

**FAS 105 Fashion: The Global Marketplace** 3 credits

*Prerequisite: placement in college-level English*

An overview of the fashion industry beginning with a historical perspective that covers both domestic and international influences. Integrates creative fashion concepts with business concepts commonly used in general marketing. Topics include international sourcing and trade, and retailing. 3 lecture hours

**FAS 110 Introduction to Fashion Drawing** 3 credits

*Prerequisite: ART 102*

Coordinated with Fashion Design I, develops techniques, skills, and knowledge needed to produce fashion drawings that are clear, accurate, realistic and attractive. Vocabulary of various clothing styles and details are introduced. 1 lecture/4 laboratory hours

**FAS 120 Introduction to Fashion Design I** 3 credits

*Corequisite: FAS 130*

Coordinated with Introduction to Fashion Drawing, emphasizes development of color stories, concepts and fabrications. Study includes exploration of visual sensitivity, mastering fashion terminology, developing original design concepts, as well as storyboard compiling and design research. 1 lecture/4 laboratory hours

**FAS 130 Introduction to Textiles for Fashion** 3 credits

*Prerequisite or Corequisite: ENG 101*

Explores how textiles are produced and how appropriate performance characteristics are incorporated into materials and products. Students make informed decisions regarding materials and products to communicate effectively with team members in the workplace, suppliers, contractors and buyers. Careers in the global textile industry are discussed. 3 lecture hours

**FAS 140 Computerized Fashion Drawing** 3 credits

*Corequisite: FAS 110*

Covers two computer software applications used in the fashion design industry to design and create apparel and accessories. Projects explore a range of fashion designing and related drawings in both vector and pixel-based applications. 1 lecture/4 laboratory hours

**FAS 150 Technical Skills for Apparel Production I** 3 credits

Introduces muslin draping techniques on the dress form, flat pattern making, and garment construction on the sewing machine. Based on the scope of a student's project or level of study, additional costs for materials and supplies are required. 1 lecture/4 laboratory hours

**FAS 205 Fashion Merchandising** 3 credits

*Prerequisites: BUS 101, ENG 101, MKT 101, MKT 230*

An integrated and customer-centered approach to merchandising. Covers strategic planning, product objectives and categories, industry zones, and product life cycles. Topics include pricing, positioning, placement, market research, environments, demographics, geographics, and psychographics. Emphasizes fashion forecasting with the buying-selling cycle for retail buyers. 3 lecture hours



**FAS 220 History of Costume Design** 3 credits

*Prerequisite: FAS 105*

Comprehensive overview of fashion history and its development as a globalized industry. A survey of chronological geographic and cultural trends that have influenced modern fashion addresses men's and women's clothing and accessories. 3 lecture hours

**FAS 250 Technical Skills for Apparel Production II** 3 credits

Advanced sewing/draping skills are developed to produce finished garments from individually designed fashion and apparel pieces. Based on the scope of a student's project or level of study, additional costs for materials and supplies are required. 1 lecture/4 laboratory hours

**FAS 260 Fashion Design II: Portfolio** 3 credits

*Prerequisites: FAS 110, FAS 120*

Enables students to finalize an original, professional portfolio showcasing individual abilities and skills. Students select a target market as well as a product focus which best display their proficiencies and prepare them for further study or careers in the fashion industry. 1 lecture/4 laboratory hours

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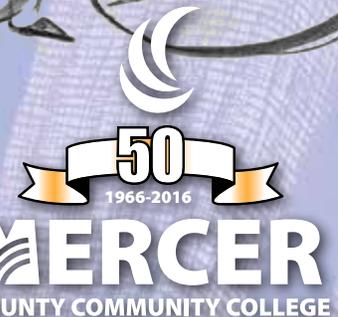


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# Fashion Apparel Design



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Mercer County Community College offers a wide range of undergraduate-level fashion courses, developed to nurture the next generation of fashion designers, stylists, visual merchandisers, photographers, and product managers. The A.A.S. degree in Fashion Design prepares students to continue their studies at a four-year institution, while simultaneously providing the strong foundation required for entry into the fashion industry.

The Fashion Design program centers on the premise that fashion is, at its core, a form of cultural production. For this reason, the program is designed to provide a cross-curricular, hands-on practical education in fashion while making connections to the broader areas of economy, society and culture which ultimately shape the industry.

Coursework equally emphasizes creative skills while offering students the opportunity to hone their technical skills in industry standard studios. The curriculum parallels the first two years of course requirements at several institutions.

## Associate in Applied Science Degree in Visual Arts

In addition to coursework, students focus on portfolio development throughout the program, and finalize a professional product in both hard copy and digital format in a capstone course. Students take advantage of field studies at design and/or production houses and have an opportunity to showcase their work in an annual fashion show.

Successful graduates of the Fashion/Apparel Design program will be able to:

- Develop foundation art skills to apply to fashion/apparel design development;
- Develop and present ideas effectively in both written and oral formats;
- Understand current trends in the fashion industry from a global perspective;
- Demonstrate knowledge of a wide range of textiles and manufacturing processes;
- Use specialized computer applications to create fashion/apparel design elements;
- Drape fabrics on a dress form in preparation for pattern-making and sewing;
- Develop sewing skills/techniques to produce finished garments;
- Design and produce individual fashion and apparel pieces;
- Understand the basic principles of merchandising;
- Create a portfolio for use in transferring or gaining employment.



The program may be pursued full-time or part-time. Some courses may only be offered during the day.

## CURRICULUM

Code	Course (lecture/lab hours)	Credits
ART 102	Basic Drawing (1/4)	3
ART 105	Two-Dimensional Design (1/4)	3
CMN 111	Speech: Human Communication (3/0) OR	3
CMN 112	Public Speaking (3/0)	
ENG 101	English Composition I (3/0)	3
FAS 105	Fashion: The Global Marketplace (3/0)	3
ART 104	Life Drawing (1/4)	3
ART 106	Three-Dimensional Design (1/4)	3
ART 123	History of Modern Art (3/0)	3
ENG 102	English Composition II (3/0)	3
FAS 110	Introduction to Fashion Drawing (1/4)	3
FAS 130	Introduction to Textiles for Fashion (3/0)	3
ART 125	Topics in Contemporary Art (3/0)	3
FAS 120	Introduction to Fashion Design I (1/4)	3
FAS 140	Computerized Fashion Drawing (1/4)	3
FAS 150	Technical Skills for Apparel Production I (1/4)	3
HIS 113	World History Since 1500 (3/0)	3
— —	Science OR Technology general education elective <sup>1</sup>	3
FAS 205	Fashion Merchandising (3/0) OR	3
FAS 220	History of Costume Design (3/0)	
FAS 250	Technical Skills for Apparel Production II (1/4)	3
FAS 260	Fashion Design II: Portfolio (1/4)	3
HPE 110	Concepts of Health and Fitness (1/2)†	2
MAT —	Mathematics elective <sup>2</sup>	3
		65

<sup>1</sup> Select from BIO 114; IST 101, 140.

<sup>2</sup> Select in consultation with an academic advisor. MAT 120 or 125 recommended.

†HPE 111 is an acceptable alternative.

NOTE: The above curriculum sequence presents an example of how this degree can be completed in two years – based on fulfillment of all foundation skills requirements and prerequisites, and presuming a Fall Term start date. An individual's program may vary depending on transfer institution, career objectives, or individual needs. See your academic advisor for other options and to monitor your progress.