

# FASHION (FASH)

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## **FASH 1118 Credits: 0**

### **Industrial Sewing Machines Total Hours: 3**

Industrial sewing machines are faster and more powerful than their domestic counterparts. Whether you want to take your home sewing to the next level, or take the first step in a career in fashion, industrial sewing machines are key for professionally sewn products. In this course, you will learn how to safely operate and troubleshoot an industrial straight-stitch sewing machine. You will also learn to use industrial sergers and irons. Successful completion of this course will allow you to use our industrial sewing machines in other workshop courses.

## **FASH 1123 Credits: 0**

### **Minimize your Fashion Impact Total Hours: 12**

Minimize your Fashion Impact empowers consumers with insights into the fashion industry, allowing them to understand the impacts of the production life cycle and evaluate fabric choices. This course will teach learners to make their clothing go further through styling and simple sewing, wrapping up with the creation of a personal manifesto on clothing consumption.

## **FASH 1125 Credits: 0**

### **Solving Fit for Online Total Hours: 6**

Demystify standard and vanity sizing, record garment specifications, explore the nuances of garment fit, and access a database of helpful resources – while helping your customer feel good in their new outfit. In this course, students will learn how to measure garments and bodies accurately, will develop strategies to help online customers find the right fit, and will practice clear and tactful communication to increase sales and reduce returns. This course is suitable for retailers and brands selling clothes through an ecommerce site.

## **FASH 1127 Credits: 0**

### **Branding Through Ornamentation Total Hours: 4**

In Branding Through Ornamentation, students will learn the categories of ornamentation techniques, how these techniques impact seasonal trends, and how designers use surface ornamentation to help distinguish their brand. Students will then apply this knowledge in the creation of a surface ornamentation branding project.

## **FASH 1129 Credits: 0**

### **Product Line Architecture Total Hours: 3**

The first phase of the product lifecycle is creating the brand's architecture. In this class, students will learn how to create the product line architecture, and then use it to assess whether collections tell the full product story, stay on brand, weave together current and new product offerings, and use colours, prints, and fabrics which are meaningful and consistent.

## **FASH 1131 Credits: 0**

### **Apparel Product Calendars Total Hours: 3**

In Introduction to Apparel Product Calendars, students will learn what an apparel product calendar is and its purpose in product generation. Discover how the seasonal calendar ensures products pass from conception to market on schedule by incorporating factory, business and market timelines. Students will look at the roles of each department as well as the elements of risk in scheduling.

## **FASH 1133 Credits: 0**

### **Introduction to Product Briefs Total Hours: 3**

A product brief is a detailed document that justifies the creation of a new product. It includes background research, the design concept, development needs, sales and marketing plans, and financial estimations. In Introduction to Product Briefs, students will learn the benefits of product and exploration briefs and how they can help a business stay on brand. Students will develop a simple product brief.

## **FASH 1138 Credits: 0**

### **Fashion Wholesaling Total Hours: 18**

Designed for students interested in working in the fashion wholesale industry, Fashion Wholesaling provides an overview of the business. Learn about sales cycles, pricing and sales strategies, how to develop a sales program, agency costs and commissions, and how to attract brands and develop retailer relationships. The course will explore the opportunities and challenges that are part of the selling process at the wholesale level.

## **FASH 1149 Credits: 0**

### **Intro To Leather Work Total Hours: 16**

Intro to Leather Work - Accessories provides students with the opportunity to design and make leather accessories such as a card holder and clutch bag. Learn leather working skills including saddle stitching and a professional edge finishing.

## **FASH 1150 Credits: 0**

### **Fashion Illustration Total Hours: 30**

Improve and develop your fashion drawing skills and style while learning or reviewing the basics. Classroom activities include drawing from a live model, exploring the styles of professional illustrators, learning to render a variety of fabrics, and using a variety of media. This course is well suited to a beginner looking to build a portfolio, or a more advanced learner who wants to sharpen their skills. Bring to first class: 11"x14" Strathmore or Canson all purpose paper sketch pad, an F pencil, and eraser.

## **FASH 1154 Credits: 0**

### **Sewing - Beginners Level 1 Total Hours: 30**

This course is for the beginner sewer who wants to build basic skills in sewing and construction techniques. During the course you will gain practical experience in the use of industrial sewing machines and develop familiarity with assembly methods through the construction of 2 simple garments. This course is suitable for home sewers and students building a portfolio for acceptance into a fashion design program.

## **FASH 1158 Credits: 0**

### **Sewing - Beginners Level 2 Total Hours: 30**

This course is for the intermediate sewer that wants to enhance their skills in sewing and construction techniques. In this course, using a pattern of their choice, students will learn how to take personal measurements, compare them to the pattern measurements, and make any adjustment to the paper pattern before cutting and constructing the garment. The goal is to complete two garments: a blouse or shirt, and a skirt or pair of pants that will fit. This course is suitable for home sewers and students building a portfolio for acceptance into a fashion design program.

**FASH 1160 Credits: 0****Personal Pattern Making 1 Total Hours: 30**

This course teaches students how to take personal measurements to draft a skirt, trouser or jean block/sloper. Students will cut blocks in muslin, making any pattern adjustments before transferring the draft to card for the development of a pattern. Students will also use 1/2 scale blocks to learn how to manipulate blocks into various styles. After the skirt or pant pattern is completed, the design will be cut in muslin, a sequence of construction will be developed, the item will be sewn and fit. This course is designed for students with some basic sewing experience that are looking to develop an understanding of pattern making, and for students who are building a portfolio for acceptance into a fashion design program. This course requires learners to have some basic sewing experience. If you have successfully completed FASH1154 Beginner Sewing 1 or FASH1118 Introduction to Industrial Sewing Machines (or have other relevant experience) you may use our industrial sewing machines. Otherwise, you are welcome to use one of our domestic machines, bring one of your own, or do your sewing at home.

**FASH 1170 Credits: 0****Personal Pattern Making 2 Total Hours: 30**

This course teaches students how to take personal measurements to draft a torso and sleeve block/sloper. Students will cut blocks in muslin, making any pattern adjustments before transferring the draft to card for the development of a pattern. Students will use 1/4 scale blocks to learn how to manipulate blocks into various styles. After the top or dress pattern is completed, the design will be cut in muslin, a sequence of construction will be developed, and the item will be sewn and fit. This course is designed for students with some basic sewing experience that are looking to develop an understanding of pattern making, and for students who are building a portfolio for acceptance into a fashion design program. This course requires learners to have some basic sewing experience. If you have successfully completed FASH1154 Beginner Sewing 1 or FASH1118 Introduction to Industrial Sewing Machines (or have other relevant experience) you may use our industrial sewing machines. Otherwise, you are welcome to use one of our domestic machines, bring one of your own, or do your sewing at home.

**FASH 1176 Credits: 2.5****Merchandising Fashion Total Hours: 36**

The purpose of this course is to provide a broad introduction to fashion merchandising and an overview of the process from product creation to sale. Students will explore the intersections of merchandising with product development, wholesale, retail and e-commerce.

**FASH 1183 Credits: 0****Corsetry Total Hours: 30**

A corset is a close-fitting boned support undergarment worn by woman since the 16th century. In this course, student will learn to distinguish between Victorian and Elizabethan corsets, and the proper methods of construction and fit to create both. This course requires learners to have intermediate sewing experience. If you have successfully completed FASH1154 Beginner Sewing 1 or FASH1118 Introduction to Industrial Sewing Machines (or have other relevant experience) you may use our industrial sewing machines. Otherwise, you are welcome to use one of our domestic machines, bring one of your own, or do your sewing at home.

**FASH 1204 Credits: 2.5****Fashion Forecasting Total Hours: 36**

This course supports students in cultivating observational skills with a critical eye. Students will apply awareness of fashion and society to foresee trends.

**FASH 1301 Credits: 2.5****History of Fashion Total Hours: 36**

In this course, students critically explore the influence of world events, politics, technology, culture and other factors on fashion. Students explore western fashion through the ages and consider today's fashion through a historical lens.

**FASH 1401 Credits: 2.5****Fashion Retail Management Total Hours: 36**

In this course, students are introduced to the current retail landscape and the components of a successful retail business. Students learn the individual elements of launching a store, considering a variety of retail environments.

**FASH 1402 Credits: 2.5****Fashion Buying Total Hours: 36**

In this course, students learn to effectively manage the planning and buying of appropriate merchandise for a fashion retail business. This course emphasizes the buying terminology, retail buying math, plan projections, stock planning, and domestic and foreign resources.

**FASH 1405 Credits: 2.5****Fashion Marketing & Promotion Total Hours: 36**

Marketing is the means of communication between the fashion brand and the consumer. In this course, students will learn the theory and practical applications of influencing the sale of merchandise.

**FASH 1408 Credits: 2.5****Fashion Styling Total Hours: 36**

In this course, students will learn and apply the practical and creative skills, as well as the operational elements, used in the styling profession.

**FASH 2185 Credits: 0****Build and Launch Your Brand Total Hours: 30**

Selling is the biggest challenge for new designers. In this course, you will learn how to adapt your collection to make it viable for wholesale. Learn how to conduct a professional showing for buyers, and attract stockists for an effective launch. Navigate the fashion calendar, manage orders and deliveries, and set strategic sales targets to build your fashion brand.

**FASH 2201 Credits: 2.5****Textiles Total Hours: 36**

The purpose of this course is to introduce students to components, properties, production, application, and care of a variety of apparel fabrics. Students apply and demonstrate their understanding of these concepts through practical applications. The course will also examine innovations and ethical issues in the textile industry.