

# FASHION DESIGN

The Fashion Design program at LBCC provide students with discipline specific skills to communicate effectively, think critically, and possess the knowledge of technology essential to employment in design related occupations within the fashion industry or the requisite foundation for transfer to a 4-year college or university.

## Associate in Science Degrees

- Fashion Design - Associate in Science (<https://lbcc-public.courseleaf.com/degrees-certificates/fashion-design/fashion-design-as/>)

## Certificates of Achievement

- Fashion Design - Certificate of Achievement (<https://lbcc-public.courseleaf.com/degrees-certificates/fashion-design/fashion-design-certificate-achievement/>)
- Fashion Design: Custom Apparel Design - Certificate of Achievement (<https://lbcc-public.courseleaf.com/degrees-certificates/fashion-design/fashion-design-custom-apparel-design-certificate-achievement/>)
- Fashion Design: Patternmaker/Technical Design - Certificate of Achievement (<https://lbcc-public.courseleaf.com/degrees-certificates/fashion-design/fashion-design-patternmakertechnical-design-certificate-achievement/>)
- Fashion Design: Wardrobe Designer/Stylist - Certificate of Achievement (<https://lbcc-public.courseleaf.com/degrees-certificates/fashion-design/fashion-design-wardrobe-designer-stylist-certificate-achievement/>)

## Certificates of Completion

- Digital Fashion Design - Certificate of Completion (<https://lbcc-public.courseleaf.com/degrees-certificates/fashion-design/digital-fashion-design-certificate-completion/>)
- Fashion Design – Advanced Apparel Construction - Certificate of Completion (<https://lbcc-public.courseleaf.com/degrees-certificates/fashion-design/fashion-design-advanced-apparel-construction-certificate-completion/>)
- Fashion Design – Industrial Sewing and Factory Production Methods - Certificate of Completion (<https://lbcc-public.courseleaf.com/degrees-certificates/fashion-design/fashion-design-industrial-sewing-factory-production-methods-certificate-completion/>)
- Fashion Design – Swimwear Construction - Certificate of Completion (<https://lbcc-public.courseleaf.com/degrees-certificates/fashion-design/fashion-design-swimwear-construction-certificate-completion/>)
- Fashion Design – Textile Surface Design - Certificate of Completion (<https://lbcc-public.courseleaf.com/degrees-certificates/fashion-design/fashion-design-textile-surface-design-certificate-completion/>)

### FASH 3 1 units

#### Intro to Careers in Design/Merchandising

##### 18 hours lecture

Grading: letter grade or pass/no pass.

This course surveys the fashion industry and related occupations emphasizing employment opportunities, personal qualifications and skills required for employment.

Transferable to CSU Only

### FASH 5 2 units

#### Product Development

##### 36 hours lecture

Grading: letter grade or pass/no pass.

Formerly FD 5. This course covers the process of product development in the apparel industry; from the merchandising line plan, design concept, through sourcing and costing, to the production of a clothing line.

Transferable to CSU Only

### FASH 9 3 units

#### Clothing Selection

##### 54 hours lecture

Grading: letter grade or pass/no pass.

Formerly FD 9. Apparel selection based on aesthetic guidelines, cultural influences, quality, workmanship and consumer needs. This course covers the basic elements and principles of art as applied to clothing and is required for fashion design and merchandising majors.

Transferable to CSU Only

### FASH 10 3 units

#### Textile Fibers and Fabrics

##### 54 hours lecture

Grading: letter grade or pass/no pass.

This course is a study of fibers and fabrics, their production/development, environmental impact, selection, performance, and care of apparel and interior textiles.

Transferable to both UC and CSU; see counselor for limitations

### FASH 20 3 units

#### Introduction to the Fashion Industry

##### 54 hours lecture

Grading: letter grade or pass/no pass.

Formerly FD 20. This course explains and illustrates the scope of the fashion industry, its value, development and job potential. Included is an overview of fashion, from its history, cyclical nature and development to the materials, producers, and retailers that influence the business on a global level. Also covers the latest industry trends, including developments in sustainability and the impact of social media on fashion marketing.

Transferable to CSU Only

### FASH 21 2 units

#### Quick Sketch Croquis Drawing

##### 18 hours lecture, 54 hours laboratory

Grading: letter grade or pass/no pass.

Formerly FD 21, FD 214, and 214AB. Beginning sketch course focusing on drawing skills necessary for the fashion industry. Learn to draw all aspects of garments on the figure and in flat technical drawings using a croquis (template). Render a variety of fabric textures in color using marker techniques. Focus on portfolio formats.

Transferable to CSU Only

### FASH 23 4 units

#### Fashion/Merchandise Buying

##### 72 hours lecture

Grading: letter grade or pass/no pass.

Formerly FD 23. This course is designed to provide knowledge of the functions of buying merchandise for retail or wholesale businesses. It is required for all Fashion Merchandising Majors.

Transferable to CSU Only

**FASH 24 3 units****Fundamentals of Apparel Construction****36 hours lecture, 54 hours laboratory**

Grading: letter grade or pass/no pass.

Formerly FD 24 and FD 24AB. This course covers the construction of simple garments using industry methods of clothing construction techniques. Principles and methods related to constructing both woven and knit fabrics will be covered.

Transferable to CSU Only

**FASH 25 3 units****Intermediate Apparel Construction****36 hours lecture, 54 hours laboratory**

Recommended Preparation: FASH 24.

Grading: letter grade or pass/no pass.

Formerly FD 25 and FD 25AB. An intermediate level clothing construction class using the latest industry methods and focusing on woven fabrics. Typical projects include a shirt or blouse, fitted slacks with a waistband and a fully lined dress with princess seaming.

Transferable to CSU Only

**FASH 26 2 units****Advanced Sewing and Tailoring Techniques****18 hours lecture, 54 hours laboratory**

Recommended Preparation: One semester of FASH 24 and FASH 25.

Grading: letter grade or pass/no pass.

Formerly FD 26 and FD 26AB. This course uses advanced construction techniques and traditional tailoring steps for jacket construction. The course will also cover working with slippery, difficult fabrics and complex patterns.

Transferable to CSU Only

**FASH 27 1.5 units****Production Sewing****18 hours lecture, 36 hours laboratory**

Prerequisite: FASH 24 or FASH 624.

Grading: letter grade or pass/no pass.

Formerly FD 27 and FD 27AB. This course focuses on the principles and methods of stitching and garment construction on power industrial machines as applied to factory production methods of the garment manufacturing industry.

Transferable to CSU Only

**FASH 32 3 units****History of Fashion****54 hours lecture**

Grading: letter grade or pass/no pass.

Formerly FD 32. This course is a survey of the evolution of clothing styles from the ancient Egyptian to the present time period. Content includes the importance of dress as a social record and how dress has influenced lifestyle, culture and contemporary fashions. The course emphasizes the effects of dress and relationships to political, social and economic conditions.

Transferable to both UC and CSU; see counselor for limitations

**FASH 36 3 units****Flat Pattern Drafting****36 hours lecture, 54 hours laboratory**

Recommended Preparation: FASH 24 or beginning sewing skills.

Grading: letter grade or pass/no pass.

Formerly FD36, FD36A and FD36B. This is a beginning course in flat pattern drafting. Students will develop a basic pattern block and learn to manipulate the block to create patterns for a variety of garment styles.

Transferable to CSU Only

**FASH 37 3 units****Pattern Draping****36 hours lecture, 54 hours laboratory**

Recommended Preparation: FASH 24.

Grading: letter grade or pass/no pass.

Formerly FD 37A and FD 37B. This is a beginning course which includes freehand methods of pattern making and creating the basic sloper in muslin on dress forms.

Transferable to CSU Only

**FASH 39 1 units****Garment Technical Packages****18 hours lecture, 9 hours laboratory**

Recommended Preparation: FASH 24 and FASH 45.

Grading: letter grade or pass/no pass.

Formerly FD 39 and FD 39A. This course covers the development of offshore technical packages that include men's and women's woven and knit garments and garment knock-offs. The course includes pattern adjustments to achieve proper fit, garments specifications, quality control and package specifications, identification of seams, construction details, trims, and labels for garments. Students will learn to fit a variety of garments to gain a knowledge of correct terminology and be able to communicate fit comments.

Transferable to CSU Only

**FASH 41 3 units****Fashion Promotion****45 hours lecture, 45 hours laboratory**

Grading: letter grade or pass/no pass.

Formerly FD 41AD. A study of the concepts, practices and procedures related to fashion promotion. Emphasis on the development of concepts, planning, budgeting, social media, and production of fashion promotion. Includes "hands-on" experience producing an actual event.

Transferable to CSU Only

**FASH 45 3 units****Digital Fashion Illustration****54 hours lecture**

Grading: letter grade or pass/no pass.

Formerly FD 45 and 45A. This beginning course is designed to teach students to effectively apply design elements and principles to create mood/trend boards, textile surface designs, and proportional technical flat sketches. Students create lines sheets and a tech pack. Current fashion design computer software such as Adobe Illustrator and Photoshop are used.

Transferable to CSU Only

**FASH 46 1.5 units****Advanced Digital Fashion Illustration****18 hours lecture, 36 hours laboratory**

Grading: letter grade or pass/no pass.

Formerly FD 46 and FD 45B. This Advanced course is designed for students with basic digital fashion illustration skills. The students will develop mastery of computer fashion sketching skills emphasizing the development of ideas in relation to personal/individual concepts. Students will learn to create a digital fashion croquis. There is an emphasis on the refinement of technical skills using current fashion design computer software such as Adobe Illustrator and Photoshop.

Transferable to CSU Only

**FASH 47 3 units****3D Fashion Design****54 hours lecture**

Grading: letter grade or pass/no pass.

This introductory course will teach students how to create garments from concept to presentation in the 3D environment using avatars. Students will use CLO 3D software to develop patterns for apparel designs, sew garments in 3D, apply fabrics and trims, and conduct fittings to create fully rendered original designs.

Transferable to CSU Only

**FASH 50 3 units****Design Studio: Sportswear****36 hours lecture, 54 hours laboratory**

Prerequisite: FASH 24 and FASH 36.

Recommended Preparation: FASH 21 and FASH 25.

Grading: letter grade or pass/no pass.

Formerly FD 38A and FASH 38A. This is an advanced course that provides students an opportunity to design, illustrate, and construct full scale sportswear garments using flat pattern drafting techniques with an emphasis on developing creative apparel designs.

Transferable to CSU Only

**FASH 51 3 units****Design Studio: Special Occasion****36 hours lecture, 54 hours laboratory**

Prerequisite: FASH 24 and FASH 37.

Recommended Preparation: FASH 25.

Grading: letter grade or pass/no pass.

Formerly FD 38B and FASH 38B. This is an advanced course that provides students an opportunity to design and construct full scale garments using pattern draping techniques with an emphasis on developing creative special occasion designs.

Transferable to CSU Only

**FASH 52 3 units****Design Studio: Collections****36 hours lecture, 54 hours laboratory**

Prerequisite: FASH 50 or FASH 51.

Grading: letter grade or pass/no pass.

Formerly FD 38C and FASH 38C. This is an advanced course that provides students an opportunity to research, illustrate, develop patterns, design and merchandise a collection. Students will construct full-scale garments with an emphasis on developing cohesive and creative apparel designs.

Transferable to CSU Only

**FASH 200 1 units****Trend Forecasting****18 hours lecture**

Grading: letter grade or pass/no pass.

Formerly FD 200. This course presents techniques for identifying and forecasting trends in the fashion industry. Students will learn to recognize, analyze, and apply current trends to create their own fashion forecasts.

**FASH 210 2 units****Fashion Styling****36 hours lecture, 18 hours laboratory**

Grading: letter grade or pass/no pass.

Formerly FD 210. This course prepares students for entry-level positions in the field of fashion styling for social media, retail, product advertising, celebrities and influencers, red carpet events, wardrobe planning and film.

**FASH 213 1 units****Textile Surface Design****9 hours lecture, 36 hours laboratory**

Grading: letter grade or pass/no pass.

Formerly FD 213 and 213AB. This course focuses on specialty hand techniques of surface design on textiles. Students will gain experience in creating designs using industry standard techniques such as block printing, batik, beading, embroidery, and shibori.

**FASH 215 2 units****Fashion Sketching I****18 hours lecture, 54 hours laboratory**

Grading: letter grade or pass/no pass.

Formerly FD 215 and FD 215AB. This is a beginning drawing class for both design and merchandising students that stresses the development of elongated fashion figures. The course will cover figure proportion, body movement, action poses, head, hand, foot and leg studies. Students will draw a variety of garments on the fashion figures and experiment with rendering techniques for a variety of fabric textures using design markers, designer's gouache and colored pencils.

**FASH 216 2 units****Fashion Portfolio Development****18 hours lecture, 54 hours laboratory**

Prerequisite: FASH 47 or 647 or FASH 45 or 645 or FASH 46 or 646 or FASH 210.

Grading: letter grade or pass/no pass.

Formerly FD 216 and FD 216AB. This advanced course focuses on the skills necessary to produce a well-organized and thoroughly planned digital and printed portfolio to be presented at job interviews.

**FASH 230 0.5 units****Fashion Design Laboratory****27 hours laboratory**

Corequisite: Concurrent enrollment in a fashion design course.

Grading: pass/no pass.

Formerly FD 230AD. This course provides the student enrolled in a technical fashion design course an opportunity for additional hours working in the fashion design lab and access to equipment and supplemental instruction. Lab time is assigned on a space available basis. Students completing 27 hours of lab work during the semester will receive .5 unit of credit.

**FASH 240 2.5 units****Fashion Promotion and Management****36 hours lecture, 36 hours laboratory**

Prerequisite: FASH 41.

Grading: letter grade or pass/no pass.

Formerly FD 240. An advanced study of the concepts, practices and procedures related to fashion promotion. Emphasis on leadership, communication, development of concepts, planning, budgeting, social media, and production of fashion promotion events.

**FASH 244 1.5 units****Digital Patternmaking****18 hours lecture, 36 hours laboratory**

Recommended Preparation: FASH 24 or FD 24 or FASH 36 or FD 36 or FD 36A or FD 36B.

Grading: letter grade or pass/no pass.

Formerly FD 244 and FD 244AD. This course is designed to provide hands-on training utilizing the latest versions of apparel pattern making software technology. Industry techniques and methods for creating and manipulating production patterns as related to developing a commercial fit for original designs.

**FASH 258 1 units****Swimwear****9 hours lecture, 27 hours laboratory**

Prerequisite: FASH 24 or FASH 624.

Grading: letter grade or pass/no pass.

Formerly FD 258 and FD 258AD. This course instructs the student in the design, sewing, and fitting of swimwear. Special emphasis is placed on patterns, stretch fabrics, bra construction and fitting issues. It is recommended that students sew at an intermediate sewing level to be successful in this course.

**FASH 271WE 1-4 units****Work Experience-Fashion Design****72 hours laboratory**

Grading: letter grade or pass/no pass.

Formerly FD 271WE. Students learn and gain on-the-job experience in the fashion field. Learning objectives are established collaboratively by the student, supervisor, and instructor. A minimum of sixty (60) hours of non-paid work or seventy-five (75) hours of paid work during the semester are required for each unit of credit. Students may earn from 1 to 4 units credit. \*Note: Transfer limitations

**FASH 613 0 units****Textile Surface Design****9 hours lecture, 36 hours laboratory**

Grading: non graded.

Formerly FD 613. This course focuses on specialty hand techniques of surface design on textiles. Students will gain experience in creating designs using industry standard techniques such as block printing, batik, beading, embroidery, and shibori.

**FASH 616 0 units****Fashion Portfolio Development****18 hours lecture, 54 hours laboratory**

Prerequisite: FASH 47 or 647 or FASH 45 or 645 or FASH 46 or 646 or FASH 210.

Grading: non graded.

This advanced course focuses on the skills necessary to produce a well-organized and thoroughly planned digital and printed portfolio to be presented on job interviews.

**FASH 624 0 units****Fundamentals of Apparel Construction****36 hours lecture, 54 hours laboratory**

Grading: non graded.

Formerly FD 624. This course covers the construction of simple garments using industry methods of clothing construction techniques. Principles and methods related to constructing both woven and knit fabrics will be covered.

**FASH 625 0 units****Intermediate Apparel Construction****36 hours lecture, 54 hours laboratory**

Recommended Preparation: FASH 624.

Grading: non graded.

Formerly FD 625. An intermediate level clothing construction class using the latest industry methods and focusing on woven fabrics. Typical projects include a shirt or blouse, fitted slacks with a waistband and a fully lined dress with princess seaming.

**FASH 626 0 units****Advanced Sewing and Tailoring Techniques****18 hours lecture, 54 hours laboratory**

Recommended Preparation: FASH 625.

Grading: non graded.

Formerly FD 626. This course uses advanced construction techniques and traditional tailoring steps for jacket construction. The course will also cover working with slippery, difficult fabrics and complex patterns.

**FASH 627 0 units****Production Sewing****18 hours lecture, 36 hours laboratory**

Prerequisite: FASH 24 or FASH 624.

Grading: non graded.

Formerly FD 627. This course focuses on the principles and methods of stitching and garment construction on power industrial machines as applied to factory production methods of the garment manufacturing industry.

**FASH 630 0 units****Fashion Design Laboratory****27 hours laboratory**

Grading: non graded.

Formerly FD 630. This course provides the student enrolled in a Fashion Design course an opportunity for additional hours working in the Fashion Design Lab and additional instruction from a lab aide, instructor or student tutor. Lab time is assigned on a space available basis.

**FASH 645 0 units****Digital Fashion Illustration****54 hours lecture**

Grading: non graded.

This beginning course is designed to teach students to effectively apply design elements and principles to create mood/trend boards, textile surface designs, and proportional technical flat sketches. Students create lines sheets and a tech pack. Current fashion design computer software such as Adobe Illustrator and Photoshop are used.

**FASH 646 0 units****Advanced Digital Fashion Illustration****18 hours lecture, 36 hours laboratory**

Grading: non graded.

This Advanced course is designed for students with basic digital fashion illustration skills. The students will develop mastery of computer fashion sketching skills emphasizing the development of ideas in relation to personal/individual concepts. Students will learn to create a digital fashion croquis. There is an emphasis on the refinement of technical skills using current fashion design computer software such as Adobe Illustrator and Photoshop.

**FASH 647 0 units****3D Fashion Design****54 hours lecture**

Grading: non graded.

This introductory course will teach students how to create garments from concept to presentation in the 3D environment using avatars. Students will use CLO 3D software to develop patterns for apparel designs, sew garments in 3D, apply fabrics and trims, and conduct fittings to create fully rendered original designs.

**FASH 658 0 units****Swimwear****9 hours lecture, 27 hours laboratory**

Prerequisite: FASH 24 or FASH 624.

Grading: non graded.

Formerly FD 658. This course instructs the student in the design, sewing, and fitting of swimwear. Special emphasis is placed on patterns, stretch fabrics, bra construction and fitting issues. It is recommended that students sew at an intermediate sewing level to be successful in this course.