

APPAREL DESIGN & MERCHANDISING (ADM)

ADM 102. Introductory Apparel Production. (3 Credits)

I, II. Basic principles of apparel production; selection, alteration, and fitting of commercial patterns.

ADM 119. Introduction to Apparel Design and Merchandising. (3 Credits)

I. An introductory study of apparel and textile producers, designers, merchandisers, retailers, consumer characteristics, consumer behavior, and ethical issues. Information sources about the industry and consumers are examined. Exploration of career opportunities.

ADM 201. Introduction to Textiles. (3 Credits)

I, II. Introduction to fibers, yarns, fabrics, colorations, and finishes. Emphasis on consumer use. 2 Lec/2 Lab.

ADM 203. Intermediate Apparel Production. (3 Credits)

A. Prerequisite: ADM 102. A basic study of pattern alteration and fitting using commercial patterns. Assess and execute various intermediate construction methods, including construction of several full-scale garments.

ADM 210. Dress, Appearance and Culture. (3 Credits)

A. Prerequisites: CDF 132 and PSY 200. Social, cultural, and psychological factors which influence beliefs, attitudes and choices regarding appearance and dress of individuals and groups.

ADM 222. Fashion Illustration. (3 Credits)

A. Methods and materials for clothing illustration, including sketching of the elongated fashion figure and computer-aided-design. Illustration, color and fabric rendering of original designs and clothing lines.

ADM 300. Apparel and Textile Sourcing. (3 Credits)

I. Prerequisites: ADM 119, 201, and ECO 230. Study of domestic and international apparel and textile sources of supply. Examines topics related to textile/apparel production, manufacturing, import/export, retailing and consumption.

ADM 302. Textile Evaluation and Specification. (3 Credits)

II. Prerequisite: ADM 201. Performance evaluation of textiles. Examination and development of textile standards and specifications. 2 Lec/2 Lab.

ADM 310. Historical Costume and the Social Order. (3 Credits)

I. Cross listed as WGS 310. Prerequisite: ADM102 or 201. History of dress from ancient Egypt through the 20th century. Factors which influence the style of dress are studied and relationship between costume of the past and current modes. Credit will not be awarded to students who have credit for WGS 310.

ADM 312. Flat Pattern Draping Design. (3 Credits)

A. Prerequisite: ADM 102 or department approval. Development of apparel designs through flat pattern and draping techniques.

ADM 313. Apparel Design and Quality. (3 Credits)

II. A study of apparel selection including terminology, sizing of ready-to-wear, factors influencing quality levels of sewn products, and principles of design and aesthetics of dress.

ADM 319. Apparel Merchandising. (3 Credits)

A. Prerequisites: ADM 119 and ECO 230. The merchandising of apparel, including merchandise control, buying procedures, vendors, vendor relations, planning assortments and budgets for basic and fashion categories. Practice in merchandise mathematics.

ADM 339. Visual Merchandising. (3 Credits)

I. Prerequisite: junior standing or department approval. Principles and techniques used in the display of fashion merchandise and their application in planning and actual display of fashion goods for store windows and interiors.

ADM 349. Applied Learning in Apparel. (0.5-8 Credits)

A. Work under faculty and field supervisors in placements related to academic studies. One to eight hours credit per semester. Total hours: eight, associate; sixteen, baccalaureate. Minimum of 80.

ADM 349A. Cooperative Study: Apparel. (0.5-8 Credits)

A. Work under faculty and field supervisors in placements related to academic studies. One to eight hours credit per semester. Total hours: eight, associate; sixteen, baccalaureate. Minimum of 80 hours work required for each academic credit.

ADM 349B. Cooperative Study: Apparel. (0.5-8 Credits)

Work under faculty and field supervisors in placements related to academic studies.

ADM 349C. Cooperative Study: Apparel. (0.5-8 Credits)

Work under faculty and field supervisors in placements related to academic studies.

ADM 349D. Cooperative Study: Apparel. (0.5-8 Credits)

Work under faculty and field supervisors in placements related to academic studies.

ADM 349E. Cooperative Study: Apparel. (0.5-8 Credits)

Work under faculty and field supervisors in placements related to academic studies.

ADM 411. Advanced Apparel Production. (3 Credits)

A. Prerequisites: ADM 102 or department approval. Tailoring and other advanced apparel production techniques. Exploration of appropriate production techniques for specialty fabrics.

ADM 412. Advanced Apparel Design. (3 Credits)

A. Prerequisites: ADM 201 and 312 or department approval. Solving design problems through fabric selection, patternmaking techniques, and apparel production methods. Presentation of design concepts in a portfolio.

ADM 413. Apparel Product Development. (3 Credits)

II. Prerequisites: ADM 102, 210, 300, 313, 349. Problem solving and the development of sewn products and services in the apparel industry.

ADM 414. Apparel Design and Merchandising. (6 Credits)

A. Prerequisites: ADM 312 or 319, 413 and 2.0 cumulative GPA. Supervised practicum studying apparel design and/or merchandising in manufacturing, design, retail or wholesale firms.

ADM 419. Special Problems in ADM. (1-3 Credits)

A. Prerequisites: 3.0 GPA and department approval. The student selects a problem and works under the supervision of the instructor. Students must have the independent study proposal form approved by faculty supervisor and department chair prior to enrollment. May be retaken to a maximum of six hours, providing additional study projects differ.

ADM 550. ADM Topics:____. (1-3 Credits)

A. A course designed to offer specialized expertise in numerous areas related to textiles, clothing, and fashion. May be retaken to a maximum of six hours provided topics vary.

ADM 750. ADM Topics:_____. (1-3 Credits)

A. A workshop course designed to offer specialized expertise in numerous areas related to textiles, clothing and fashion. May be retaken to a maximum of six hours provided workshop topics vary.

ADM 810. Socio-Psych Factors of Apparel. (3 Credits)

A. Social, cultural, and psychological factors which influence personal satisfaction in selection and use of apparel.

ADM 819. Special Problems in ADM. (1-3 Credits)

A. Prerequisites: 3.0 GPA and instructor approval. The student selects a problem and works under the supervision of the instructor. May be retaken to a maximum of six hours providing topics vary. Students having received credit for the course at the 500 level may take this course to a maximum of six hours, including the undergraduate credits. Those who have not received credit for this course at the undergraduate (500) level may retake it to a maximum of six hours credit. Student must have the independent study proposal form approved by faculty supervisor and department chair prior to enrollment.