ML 122 — ADVANCED CUSTOM MILLINERY**

*Prerequisite: ML 121*

Students draw upon custom production techniques studied in ML 121 to design and execute custom-made hats in a variety of styles and materials. Emphasizes refining the design and construction of each hat as a three-dimensional sculptural object.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**ML 123 — CONTEMPORARY MEN'S HATS**

*Prerequisite: ML 115*

From blocked hats to baseball caps, students learn flat patternmaking, sewing, and blocking techniques in order to design and produce men's hats.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**ML 131 — A SURVEY OF TRIMS IN MILLINERY**

This course introduces students to the world of millinery and the use of trims in both traditional and contemporary hatmaking. They learn about different hat silhouettes and how trims can alter them.

2.5 CREDITS; 2 LECTURE AND 1 STUDIO HOURS PER WEEK

**ML 132 — DECORATIVE MILLINERY TRIMMING**

Students master trimming techniques for use on hats, accessories, and apparel by working with silk flowers, silk cording, horsehair, feathers, and artificial fruits and vegetables.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**ML 241 — BRIDAL AND SPECIAL OCCASION HEADWEAR**

*Prerequisite:* ML 115

By completing a collection of hats for a wedding, students continue to master their blocking and sewing skills. How to block and create a classic turban is also taught. Students work with veiling and wire.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**ML 242 — CONCEPTUAL HEADWEAR**

*Prerequisite:* ML 114

Students further develop their patternmaking and blocking skills while learning to combine and manipulate different materials to make a hat. Helmet, hunting cap, draped leather crown, fur cuff hat, and a period hat are completed.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**ML 243 — CREATIVE DESIGN IN HEADWEAR**

*Prerequisite:* ML 115

Students use the techniques acquired in their previous classes to create a challenging, unified collection of headwear that reflects their individual style.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

## Menswear

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**MW 131 — MENSWEAR FLAT PATTERNMAKING DESIGN I**

*Co-requisites:* MW 141 and MW 151

Basic principles of drafting patterns on paper and testing them in muslin on three-dimensional forms for men's shirts and pants. Using basic construction techniques, students develop original garment designs in harmony with current trends and design-room practices. Special machine methods and the technical aspects of decorative seam finish and detail are studied.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**MW 141 — MENSWEAR CONSTRUCTION**

*Co-requisites:* MW 131 and MW 151

Introduces students to the many processes involved in the construction of first samples. Basic standards of construction are stressed, enabling the student to make finished garments. Classic shirt and trouser problems are studied.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**MW 142 — MENSWEAR SEWING**

This course introduces students to the many processes involved in creating a first sample.

Professional standards of construction are emphasized throughout the semester as students cut, lay-out, and construct a classic menswear shirt.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**MW 143 — TAILORING I**

*Prerequisite:* MW 142 or approval of chairperson

Students learn how to lay out, cut, and sew all of the details associated with the classically tailored trouser. Special emphasis is given to the fly, tailored pockets, and the creation of a handmade waist-band curtain. Students also learn to fit the classic trouser on various figure types.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**MW 144 — TAILORING II**

*Prerequisite:* MW 143

This course introduces students to professional tailoring practices for the menswear suit jacket/blazer. Details specific to the jacket and appropriate finishes for a high-end tailored garment are covered throughout the semester.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**MW 151 — MENSWEAR DESIGN I**

*Co-requisites:* MW 131 and MW 141

Students design and present menswear shirts, pants, and vests. Research and existing designs inspire original designs.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**MW 152 — MENSWEAR DESIGN II**

*Prerequisite:* MW 151

*Co-requisite:* MW 232

Further develops students' design abilities through the creation and presentation of tailored jackets, blazers, and suits. The concept of line development is studied.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**MW 221 — DIGITAL ART FOR MENSWEAR**

*Prerequisite:* MW 251

*Co-requisite:* MW 252

This course is a comprehensive exploration of advanced menswear design, emphasizing the refinement of the student's rendering, sketching, and digital art abilities. Market segment analysis, collection development, and appropriate design are examined as they apply to the development of portfolio-quality artwork for the menswear market.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**MW 231 — MENSWEAR FLAT PATTERNMAKING DESIGN III**

*Prerequisite:* MW 232

*Co-requisite:* MW 251

Studies advanced design problems for tailored garments, making use of the master pattern. Original designs are tested in muslin, constructed in fabrics, and analyzed in terms of taste, fabric selection and properties, design principles, fashion interest, and commercial value.

4 CREDITS; 8 STUDIO HOURS PER WEEK

**MW 232 — MENSWEAR FLAT PATTERNMAKING DESIGN II**

*Prerequisites: MW 131 and MW 141, or equivalent*

*Co-requisite: MW 152*

Students learn how to develop flat patterns and create a finished jacket using professional standards. The course explores the four iconic prototypes of menswear jackets and traditional tailoring techniques and details. Students also learn to identify and define market trends in specific menswear markets and to present professional oral presentations.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**MW 241 — TAILORING THE JACKET**

*Prerequisite: MW 131 and MW 141, or equivalent*

*Co-requisite: MW 152*

This course introduces students to the art of tailoring. Classic details associated with the fully lined tailored jacket are defined and demonstrated as students work toward mastering the components comprising a finely crafted tailored suit jacket.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**MW 242 — TAILORING III**

*Prerequisite: MW 144*

This course introduces students to the assembly processes and finishing details necessary to construct and tailor a high-end, fully lined suit jacket.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**MW 251 — MENSWEAR DESIGN III**

*Prerequisite: MW 152*

*Co-requisite: MW 231*

Students create designs while refining advanced sketching skills. Classifications and collections are utilized throughout the semester.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**MW 252 — MENSWEAR DESIGN IV**

*Prerequisites: MW 231 and MW 251*

Students design and execute original sportswear collections using international trends, colors, details, and fabrications.

5 CREDITS; 10 STUDIO HOURS PER WEEK

**MW 253 — ADVANCED COMPUTER FASHION DESIGN**

*Prerequisite: MW 133*

Using CAD software, students create flats, fashion drawings, and storyboards in color and black and white.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**MW 254 — COMPUTER DESIGN I**

This course introduces students to the use of Adobe Illustrator as it applies to the menswear and accessories design industry. Students learn how to use Adobe Illustrator as a CAD tool for designing menswear and accessories. Auxiliary software includes Adobe Photoshop.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**MW 255 — ACCESSORIES COMPUTER DESIGN I**

This course introduces students to Adobe Illustrator used as a CAD tool for designing accessories. Auxiliary software includes Adobe Photoshop.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**MW 262 — PRESENTATION/PORTFOLIO**

*Prerequisite: MW 152*

*Co-requisite: MW 251*

Students learn to design professional collections which are analyzed, segmented, and developed for various markets.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**MW 271 — COMPARATIVE INTERNATIONAL APPAREL**

*Prerequisite: AR 101 or FF 112 or LD 144 or MW 152, or approval of chairperson*

Students develop their ability to analyze trends, colors, fabrications, and apparel details in three international fashion centers. Through constructive analyses, critiques, and creative thinking, students present final projects incorporating aspects of comparative cultural aesthetics.

3 CREDITS; 2 LECTURE AND 2 STUDIO HOURS PER WEEK

**MW 299 — INDEPENDENT STUDY IN MENSWEAR**

*Prerequisite: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Physical Education and Dance

**PE 111 — MODERN DANCE**

Introduces the fundamentals of modern dance through the development of dance technique and comprehension of rhythm. Elements of dance composition are introduced and provide students with an opportunity to create individual work. (G6: Arts)

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 113 — JAZZ DANCE**

Introduces the fundamentals of jazz dance through the development of dance technique, comprehension of rhythm, and the ability to perform isolated movement. Elements of dance composition are introduced and provide students with an opportunity to create individual work. (G6: Arts)

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 114 — BALLET I**

Basic exercises are done at the barre to develop proper alignment, placement, strength, coordination, and understanding of ballet movement vocabulary in this introductory class. Center floor combinations and movement across the floor are used to integrate skills learned in the warm-up. (G6: Arts)

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 115 — SKIING (WINTERIM ONLY)**

For students of all skiing levels, this course presents proper and safe skiing techniques as well as the use of ski equipment and supplies and provides the opportunity to improve fitness and skills.

1 CREDIT; 2 HOURS PER WEEK

**PE 116 — AFRO-CARIBBEAN DANCE**

Students experience, learn, and perform the traditional dances and rhythms, rooted in African and European dance, of the Caribbean region. (G6: Arts)

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 117 — CREATING DANCE: AN INTRODUCTION TO MOVEMENT**

Students create movement studies using elements of design that capture the essence of their unique expressions. Concepts of space and weight and dance elements such as rhythm, symmetry, and shape are addressed in the course. Improvisations are performed according to a variety of themes, relationships, and situations, both individually and in small groups.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 118 — FLAMENCO DANCE**

Students execute traditional flamenco dances from the Andalusia region of southern Spain. Students learn how various cultures contributed to flamenco, as well as the flamenco rhythms, the meaning of the songs, and the relationship of the singing and guitar to the dance. (G6: Arts)

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 122 — BEGINNING GOLF**

An introduction to the basics of the game of golf. Learn chipping, driving, putting, and the etiquette, history, and rules of the game. Students are given the opportunity to visit a private golf course.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 131 — TENNIS I**

Teaches the fundamental skills of tennis and knowledge of the game.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 135 — BASKETBALL**

The fundamentals of basketball, individual skills, and team participation are taught. Students learn the rules, coaching techniques, strategies, athletic training, and enjoyment of spectatorship.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 136 — VOLLEYBALL**

Students learn the fundamental skills of volleyball: setup, passing, serving, spiking, blocking, and bumping. Strategy and games are included.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 141 — FITNESS TRAINING**

Students focus on the progressive development of the four components of physical fitness: muscular strength, muscular endurance (through weight-room training and calisthenics), cardiovascular endurance, and fitness.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 143 — YOGA I**

The elements of yoga are taught, including breathing techniques, postures, nutrition, meditation, and relaxation.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 144 — AEROBICS**

Students work to achieve a strong cardiovascular system through step-bench or aerobic routines. Toning exercises are included.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 145 — TAI CHI I**

Students learn the Yang form of this ancient, holistic Chinese exercise to develop good balance and coordination and to relax physically and mentally.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 146 — KUNG FU**

Translated as discipline and inner development, Kung Fu focuses on learning a system of movements based upon the observations of nature by ancient Chinese priests and monks. The forms, basic stances, kicks, and punches of Shao-Lin Kung Fu are taught to achieve better health, harmony, and coordination.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 147 — GENTLE YOGA**

Gentle yoga introduces all the benefits of yoga with less demand on the body. This course can be enjoyed by all students, particularly those with limited physical health or range of motion. Benefits include enhanced flexibility, increased strength, improved balance, and reduction of stress.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 148 — MAT PILATES**

This introductory course is based on the work of Joseph Pilates and focuses on movements and exercises devoted to strengthening the “core or foundational” muscles of the body. Pilates enhances athletic performance by developing core stability, balance, and coordination.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 153 — FENCING**

Students learn and practice the fundamentals of foil fencing, including positions and movements, offensive and defensive strategy, directing a fencing bout, and international rules.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 214 — BALLET II**

*Prerequisite: PE 114 or equivalent*

More advanced steps focusing on coordination, musicality, and improvement of technique are introduced. Students execute movement phrases of their own and learn the history of ballet. (G6: Arts)

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 231 — TENNIS II**

*Prerequisite: PE 131 or equivalent*

Building on Tennis I, students learn more advanced tennis skills focusing on specific strokes, court positioning, and strategies for singles, doubles, and competitive play.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 243 — YOGA II**

*Prerequisite: PE 143*

Students build upon their yoga experience by learning new yoga postures and variations of standard postures and breathing techniques while exploring additional concepts from the Yoga Sutras.

1 CREDIT; 2 STUDIO HOURS PER WEEK

**PE 245 — TAI CHI II**

*Prerequisite: PE 145 or equivalent*

Students continue their study of this ancient, holistic Chinese exercise, developing greater strength, balance, coordination, and relaxation through the Yang form of Tai Chi.

1 CREDIT; 2 STUDIO HOURS PER WEEK

# Photography

## PH 003 — BASIC PHOTOGRAPHY STUDIO

*Co-requisite: PH 103*

For Fine Arts students. Students learn the practical applications of digital camera operations and studio lighting techniques.

0 CREDITS; 1 STUDIO HOURS PER WEEK

## PH 103 — BASIC PHOTOGRAPHY

*Co-requisite: PH 003*

For Fine Arts students. Fundamentals of modern photographic practices including technical principles, aesthetic camera operation, and lighting techniques. Geared to aid the creative efforts of fine artists.

2 CREDITS

## PH 112 — INTRODUCTION TO PHOTOGRAPHY

Introduces students to the craft of photography, including lighting techniques, model direction and styling, and related exposure, film processing, and printing skills. Through discussion and critiques, students study photo trends for advertising, commercial, and editorial fashion uses.

3 CREDITS; 6 STUDIO HOURS PER WEEK

## PH 113 — PHOTOGRAPHIC TECHNIQUES

An intense study of the photographic medium from a technical standpoint. Stresses an understanding of film and exposures as they relate to light, light measurement, contrast control, film processing, and photographic chemistry.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

## PH 114 — INTRODUCTION TO DIGITAL PHOTOGRAPHY

Students are introduced to digital photography techniques and new digital technologies as they apply to image capture.

1 CREDIT; 2 STUDIO HOURS PER WEEK

## PH 115 — ADVERTISING PHOTOGRAPHY WITH MEDIUM FORMAT

*Prerequisites: PH 112 and PH 131*

Emphasizes the use of 2 1/4, medium-format cameras in the fashion photography studio. Students learn advanced tungsten light techniques, with an introduction to monoblock electronic flash units for photography of models and accessories for advertising, editorial, or illustration use. Advanced darkroom procedures are stressed.

3 CREDITS; 6 STUDIO HOURS PER WEEK

## PH 116 — PHOTOGRAPHY BASICS

Students develop an understanding of traditional film and digital cameras by learning basic studio and lighting setup, model direction, and related film exposure techniques. Working in color and black and white, students are encouraged to produce images that creatively explore personal themes and issues. (G6: Arts)

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

## PH 117 — PRINCIPLES OF PHOTOGRAPHY INCLUDING DARKROOM INSTRUCTION

Introduces students to the techniques of black-and-white photography, including basic studio setup, lighting techniques, model direction, and related film exposure as applied to the 35mm camera. Instruction on enlarging techniques and film processing through the use of the darkroom are also covered. (G6: Arts)

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

## PH 118 — BEGINNING DIGITAL PHOTOGRAPHY

An introductory course that familiarizes students with the basics of photography from visual, aesthetic, and technical viewpoints. The course explores the differences between conventional, silver-based (analog), and digital photographic tools. Students learn camera technique, the transfer of the image from the camera to the computer, basic scanning, and digital printing. Students are required to possess their own digital (DSLR) cameras.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

## PH 119 — INTERNATIONAL PHOTOGRAPHIC STUDY AND PRACTICE

This basic elective photography course focuses on the photographic image within a global environment. Students explore cultural themes and develop an understanding of digital photographic techniques including the proper use of digital cameras, managing digital files and sharing images via an image-sharing website.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## PH 121 — LARGE FORMAT PHOTOGRAPHY

Basic techniques in professional operation of a large-format view camera as applied to commercial still-life photography. Covers fundamental camera movements, lighting setups, 4x5 film processing, and printing skills.

2 CREDITS; 4 STUDIO HOURS PER WEEK

## PH 130 — LIGHTING I

*Co-requisite: PH 171*

Students are introduced to the craft of lighting. They explore the qualities of various kinds of light and observe light from a scientific perspective, which informs their aesthetic decisions. This course is taught using digital cameras.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

## PH 131 — LIGHTING PRINCIPLES

*Prerequisite: (for students not majoring in Photography) PH 117*

*Co-requisite: (for students majoring in Photography) PH 112*

The student photographer is introduced to the creative practices of lighting for studio and outdoor photography. Use and control of continuous light, natural light, and preexisting light are emphasized.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

## PH 162 — PHOTOGRAPHIC STYLING

Introduces the elements of photographic styling, stressing both creative sensitivity and technical skills, through lectures and demonstrations. Assignments include fashion, beauty, illustration, tabletop, and food styling. (G6: Arts)

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

## PH 171 — DIGITAL DARKROOM

This course offers an in-depth study of the workflow necessary for the storage, editing, and output of digital photography. Students are introduced to computer-aided tools and techniques that apply to the production and aesthetic concerns of photography in the digital environment.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**PH 201 — DIGITAL PHOTOGRAPHY FOR ACCESSORIES AND JEWELRY**

*Prerequisite:* PH 118 or approval of chairperson

Students learn to light and capture digital images of accessory and jewelry items. They explore lighting techniques for various surfaces and learn to enhance item color, contour, and contrast. A DSLR camera is required and a basic knowledge of an image-editing program such as Adobe Photoshop is strongly suggested.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**PH 211 — ADVANCED PROFESSIONAL FASHION AND BEAUTY PHOTOGRAPHY**

*Prerequisites:* PH 115 and portfolio review by chairperson or instructor

Students learn all aspects of fashion and beauty photography, from the creation of a competitive portfolio to post-production, with emphasis on developing an individual aesthetic vision. Exploration of the major technical elements include digital capture, studio and location shoots, client expectations, and contracts and fees.

4.5 CREDITS; 1 LECTURE AND 7 STUDIO HOURS PER WEEK

**PH 230 — LIGHTING II**

*Prerequisite:* PH 130

Students continue the exploration of light begun in PH 130. They apply techniques learned with continuous lights to strobe lights, the standard lighting tool of the professional photographer. Students explore the unique quality of strobe lights and develop techniques using the monoblock strobe.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**PH 231 — ELECTRONIC FLASH**

*Prerequisite:* PH 115

Advances photographic skills through the use of electronic lighting equipment and techniques. Small-, medium-, and large-format cameras are used to photograph models and still-life subjects in black and white or color mediums. Includes related darkroom procedures.

4 CREDITS; 8 STUDIO HOURS PER WEEK

**PH 241 — FOUNDATIONS OF COLOR**

*Prerequisite:* PH 112

*Co-requisite:* PH 115

Exploration of color as it applies to photography. Includes additive and subtractive color mixing, color harmony, lighting for color, light balancing, color correction, film, and digital color reproduction techniques.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**PH 242 — ADVANCED PROJECTS AND PORTFOLIO DEVELOPMENT**

*Prerequisites:* PH 231 and PH 241 or approval of chairperson

The relationship of advanced studio lighting, set preparation techniques, and digital image capture are explored in conjunction with color theories that apply to model and still-life photography for the printed page. Students complete industry-level assignments and personal interest images in the studio and on location. Emphasis is on preparation of an individualized portfolio presentation.

4.5 CREDITS; 9 STUDIO HOURS PER WEEK

**PH 262 — PROFESSIONAL PROCEDURES FOR THE COMMERCIAL PHOTOGRAPHER**

An in-depth understanding of owning and operating a small professional photography business is provided. Students learn and practice organizational and career goal planning techniques, assignment pricing structures, the use of standard contracts, maintaining accurate records, and the creation of standard business forms. Emphasis is on understanding copyright law and tax structure, and learning criteria for retaining legal and financial services.

2 CREDITS

**PH 272 — PHOTOSHOP I FOR PHOTOGRAPHERS**

*Prerequisite:* CG 111

Students engage in a comprehensive study of Adobe Photoshop tools using the Macintosh platform. Methods and management techniques for scanning, creation of selections, layers, color correction, and basic image manipulation are studied.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**PH 274 — PHOTOSHOP II FOR PHOTOGRAPHERS**

*Prerequisites:* CG 111 and PH 272

Students develop an advanced knowledge of layers, channels, curves, image merging, color correction, and color matching in the Adobe Photoshop program. Scanning devices, file formats, and resolution levels are explored.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**PH 299 — INDEPENDENT STUDY IN PHOTOGRAPHY**

*Prerequisites:* a minimum 3.5 GPA and approval of instructor, chairperson, and dean

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**PH 306 — DIGITAL PHOTOGRAPHY FOR PACKAGING DESIGN**

*Prerequisite:* PK 342

Students learn to produce professional-quality images for their portfolios. The course focuses on studio tabletop photography, lighting techniques, and use of image processing and editing software. Problem-solving skills are also acquired by working with a variety of materials used in packaging.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**PH 331 — LIGHTING FOR STILL AND MOVING IMAGES**

*Prerequisites:* PH 116 or equivalent, and (CG 211 or PH 272)

An in-depth study of the aesthetics, history, and expressive power of lighting, both natural and artificial, as it is used in still photography and the moving image. Camera experience is required.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**PH 341 — DIGITAL CRAFT AND THE EXHIBITION**

*Prerequisite:* PH 242

Students explore methods for capture, editing and sequencing groups of digital images as cohesive statements with the aim of producing a photographic exhibition. Through field trips, critiques, and working with a guest art director, students study the signature styles and trends of various photographers.

3 CREDITS; 1 LECTURE AND 4 STUDIO HOURS PER WEEK

**PH 342 — ADVANCED PROJECT IN STYLE AND MEDIA**

*Prerequisite:* PH 371

This course pairs photography and fashion design students, to create and produce professional press kits and a short digital documentary interpretation of style and fashion.

3 CREDITS; 1 LECTURE AND 4 STUDIO HOURS PER WEEK

**PH 351 — PROFESSIONAL APPROACH TO PHOTOJOURNALISM**

*Prerequisite:* PH 274 or approval of chairperson

Students learn how to unite image-making and writing skills to produce newsworthy picture stories. Topics covered include the legal and ethical issues that affect the process of photojournalism as well as the difference between objective and subjective judgments.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**PH 361 — LOGISTICS OF LOCATION PHOTOGRAPHY**

*Prerequisite: PH 371*

Students develop the techniques of location photography, including environmental portraiture, industrial, fashion and architectural photography for editorial and advertising purposes. Assignments stress image design and are performed with medium- and large-format cameras using digital capture technology, as well as indoor and outdoor lighting techniques.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**PH 371 — RETOUCHING/PRE-PRESS SOLUTIONS FOR PHOTOGRAPHERS**

*Prerequisite: PH 274*

Students explore ways to convey their ideas onto the printed page through retouching, editing and preparing digital files. High-end scanning, RGB to CMYK conversions, digital versus analog proofing and the differences between photographic, inkjet and offset printing are also explored from both theoretical and real-world perspectives.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**PH 372 — DIGITAL MEDIA TECHNOLOGY I**

*Prerequisite: PH 371*

This course provides practical, technical instruction in the use of high-end digital image capture backs coupled with traditional, medium format camera system hardware. Students explore the concepts and processes required to create photographic imagery using Adobe Photoshop, iMovie, and iDVD programs.

2 CREDITS

**PH 404 — BASIC INTERIOR DESIGN PHOTOGRAPHY**

For baccalaureate-level Interior Design students or those interested in interior photography. A foundation for understanding and achieving control of the photographic medium as it applies to interior and architectural photography is provided. Students learn scale model and flat art photography, use of black and white and color films, metering, camera control, lighting, and filtration.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**PH 406 — DIGITAL SPECIAL EFFECTS AND PHOTOGRAPHIC RETOUCHING**

*Prerequisite: IL 324*

Students enhance their traditional illustration skills in a digital environment. Exploring Adobe Photoshop and its plug-ins for retouching and special aspects, they achieve the technical ability to transform initial creative inspirations into powerful imagery.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**PH 451 — MULTIMEDIA CONCEPTS**

*Prerequisite: PH 372*

Students develop a critical point of view regarding video, electronic, digital, and print media through discussion, viewing, and critiquing published work. Assignments examine the relationship between art and media industries, covering topics that will include advertising, documentaries, the news, personal identity, and media imaging.

3 CREDITS; 1 LECTURE AND 4 STUDIO HOURS PER WEEK

**PH 461 — MULTIMEDIA PORTFOLIO**

*Prerequisite: PH 451*

Graduating students assemble a professional-quality, digitally processed electronic and printed portfolio of imagery from thematic work produced during the sixth, seventh, and eighth semesters.

3 CREDITS; 1 LECTURE AND 4 STUDIO HOURS PER WEEK

**PH 471 — DIGITAL MEDIA TECH. II**

*Prerequisites: PH 371 and PH 372*

Students study various forms of state-of-the-art lighting techniques used for digital high-end photography. Lighting for the specific commercial areas of still life, portrait/fashion, architecture/interior, jewelry, and corporate/industrial will be demonstrated and studied.

2 CREDITS

**PH 491 — RESEARCH FOR SENIOR DESIGN PROJECT**

*Prerequisites: PH 341 and PH 342*

This course assists students in developing a thesis proposal for the creation of a multimedia portfolio. Students research a chosen area of study and learn how to effectively plan and organize multimedia projects to be used in their senior design projects.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**PH 492 — SENIOR DESIGN PROJECT**

*Prerequisite: PH 491*

Students prepare a capstone project resulting from the senior design project research completed in the prior semester. The course culminates in a multimedia presentation to faculty, mentors, and invited professionals and Advisory Board members for critique.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**PH 499 — INDEPENDENT STUDY IN PHOTOGRAPHY**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Packaging Design

**PK 211 — INTRODUCTION TO PACKAGING DESIGN**

*Prerequisite: (for Communication Design students) CD 171*

An introduction to the field of packaging design, covering branding, graphics, materials, technology, and typography. This studio course focuses on design phases from concept to three-dimensional comprehensives, and includes field trips and guest lecturers.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**PK 301 — PACKAGING DESIGN FOR HOME PRODUCTS**

*Prerequisite: HP 313 or HP 311*

Students learn about packaging/brand design specific to home products retailing: brand identity, packaging design systems, and brand design applications throughout the retail environment. The creative process of design and strategic analysis of packaging as a marketing and merchandising tool is explored.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**PK 302 — PACKAGING DESIGN FOR COSMETICS AND FRAGRANCE MARKETING**

*Prerequisites: CM 311 and CM 341*

For Cosmetics and Fragrance Marketing students. This hands-on course introduces the principles of packaging design for cosmetics and fragrance products. Students learn about brand identity, packaging design systems, materials, and the relationship between packaging and cosmetic and fragrance retailing.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**PK 303 — PACKAGING DESIGN FOR ACCESSORIES DESIGN**

For Accessories Design students. The packaging and brand design of accessory products is introduced. Through design projects, students learn about brand identity, packaging design systems, the variety of packaging materials, and how packaging affects the product at retail. Guest lecturers discuss how designers create brand identities, develop concepts, make design decisions, and oversee production.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**PK 313 — ADVANCED PACKAGING DESIGN I**

*Prerequisite: PK 211*

*Co-requisites: PK 324 and PK 341*

Students learn all aspects of packaging/brand design for food and beverage consumer products. Emphasis is on the packaging/brand design creative process and the application of creative solutions to meet strategic objectives.

4 CREDITS; 2 LECTURE AND 4 STUDIO HOURS PER WEEK

**PK 315 — DIGITAL PRE-PRESS FOR PACKAGING DESIGN**

This course introduces students to digital mechanical art creation specifically for packaging design. Students learn file management, printing methods, color processes, packaging substrates, and how a packaging design moves from design approval to mechanical art creation.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**PK 316 — ADVANCED PACKAGING DESIGN II**

*Prerequisite: PK 313*

Provides an advanced approach to packaging and brand design with specific examination into distinct consumer product categories. Emphasis is placed on targeting consumer markets by developing integrated brand design systems which incorporate graphics and structures.

3.5 CREDITS; 1 LECTURE AND 5 STUDIO HOURS PER WEEK

**PK 324 — PACKAGING BRAND DEVELOPMENT**

*Co-requisite: PK 313*

Through hands-on exploration of the brand design development from design strategy, typographic identity to concept development, students learn to conceptualize and implement the branding process quickly and effectively.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**PK 325 — TYPOGRAPHY FOR BRAND PACKAGING**

*Co-requisite: PK 313*

This course is designed to explore all aspects of creative typographic design for brand packaging design. Through assignments, exercises, and lectures, students develop an understanding of how professional designers develop and apply brand identities. Students explore how typographic decision-making and design strategies affect the application of typography for brand packaging design.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**PK 326 — PACKAGING DESIGN INTERDISCIPLINARY PROJECTS**

*Prerequisite: PK 313*

This course offers students the opportunity to work on a diverse array of brand packaging designs for a range of integrated, market-driven assignments. Interdisciplinary teams made up of packaging design students, students in related majors, and industry representatives work together to develop an understanding of the various roles and responsibilities in designing and marketing consumer brands.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**PK 331 — FLEXIBLE PACKAGING**

Provides the student with the wide variety of flexible packaging design materials available for today's designer. New technologies and materials are analyzed with the focus on strategic branding issues as product lines are developed.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**PK 336 — PACKAGING MATERIALS AND METHODS**

*Co-requisite: PK 313*

An introduction to the technology and production processes integral to the packaging design of consumer products, including beverages, cosmetics, food, fragrance, household care, personal care, and pharmaceuticals. Through design assignments, students develop an understanding of packaging materials and the technological and production processes that define packaging design.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**PK 341 — COMPUTER GRAPHICS FOR PACKAGING DESIGN**

Through hands-on interaction, students learn technology as a packaging design tool. Students learn the intricacies of various software tools as they are utilized in packaging design. Students create a die, utilizing the toolbox, plug-in resources, application of scanned and designed images and understanding color output as tools in the development of two- and three-dimensional packaging designs.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**PK 342 — ADVANCED COMPUTER GRAPHICS FOR PACKAGING DESIGN**

*Prerequisite: PK 341. Co-requisite: PK 316*

A hands-on studio using an advanced approach to current software programs to master the use of layers, create composites, customize tools, understand color and contrast adjustment, create convincing 3D images and apply gradients, adjust effects and transform art in order to achieve the best output of packaging design comprehensives.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**PK 403 — PACKAGING FOR THE TOY DESIGNER**

*Prerequisite: all seventh-semester Toy Design courses or approval of chairperson*

Emphasizes conceptual and mechanical toy packaging development, introducing students to types of packaging and constructions used in the toy industry. Environmental and safety issues are considered in addition to study of marketing, trends, and consumer motivation.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**PK 412 — ADVANCED PACKAGING DESIGN III**

*Prerequisite: PK 316*

Students work in design teams and, through extensive research, design analysis, and problem solving, apply professional strategies in resolving packaging and brand design assignments. Students are directed to demonstrate advanced concept development and execution skills, meeting clear strategic objectives and an understanding of the retail environment in which the brand competes.

3.5 CREDITS; 1 LECTURE AND 5 STUDIO HOURS PER WEEK

**PK 426 — 3D CONCEPTS FOR PACKAGING DESIGN***Co-requisite: PK 412*

An advanced approach to composition and structural design skills to create three-dimensional models for packaging design. The course focuses on the issues and problems that arise in the transition between two-dimensional design explorations and three-dimensional representations.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**PK 431 — SUSTAINABLE PACKAGING DESIGN***Co-requisite: PK 412*

Students learn the fundamentals of sustainable design for brand packaging design, including environmental and social issues, industry terminology, characteristics of various sustainable materials, life cycle analysis, understanding the sustainable packaging scorecard, and how to apply this knowledge to create positive change.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**PK 451 — SURVEY OF PACKAGING DESIGN***Prerequisite: PK 316**Co-requisite: PK 412*

The global, historical, and social aspects of the packaging and brand design industry are researched and analyzed, with an emphasis on current professional practice and methodology.

2 CREDITS

**PK 461 — PACKAGING PORTFOLIO DEVELOPMENT***Prerequisite: completion of all seventh-semester Packaging Design courses*

Students refine their portfolios to a highly professional level and develop marketable tools in preparation for career placement. Establishing action plans, setting career goals, and managing the professional portfolio development process are among the skills and concepts presented.

2.5 CREDITS; 1 LECTURE AND 3 STUDIO HOURS PER WEEK

**PK 491 — INTERNSHIP**

An unsalaried 14-week internship with a design firm. Completion of a daily diary, a written report on the experience, and a portfolio of work are required.

3 CREDITS; 2 CONSECUTIVE DAYS OF INTERNSHIP PER WEEK

**PK 492 — SENIOR PROJECTS IN PACKAGING DESIGN***Prerequisite: PK 412**Co-requisites: PK 461 and PK 491*

This capstone course offers senior-level students the opportunity to research and develop design projects in a specific area within the packaging/brand design profession. Two final design projects, demonstrating strategic objectives, creative abilities, knowledge of packaging materials, and presentation skills, are developed for completion of the portfolio.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**PK 499 — INDEPENDENT STUDY IN PACKAGING DESIGN***Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Philosophy

**PL 141 — INTRODUCTION TO WESTERN PHILOSOPHY**

A general introduction to western philosophy covering the existence of God, freedom and determinism, personal identity, death and the question of survival, and cross-cultural understanding.

(G7: Humanities)

3 CREDITS

**PL 143 — INTRODUCTION TO ASIAN PHILOSOPHIES**

Introduces the major philosophies of the Asian world that underlie and shape Eastern cultures.

Hinduism, Buddhism, Confucianism, and Taoism are emphasized. (G7: Humanities; G9: Other World Civilizations)

3 CREDITS

**PL 211 — INFORMAL LOGIC: A GUIDE TO CLEAR THINKING**

Introduction to practical techniques for evaluating, criticizing, and defending arguments using ordinary English. Both deductive and inductive reasoning are considered, and how to recognize fallacies is emphasized. Stresses techniques for producing good arguments of many types. (G7: Humanities)

3 CREDITS

**PL 299 — INDEPENDENT STUDY IN PHILOSOPHY***Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**PL 321 — PHILOSOPHY OF ART***Prerequisite: one semester of History of Art and Civilization*

Considers the philosophy of art and the logical structure of criticism. Presents a group of problems arising from description, interpretation, and evaluation of aesthetic objects, with special emphasis on the visual arts. (G7: Humanities)

3 CREDITS

**PL 391 — ANCIENT GREEK PHILOSOPHY (HONORS)***Prerequisite: qualification for Presidential Scholars program, or 3.5 GPA with approval of dean for Liberal Arts*

A study of the origins and development of philosophy in the West, from Homer and Hesiod to the Hellenistic period. Contributions of Socrates, Plato, and Aristotle are emphasized, and the Greek influence on Roman and Christian philosophy is examined. (G5: Western Civilization; G7: Humanities)

3 CREDITS

**PL 431 — PHILOSOPHY: ETHICS**

An introduction to philosophy in general and to ethics in particular. Philosophy is presented as an ongoing activity with emphasis on providing students with logical and conceptual tools for dealing with real-life situations. The course is oriented toward the development of the student's ability to use reason to evaluate arguments, particularly ethical arguments. (G7: Humanities)

3 CREDITS

**PL 499 — INDEPENDENT STUDY IN PHILOSOPHY***Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

# Patternmaking

## PM 111 — INDUSTRIAL METHODS OF DRAPING

Students learn the basic draping methods of developing production patterns for the garment industry.  
3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

## PM 121 — PATTERNMAKING I: MISSES' AND WOMEN'S WEAR

Fundamentals of flat patternmaking, covering a variety of slopers, collars, sleeves, and bodice stylings, are studied. Patterns are proven in muslin. Original slopers are made on measurements taken on the figure. Course is offered in English, Chinese, Korean, Russian, and Spanish. ES 023/123 is highly recommended for students enrolling in bilingual sections.  
3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

## PM 122 — PATTERNMAKING II: MISSES' AND WOMEN'S WEAR

*Prerequisite: PM 121*

Further study of fundamentals of flat patternmaking. Course is offered in English, Chinese, Korean, Russian, and Spanish. ES 023/123 is highly recommended for students enrolling in bilingual sections.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

## PM 171 — PATTERN GRADING: MISSES' AND WOMEN'S WEAR

*Prerequisite: PM 121; or (for Fashion Design students) (AP 111 or FD 111) or (AP 121 or FD 121)*

Students apply commercial standards in producing size ranges for misses' and women's wear.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

## PM 221 — COMPUTERIZED PRODUCTION PATTERNMAKING

*Prerequisites: PM 121, or FD 121, or MW 131, or approval of program coordinator*

Students learn to use the computer as a tool for production patternmaking and other apparel industry applications. Includes knowledge of hardware, software, and system programming on the Gerber Accumark system to produce a sample production pattern.

3 CREDITS; 2 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

## PM 231 — PATTERNMAKING: MISSES' AND WOMEN'S WEAR

*Prerequisites: PM 122*

Advanced study of misses' and women's daytime dresses. Different dresses are drafted.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

## PM 232 — PATTERNMAKING: MISSES' AND WOMEN'S WEAR

*Prerequisite: PM 122*

Continuation of PM 231, with an emphasis on evening and bridal wear.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

## PM 233 — PATTERNMAKING: MISSES' SPORTSWEAR

*Prerequisites: PM 122*

Patternmaking for sportswear, including a variety of skirts, jackets, blouses, slacks, jumpers, and culottes, is taught.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

## PM 234 — PATTERNMAKING: MISSES' SPORTSWEAR

*Prerequisite: PM 233*

Further study of patternmaking for casual sportswear.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

## PM 236 — PATTERNMAKING: COATS AND SUITS

*Prerequisites: PM 122*

Students learn patternmaking for all types of coats and suits.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

## PM 237 — PATTERNMAKING: COATS AND SUITS

*Prerequisite: PM 122*

Continuation of PM 236, with special emphasis on a variety of coats.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

## PM 241 — PATTERNMAKING: CHILDREN'S WEAR

Basic techniques and industrial practices in patternmaking for toddler, children, and girl size ranges are taught, with an emphasis on woven fabrics.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

## PM 242 — PATTERNMAKING: CHILDREN'S WEAR

*Prerequisite: PM 122*

Basic techniques and industrial practices in patternmaking for toddler, children, and girl size ranges are taught, with an emphasis on knit fabrics.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

## PM 255 — FIT ANALYSIS AND TECHNICAL DOCUMENTATION

*Prerequisite: PM 233*

Students assume the roles of manufacturer and retailer to better understand the process of creating a finished fitted garment. They learn the techniques employed by technical staff in order to correct the fit of a garment so it can be mass-produced successfully. Emphasis is on analyzing fit and technical documentation. Computerized specification packages are introduced.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

## PM 271 — PATTERN GRADING: MISSES' AND WOMEN'S WEAR

*Prerequisites: PM 122 and PM 171*

Further study of body and pattern measurements for the purpose of grading larger and smaller sizes.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

## PM 273 — COMPUTERIZED PATTERN GRADING AND MARKER MAKING

*Prerequisites: PM 122 and PM 171 or approval of chairperson*

*Co-requisite: PM 263*

Emphasizing apparel industry applications, students learn to use the computer to grade patterns and prepare markers. The system's hardware and capabilities, as well as programming for the Gerber Accumark system, are covered. Basic computer skills required.

3 CREDITS; 2 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

## PM 275 — COMPUTERIZED PATTERN GRADING AND MARKER-MAKING FOR LECTRA

*Prerequisites: PM 122, PM 171, and PM 263, or approval of chairperson*

Through hands-on experience, students learn to use the Diamino, Lectra Modaris, and Vigiprint software programs to grade production patterns and prepare markers. By using the CAD system, they learn to digitize, plot, modify patterns, manipulate markers, and manage file information. The system's hardware and software capabilities are addressed, emphasizing apparel industry applications. Basic computer skills required.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

### PM 283 — PATTERNMAKING FOR KNIT GARMENTS

*Prerequisites:* PM 122

Patternmaking for misses' and women's cut-and-sew knit garments. Explores various styling for sweaters, pants, dresses, and costumes, including appropriate steaming, fitting, and finishing.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

## Science

**\*ARITHMETIC PROFICIENCY** is a requirement for the AAS degree. Based on the arithmetic placement test, a student who shows need for improvement in arithmetic may be required to enroll in either MA 001 or MA 002 or in a math independent learning program (MD 008—see page 247) before registering for classes that have arithmetic proficiency as a prerequisite. Arithmetic proficiency may also be

demonstrated by a qualifying score on the mathematics portion of the SAT or ACT, or by transfer credit in college algebra, quantitative methods, pre-calculus, or calculus, or by a passing grade in an equivalent developmental mathematics course offered at another accredited college or university.

### SC 032 — COLOR SCIENCE LABORATORY

*Prerequisite:* arithmetic proficiency\*

*Co-requisite:* SC 332

This lab offers students a hands-on opportunity to learn about the various topics covered in SC 332. State-of-the-art equipment is used to perform spectrophotometric and colorimetric analysis of samples prepared using paints, dyes, filters, colored lights, and colored papers to explore the relationship between color and light, the principles of additive and subtractive color mixing, and instrumentation-based color matching.

1 CREDIT; 2 LABORATORY HOURS PER WEEK

### SC 045 — GENERAL AND ORGANIC CHEMISTRY LABORATORY

*Prerequisite:* arithmetic proficiency\*

*Co-requisite:* SC 145

Stresses fundamental laboratory techniques. Experiments illustrate and reinforce principles presented in lectures. Organic compounds are prepared. Dyes and synthetic fibers are included where possible.

1 CREDIT; 2 LABORATORY HOURS PER WEEK

### SC 046 — BASIC CHEMISTRY FOR COSMETICS AND FRAGRANCES LABORATORY

*Prerequisite:* arithmetic proficiency\*

*Co-requisite:* SC 146

This lab offers students a hands-on opportunity to learn about the fundamental techniques and methods of the chemistry laboratory as they relate to the various topics covered in SC 146.

1 CREDIT; 2 LABORATORY HOURS PER WEEK

### SC 111 — INTRODUCTION TO THE PHYSICAL SCIENCES

*Prerequisite:* arithmetic proficiency\*

Not open to students who have taken SC 112. Presents basic principles of chemistry, physics, and earth and space sciences with emphasis on understanding the physical world. Includes theoretical concepts as well as applications. Illustrated by suitable lecture demonstrations. (G3: Natural Sciences)

3 CREDITS

### SC 112 — EARTH SCIENCE

*Prerequisite:* arithmetic proficiency\*

Not open to students who have taken SC 111. The historical development, current research, and fundamental principles associated with meteorology, geology, and astronomy are studied. Trips to research and field sites are included. (G3: Natural Sciences)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

### SC 121 — INTRODUCTION TO BIOLOGICAL SCIENCE

*Prerequisite:* arithmetic proficiency\*

Not open to students who have taken SC 122. Examines the fundamentals of biology with emphasis on molecular, cell, and organismal biology. Biotic diversity, evolution, and genetics are also presented. (G3: Natural Sciences)

3 CREDITS

### SC 122 — FIELD BIOLOGY

*Prerequisite:* arithmetic proficiency\*

Not open to students who have taken SC 121. Covers the major principles of biology by studying organisms and their interrelationships in natural settings. Emphasis is given to habitats within New York City. Laboratory sessions, a weekend field trip, and visits to wildlife refuges, botanical gardens, and parks are included. (G3: Natural Sciences)

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

### SC 145 — SURVEY OF GENERAL AND ORGANIC CHEMISTRY

*Prerequisite:* arithmetic proficiency\*

*Co-requisite:* SC 045

Develops essential principles of general and organic chemistry, emphasizing a descriptive, rather than mathematical, approach. Provides an awareness of the identities and uses of various chemical compounds. (G3: Natural Sciences)

4 CREDITS

### SC 146 — BASIC CHEMISTRY FOR COSMETICS AND FRAGRANCES

*Prerequisite:* arithmetic proficiency\*

*Co-requisite:* SC 046

Students are introduced to the basic principles of chemistry, with an emphasis on its application to the formulation of cosmetics and fragrances, in order to understand the physical and chemical properties of a range of beauty products. (G3: Natural Sciences)

3 CREDITS

### SC 243 — SPECIAL TOPICS IN CHEMISTRY

*Prerequisite:* SC 145 or equivalent

Selected topics in organic and inorganic chemistry are addressed, with an introduction to polymer chemistry. Special consideration is given to the understanding of chemistry in relation to the conservation of museum objects.

2 CREDITS

\* See Arithmetic Proficiency on page 244.

\* See Arithmetic Proficiency on page 244.

**SC 253 — ECOLOGY AND ENVIRONMENTAL PROBLEMS**

*Prerequisite: arithmetic proficiency\**

Introduces principles and applications of ecosystem, community, and population ecology, with particular emphasis on the effects of human activities on the natural environment. Current problems in acidification, conservation biology, desertification, global climate change, habitat destruction, ozone depletion, waste management, and pollution are addressed. (G3: Natural Sciences)

3 CREDITS

**SC 299 — INDEPENDENT STUDY IN SCIENCE**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**SC 326 — HUMAN NUTRITION**

*Prerequisite: arithmetic proficiency\**

Studies the basic principles of nutritional science, including the relationships between health, disease, and special nutritional requirements. History, fads, and fallacies of nutrition are covered. (G3: Natural Sciences)

3 CREDITS

**SC 331 — COLOR SCIENCE AND DIGITAL COLOR REPRODUCTION**

*Prerequisite: arithmetic proficiency\**

Not open to students who have taken SC 332. The basic principles of color science and how they are applied in digital color reproduction are introduced. Students study the psychophysical basis of color perception, the measurement of color, and additive and subtractive color mixing. They learn how color is input into the computer, how the computer manipulates and displays color, and how color is reproduced in output.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

**SC 332 — COLOR AND LIGHT**

*Prerequisite: arithmetic proficiency\**

*Co-requisite: SC 032*

The basic principles of color science, including color measurement and color reproduction, are examined. Emphasis is on the physical basis of color: the relation between color and light, the interaction of light and matter, and the physics of light. Among the topics covered are color vision, color in art and nature, color imaging, light sources, CIE, colorimetric analysis, color matching, and quality control. (G3: Natural Sciences)

3 CREDITS

**SC 391 — CRIME SCENE CHEMISTRY (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program or 3.5 GPA with approval of dean for Liberal Arts, and arithmetic proficiency\**

This course explores fundamental concepts in chemistry by examining actual case studies related to criminal activity. Students learn the techniques used by investigators to gather and analyze evidence and data. The laboratory section of the course provides hands-on experience with the techniques used by scientists in the field of forensics chemistry. (G3: Natural Sciences)

4 CREDITS; 3 LECTURE AND 2 LABORATORY HOURS PER WEEK

**SC 499 — INDEPENDENT STUDY IN SCIENCE**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**Surface Design (see also TD)****SD 101 — EXPERIMENTAL SCREEN PRINTING**

Students experiment in designing with screens and printing on fabric while working in an actual workshop surrounding. Includes screen making, color mixing, and printing techniques.

3 CREDITS; 2 LECTURE AND 2 STUDIO HOURS PER WEEK

**SD 102 — DECORATIVE PAPERS AND GREETING CARDS**

Students design and paint greeting cards and decorative wrapping paper using various media. Card formats include die-cut, pop-up, and French-fold with emphasis on trends and holidays.

3 CREDITS; 2 LECTURE AND 2 STUDIO HOURS PER WEEK

**SD 112 — TEXTILE COLOR FUNDAMENTALS**

Introduction to traditional color theories and systems through comparisons and analysis. Color experimentation for use in textile fashion and home furnishing fabrics is developed in opaque watercolor (gouache).

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**SD 113 — TEXTILE SURFACE DESIGN STYLES AND SOURCES**

An introduction to the design styles, design vocabulary, and research methods necessary for creating original textile surface designs. Through image-based lectures, discussions, museum visits, design projects, and presentation critiques, students explore themes in fashion and the applied arts that will serve as a foundation in their future design work.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**SD 121 — STUDIO PRACTICES**

Students create painted designs and patterns for fashion fabrics appropriate for apparel using opaque watercolor (gouache). Emphasis is on developing original design concepts and exploring industry standards.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**SD 122 — PRINTED FABRICS**

*Prerequisite: SD 121*

Students create original painted designs for printed fashion fabrics marketable for women's, men's, and children's wear. Professional methods of designing patterns, repeats, and color combinations are explored using transparent watercolor (dyes) and mixed media.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**SD 125 — PRINT DESIGN FOR APPAREL AND HOME FURNISHINGS**

For one-year students only. Combines aspects of SD 121 and SD 122.

4.5 CREDITS; 9 STUDIO HOURS PER WEEK

**SD 141 — NATURE STUDIES**

Study of design in nature as a source of inspiration for textile design. Students analyze growth and structure of plants and other forms of nature using live flowers and marine life as models for drawing and painting in representational techniques. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

\* See Arithmetic Proficiency on page 244.

**SD 142 — ADVANCED NATURE STUDIES**

*Prerequisite:* SD 141

Painting from flowers and other nature forms with continued emphasis on observation, selection of color, structure, and design patterns. Students use forms in nature as a basis for stylized compositions in line and color. (GG: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**SD 151 — TECHNIQUES AND FAUX FINISH CONCEPTS FOR HOME FURNISHINGS**

Students learn the technical aspects of creating special effects for home furnishing surfaces, products, and furniture using a variety of mixed media as they integrate traditional skills with digital design. Emphasis is on experimentation in materials, techniques, and color. Design trends, references, and inspiration are studied.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**SD 155 — DECORATIVE FABRICS**

For one-year Textile/Surface Design students. The application of print design techniques to designing for home furnishing fabrics and wall coverings, using various media. Using professional methods and technical requirements, designs are created for residential, commercial, and industrial spaces.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**SD 156 — INTRODUCTION TO DECORATIVE FABRICS**

Students learn the fundamental design aspects and technical requirements appropriate for decorative fabrics. Large-scale layouts, research sources, and current trending information are utilized in creating original designs for the market.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**SD 181 — FUNDAMENTALS OF SCREEN PRINTING**

Designs in repeat are printed on various fabrics in actual workshop surroundings. Emphasis is on screen printing techniques and original design.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**SD 183 — SCREEN PRINTING: T-SHIRTS AND RELATED PRODUCTS**

Using modern screen print technology, students create original engineered designs for T-shirts and related products. Color mixing principles and screen printing techniques are taught.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**SD 185 — SCREEN PRINTING**

For one-year Textile/Surface Design students. Students prepare screens of their designs, mix pigments, and print on fabric in workshop surroundings. Emphasis is on creative design using a variety of techniques and media.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**SD 201 — COLOR ANALYSIS**

Comparative analysis of color theories, emphasizing their use in the textile industry. Includes color harmony, psychological associations, optical illusions, experiments, sales appeal and promotion values, current color styling, and terminology.

2 CREDITS

**SD 202 — COLOR TRENDS IN INDUSTRY TODAY**

*Prerequisite:* SD 112 or SD 201 or approval of chairperson

Develops an understanding of color trends in the apparel and home fashions industry for styling and forecasting purposes. Students research and track color trends for specific target markets and learn to present color line concepts.

2 CREDITS

**SD 211 — SURFACE DESIGN IN PARIS (SUMMER)**

*Prerequisite:* HA 112

Students learn how to do extensive surface design research while abroad in Paris. Through on-site visits to design studios, galleries, libraries, museums, stores, and trend forecasting companies, students research an area of design interest for hard and/or soft product. Students keep a journal/sketchbook, give weekly oral presentations, and write a paper about the project outcomes of their research.

3 CREDITS; APPROXIMATELY 3 WEEKS IN SUMMER

**SD 221 — TECHNIQUES FOR PRINTED TEXTILES AND SURFACES**

*Prerequisite:* SD 122 or approval of chairperson

Experimentation in a variety of materials and mixed media, techniques, and textures to create original and simulated designs for apparel and home fashion fabrics. Emphasis on awareness of color impact, current trends, industry standards, and marketability.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**SD 224 — COMPUTER-AIDED PRINT DESIGN**

Using Adobe Photoshop, students scan images and create original designs, repeats, colorways, and coordinates targeting specific markets. Emphasis is on creative use of the software, awareness of industry trends, and the development of an original portfolio of digitally produced designs.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**SD 227 — PAINTING ON FABRIC**

Students paint directly on silk, cotton, and synthetic fabrics, using appropriate pigments or dyes for setting colors permanently. Explores use of hand-painted fabrics for home furnishings, fashion, and studio applications.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**SD 228 — TECHNIQUES FOR FASHION FABRICS**

*Prerequisite:* SD 122 or SD 125

Students learn the research, design, and technical skills needed to create textiles for the apparel and home furnishings markets. Emphasis is placed on research methods and experimentation with materials, techniques, and color to create textural effects using a variety of mixed media.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**SD 229 — SCREEN-PRINT TECHNIQUES FOR FABRIC**

*Prerequisite: SD 181*

Students explore a variety of screen-making and imaging techniques in order to have an understanding of aesthetic and experimental printing methods. Emphasis is on surface effects, techniques, layering and color as they relate to design for fabric. Students present a professional portfolio of their work at the end of the semester.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**SD 251 — DECORATIVE FABRICS**

*Prerequisite: SD 122 or approval of chairperson*

The application of print design techniques to designing for home furnishing fabrics and wall coverings using various media. Using professional methods and technical requirements, designs are created for residential, commercial, and industrial spaces.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**SD 252 — DECORATIVE FABRICS AND WALL COVERINGS**

*Prerequisite: SD 155 or SD 251 or approval of chairperson*

Advanced work in home furnishing fabrics and wall covering design, stressing the coordination of patterns. Students also learn how to design sheets, pillowcases, towels, and linens, observing the technical requirements and limitations governing their production.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**SD 253 — ADVANCED DECORATIVE FABRICS**

*Prerequisite: SD 155 or SD 156*

Students learn the design and technical skills required in the home furnishings textile industry. Through on-site field trips and research, students explore and analyze design inspiration. The technical aspects of painting, layout, repeat and color are examined. New layouts, techniques, and colors are also introduced to sensitize students to the needs of home textiles for the interior design industry.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**SD 261 — INDUSTRIAL AND STUDIO PRACTICES**

*Prerequisite: SD 125 or SD 221*

Students are brought into contact with industry through lectures, demonstrations, and mill visits. Repeats, color combinations, coordinates, reference pieces, and adaptations are stressed. Special attention is given to the preparation of student portfolios, with an emphasis on professional presentation.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**SD 265 — PROFESSIONAL INDUSTRY TECHNIQUES**

*Prerequisite: SD 125*

For one-year Textile/Surface Design students only. Students become more familiar with industry and business practices through lectures, demonstrations, and visits to studios, showrooms, and mills. They further their expertise in color matching and executing color combinations and repeats with focus on portfolio presentations.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**SD 271 — TEXTILE/SURFACE DESIGN USING ADOBE ILLUSTRATOR (FORMERLY SD 371)**

*Prerequisite: SD 224*

Students learn to use Adobe Illustrator for application to textile and surface design and gain proficiency in working between Adobe Illustrator and Adobe Photoshop. Target markets and the creative use of software for portfolio development is emphasized.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**SD 281 — PRINTING FOR FABRICS**

Students prepare screens for designs, mix pigments, and print on fabric in actual screen printing workshop surroundings. Creative design is applied to other methods of textile reproduction.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**SD 282 — SCREEN PRINTING**

*Prerequisite: SD 185 or SD 281*

Advanced work in printing techniques with emphasis on experimental methods. Long table printing using large screens.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**SD 299 — INDEPENDENT STUDY IN SURFACE DESIGN**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

**SD 303 — SCREEN PRINTING WITH TYPOGRAPHIC IMAGERY**

*Prerequisites: CD 322 and GD 312*

For Graphic Design students. The process and possibilities of screen printing as a medium of expression and reproduction are explored. Students focus on computer-generated typographic imagery and the effects of manipulation through this process.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**SD 311 — LACE AND EMBROIDERY DESIGN**

Application of design principles to the needs of the lace and embroidery industry. Study of the technical requirements for and creation of original designs for machine reproduction of Bonnaz, Schiffli, Swiss-handloom, and other types of lace and embroidery.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**SD 321 — ADVANCED HAND SCREEN-PRINTING FOR PORTFOLIO DEVELOPMENT**

*Prerequisite: SD 185 or SD 229*

This course explores advanced methods of developing repeats and printing techniques for long table fabrics. Students choose a market and produce a line of fabrics for a specific client, while developing personal style and professionalism in a modern screen-printing environment. Autographic as well as digitally produced positives may be used to produce large screens that will be printed in repeat and in multiple colorways.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**SD 351 — SURFACE DESIGN: PAPER PRODUCTS**

Learning to design products to specification for tabletop, students produce print designs, shopping bags, playing cards, and tissue boxes. The uniqueness of designing for paper products is emphasized. Licensing and market trends are discussed.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**SD 357 — APPLIED SURFACE DESIGN FOR THE HOME**

Students research design possibilities to create color/pattern-coordinated designs for a spectrum of home products. Critiques are in direct consultation with industry.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**SD 421 — FASHION PRINTS/APPAREL**

*Prerequisite: SD 261*

New aspects of designing for fashion fabrics are explored. Introduces engineered prints using a variety of media emphasizing industry standards.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**SD 451 — SURFACE DESIGN: PRINT MEDIA GRAPHICS**

Explores graphic design concepts for dinnerware, tabletop, and related products with special emphasis on the needs of industry and the marketplace.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**SD 462 — PORTFOLIO COLLECTION**

Preparation of a professional portfolio collection inspired by research and influenced by market trends. Students' collections include coordinated designs for fashion, home, contract or product, incorporating printed, woven, fiberart, knit, and CAD applications.

3 CREDITS; 6 STUDIO HOURS PER WEEK

**SD 471 — ADVANCED CAD WITH ADOBE PHOTOSHOP AND FASHION STUDIO**

*Prerequisite: SD 224*

Students develop advanced skills in Adobe Photoshop applied to surface design. Fashion Studio software is incorporated into the course, with the objective of designing product for a global marketplace using current trend information.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**SD 481 — SCREEN PRINTING: SCARVES**

Studies the requirements, limitations, and possibilities of designs for scarves. Students prepare screens, mix colors, and print a variety of fabrics with emphasis on techniques and fashion trends.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**SD 499 — INDEPENDENT STUDY IN SURFACE DESIGN**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Spanish

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**SP 111 — SPANISH I**

This introductory course enables students with no background in Spanish to communicate with Spanish-speaking people. The basic skills of speaking, reading, and writing in Spanish are established and the cultures where Spanish is spoken are introduced. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

**SP 112 — SPANISH II**

*Prerequisite: SP 111 or equivalent*

Students expand upon the skills established in Spanish I and continue to study the cultures where Spanish is spoken. Teacher-instructed multimedia language laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

**SP 122 — SPANISH CONVERSATION I**

*Prerequisite: SP 111 or equivalent*

Students learn to converse in Spanish by emphasizing interaction in real-life situations. Functional and practical verbal communications are addressed, with a focus on the cultures where Spanish is spoken. Course also taught abroad during the Winterim and Summer sessions.

3 CREDITS

**SP 132 — SPANISH IN SANTIAGO DE COMPOSTELA**

*Prerequisite: SP 112 or equivalent*

Provides an opportunity for total immersion in Spanish and for developing an awareness of the people, customs, and cultures of traditional Spain. Continuation of the practice, development, and use of the basic spoken and written structures of contemporary Spanish. Emphasis is placed on immediate active use of the language. Field trips fulfill the lab component of this course. (G8: Foreign Language)

3.5 CREDITS; 4 DAYS PER WEEK FOR 4 WEEKS IN JUNE

**SP 141 — SPANISH FOR SPANISH SPEAKERS I**

For Spanish-speaking students who wish to improve their skills in Spanish in order to be competitive in the job market as bilinguals. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

**SP 142 — SPANISH FOR SPANISH SPEAKERS II**

*Prerequisite: SP 141 or equivalent*

Spanish-speaking students build on and refine their communications skills and cultural knowledge acquired in SP 141. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

**SP 213 — SPANISH III**

*Prerequisite: SP 112 or equivalent*

This intermediate course is designed to review and refine students' communication skills in Spanish. Supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of the cultures where Spanish is spoken. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

**SP 214 — SPANISH IV**

*Prerequisite: SP 213 or equivalent*

Building on Spanish III, students refine their communication skills in Spanish. More advanced supplementary reading materials (including poetry, short stories, and magazine and newspaper articles), films, and videos further the students' knowledge of the cultures where Spanish is spoken. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

**SP 223 — SPANISH CONVERSATION II**

*Prerequisite: SP 112 or equivalent*

Conversational ability in Spanish is further developed and refined by emphasizing interaction in real-life situations. Advanced functional and practical verbal communications are addressed with a focus on the cultures where Spanish is spoken.

3 CREDITS

**SP 311 — SPANISH FOR BUSINESS**

*Prerequisite: SP 142 or SP 214 or equivalent*

Conducted entirely in Spanish, this course prepares students for successful communication in the Hispanic business world by building on their existing knowledge of Spanish and emphasizing its practical, real-life use. Students are introduced to technical vocabulary and cultural concepts for expressing basic economic ideas and conducting business. Teacher-instructed multimedia laboratory sessions reinforce skills learned in the classroom. (G8: Foreign Language)

3.5 CREDITS; 3 LECTURE AND 1 LABORATORY HOURS PER WEEK

## Social Sciences

### SS 131 — GENERAL PSYCHOLOGY

Principles of psychology and their application to general behavior are presented. Stresses the scientific method in understanding learning, perception, motivation, emotion, personality development, and the social influences on human behavior. (G4: Social Sciences)

3 CREDITS

### SS 141 — MACROECONOMICS

Introduction to basic principles and characteristics of economic systems. Primary emphasis is on macroeconomic issues, including national income determination, monetary and fiscal policy, and current economic problems. (G4: Social Sciences)

3 CREDITS

### SS 151 — INTRODUCTION TO WORLD AFFAIRS

Examines the contemporary world including changes in Europe, Russia, and the developing world. Explores timely international issues such as nuclear arms, the breakdown of the Soviet Union, and the Israeli-Arab dispute. (G4: Social Sciences; G9: Other World Civilizations)

3 CREDITS

### SS 171 — INTRODUCTORY SOCIOLOGY

Study of patterned social behavior and the interrelationships between individual life experience and the social structure that helps to shape it. (G4: Social Sciences)

3 CREDITS

### SS 231 — PERSONALITY

*Prerequisite: SS 131*

Emphasizes normal personality development as viewed from a variety of perspectives, including social, educational, biological, and psychodynamic factors. Students apply these psychological principles to problems of everyday living and gain an understanding of both normal and deviant reactions to life events. (G4: Social Sciences)

3 CREDITS

### SS 232 — DEVELOPMENTAL PSYCHOLOGY

*Prerequisite: SS 131*

Studies the development of psychological, emotional, social, and biological processes from prenatal stage and birth to maturity. Emphasis is on critical stages in development as well as application of psychological principles to everyday situations. (G4: Social Sciences)

3 CREDITS

### SS 237 — INDUSTRIAL PSYCHOLOGY

*Prerequisite: SS 131 or approval of chairperson*

Applies psychological principles to issues in the workplace. Personnel selection, training, leadership, motivation, job satisfaction, performance appraisal, and stress are explored to provide future leaders, managers, and technical specialists with information and skills to enhance their interpersonal and organizational effectiveness. (G4: Social Sciences)

3 CREDITS

### SS 251 — AMERICAN GOVERNMENT AND POLITICS

Examines the organization and operation of the American political system, including analysis of present national policies and problems. (G4: Social Sciences)

3 CREDITS

### SS 272 — SEX ROLES, MARRIAGE, AND FAMILY IN TRANSITION

Sociological study of sex roles and relationships in modern society. Analysis of traditional marriage and family systems, new alternatives, and future trends. (G4: Social Sciences)

3 CREDITS

### SS 273 — THE STUDY OF SOCIAL PROBLEMS: PROSTITUTION, DRUGS AND OTHER ISSUES

Studies social problems in contemporary society, emphasizing interrelationships between social systems, social change, and individual lives. (G4: Social Sciences)

3 CREDITS

### SS 275 — SOCIOLOGY OF RACE AND ETHNIC RELATIONS

An overview of the major concepts and theories defining the nature of race and ethnic relations, prejudice, and discrimination. Strategies for reducing prejudice and discrimination and promoting intergroup harmony are addressed. (G4: Social Sciences)

3 CREDITS

### SS 276 — DEVIANCE IN AMERICAN HISTORY: A SOCIOLOGICAL PERSPECTIVE

Provides an overview of key events in American history from the Civil War to the present, as seen through the lens of the sociology of deviance. This course explores the social processes by which behaviors are defined as deviant, and the consequences of the deviance label. (G10: American History)

3 CREDITS

### SS 277 — CULTURAL EXPRESSIONS OF NON-WESTERN DRESS AND FASHION

This course introduces students to the sociocultural meanings of ethnic dress. Students examine case studies from non-Western cultures to understand how dress reflects the values and beliefs of traditional cultures, and how ethnic dress has become integrated into today's fashions. (G9: Other World Civilizations)

3 CREDITS

### SS 278 — LATINOS IN THE UNITED STATES: A SOCIOLOGICAL PERSPECTIVE

This course provides an understanding of the socioeconomic, political, and cultural impact of Latinos in the United States. Students explore sociological issues including race, ethnicity, urbanization, gender, immigration, and social mobility that have helped shape Latino culture and values. Comparisons with other ethnic/racial groups in the United States, as well as the differences within the Latin community itself, are addressed.

3 CREDITS

### SS 299 — INDEPENDENT STUDY IN THE SOCIAL SCIENCES

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Liberal Arts*  
VARIABLE CREDITS (3 CREDITS MAXIMUM)

### SS 334 — THE PSYCHOLOGY OF COLOR

*Prerequisite: SS 131 or approval of chairperson*

Examines the importance of color and its influences on behavior. Topics include the biological and perceptual characteristics of color, fundamental color research, societal and cultural influences on the meanings and uses of color, adaptations of color in both natural and manmade environments, and the interaction between personality and color. Special attention is given to the application of color in both industry and everyday life. (G4: Social Sciences)

3 CREDITS

**SS 342 — MICROECONOMICS**

*Prerequisite: SS 141*

Examines the principles underlying the behavior of business firms, resource owners, and consumers within a system of price-making markets. Emphasis is on pricing, resource allocation, cost analysis, price determination under market structures ranging from competition to monopoly, and a functional approach to the distribution of income. (G4: Social Sciences)

3 CREDITS

**SS 343 — LABOR ECONOMICS**

*Prerequisites: SS 141 and SS 342*

Examines labor economics and labor institutions' role in the U.S. economy. Major subjects include the changing labor force and its composition, labor markets, labor unionism, collective bargaining, labor legislation, and government regulation. (G4: Social Sciences)

3 CREDITS

**SS 352 — CONTEMPORARY WESTERN EUROPE**

Introduction to the Western European countries and societies, their relations with each other and with the rest of the world. (G4: Social Sciences)

3 CREDITS

**SS 353 — LATIN AMERICA TODAY**

Introduction to modern Latin American states and societies with surveys of their economies, politics, and cultures. Also explores inter-American and international relations. (G4: Social Sciences; G9: Other World Civilizations)

3 CREDITS

**SS 354 — COMPARATIVE POLITICAL SYSTEMS**

Study of political systems with a global perspective; compares and contrasts contemporary political ideologies, institutions, and processes from democracies to authoritarian regimes, advanced industrialized economies to developing countries. (G4: Social Sciences; G9: Other World Civilizations)

3 CREDITS

**SS 355 — CONTEMPORARY AFRICAN POLITICS**

An introduction to modern African political, cultural, and social institutions. The first part of the course focuses on examining Egypt, Kenya, Nigeria, and South Africa. The second part concentrates on issues that transcend borders: political instability and civil wars, the AIDS epidemic and other health crises, population growth, economic development and poverty, and environmental degradation. The significance of U.S.-African relations is also studied. (G9: Other World Civilizations)

3 CREDITS

**SS 356 — ASIA IN MOTION: NATIONAL, INTERNATIONAL, AND TRANSNATIONAL RELATIONS**

Examines the complexity, diversity, and dynamics of East Asian and Southeast Asian politics. The course analyzes Asia and its moves toward modernity in terms of politics, economics, and culture. Topics include modernization, post-World War II political settings, and post-Cold War regional integration. (G9: Other World Civilizations)

3 CREDITS

**SS 374 — CROSS-CULTURAL STUDIES**

*Prerequisites: two introductory Social Sciences courses (SS 131, SS 141, SS 151, SS 171) or approval of chairperson*

This course provides conceptual and practical knowledge of the societies and cultures, economies, histories, and institutions of non-Western societies. Special attention is paid to the distinctive features of Japan and India. Students are introduced to the range and significance of cultural differences and will be prepared to adapt to these cultural differences as they move into international arenas. (G4: Social Science; G9: Other World Civilizations)

3 CREDITS

**SS 376 — CLOTHING AND SOCIETY**

*Prerequisites: two introductory social sciences courses (SS 131, SS 141, SS 151, SS 171) or approval of chairperson*

Examines the development of dress, adornment, and appearance as a nonverbal mode of communication and explores the meaning of clothing in modern American society. (G4: Social Sciences)

3 CREDITS

**SS 385 — SOCIAL PSYCHOLOGY**

*Prerequisite: SS 131*

Human behaviors such as aggression, prejudice, attraction, attitude formation, conformity, helping, and group processes are examined with particular emphasis on their current applications. (G4: Social Sciences)

3 CREDITS

**SS 391 — ECONOMIC IDEAS PAST AND PRESENT (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts*

Traces the rise of major economic philosophies from before Quesnay through Smith, Ricardo, Marx, Keynes, and beyond. The evolution of broad-scale models of social reality and their relationships to the times in which economists lived are emphasized. (G4: Social Sciences)

3 CREDITS

**SS 392 — PSYCHOPATHOLOGY AND MODERN LIFE (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts*

Students learn the symptoms, causes, and treatment of psychological disorders and the contemporary issues facing mental health researchers and practitioners. Psychopathology is presented as both a scientific and a clinical endeavor that gives students the clearest understanding of the field. Information from the text and lectures is based on current research, findings, and different theoretical approaches. (G4: Social Sciences)

3 CREDITS

**SS 393 — POLITICS IN THE MIDDLE EAST (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts*

The most significant issues in Middle Eastern politics are presented in three parts: an examination of the ethnic, geopolitical, and religious composition of the Middle East; an exploration of issues of conflict, including the Arab-Israeli dispute and the Persian Gulf War; and a study of the nature of economic and military cooperation among countries in the Middle East and with other countries. Topics analyzed include economic development, moves toward democratization, and regional alliances. (G4: Social Science; G9: Other World Civilizations)

3 CREDITS

**SS 394 — GLOBAL FINANCIAL MARKETS (HONORS)**

*Prerequisite: qualification for Presidential Scholars Program, or 3.5 GPA with approval of dean for Liberal Arts*

This course discusses the general principles and main concepts of international finance. Topics such as the world financial system and institutions, global financial instruments, and interruptions in the international financial markets (i.e. the financial crisis of 2008, the East Asian financial crisis) are addressed.

3 CREDITS

**SS 443 — INTERNATIONAL ECONOMICS**

*Prerequisites: SS 141 and SS 342*

Reviews the origins of modern international economic theory and discusses present patterns of trade and finance, including the balance of payments and its economic effects, exchange rates, international commodity agreements, and tariff policies. Includes an analysis of the relationship between international economics and current U.S. economic problems. (G4: Social Sciences)

3 CREDITS

**SS 445 — MONEY AND BANKING**

*Prerequisite: SS 342*

Reviews the monetary and banking system of the United States, with emphasis on its structure and regulation. The theoretical framework of the monetary system and its relation to monetary policy are also studied. (G4: Social Science)

3 CREDITS

**SS 446 — ECONOMIES OF LATIN AMERICA**

*Prerequisites: SS 141 and SS 342*

The course reviews modern international economic theory and its application to the Latin American economies. Major topics include trade theory and regulation, industrial policies, regional trading agreements, and the role of multinational enterprises and financial issues. Students examine theoretical concepts within the context of the historical and current economic experiences of Latin America. (G4: Social Sciences; G9: Other World Civilizations)

3 CREDITS

**SS 499 — INDEPENDENT STUDY IN THE SOCIAL SCIENCES**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Technical Design

**TC 311 — PRODUCTION PATTERN DEVELOPMENT I**

*Prerequisites: (DP 111 or FD 111), and (FD 121 or PM 121), and FD 131*

This course focuses on the development of production-ready patterns for woven fabrics from technical specification sketches. Students analyze the effects of body measurements, pattern shapes, and production construction techniques on garment fit, quality, and performance.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**TC 312 — PRODUCTION PATTERN DEVELOPMENT II**

*Prerequisite: TC 311*

Students further develop skills learned in TC 311 through an emphasis on fit concepts and patterns for woven, knit, and lined garments. Students learn to recognize and apply pattern corrections that maintain garment balance, proportion, and design integrity.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**TC 321 — COMPUTERIZED PATTERN DEVELOPMENT**

*Prerequisites: (DP 111 or FD 111), and (FD 121 or PM 121)*

Students learn to develop computerized flat patterns using state-of-the-art apparel industry software. Students use and incorporate the various functions in the software menus as they create, modify, store, and plot production patterns.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**TC 322 — COMPUTERIZED GRADING, MARKING, AND SPECS**

*Prerequisites: TC 311 and TC 321*

Students learn to use a state-of-the-art apparel industry grading and marking software system to grade patterns, make markers, and manage files. Course stresses the importance held by fabric properties on the development of accurate graded specs for patterns and for marker making.

3 CREDITS; 1 LECTURE AND 4 COMPUTER LABORATORY HOURS PER WEEK

**TC 341 — TECHNICAL DESIGN I: WOVENS**

*Prerequisites: TC 311 and AR 215 (or FF 242) and FD 241 (or MG 252 completed spring 2008 or later)*

This course explores in depth the technical design process for woven garments. Students utilize digital imaging, industry-specific terminology, and software to create full tech packages. Through case studies and hands-on techniques, they incorporate problem-solving methods used by technical designers in the industry.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**TC 421 — COMPUTERIZED PATTERN AND FIT CORRECTIONS**

*Prerequisites: TC 312, TC 322, and TC 341*

Students analyze garment fittings and then make corrections to computerized patterns using the more advanced features of the pattern design system. They manage the data file information and communicate complete fit and pattern technical details.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**TC 441 — TECHNICAL DESIGN II: STRETCH**

*Prerequisites: TC 312, TC 322, and TC 341*

Using industry product data management software systems, students construct full technical design packages for stretch garments. Students explore the effects of stretch on pattern shape and fit. They identify the accuracy of finished garments and communicate the revisions necessary for various sample stages.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**TC 451 — PRODUCTION AND TECHNICAL DESIGN**

*Prerequisites: TC 322, TC 341, and MG 314*

This course stresses the relationship between technical design and the apparel production cycles and manufacturing processes. Discussions center on sourcing and logistics, apparel standards, compliance and regulations, current industry issues, and business ethics and conduct.

2 CREDITS

**TC 491 — TECHNICAL DESIGN SENIOR PROJECT**

*Prerequisites: TC 421 and TC 441*

*Co-requisite: IC 497*

Student teams strategize on how to improve the market share for a specific product or brand. Each team develops innovative technical design solutions for various product lifecycle stages. They present their actual products and a written review/case study subject to critical industry evaluation.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

## Textile Design (See also SD)

### TD 111 — COMPUTER-AIDED DESIGN PRINCIPLES FOR TEXTILE DESIGN

An introduction to the fundamentals of computer-aided textile design. Students use current, off-the-shelf graphics software to produce original designs, croquis and repeat layouts, coordinates, and color combinations while exploring color palettes, scale, and proportion. Web resources, scanning, file management, and printing options are explained, and presentation skills are emphasized.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

### TD 131 — WOVEN DESIGN

Introduction to creating woven fabrics on a table hand loom. Students learn basic weaving techniques, drafting of weaves on paper, and the interrelation of yarns, color, and weave structure in a fabric design.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

### TD 132 — WOVEN DESIGN

*Prerequisite:* TD 131 or approval of chairperson

Continued creative and experimental application of techniques learned in TD 131. Four-harness table looms are used to explore compound weave patterns and texture.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

### TD 133 — CAD FOR YARN-DYED WOVEN FABRICS

*Prerequisite:* TD 131

Yarn-dyed patterns are created using a computer-aided design (CAD) program for woven design. Students learn to create checks, plaids, stripes, and textured patterns for apparel and home furnishings. Colorways and coordinates are explored.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

### TD 137 — WOVEN DESIGN

An accelerated course for one-year students which introduces them to designing woven textiles on table and floor looms. Through planning and executing fabric samples, students learn how fiber, color, and structure are interrelated in woven design.

3 CREDITS; 6 STUDIO HOURS PER WEEK

### TD 231 — WOVEN DESIGN

*Prerequisite:* TD 132 or approval of chairperson

Students weave and draft 8-harness fabric structures and conduct market research to create a collection of woven textiles related to apparel and home furnishings.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

### TD 232 — WOVEN DESIGN

*Prerequisite:* TD 132 or approval of chairperson

Students design and weave on an 8-or-more harness floor loom. They create their own professional, coordinated collections for both apparel and interior fabrics and begin cloth analysis.

3 CREDITS; 6 STUDIO HOURS PER WEEK

### TD 233 — WOVEN DESIGN

*Prerequisite:* TD 137 or TD 232 or approval of chairperson

Students research and weave multi-layer complex structures, conduct cloth analysis, and develop a design collection of woven samples for apparel and/or contract markets. Woven designs are created on dobby and computerized looms.

3 CREDITS; 6 STUDIO HOURS PER WEEK

### TD 234 — WOVEN DESIGN

*Prerequisite:* TD 231 or approval of chairperson

Study of piece-dyed and cross-dyed fabrics and color and weave effects. Planning and weaving fabrics for specific end use. Study of dyes and fibers used for developing woven textiles on 8-harness table looms.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

### TD 236 — COMPUTER-AIDED WOVEN DESIGN

*Prerequisite:* TD 233 or TD 234 or approval of chairperson

This course deals with the transition from planning woven designs on paper to designing on the computer. Students develop designs for 8 to 24 harness looms using computer programs for woven designs.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

### TD 237 — EXPERIMENTAL WOVENS

*Prerequisite:* TD 131 or TD 137 or approval of chairperson

Using the standard design tools, a handloom, and a computer, students explore the hand, color, weave structure, construction, pattern, and end use of woven fabric. The hands-on aspect of the class encourages creativity, technical development, and exploration of texture and finishes.

2 CREDITS; 4 LABORATORY HOURS PER WEEK

### TD 299 — INDEPENDENT STUDY IN TEXTILE DESIGN

*Prerequisites:* a minimum 3.5 GPA and approval of instructor, chairperson, and dean

VARIABLE CREDITS (3 CREDITS MAXIMUM)

### TD 312 — COMPUTER GRAPHICS FOR TEXTILE DESIGN I

Introduction to creating artwork on the computer, including scanning and cleaning images, original patterns, colorways, repeats, and woven fabrics. Designs are applied to fashion silhouettes for merchandising collections targeting specific markets. Portfolio-quality presentations are produced using digital printouts.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

### TD 332 — ADVANCED WOVEN DESIGN

*Prerequisites:* TD 131 and TD 132 or approval of chairperson

This course introduces students to the research, development, and creation of complex, multi-shaft woven structures. Projects include an in-depth exploration of woven structures and creation of woven design collections based on market trends.

2 CREDITS; 4 LABORATORY HOURS PER WEEK

### TD 333 — FUNDAMENTALS OF JACQUARD DESIGN

*Prerequisite:* TD 332

Students are introduced to the fundamentals of Jacquard design to create woven fabrics using complex weave structures. Students use CAD technology to create a portfolio of innovative designs for today's textile industry.

3 CREDITS; 6 STUDIO HOURS PER WEEK

### TD 353 — CUSTOM RUG AND CARPET DESIGN

Designing of tufted and printed carpeting for custom, commercial, and mass markets. Studies repeats and problems related to repeats in carpets, trends in construction, and color end use, and analyzes application of all types of printing and tufting equipment used in industry. Color coordination for various types of interiors. Guest speakers and field trips are included.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**TD 355 — FIBER TECHNIQUES FOR ART AND DESIGN**

A variety of materials and techniques are used to create wall hangings, sculptural forms, and home furnishings and fashion accessories. Emphasis is on design principles, using new technologies and computer-generated imagery for presentations to architects, interior designers, and the home fashion industry. Guest speakers and field trips are included.

2 CREDITS; 4 LABORATORY HOURS PER WEEK

**TD 372 — DESIGN FOR KNITTED FABRICS I**

Design and development of jersey, rib, interlock, and double-knit fabrics is studied. Students solve problems in adapting designs to machines using wheel, jacquard, and drum mechanisms.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**TD 412 — COMPUTER GRAPHICS FOR TEXTILE DESIGN II**

*Prerequisite: TD 312*

Advanced use of graphic design software with emphasis on woven fabric designs, knits, and tonal prints. Designs are texture-mapped onto garments and home furnishing images for specific markets, resulting in a digital portfolio.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**TD 472 — DESIGN FOR KNITTED FABRICS II**

*Prerequisite: TD 372*

Designing for circular knitting machines with special emphasis on repeats for patterning mechanisms and the newest yarn technology. Students solve problems in adapting jacquard design to machines using wheel and drum mechanisms.

2 CREDITS; 1 LECTURE AND 2 STUDIO HOURS PER WEEK

**TD 491 — INTERNSHIP**

A 12-week internship in industry, scheduled individually for a minimum of ten hours per week. Students have the opportunity to intern in the product design, home furnishings, or apparel industry.

3 CREDITS

**TD 499 — INDEPENDENT STUDY IN TEXTILE DESIGN**

*Prerequisites: a minimum 3.5 GPA and approval of instructor, chairperson, and dean*

VARIABLE CREDITS (3 CREDITS MAXIMUM)

## Ladies Tailoring (See also AF, AP, AR, DP, FD, FF)

**TL 111 — LADIES TAILORING I**

Introduces students to the fundamental hand and machine skills. Includes construction processes, assembly procedures, selection of trimmings and notions, fabric cutting, and fabrics. Basic knowledge of sewing is required.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

**TL 112 — LADIES TAILORING II**

*Prerequisite: TL 111*

Develops skills and techniques necessary to produce ladies' tailored slacks and vests. Includes construction processes, assembly procedures, selection of trimmings and notions, fabric cutting, and finishes for ladies' tailored slacks and vests.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

**TL 211 — LADIES TAILORING III**

*Prerequisite: TL 112*

Employs industrial standards for tailoring ladies' jackets. Includes construction processes, assembly procedures, selection of trimmings and notions, fabric cutting, and knowledge and working properties of fabrics and finishes for ladies' tailored jackets.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

**TL 212 — LADIES TAILORING IV**

*Prerequisite: TL 211*

Employs industrial standards for tailoring ladies' topcoats or overcoats. Includes advanced construction processes, assembly procedures, selection of trimmings and notions, fabric cutting, and finishes for ladies' topcoats and overcoats.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

## Textile Science (See also TT)

**TS 015 — TEXTILES FOR PRODUCTION MANAGEMENT LABORATORY**

*Co-requisite: TS 115*

For Production Management: Fashion and Related Industries students. Provides laboratory study in conjunction with the textile principles learned in TS 115. Physical, chemical, and optical procedures are used to evaluate the properties of a wide range of fabrics.

1.5 CREDITS; 3 LABORATORY HOURS PER WEEK

**TS 111 — FUNDAMENTALS OF TEXTILES**

General study of textile materials with an emphasis on the factors that produce successful fabrics in the marketplace, including fibers, yarns, construction, color, and finish. Characteristics of a wide range of market fabrics are examined.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

**TS 115 — TEXTILES FOR PRODUCTION MANAGEMENT**

*Co-requisite: TS 015*

For Production Management: Fashion and Related Industries students. Study of textile materials with emphasis on factors of concern to the manufacturer of apparel, including fiber types, construction, and finishes.

3 CREDITS

**TS 116 — KNIT DESIGN PRINCIPLES AND TECHNOLOGY**

In this introductory course, students learn to identify, analyze, design, and document weft-knitted fabrics. The class covers the relationships between knit fabric structures and the technology used to create them. Students create original designs on industrial machinery and on computer patterning workstations.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**TS 122 — TEXTILE PRINCIPLES FOR INTERIOR DESIGN**

For Interior Design students. Study of textile materials with emphasis on fabrics used by interior designers. Fiber content, yarn type, construction, coloration, and finish are examined.

1.5 CREDITS; 1 LECTURE AND 1 LABORATORY HOURS PER WEEK

**TS 132 — INTRODUCTION TO TEXTILES FOR FASHION DESIGNERS**

For Fashion Design students. An introduction to the concepts of sourcing textile materials and related products, both from the domestic and international perspectives. Emphasis is placed on identifying and evaluating the characteristics of textile materials, such as sewing yarns, fabrics, and interlinings designed for women's apparel. Comprehension of textile trade terminology is also stressed.

3 CREDITS

**TS 171 — HI-TECH TEXTILES FOR APPAREL AND ACCESSORIES**

*Prerequisite:* TS 111 or TS 132 or equivalent, or approval of chairperson

This course takes an analytical approach to advanced textile design applications, focusing on specialized outerwear and high-performance apparel and accessories.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

**TS 236 — STRIP KNITTING DESIGN TECHNOLOGY**

*Prerequisite:* TS 132

*Co-requisite:* TS 237

For Fashion Design students. Students learn the scope and limitations of the various types of industrial equipment required in the production of strip knit garments. Includes studies in fabric analysis and methods to graphically represent garments and fabric creations for translation by technicians into machine language.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**TS 237 — DESIGNING FABRIC STRUCTURES FOR STRIP KNIT GARMENTS**

*Prerequisite:* TS 132

*Co-requisite:* TS 236

For Fashion Design students. Students learn the fundamentals of strip knitting structures and design. Emphasis is on developing the ability to express creativity through the medium of knitting machinery. Students develop and produce their own fabrics on industrial sampling strip knit machinery.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**TS 261 — INTRODUCTION TO WEFT KNITTING PRINCIPLES**

*Prerequisite:* TS 132

*Co-requisite:* FF 352

For Fashion Design (knitwear track) BFA students. An introduction to the technical principles of weft knit structures, covering the relationships between stitch formation, fabric construction, yarn selection, and knitting machinery. Emphasis is placed on the creative and practical application of weft-knitted structures.

3 CREDITS; 1 LECTURE AND 4 LABORATORY HOURS PER WEEK

**TS 263 — WEFT KNITTING TECHNOLOGY**

*Prerequisite:* TS 111

For Menswear students. Covers a wide range of knit fabric structures used in the menswear fashion industry. Students work with hand knitting and industrial machinery to create designs and to relate these designs to the knitting principles involved.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

**TS 301 — ADVANCED TEXTILES FOR TECHNICAL DESIGN**

*Prerequisite:* TS 111 or TS 132 or TT 171 or similar course in *Textile Fundamentals*

Through readings and lab work, students learn to recognize and differentiate textiles according to structure and style. Course emphasizes commercial methods and applications that enhance textile appearance and performance. Students study issues and requirements related to textile structural design, coloration, function, and expectations.

2.5 CREDITS; 2 LECTURE AND 1 LABORATORY HOUR PER WEEK

**TS 331 — INTRODUCTION TO KNITTING PRINCIPLES**

*Prerequisite:* TS 131 or TS 132

Students learn to identify, analyze, and design various weft knitted fabrics. Provides an understanding of the relationship between fabric structure, yarn type, stitch formation, and machine type. Students design and produce original fabric on hand or power machines.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

**TS 341 — SURVEY OF TEXTILE PRINTING TECHNOLOGY**

*Prerequisite:* TS 214 or approval of chairperson

Survey of the rudiments of commercial textile printing to establish a basic common communications link between designer/stylist and production. Students use their own original design concepts for case-study lessons in feasibility.

2.5 CREDITS; 2 LECTURE AND 1 LABORATORY HOURS PER WEEK

**TS 361 — KNIT FABRICS AND MACHINES**

*Prerequisite:* TS 111 or approval of chairperson

For Production Management: Fashion and Related Industries students. The principles of weft and warp knit fabric structure and production are discussed. Topics include the relationship between fabric structure and machine capability, fabric analysis and development, costing, quality control, and production control. Students work on hand knitting machines to reinforce principles covered in lectures.

4 CREDITS; 2 LECTURE AND 4 LABORATORY HOURS PER WEEK

**TS 366 — EXPERIMENTATIONS WITH WEFT KNITTING STRUCTURES AND MACHINERY**

*Prerequisite:* TS 431

*Co-requisite:* FD 493

For Fashion Design (knitwear track) BFA students. This course summarizes the complex relationship between weft-knit structures and the machinery that produces them. Emphasis is placed on functional and aesthetic concerns in full-fashioned garment construction. Students are encouraged to experiment with creative combinations of advanced techniques, expanding their range of expertise.

2 CREDITS; 4 HOURS PER WEEK

**TS 367 — KNIT FABRICS AND MACHINERY**

*Prerequisite:* TS 111 or equivalent

For Production Management: Fashion and Related Industries students. Students analyze, identify, and document a range of knit fabric structures using industry-standard techniques and communication practices. Emphasis is placed on the relationships between fabric structures, machine capabilities, costing, sourcing, and quality control. Students knit basic weft structures on industrial hand machines and program fabrics on computer patterning workstations.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

**TS 431 — ADVANCED CONCEPTS IN WEFT KNITTING**

*Prerequisites:* FD 354 and TS 261

Students are presented with advanced concepts in weft knit structures and introduced to the principles of designing for computerized industrial power machinery. Students design and knit complex fabrics on industrial machinery for garments designed in FD 451. Students maintain a swatch book of all fabrics analyzed and designed in this course.

2.5 CREDITS; 1 LECTURE AND 3 LABORATORY HOURS PER WEEK

## Textile Technology

### **TT 038 — PRODUCT DEVELOPMENT AND MARKETING APPLICATIONS: WEFT KNITS LABORATORY**

*Prerequisite:* TS 015/115 or TS 111 or TS 122 or TS 132 or TT 171 or approval of chairperson

*Co-requisite:* TT 338

Students design and develop weft knitted fabrics based on market applications using industry specifications, communications techniques, and styling practices.

2 CREDITS; 4 LABORATORY HOURS PER WEEK

### **TT 054 — TEXTILE QUALITY ASSURANCE LABORATORY**

*Prerequisite:* TS 015/115 or TS 111 or TS 122 or TS 132 or TT 171 or approval of chairperson

*Co-requisite:* TT 454

Standardized textile testing procedures are examined and performed on a variety of fabrics to determine suitability for end-use performance.

1.5 CREDITS; 3 LABORATORY HOURS PER WEEK

### **TT 161 — SWEATER KNITTING TECHNOLOGY AND DESIGN I**

*Prerequisite:* (for Fashion Design BFA students) TS 331

Principles of design and development of fashioned and full-fashioned knit garments, and capabilities and limitations of flat knitting machines. Students analyze samples, design and lay out samples for various types of flat knitting equipment, and knit fabrics on the laboratory knitting machines.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

### **TT 173 — COMPUTER APPLICATIONS FOR TEXTILE DEVELOPMENT**

Develop introductory Macintosh computer skills applicable in the textiles industry, including word processing, spreadsheets, graphics, statistics, and databases, as well as weaving and knitting technology.

2 CREDITS; 4 COMPUTER LABORATORY HOURS PER WEEK

### **TT 174 — COMPARATIVE FABRIC STRUCTURES**

*Prerequisite:* TS 015/115 or TS 111 or TS 122 or TS 132 or TT 171 or approval of chairperson

Within the context of potential end use, students are taught how to compare, categorize, and describe major textile structures. The course presents an overview of principles that define structural design and demonstrates how designs can be modified through styling. Emphasis is on identifying and evaluating cost/benefit factors and designing for utilitarian performance properties.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

### **TT 235 — COMPUTER-ASSISTED KNIT DESIGN**

*Prerequisite:* TT 161 or approval of instructor

Presents principles of computer programming needed for producing sweater strip designs. A hands-on approach is used so that students may experience the entry of knitting data into a computerized pattern preparation system, and use the computer output for knitting their designs on computer-controlled knitting equipment. Includes various structures such as two- and three-color jacquard, pointelles, racked designs, and links jacquards.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

### **TT 247 — APPLIED COLOR TECHNOLOGY AND TEXTILE STYLING**

*Prerequisite:* TS 015/115 or TS 111 or TS 122 or TS 132 or TT 171, or approval of chairperson and SC 032/332

The visual and physical interaction of colors relative to commercial textile design and style structures is considered as are cost, performance, and marketing. Course includes discussion and use of specialized computer software for all phases of color development and shade matching.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

### **TT 273 — THE TEXTILE INDUSTRY: A HISTORICAL SURVEY**

Outlines origins of the American textile industry, with an analysis of the combined influences of evolving technologies and the development of marketing techniques. Views textile production as a dynamic system predicated on several established concepts, and current industry conditions are examined in terms of this system. A comparative analysis of modern industry with its antecedents is provided.

2 CREDITS

### **TT 299 — INDEPENDENT STUDY IN TEXTILE DEVELOPMENT AND MARKETING**

*Prerequisites:* a minimum 3.5 GPA and approval of instructor, chairperson, and dean

VARIABLE CREDITS (3 CREDITS MAXIMUM)

### **TT 301 — TEXTILE APPLICATIONS**

*Prerequisite:* TS 015/115 or TS 111 or TS 122 or TS 132 or TT 171 or approval of chairperson

Students study textile-based consumer goods from a raw materials perspective. Product design concepts are identified in terms of functional utility, aesthetic requirements, and target price points. Design data are used to determine fiber, yarn, fabric structure, and finishing systems best suited to developing successful products.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

### **TT 313 — TEXTILE FIBERS**

*Prerequisite:* TS 015/115 or TS 111 or TS 122 or TS 132 or TT 171 or approval of chairperson

Studies the role of textile fibers in the design, styling, and marketing of textile products. Aesthetics, performance, and cost/price relationships are emphasized.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

### **TT 325 — PRODUCT DEVELOPMENT AND MARKET APPLICATIONS: WOVENS I**

*Prerequisite:* TS 015/115 or TS 111 or TS 122 or TS 132 or TT 171

Students learn to identify and analyze standard woven fabrics and the yarns used to weave them. Standard industry procedures and textile production software are used to construct woven fabric simulations suitable for industrial production. Emphasis is on the application of woven structures in current markets.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

### **TT 326 — PRODUCT DEVELOPMENT AND MARKET APPLICATIONS: WOVENS II**

*Prerequisite:* TT 325

Advanced principles of woven textile development for dobby and jacquard production. This course builds on knowledge gained in TS 325 to analyze complex color and structure in woven fabrics. Students use professional CAD software and electronic dobby looms in class for woven samples and color simulations.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

### **TT 335 — PRODUCT DEVELOPMENT AND MARKET APPLICATIONS: KNITS I**

*Prerequisite:* TS 015/115 or TS 111 or TS 122 or TS 132 or TT 171

Students learn basic technical principles of weft- and warp-knit structures: the relationships between stitch formation, fabric construction, yarn selection and knitting machinery. Design parameters that affect aesthetics, performance, and cost are studied. Emphasis is placed on the practical application of knitted structures in current markets.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

**TT 336 — PRODUCT DEVELOPMENT AND MARKET APPLICATIONS: KNITS II**

*Prerequisite:* TT 335

This course focuses on advanced technical principles of weft- and warp-knit structures. Design parameters that affect aesthetics, performance, and cost are studied, and emphasis is placed on the practical application of knitted structures in current markets. Students develop and program advanced textured weft structures on industrial CAD workstations.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

**TT 338 — PRODUCT DEVELOPMENT AND MARKETING APPLICATIONS: WEFT KNIT**

*Prerequisite:* TS 015/115 or TS 111 or TS 122 or TS 132 or TT 171 or approval of chairperson

*Co-requisite:* TT 038

Through analysis techniques and market research, students identify the physical and aesthetic characteristics of weft-knitted fabrics. Design parameters that affect aesthetics, performance, and cost are studied.

2 CREDITS

**TT 342 — DYEING AND COLOR TECHNOLOGY**

*Prerequisite:* TS 015/115 or TS 111 or TS 122 or TS 132 or TT 171 or approval of chairperson

Studies the enhancement of textile products through the application of color. Primary emphasis is on commercial textile dyeing and its relationship to fashion colors, application procedures, quality, and marketing principles.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

**TT 446 — TEXTILE FINISHING TECHNOLOGY**

*Prerequisite:* TS 015/115 or TS 111 or TS 122 or TS 132 or TT 171 or approval of chairperson

Presents the aesthetic and functional values of textile finishing. Finishing methods and their feasibility with respect to appearance, performance expectations, quality, and effect on hand are covered. Emphasis is placed on finish practicality, quality, and longevity.

2 CREDITS; 1 LECTURE AND 2 LABORATORY HOURS PER WEEK

**TT 454 — TEXTILE QUALITY ASSURANCE**

*Prerequisite:* TS 015/115 or TS 111 or TS 122 or TS 132 or TT 171 or approval of chairperson

*Co-requisite:* TT 054

A study of the physical, chemical, optical, and colorfastness determination test methods, which are required to evaluate fabrics for specific end-use performance and in-process quality control.

1 CREDIT

**TT 471 — TECHNOLOGY AND MARKETING OF PRINTED TEXTILES**

*Prerequisite:* TS 015/115 or TS 111 or TS 122 or TS 132 or TT 171 or approval of chairperson

Students study the marketing practices as well as the technical considerations of commercially accepted print processes and products. Color palettes, design repeat limitations, and marketing strategies for end-use applications in the apparel and home furnishings industries are emphasized.

2 CREDITS

**TT 472 — HI-TECH TEXTILES**

*Prerequisite:* TS 015/115 or TS 111 or TS 122 or TS 132 or TT 171 or approval of chairperson

Examines the marketing of hi-tech fabrics. Product applications, major suppliers, technological trends, distribution channels, and industry/government standards are studied. Product development is discussed.

2 CREDITS

**TT 473 — TEXTILES FOR HOME FURNISHINGS MARKETS**

*Prerequisite:* TS 015/115 or TS 111 or TS 122 or TS 132 or TT 171 or approval of chairperson

Presents the marketing strategies employed in the development of textile products for the home. Separates the production of home furnishings textiles into distinct market segments, highlighting the critical factors in each.

2 CREDITS

**TT 474 — TEXTILES: DOMESTIC AND INTERNATIONAL MARKETS**

*Prerequisite:* TS 015/115 or TS 111 or TS 114/214 or TS 122 or TS 132 or TT 171 or approval of chairperson

The American textile complex is examined as an interactive player in a global network of suppliers, production centers, and distribution markets. Primary emphasis is on a study of the international market forces that affect both domestic and off-shore textile product development.

3 CREDITS

**TT 475 — TEXTILE MARKETING**

Studies the textile industry and how its various products are marketed. Case studies involving both fiber producers and textile mills are analyzed. Students examine both the domestic and international textile marketplaces.

3 CREDITS

**TT 476 — TEXTILE PROJECT DEVELOPMENT**

*Prerequisites:* TT 342 and TT 477

Provides students with a realistic view of the production of a commercially marketable fabric line. Understanding of artistic inspiration, timing, manufacturing, and costing decisions are necessary for successful completion of the final project.

3 CREDITS

**TT 477 — TEXTILE CONVERTING AND COSTING**

*Prerequisites:* TT 038 and TT 338

*Co-requisite:* (for Textile Development and Marketing BS students) TT 342

Studies the principles and practices in purchasing yarn and greige goods for conversion to fashion fabrics. Domestic and global sourcing systems as well as costing procedures are examined.

3 CREDITS; 2 LECTURE AND 2 LABORATORY HOURS PER WEEK

**TT 478 — PRESENTATION AND E-PORTFOLIO**

*Prerequisites:* TT 326 and TT 336, or approval of chairperson

Students are exposed to various techniques for developing digital assets and assembling them into an electronic portfolio. Emphasis is placed on organization, critical thinking, and presentation skills. For their final project, students produce and present an e-portfolio that showcases their textile development and marketing skills.

1 CREDIT; 2 LABORATORY HOURS PER WEEK

**TT 499 — INDEPENDENT STUDY IN TEXTILE DEVELOPMENT AND MARKETING**

*Prerequisite:* a minimum 3.5 GPA and approval of instructor, chairperson, and dean

VARIABLE CREDITS (3 CREDITS MAXIMUM)

# Toy Design

## **TY 101 — INTRODUCTION TO TOY DESIGN**

This introductory course is designed for students interested in exploring the area of Toy Design. Students learn the design and invention process, as well as effective ways to visually communicate concepts for toy products. Some drawing skills are needed. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **TY 311 — TOY DESIGN I**

*Co-requisite: TY 351*

Nurtures and develops creativity as it is applied to toy design. Various techniques for the design of toys are explored and used in practical application.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **TY 313 — SOFT TOY AND DOLL DESIGN**

*Prerequisites: TY 311, TY 321, TY 322, and TY 351*

Designing plush toys and dolls from research and development, concept creation, sketching, and patternmaking, to prototype construction and presentation. The study of materials, manufacturing techniques, packaging, and industry requirements, as related to toy design, is stressed.

3 CREDITS; 6 STUDIO HOURS PER WEEK

## **TY 314 — PROFESSIONAL PRACTICES IN TOY DESIGN**

*Prerequisites: TY 311, TY 321, TY 322, TY 323, TY 351, TY 362, and SS 232*

This course combines studio work, discussion of trends, consultation with industry professionals, and presentation practice in order to strengthen students' design and marketing skills and develop portfolios to address the needs of the job market. Work focuses on specific design categories according to individual needs.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **TY 321 — DRAWING FOR TOY DESIGN**

*Co-requisites: TY 311 and TY 322*

Development of drawing and rendering skills as the primary tools for conceptual and visual presentation of three-dimensional toy designs.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **TY 322 — MARKER RENDERING**

*Co-requisites: TY 311 and TY 321*

Develops the professional techniques of executing toy design renderings for presentation.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **TY 323 — BASIC DRAFTING FOR PRODUCT DESIGN**

*Co-requisite: TY 351*

Establishes basic understanding of mechanical drawing fundamentals and its application to toy design.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **TY 325 — COMPUTER-AIDED ADVANCED DRAFTING FOR PRODUCT DESIGN**

*Prerequisite: TY 323*

Students develop advanced techniques by learning to use the computer as a design and drafting tool. Through demonstrations and in-class assignments, they integrate drafting knowledge with working in a digital environment.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

## **TY 331 — MODELMAKING I**

*Prerequisites: TY 311 and TY 323*

Introduces the process of translating two-dimensional renderings into finished models in clay, wood, styrofoam, or thermoplastics. Vacuum-forming, fabricating, machining, and finishing techniques are presented.

2 CREDITS; 4 STUDIO HOURS PER WEEK

## **TY 342 — COMPUTER GRAPHICS IN TOY DESIGN**

*Prerequisite: TY 322*

Students explore the computer as a tool for the presentation, refinement, and most importantly, the stimulation of creative design ideas. The fundamental principles of the two-dimensional bitmap and vector-based graphics using Adobe Photoshop and Illustrator on the Macintosh computer system are introduced.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

## **TY 351 — PRODUCT MATERIALS AND SAFETY CONSIDERATIONS**

*Co-requisites: TY 311 and TY 323*

Study of the materials, machinery, and methods used to manufacture plastic and non-plastic toys that meet specific design requirements, safety standards, and durability tests cost-effectively.

2 CREDITS

## **TY 362 — THE TOY INDUSTRY: AN OVERVIEW**

*Co-requisite: TY 311*

Introduces scope of the toy industry through its history and development. Provides understanding of the industry's organizational structure, toy categories, marketing techniques, and specific nomenclature. Presentations are made by major toy company executives and retailers.

1 CREDIT; 2 STUDIO HOURS PER WEEK

## **TY 411 — TOY DESIGN II AND PRODUCT UPDATE**

*Prerequisites: TY 311 and TY 325*

Advanced methods for generation of toy design ideas. Emphasizes areas of new toy creation, line extension, and licensing. (G6: Arts)

2 CREDITS; 4 STUDIO HOURS PER WEEK

## **TY 414 — GAMES**

*Prerequisites: TY 411, TY 416, TY 417, and TY 431*

Game theory and logic are studied and applied to the design of games with special regard to such factors as age, play pattern, three-dimensional skills, action, strategy, and psychology. Emphasizes the successful execution and presentation of game concepts.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## **TY 415 — DOLL DESIGN**

*Prerequisite: TY 313 or approval of associate chairperson*

Examines the various stages in the development of a prototype from concept to three-dimensional model. Cost factors, product positioning, fashion trends, methods of doll decoration, and industry safety standards are addressed.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**TY 416 — HARD TOY: DESIGN**

*Prerequisites:* TY 311, TY 325, TY 331, and TY 351

*Co-requisite:* TY 417

The design component of creating hard toys, this course offers students the experience of designing toys from among the major toy categories. Drawing and presentation are stressed as an integral part of the product development process, underscoring the importance of the relationship between form and function. (G6: Arts)

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**TY 417 — HARD TOY: ENGINEERING**

*Prerequisites:* TY 311, TY 325, TY 331, and TY 351

*Co-requisites:* TY 416 and TY 431

The engineering component of creating hard toys, this course offers students the experience of designing toys from among the major toy categories. The technical aspects of toy product development are stressed, helping students give form to their concepts while meeting standard manufacturing criteria.

1.5 CREDITS; 3 COMPUTER LABORATORY HOURS PER WEEK

**TY 418 — LICENSED PRODUCT DESIGN**

*Prerequisites:* TY 311, TY 313, TY 325, TY 331, TY 342, and MK 301

Providing a link between the creative ideas generated by students and the realities of the toy industry, this course introduces the licensed product category. Students build upon character ideas developed in previous courses to reconceptualize them in the context of licensed product.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

**TY 431 — MODELMAKING II**

*Prerequisites:* TY 331 and TY 351

*Co-requisites:* TY 416 and TY 417

Advanced study of toy modelmaking techniques and equipment. Working from individual concept sketches, students refine modelmaking skills by producing their own finished prototypes.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**TY 442 — ADVANCED COMPUTER GRAPHICS IN TOY DESIGN**

*Prerequisites:* TY 313, TY 325, and TY 342

Offered in conjunction with GD 407, this course introduces the principles of three-dimensional computer graphics and digital book design. Students build a three-dimensional model based on their soft toy designs and the character in preparation for inclusion in their digital books.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**TY 443 — INTERACTIVE MEDIA FOR TOY DESIGN**

*Prerequisites:* GD 407 and TY 442

Students develop a strong foundation in interactive technologies and how they relate to computer game design using Macromedia Director in order to expand characters designed in the previous semester. Completed assignments involve creation of interactive products using graphics, sound, animation, and programming for CD-ROM.

2 CREDITS; 1 LECTURE AND 2 COMPUTER LABORATORY HOURS PER WEEK

**TY 461 — BUSINESS PRACTICES FOR THE TOY INDUSTRY**

*Prerequisites:* TY 351 and TY 411

Addresses the legal, ethical, and practical considerations involved in selling or licensing a toy design. Topics include patent, trademark, and copyright law; disclosure and licensing agreements; corporate and agency structure.

2 CREDITS

**TY 462 — PROFESSIONAL PORTFOLIO DEVELOPMENT**

*Prerequisite:* TY 442

*Co-requisites:* TY 443 and TY 493

Students analyze, position, and develop their portfolios for placement in an appropriate venue. A combination of studio work, marketing trend analysis, consultation with industry professionals, and presentation practice guides students toward a focused goal.

2 CREDITS; 4 STUDIO HOURS PER WEEK

**TY 491 — SUMMER INTERNSHIP: TOY DESIGN**

*Prerequisites:* TY 311, TY 313, and TY 331

A summer internship in industry, scheduled individually for a minimum of 160 hours during June and July. Includes a pre- and post-internship seminar. Completion of a daily journal, a written and oral report on the experience, and a portfolio of work is required. Applications must be submitted in spring semester prior to acceptance into program.

4 CREDITS

**TY 493 — SENIOR PROJECT: DESIGN**

*Prerequisites:* TY 411, TY 416, TY 417, and TY 431

The design component of the senior project, this course offers senior students the opportunity to individually design and present products from two of the major toy categories. Demands and restrictions of the toy industry are simulated by industry representatives who present students with actual market criteria.

1.5 CREDITS; 3 STUDIO HOURS PER WEEK

## Visual Art Management

**VA 321 — METHODS AND MEANINGS IN THE VISUAL ARTS**

*Prerequisite:* HA 112

For students majoring in Visual Art Management, this course provides a foundation in visual analysis and a historical overview of museums, exhibitions, and art history. Writing skills relevant to art commentary and gallery management are emphasized.

3 CREDITS

**VA 431 — THE BUSINESS OF ART MUSEUM MANAGEMENT**

*Prerequisite:* VA 321

Students build a firm knowledge of the business of managing an art museum, namely, how to achieve the institution's mission for the benefit of its diverse constituents. Students complete a group project covering the broad array of support activities that must be considered for the presentation of an exhibition.

3 CREDITS

**VA 491 — SENIOR SEMINAR: THE MUSEUM EXHIBITION**

*Prerequisite:* VA 431

Using a major current exhibition as a case study, students examine the entire process of creating an exhibition. Through readings, field trips, and presentations by art professionals, students track the trajectory of an exhibition, from its original concept to its final, realized form, and gauge the subsequent critical response.

3 CREDITS