CTFM-CLTHNG/TXTLS/FSHN MRCHDSG (CTFM)

CTFM 1110. Fundamentals of Fashion
3 Credits (3)
Survey of the fashion business from fiber to end product.

Learning Outcomes

1. Describe the roles and functions of industry jobs and sectors involved in the designing, production, marketing, and distribution of fashion brands within the global context.
2. Describe the business strategies of industry sectors involved in the designing, production, marketing, and distribution of fashion brands within the global context.
3. Describe the interrelationships among line planning, line development, and line presentation at manufacturing and retail levels.
4. Provide examples of the fashion industry's environmental and social impact.
5. Learn about all career tracks involved in the fashion industry and the global fashion supply chain.
6. Synthesize industry-relevant information on current issues in the fashion industry.

CTFM 2120. Fashion Illustration
3 Credits (1+4P)
This course explores aspects of fashion illustration, from drawing basic fashion figures to producing finished professional illustrations in color. This course provides the opportunity for students to integrate their fashion design development with computer-aided systems. The emphasis is on fashion innovation and concept design exploration enhanced by computer applications. May be repeated up to 3 credits.. Prerequisites: ARTS 1145G and CTFM 1110

Learning Outcomes

1. To learn Adobe Illustrator and Adobe Photoshop as drawing and design tools for electronic design and rendering.
2. To understand and utilize the computer as a tool for fashion design.
3. To understand methods of design input, including scanning, digitizing and resizing.
4. To develop customer profiles
5. To Understand Concept Style

CTFM 2130. Concepts in Apparel Construction
3 Credits (1+4P)
Students are introduced to professional standard sewing techniques and apparel construction. The techniques learned are applied to produce finished garments. Restricted to: FCSE,CTFM majors. Restricted to Las Cruces campus only.

Learning Outcomes

1. Define sewing construction terminology, equipment and sewing machine parts.
2. Learn to select suitable patterns and fabrics for garments.
3. Learn to alter commercial patterns for different body types.
4. Identify fabric types, finishes, and labeling.
5. Perform standard operating procedures on sewing machines.
6. Perform clothing construction techniques for various garments.
7. Apply knowledge of industry sewing methods to recognition of garment workmanship.

CTFM 2990. Fashion Practicum
1-3 Credits (1-3)
Applied field experience in the related areas of apparel design, fashion merchandising, and textile science. May be repeated up to 3 credits. Restricted to: CTFM majors. Restricted to Las Cruces campus only.

Learning Outcomes

1. Gain hands-on knowledge of the fashion industry.
2. Demonstrate the ability to analyze the practices of management, as observed in the industry.
3. Demonstrate an attitude that is appropriate for a prospective manager in the industry.
4. Demonstrate the understanding of, and the ability to use research and problem solving methods to develop, analyze, and present a critical incident analysis.