

## ASSOCIATE OF ARTS

# FASHION DESIGN

**ZIP UP YOUR FUTURE** Who do you want to be? Before they were fashion notables, some of the industry's most sought-after Designers studied their craft at FIDM, becoming experts in the skills of the trade down to the smallest details as they developed their own unique vision. A career as a Fashion Designer takes equal parts dedication, real-world experience, and the guiding hand of talented industry professionals. Once these goals are achieved, the possibilities are endless.

## A CLOSER LOOK

The Fashion Design Program prepares students for careers in fashion design for the apparel industry. The curriculum stimulates creative expression in all aspects of fashion design, including fashion sketching, creative design, computer applications, draping, and pattern drafting. Students will understand the importance of communication and critical reasoning and the effect they have on this diversified and global industry. The program is structured to challenge and inspire students by incorporating artistic, technical, and theoretical elements into a realistic approach to the fashion design industry.

## WHAT WE TEACH

Our program gives students hands-on experience in skills such as fashion sketching, draping, and pattern drafting and teaches an understanding of the theories of fashion, and abstract and critical thinking.

## KNOWLEDGE IS POWER

**1858** The year Charles Frederick Worth opened the first true haute couture house in Paris

**\$14,000** The amount paid at auction for a bra worn by Marilyn Monroe in the 1959 movie *Some Like It Hot*

**30,000 BCE** The period from which archeologists have found the earliest sewing needles, made of bone and ivory

**VELOUR TRACKSUIT** The item of clothing that helped *Juicy Couture*, the label co-founded by FIDM Graduate Pamela Skaist-Levy, become a household name



## ASSOCIATE OF ARTS

|                       |   |    |
|-----------------------|---|----|
| DESN 1150             | Fashion Sketching for Design I                        | 3  |
| DESN 1250             | Industry Sewing                                       | 3  |
| DESN 1450             | Draping & Garment Construction I                      | 3  |
| DESN 1550             | Fashion Sketching for Design II                       | 3  |
| DESN 1650             | Fashion Seminar                                       | 3  |
| DESN 1700             | Pattern Drafting Essentials (6 hours)                 | 3  |
| DESN 1750             | Technical Sketching for Design                        | 3  |
| DESN 1850             | The Business of Fashion                               | 3  |
| DESN 2260             | Pattern Drafting Procedures (6 hours)                 | 3  |
| DESN 2280             | Creative Design Applications                          | 3  |
| DESN 2460             | Draping & Garment Construction II                     | 3  |
| DESN 2530             | Computer-Aided Fashion Design I                       | 3  |
| DESN 2540             | Computer Pattern Drafting I                           | 3  |
| DESN 2680             | Creative Design Analysis & Collection Development     | 3  |
| DESN 2980             | Portfolio Preparation & Presentation -OR-             | 3  |
| DESN 2685             | Collection Brand Identity (with Dept. Chair approval) |    |
| DESN 2700             | Collection Development (6 hours)                      | 3  |
| DESN 2780             | Industry Pattern Drafting -OR-                        | 3  |
| DESN 2785             | Industry Production (with Dept. Chair approval) -OR-  |    |
| DESN 2960             | Chairing Styles (with Dept. Chair approval)           |    |
| DESN 2830             | Computer-Aided Fashion Design II                      | 3  |
| DESN 2840             | Computer Pattern Drafting II                          | 3  |
| GNST 1040             | English Composition                                   | 3  |
| GNST 1170             | History of Costume                                    | 3  |
| GNST 1230             | Color & Design Theory                                 | 3  |
| GNST 1240             | Textile Science for Fashion Design I                  | 3  |
| GNST 1600             | Effective Speaking                                    | 3  |
| GNST 1650             | Critical Thinking                                     | 3  |
| GNST 2020             | Survey of Western Art I                               | 3  |
| GNST 2420             | Survey of Western Art II                              | 3  |
| GNST 2960             | American Political & Economic History                 | 3  |
| GNST 2980             | Professional Practices                                | 3  |
| MFTG 2330             | Computer Grading, Marking & Cutting                   | 3  |
| Total Units of Credit |   | 90 |

## PROFESSIONAL DESIGNATION

|                       |   |    |
|-----------------------|---|----|
| DESN 1100             | Fashion Sketching for Design I                        | 3  |
| DESN 1250             | Industry Sewing                                       | 3  |
| DESN 1450             | Draping & Garment Construction I                      | 3  |
| DESN 1550             | Fashion Sketching for Design II                       | 3  |
| DESN 1650             | Fashion Seminar                                       | 3  |
| DESN 1700             | Pattern Drafting Essentials (6 hours)                 | 3  |
| DESN 1750             | Technical Sketching for Design                        | 3  |
| DESN 1850             | The Business of Fashion                               | 3  |
| DESN 2260             | Pattern Drafting Procedures (6 hours)                 | 3  |
| DESN 2280             | Creative Design Applications                          | 3  |
| DESN 2460             | Draping & Garment Construction II                     | 3  |
| DESN 2530             | Computer-Aided Fashion Design I                       | 3  |
| DESN 2540             | Computer Pattern Drafting I                           | 3  |
| DESN 2680             | Creative Design Analysis & Collection Development     | 3  |
| DESN 2980             | Portfolio Preparation & Presentation -OR-             | 3  |
| DESN 2685             | Collection Brand Identity (with Dept. Chair approval) |    |
| DESN 2700             | Collection Development (6 hours)                      | 3  |
| DESN 2840             | Computer Pattern Drafting II -OR-                     | 3  |
| DESN 2780             | Industry Pattern Drafting -OR-                        |    |
| DESN 2785             | Industry Production (with Dept. Chair approval) -OR-  |    |
| DESN 2960             | Chairing Styles (with Dept. Chair approval)           |    |
| DESN 2830             | Computer-Aided Fashion Design II                      | 3  |
| GNST 1170             | History of Costume                                    | 3  |
| GNST 1230             | Color & Design Theory                                 | 3  |
| GNST 1240             | Textile Science for Fashion Design I                  | 3  |
| GNST 2420             | Survey of Western Art II                              | 3  |
| GNST 2980             | Professional Practices                                | 3  |
| MFTG 2330             | Computer Grading, Marking & Cutting                   | 3  |
| Total Units of Credit |   | 72 |

“When I was a student I wasn’t sure what I was going to do. I was full of dreams and knew I loved clothing, but I was also scared. I was fortunate that I could start my own line and risk it all.” *Monique Lhuillier, FIDM Fashion Design Grad & Internationally Renowned Designer*

## ADVANCED STUDY

# FASHION DESIGN

**YOUR DEBUT** Professional models? Check. Runway? Check. Rapt audience, fashion photographers, and celebrity guests? Check, check, and check. Imagine presenting your own fashion collection to an audience of industry insiders at our annual *Debut* Runway Show and Gala Event. Each year students in our Advanced Study Program do just that.

“In order to be irreplaceable one must always be different.”

Coco Chanel, Fashion Designer



Student with his design on the runway at DEBUT

## KNOWLEDGE IS POWER

50

The anniversary of Barbie™ in 2009, Mattel partnered with FIDM to celebrate the occasion at the *Debut* Runway Show, where each of FIDM's Advanced Study Students presented a life-sized dress designed for Barbie™.

**DID YOU KNOW?** FIDM has an exchange program with Academia Koefia, a fashion design school in Italy. Each year students have the opportunity to receive a one-year scholarship to attend the Academy.

**Q** What do renowned designers Monique Lhuillier, Nick Verreos, and Kelli Martin have in common?

**A** All three premiered fashion lines in FIDM's *Debut* Runway Show as students in the Fashion Design Advanced Study Program.

## A CLOSER LOOK

The Advanced Study Program in Fashion Design develops specialized expertise in the student's individual area of study. The curriculum is structured to provide the opportunity to explore and analyze new ideas, and study industry related principles of design and construction as well as to apply industry techniques.

## WHAT WE TEACH

Our program teaches the skills needed to conceptualize, create, and present an entire fashion collection on the runway.

## ADVANCED STUDY

|                       |   |    |
|-----------------------|---|----|
| DESN 3030             | Fashion Design Special Projects                 | 3  |
| DESN 3100             | Studio I  | 3  |
| DESN 3180             | Applied Pattern Drafting                        | 6  |
| DESN 3300             | Studio II                                       | 6  |
| DESN 3600             | Studio III                                      | 6  |
| DESN 3700             | Studio Workshop                                 | 6  |
| DESN 3750             | Studio Lab                                      | 6  |
| DESN 3930             | Portfolio Development                           | 3  |
| MFTG 4700             | Writing Business Plans                          | 1  |
| MFTG 4720             | Professional Presentation for Fashion Designers | 1  |
| MFTG 4800             | Advanced CAD Techniques                         | 1  |
| MMKT 2880             | Marketing Essentials                            | 3  |
| Total Units of Credit |   | 45 |

This 9-month program starts each Summer. Prerequisites: FIDM Degree in Fashion Design.