COURSE NO., HOURS, AND TITLE:   FDM 102-3
Basic Principles of Clothing Design

COURSE DESCRIPTION:

Course content will include aesthetic, cultural, historical, psychological, and social aspects of the basic elements and principles of clothing design. Prerequisite: Major in Fashion Design and Merchandising or consent of department chair.

PREREQUISITE TO:  None

COURSE OBJECTIVES:

Upon completion of this course, the student will:

1. Understand the universal use and timelessness of the elements and principles of clothing design.

2. Analyze clothing design both as a process and a product.

3. Define and recognize each element and principle as it is used in clothing design.

4. Analyze clothing designs for the effects of each element and principle.

5. Understand the use of clothing design as a visual communication device within various cultures.

TOPICAL OUTLINE:

<table>
<thead>
<tr>
<th>Topics</th>
<th>Percentages of Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>I. Aspects of Clothing Design: Process and Product</td>
<td>10%</td>
</tr>
<tr>
<td>II. Elements of Clothing Design</td>
<td>40%</td>
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<tr>
<td>III. Principles of Clothing Design</td>
<td>40%</td>
</tr>
<tr>
<td>IV. Application of the Basic Elements and Principles of Clothing Design</td>
<td>10%</td>
</tr>
</tbody>
</table>

TEXTBOOKS:

Required:
