

# FASHION AND TECHNOLOGY (FASN)

This is a list of the Fashion and Technology (FASN) courses available at KPU.

## **FASN 1100** **3 Credits**

### **Fundamentals of Fashion Design**

Students will work with the elements and principles of design as they relate to fashion. They will develop their ability to experiment with design process in two- and three-dimensions, and to formulate solutions to fashion design problems (with an emphasis on textiles and the use of a sketchbook).

*Co-requisites: FASN 1120*

## **FASN 1115** **2.5 Credits**

### **The Apparel Industry**

Students will acquire an historical awareness of the apparel industry and the current workings of the industry in local, national and global contexts. They will learn to identify the sectors of the industry from raw materials through to design, production and marketing to the consumer. Through field research, students will discover the wide range of local niche market apparel companies. Students will explore a variety of careers available in design, production and marketing of apparel and how the positions interrelate. They will determine their place as professionals in the field.

Note: This course is identical to FMRK 1115. Students will not be able to earn credits for more than one of FASN 1115 or FMRK 1115.

*Not Transferable*

## **FASN 1120** **3.5 Credits**

### **Production Basics I**

Students will analyze and draft basic patterns. They will research, draft and construct basic apparel components and create production reference binders. They will study and practice the fundamentals of quality control.

*Co-requisites: FASN 1100*

## **FASN 1150** **2 Credits**

### **Fashion Retail Work Experience**

Students will work 80 hours, paid or volunteer, to gain an understanding of the retail component of fashion in order to further their design, production and marketing knowledge and skills. They will provide evidence of their learning in journal form, self assessment, and reference letters.

Note: This course is identical to FMRK 1150. Students will not be able to earn credits for more than one of FASN 1150 or FMRK 1150.

*Not Transferable*

## **FASN 1205** **3 Credits**

### **Computer Applications for Fashion**

Students will examine the role of computers in the business world of fashion. They will be introduced to the Microsoft Windows® operating system, and will use the Internet and the Microsoft Office® spreadsheet, presentation and word processing software to develop solutions for fashion related business activities.

Students will explore the capabilities of Adobe Illustrator® using Illustrator's tools and techniques to create fashion related visuals.

## **FASN 1215** **3 Credits**

### **Textile Science**

Students will investigate the technical aspects of textiles, such as fibre properties, fabric characteristics and textiles production. They will study the application of technical information for apparel design and production. They will consider trends and their impact on textiles and technology. Students will explore industry-related issues in textiles, such as: sourcing practices, labeling laws, and textile finishes and how these impact design, production and marketing. They will analyze fibre and fabric properties through textile testing in context to fabric performance.

*Prerequisites: FASN 1115*

*Not Transferable*

## **FASN 1220** **6 Credits**

### **Production Basics II**

Students will select and manipulate blocks to develop finished patterns. They will research fit and construction techniques to complete finished garments. Students will learn the basics of specification sheets and flat garment measurement. They will build on their production reference binders through drafting and constructing more complex components. Students will continue to study and practice quality control. They will begin to develop a critical eye for line and proportion.

*Prerequisites: FASN 1120*

## **FASN 1230** **2 Credits**

### **Fashion Drawing I**

Drawing nude and clothed figures, students will observe, analyze, imagine, and record fashion design ideas for various target markets. They will examine different kinds of fashion drawing, and will develop initial design sketches into presentation sketches, using drawing to communicate messages in design, production and marketing contexts. Students will develop critical awareness through studying cultural and historical influences affecting fashion drawing.

*Prerequisites: FASN 1100*

## **FASN 2100** **3 Credits**

### **Fashion Design I**

Students will apply their knowledge and skills in a practical focus through links with industry and concurrent fashion classes. They will explore garment design solutions for specific contexts using historical, international, and local resources. They will formulate design solutions based on trend, forecasting, and market research. Students will critically analyze the diversity of design solutions and connect them to a social context.

*Prerequisites: FASN 1100 and FASN 1150 and FASN 1230 and 3 credits of any 1st year (or higher) MRKT course*

*Co-requisites: FASN 2120 and FASN 2130*

## **FASN 2115** **2.5 Credits**

### **History of Costume**

Students will examine costume history and its relationship to social, economic, and political events. They will investigate western fashion developments and expand their appreciation of fashion sources from other areas of the world. Through class projects, students will draw on historical knowledge to analyze and predict current fashion and to create design solutions which reference historical costume.

*Prerequisites: 3 credits of ENGL 1100 or any first year post secondary English or higher*

**FASN 2120** **7 Credits**  
**Style Production I**

Students will apply complex drafting and construction skills and knowledge to create marketable garments, making connections to FASN 2100 Fashion Design I. They will create specification packages, work with specialty fabrics, and expand their production resource binders. Students will continue to study and practice fit and quality control as well as critique line and proportion in garments.

*Prerequisites: FASN 1220*

*Co-requisites: FASN 2100*

**FASN 2130** **2 Credits**  
**Technical Fashion Drawing**

Students will understand the different uses and kinds of technical fashion drawing. They will convey design ideas using technical drawings and terminology to accurately specify proportion, style and detail. Drawings will be developed initially by hand and developed using Adobe Illustrator® and incorporating Adobe Photoshop®. Students will produce a digital based portfolio focusing on technical fashion drawings.

*Prerequisites: FASN 1230, FASN 1205, FASN 1220*

*Co-requisites: FASN 2100*

**FASN 2200** **5 Credits**  
**Fashion Design and Drawing II**

Students will examine how design decisions affect production and marketing. Through links with industry, they will apply their knowledge and abilities in a practical focus. They will explore and critically analyze the balance between creativity and marketability through colour and experimenting with textile choices. Students will practice visual and verbal presentation techniques and create a portfolio of work applicable to job interviews.

*Prerequisites: FASN 2100, FASN 2130, FASN 2115*

*Co-requisites: FASN 2220*

*Not Transferable*

**FASN 2220** **7 Credits**  
**Style Production II**

Working from design concept to 3-D product, students will draft and construct prototypes for specific markets including technical apparel. They will create standard-size blocks and manipulate them to produce individual styles. Students will produce full-size knit, woven and technical apparel and develop technical specification packages that include production and cost analyses. They will analyze and evaluate the final products for fit, performance and quality.

*Prerequisites: FASN 2120*

*Co-requisites: FASN 2200*

*Not Transferable*

**FASN 2240** **2 Credits**  
**Computer-Based Pattern Drafting**

Students will learn how to operate the Gerber Accumark™ pattern design system which prepares them for pattern manipulation conforming to industry standards. They will transfer manual pattern drafting skills and knowledge to computer-based pattern manipulation techniques, with emphasis on creating new styles.

*Prerequisites: FASN 1205 and FASN 2120*

**FASN 3100** **3 Credits**  
**Textile Design**

Through the study and analysis of the fabric traditions of different cultures, combined with class exercises, students will be able to create and produce unique textiles. They will increase their understanding of the components of structural and surface design processes in producing textile designs using a variety of media and techniques. They will understand the nature of textile design problems and will communicate solutions visually and verbally. This course connects to fashion design courses.

*Prerequisites: acceptance into 3rd year*

**FASN 3120** **7 Credits**  
**Mass Manufacturing**

Students will research and practice mass manufacturing methodologies. They will practice pattern grading techniques manually and digitally using apparel industry-specific software. Computer-based markers (pattern piece layouts on fabric) will be produced from student-generated graded patterns. They will study and simulate domestic and global production planning and management. They will create complete specification packages and quality control manuals. Students will also review the use of CAD in the apparel industry. They will practice and assess team dynamics in a production environment. They will analyze the inter-relationships between production, design, and marketing functions within an apparel company.

*Prerequisites: acceptance into FASN 3rd year*

**FASN 3130** **4 Credits**  
**Draping**

Students will study, research and apply the techniques of draping in design and patternmaking. They will develop skills in translating draped designs to flat patterns. Students will create a digital reference of draped designs which will include examples of design concepts and provide a visual record that portrays stages of development in a variety of draped techniques. They will continue to develop an eye for line and proportion in design.

*Prerequisites: acceptance into FASN 3rd year*

**FASN 3150** **1.5 Credits**  
**Preparation for Fashion Industry Internship**

Students will learn the knowledge and skills to carry out a job search to secure a (volunteer) position with an apparel design/manufacturing company. They will develop skills in personal career assessment, resume writing, cover letters, portfolio presentation, and interview techniques. They will develop awareness of the career opportunities in the local apparel industry, internship policies and procedures and have an appreciation of human relations in the workplace.

*Prerequisites: acceptance into 3rd year*

*Co-requisites: FASN 3120*

**FASN 3200** **3.5 Credits**  
**Product Development**  
Students will examine and analyze the product development process as it applies to the apparel industry. They will formulate critical paths in product development and examine the relationship of wholesale cost to retail price, based on industry guidelines. Students will, in a collaborative environment, formulate design solutions for specific target markets based on forecasting and market research. They will consider links between the product development process and other studies and experiences.  
*Prerequisites: acceptance into 3rd year*  
*Co-requisites: FASN 3250*  
*Not Transferable*

**FASN 3250** **3 Credits**  
**Fashion Industry Internship**  
Students will transfer their previous learning to a "real world" situation during an internship with a local design/manufacturing company in the apparel sector. They will be placed in a variety of apparel companies that may also include specialized areas such as technical apparel, costume or custom design. Students will increase their knowledge of industry practices, develop contacts in the industry and be able to identify opportunities for their place as professionals in the field.  
*Prerequisites: (53.5 credits of FASN including FASN 2200 and 2220 - B-) and FASN 3150 and (CMNS 1140 and ENGL 1100 and MRKT 1199)*  
*Not Transferable*

**FASN 4100** **5.5 Credits**  
**Line and Portfolio Development**  
Students will integrate personal direction with fashion industry practice through the process of designing a line of clothing for a chosen market niche. They will determine and apply design solutions for specific niche markets which may include the technical apparel market. They will critically analyze and assess the balance between creativity and marketability required for success in the profession. Students, through consultations with industry professionals and site visits, will create a comprehensive portfolio of work appropriate to a career direction.  
*Prerequisites: FASN 3200*  
*Not Transferable*

**FASN 4130** **3 Credits**  
**Advanced Computer Studies in Fashion**  
Students will increase their visual communication skills by augmenting their Adobe Illustrator and Photoshop skills with desktop publishing software to produce professional print and electronic publications for Fashion. They will develop skills in designing and implementing a fashion webpage. They will increase their marketing skills through practicing animation software to create dynamic visual presentations. Students will integrate previous CAD skills with advanced 2D to 3D imaging software in order to test designs before sample production.  
*Prerequisites: FASN 2130 (B), FASN 3120, FASN 3200*

**FASN 4150** **4 Credits**  
**Apparel in the Global Economy**  
Students will analyze the apparel global economy by studying international trade agreements, importing and exporting regulations, fabric testing standards, and sourcing of raw materials and production. Students will explore logistics issues such as inventory control, packaging, warehousing and transportation systems. They will create a business plan, costing scheme, quality control strategy, product specifications and production schedules according to domestic and international standards. Students will learn how to work with contractors locally and globally, including negotiating costs and terms. They will use current software such as Excel, Word and Adobe Illustrator or KaratCAD.  
*Prerequisites: FASN 3120*  
*Not Transferable*

**FASN 4210** **4 Credits**  
**Event Planning and Promotion**  
Students will plan and produce a fashion show as a form of promotion (self, Fashion Program and Kwantlen). They will practice a variety of professional, industry-based marketing strategies, individually and in teams, to promote previously developed apparel product. They will practice essential "behind the scenes" promotional activities such as media contacts, show styling, and professional follow-up. Students will develop and present a current cohesive brand package.  
*Prerequisites: FASN 4100*  
*Co-requisites: FASN 4220*

**FASN 4220** **7 Credits**  
**Collection Production**  
Students will produce a collection of prototypes of professional quality as samples for a niche market. They will identify critical paths in production schedules and meet deadlines. Students will create industry-ready patterns and detailed specification packages using industry-specific software and current software for office and studio applications. They will evaluate and refine final prototypes for fit, quality, performance, and end use.  
*Prerequisites: FASN 3120, FASN 4100, FASN 4150*  
*Co-requisites: FASN 4210*  
*Not Transferable*

**FASN 4250** **3 Credits**  
**Self-Directed Study**  
Students will have the opportunity in their final year to integrate personal areas of interest with practice in the profession (subject to faculty approval). They will gain proficiency in entry level job knowledge and skills, as well as develop habits of independent learning through planning, researching, developing and presenting a negotiated area of fashion study.  
*Prerequisites: FASN 3200 and FASN 3250*