APPAREL, TEXTILES AND DESIGN (ATD)

ATD 119 Introduction to Fashion and the Apparel Industry (3 credits)
Introduction to the sewn product manufacturing and merchandising industry; overview of socio-cultural, historic, aesthetic, design, business, and economic factors; emphasis on careers in this industry. Students must complete this course with a grade of ‘C’ or higher as a prerequisite to future Apparel, Textiles and Design courses. Typically Offered: Fall.

ATD 123 Textiles (3 credits)
Fiber, yarn, and fabric properties, color and finishes as they relate to performance, care, and consumer satisfaction. Students must complete this course with a grade of ‘C’ or higher as a prerequisite to future Apparel, Textiles and Design courses. Typically Offered: Spring.

ATD 124 Introduction to Apparel Construction (2 credits)
Introduction to hand sewing, home, and industrial sewing machinery to construct garments and products. Two 2.5-hour studios per week, 1 hour of outside studio time, and assigned work. Students must complete this course with a grade of ‘C’ or higher as a prerequisite to future Apparel, Textiles and Design courses. Open to all students with sophomore standing or higher. Typically Offered: Spring.

ATD 224 Apparel Construction and Assembly Processes (3 credits)
The course explores intermediate-level garment construction techniques and the relationship between design concepts, fabric characteristics, and fit. Students will complete individual projects in a variety of fabric types and assembly techniques within an apparel industry context. Two 3-hour studios per week, an expected 6-9 hours of outside studio time, and assigned work. Students must complete this course with a grade of ‘C’ or higher as a prerequisite to future Apparel, Textiles and Design courses. Typically Offered: Spring.

ATD 223 Fashion Business and Product Development (3 credits)
Analysis of textile and apparel products and processes relative to design, development, and production methods, including evaluation of consumer value. Students must complete this course with a grade of ‘C’ or higher as a prerequisite to future Apparel, Textiles and Design courses. Open to all students with sophomore standing or higher. Typically Offered: Spring.

ATD 239 Digital Illustration for the Apparel Industry (3 credits)
Introduction to digital illustration software including apparel illustration tools, editing and coloring, working in the digital environment, and digital board building. Students follow an industry-typical concept and design process for a target customer, including corresponding design boards, line of garments, line presentation, and creation of an online portfolio site. Typically Offered: Fall.

ATD 324 Patternmaking (4 credits)
Methods and principles of flat pattern and draping design; use of pattern making skills and advanced construction skills in apparel product development; developing specifications for apparel production. Two 3-hour studios per week and assigned work. Students must complete this course with a grade of ‘C’ or higher as a prerequisite to future Apparel, Textiles and Design courses. Typically Offered: Fall.

ATD 325 Digital Patternmaking & Technical Design (3 credits)
Typically Offered: Spring.

ATD 326 Textile Structures (1-3 credits, max 9)
This studio course gives students the opportunity to experiment with fiber-based fabrications. These may include woven, knitted, felted, laced, and knotted fabrications dependent on current industry trends. May include embellishment and surface design depending on the fabrication and industry trends. Can be repeated up to 3 times. Typically Offered: Spring.

ATD 327 Textile Surface Design (1-3 credits, max 9)
This studio course gives students the opportunity to experiment with the texture and appearance of textile fabrications. Techniques may include dyeing and resist methods, subtraction, and embellishment, among others depending on industry trends. Typically Offered: Fall.

ATD 328 Experimental Construction (1-3 credits, max 9)
This studio course gives students the opportunity to experiment with transforming two-dimensional textiles into three-dimensional apparel products. Techniques may include tailoring, upcycling, use of non-traditional textiles, and use of fabrics students have produced in other courses, among others dependent on current industry trends. Can be repeated up to 3 times. Typically Offered: Fall (Even Years).

ATD 329 Apparel Technology (3 credits)
Introduction to e-Textiles, laser cutting and 3D printing in an apparel or wearable context. Students will learn how to design within each technology and produce prototypes for evaluation. Typically Offered: Fall.

ATD 349 History of Western Dress (3 credits)
Historic overview of western dress from ancient Mesopotamia and Egypt to Western Europe through the 20th century; focus on dress and human appearance as a reflection of the socio-cultural factors of the times. Typically Offered: Fall.

ATD 413 Portfolio Development (3 credits)
Preparation of a professional portfolio, in both digital and hard copy formats, for design, merchandising, and other FCS career development applications. Typically Offered: Fall.

ATD 424 Senior Experience: Apparel Design (4 credits)
General Education: Senior Experience
Intensive apparel design studio experience culminating in the design, development, and creation of the Senior Apparel Collection. Preparation and participation in a public exhibition is required. Typically Offered: Spring.

ATD 428 Design and Development for a Client (3 credits)
Student teams develop a line of apparel for a client from concept to finished prototype; design, patternmaking, construction, tech pack building and presentation skills are all used throughout the course. Typically Offered: Fall.

ATD 441 Historic Dress Collections Management (3 credits)
Introduction to managing a historic collection of garments including accession and deaccession policies and procedures, conservation and storage practices, disaster management, and research for and mounting of exhibitions. Typically Offered: Spring.
ATD 449 Dress and Culture (3 credits)
General Education: International
Dress and culture examined from an interdisciplinary and cross-cultural perspective with emphasis on diversity within a global scale society; the relationship of dress to physical environments, social and economic systems, aesthetic expression, individual identity, and cultural ideals and values. Field trip. Typically Offered: Spring.
Prereqs: Humanities and Social Science General Education completed, Junior standing, or Permission

ATD 450 Sewn Product Industry Tour (1 credit, max 3)
Field site tours of apparel industry firms representing design, manufacturing, merchandising, sourcing, retailing, and other aspects of the industry. Forty-five hours of instruction, field experience, and follow-up project work (3 hours prep, 32 hours tours/company visits, 10 hours project). Variable field trip fee depending on actual cost. Typically Offered: Fall.
Prereqs: Apparel, Textiles and Design major and junior standing; or Permission

ATD 460 Apparel Promotion and Merchandising (3 credits)
General Education: Senior Experience
Promotion in Merchandising is designed to cover the principles of fashion, consumer behavior as it relates to promotion activities, and non-personal selling techniques. The non-personal selling techniques to be covered include (but are not limited to) store image, advertising, display, publicity/public relations, fashion shows, and special events. Students will be involved in actual hands-on experience with many of the techniques. Typically Offered: Spring.
Prereqs: ATD 119, ATD 239, and ATD 223