

**Apparel Design & Merchandising**  
**Course Descriptions**

**ADM 102: Introductory Apparel Production**

(3) Basic principles of apparel production; selection alteration, and fitting of commercial patterns.

**ADM 119: Introduction to Apparel Design and Merchandising**

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

**ADM 201: Introduction to Textiles**

(3) Introduction to fibers, yarns, fabrics, colorations, and finishes. Emphasis on consumer use. Lab.

**ADM 203: Pattern Alteration and Fitting**

(3) A basic study of pattern alteration and fitting using commercial patterns.

**ADM 210: Dress, Appearance, and Culture**

(3) Social, cultural, and psychological factors which influence beliefs, attitudes and choices regarding appearance and dress of individuals and groups.

**ADM 222: Fashion Illustration**

(3) 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 Textiles Sourcing**

(3) 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) Performance evaluation of textiles. Examination and development of textile standards and specifications. Lab.

**ADM 310: Historical Costume and the Social Order**

(3) History of dress from ancient Egypt through the 20<sup>th</sup> century. Factors which influence the style of dress are studied and relationship between costume of the past and current modes.

**ADM 312: Flat Pattern Draping Design**

(3) Development of apparel designs through flat pattern and draping techniques.

**ADM 313: Apparel Design and Quality**

(3) 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) 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) Principles and techniques used in the display of fashion merchandise and their application in planning and actual display of goods for store windows and interiors.

**ADM 349: Applied Learning in Apparel**

(.5-8) Work under faculty and field supervisors in placements related to academic studies. Minimum of 80 hours work required for each academic credit.

**ADM 349: Cooperative Study: Apparel**

(.5-8) Work under faculty and field supervisors in placements related to academic studies. Minimum of 80 hours work required for each academic credit.

**ADM 411: Advanced Apparel Production**

(3) Tailoring and other advanced apparel production techniques. Exploration of appropriate production techniques for specialty fabric.

**ADM 413: Apparel Product Development**

(3) Problem solving and the development of sewn products and services in the apparel industry

**ADM 414: Apparel Design and Merchandising Practicum**

(6) Supervised practicum studying apparel design and/or merchandising in manufacturing, design, retail, or wholesale firms.

**ADM 419: Special Problems in ADM**

(1-3) The student selects a problem and works under the supervision of the instructor.

**ADM 550: ADM Topics: \_\_\_\_\_**

(1-3) A course designed to offer specialized expertise in numerous areas related to textiles, clothing, and fashion.

\*This is a list of courses that are currently offered in our campus catalog. Some courses may have been added or dropped.