Fashion and fashion-related industries are the nation's largest employer. Fashion design involves work with the design and production of clothing, whether with a large manufacturer, a small specialty firm or in a one-person business. Fashion merchandising refers to the large task of in-store promotion and the display of various types of fashion merchandise. ARC follows industry needs by offering two program options: Fashion Design and Fashion Merchandising. Fashion Design prepares the student with those skills necessary to coordinate original design concepts with manufacturing and merchandising techniques. Fashion Merchandising provides training for jobs in fashion coordinating, promotion, visual presentation, management and merchandising of ready-to-wear garments.

Career Opportunities

Careers in fashion design include designer, fashion illustrator, pattern maker and custom dressmaker. Careers in fashion merchandising include buyer, store owner, manufacturer's sales representative, fashion coordinator, or visual merchandiser.

Fashion Design

Fashion Design prepares the student with those skills necessary to coordinate original design concepts with manufacturing, marketing and merchandising techniques.

Requirements for Degree Major 35 Units

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Recommended Electives

ACCT 101; ARTNM 328, 450; CISC 300; FASHN 334, 393, 395, 397; MKT 300, 314

Requirements for Certificate 23 units

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Recommended Electives

ARTNM 328, 450; FASHN 397; MKT 300

General Education Graduation Requirements: In addition to completing the degree requirements, students must also complete the general education graduation requirements for an A.A./A.S. degree. See ARC graduation requirements.

Fashion Merchandising

Fashion merchandising provides training for jobs in the retail market including fashion coordination, promotion, visual presentation, management, and merchandising.

Requirements for Degree Major 32 Units

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Recommended Electives

ART 320; ARTNM 450; BUS 105; MGMT 360; MKT 120

Requirements for Certificate 20 Units

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Recommended Electives

ARTNM 328, 450

General Education Graduation Requirements: In addition to completing the degree requirements, students must also complete the general education graduation requirements for an A.A./A.S. degree. See ARC graduation requirements.
FASHN 151 Basic Industry Sewing 2 Units
Prerequisite: None
Hours: 18 hours LEC; 54 hours LAB
This course introduces basic fashion industry sewing techniques. Emphasis is on industry standards and specifications concerning construction, assembly, and sequence of operations. No previous sewing experience is required.

FASHN 294 Topics in Fashion .5-4 Units
Formerly: FASHN 52
Prerequisite: None
Advisory: ENGWR 102 or 103 and ENGRD 116 or ESLR 320, ESLL 320, ESLW 320, or placement through assessment.
Hours: 9-72 hours LEC
This course is designed to give students an opportunity to study topics in fashion design and/or fashion merchandising not included in current course offerings. May be taken four times up to a maximum of 6 units providing there is no duplication of topics.

FASHN 298 Work Experience in Fashion 1-4 Units
Formerly: FASHN 98
Prerequisite: Current employment or voluntary position.
Hours: 18-72 hours LEC; 60-300 hours LAB
This course reflects supervised work experience in apparel merchandising. Students work in cooperating fashion apparel firms. Class enrollment is dependent upon student being in a paid or volunteer work experience learning environment. May be repeated for credit for a maximum of sixteen units.

FASHN 300 Introduction to the Fashion Industry 3 Units
Formerly: FASHN 10
Prerequisite: None
Advisory: ENGWR 102 or 103 and ENGRD 116 or ESLR 320, ESLL 320, ESLW 320, or placement through assessment.
Course Transferable to CSU
Hours: 54 hours LEC
This course is a survey of the complex diversity of today's fashion industry. It introduces the process of how the fashion business works in sequential order from the concept to the consumer. It provides an overview of fashion design, production, distribution, and merchandising and will give an understanding of the fashion industry as a whole. Field trips are required.

FASHN 310 Fashion Analysis 3 Units
Prerequisite: None
Advisory: ENGWR 102 or 103 and ENGRD 116 or ESLR 320, ESLL 320, ESLW 320, or placement through assessment.
Course Transferable to CSU
Hours: 54 hours LEC
In this course influences on fashion (social, political, cultural, technological and environmental) will be analyzed and compared with current fashion trends. The function, aesthetics and attitude of dress including image projection, perceptions and gender roles will be explored as a form of silent communication. A generational approach to consumer buying behavior and response towards fashion will be examined. Other aspects of fashion analysis will include identifying apparel details, styles and elements of design.

FASHN 320 Textiles 3 Units
Prerequisite: None
Advisory: ENGWR 102 or 103 and ENGRD 116 or ESLR 320, ESLL 320, ESLW 320, or placement through assessment.
Course Transferable to UC/CSU
Hours: 54 hours LEC
This course is a study of natural and man-made fibers, methods of fabrication and finishes. Topics include modern fabrics in relation to their selection, use and care of clothing and home furnishings. (CAN FCS 6)

FASHN 330 History of Western World Fashion 3 Units
Formerly: FASHN 30
Prerequisite: None
Advisory: ENGWR 102 or 103 and ENGRD 116 or ESLR 320, ESLL 320, ESLW 320; or placement through assessment.
Course Transferable to CSU
Hours: 54 hours LEC
This course provides a comprehensive survey of how fashion has been influenced by major world historical events. Selected eras of history are viewed within a cultural, political, and economical context as expressed in dress. Emphasis will include cross cultural influences on major fashion trends throughout selected historical periods of the western world from the time of the Egyptians to the present. AA/AS area 3B; CSU area C1.

FASHN 334 Vintage Costuming (same as Theatre Arts 434) .5-2 Units
Formerly: FASHN 37
Prerequisite: None
Advisory: ENGWR 51 and ENGRD 15, or ESLW 310 and ESLR 310; or ESLW 320, or placement through assessment process.
Course Transferable to UC/CSU
Hours: 9-18 hours LEC; 27-54 hours LAB
This course covers the factors that influence historical costume design and production. Principles and techniques involved in developing and constructing a period costume. The course will demonstrate these by fabricating their own costumes. The historical period will change each semester. May be taken four times for credit on different topics with a maximum of 8 units. Not open to those who have completed TA 416 on the same topic.

FASHN 342 Fashion Illustration 3 Units
Formerly: FASHN 25
Prerequisite: None
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course applies the skills used in computer-based fashion illustration. Illustration concepts unique to fashion are explored using various hand techniques and computer design software. Application of design elements and principles include color, texture, line, balance, and apparel details.

FASHN 344 Apparel Line Development 3 Units
Formerly: FASHN 33
Prerequisite: FASHN 342 with a grade of “C” or better.
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course applies the skills used in computer-based fashion illustration and design. Emphasis is placed on the principles and elements of design to develop a line of apparel including researching fashion trends, determining a target market, selecting colors and fabrics and designing a line using computer software.

FASHN 374 Pattern Making and Design 3 Units
Prerequisite: FASHN 151 with a grade of “C” or better.
Advisory: ENGWR 102 or 103, and ENGRD 116 with a grade of “C” or better, or ESLR 320, ESLL 320, and ESLW 320 with a grade of “C” or better; or placement through assessment process.
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course is an introduction to the flat pattern method of apparel design. Drafted slopers from measurements are used to create original designs. Construction techniques are introduced for the completion of these original designs. A field trip is required.
FASHN 378  Advanced Pattern Making and Design  3 Units
Formerly: FASHN 27
Prerequisite: FASHN 374.
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course includes advanced pattern-making techniques to include: drafting, draping and grading. It focuses on industry methods of duplicating ready-to-wear apparel. Industry fit specifications and construction techniques will be refined. A field trip will be required.

FASHN 380  Production Patternmaking and Design  3 Units
Formerly: FASHN 31
Prerequisite: FASHN 378 with a grade of "C" or better.
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This is an advanced pattern drafting class introducing industry computer software such as Artworks by Gerber. The course makes comprehensive use of pattern making skills, acquired in previous pattern classes. Working from a designer's sketch, patterns will be drafted and completed. A production pattern will then be made according to industry requirements and a muslin sample of the garment will be constructed.

FASHN 393  Fashion Promotion  3 Units
Formerly: FASHN 32
Prerequisite: FASHN 300.
Course Transferable to CSU
Hours: 36 hours LEC; 54 hours LAB
This course is a comprehensive study of promotion and presentation unique to fashion industry. Techniques, applications, and customer appeal related to fashion merchandising concepts are analyzed. Functions and instinctive uses of fashion advertising, publicity and visual merchandising will be explored. The focus will be on special events such as, fashion shows, trunk shows, and the use of promotional videos. Basic media strategy, the role it plays, and its relationship with fashion merchandisers will be examined. Planning and technical skills will be developed through the activity of producing a fashion show. Field trips will be required.

FASHN 395  Visual Merchandising  2 Units
Formerly: FASHN 72
Prerequisite: None
Course Transferable to CSU
Hours: 18 hours LEC; 54 hours LAB
This course introduces current visual merchandising techniques, equipment, lighting, and materials. The application of principles and practices in arranging and displaying fashion merchandise for single store and chain organization usage are covered. This practical experience with showcases, window, and on-floor displays will provide familiarity with professional fashion promotional presentations. A field trip is required.

FASHN 397  Business Practices for Fashion  3 Units
Prerequisite: None
Course Transferable to CSU
Hours: 54 hours LEC
This course addresses the practical and business aspects of the fashion industry. Topics include developing a fashion retail business, analyzing the target market and product, researching the industry, selecting a business entity and creating a buying plan. Career opportunities in retail buying and merchandising are also explored.

FASHN 497  Internship in Fashion  3 Units
Formerly: FASHN 59
Prerequisite: For FASHN Design—FASHN 300, 310, 320, 342, 378 with grade of "C" or better; for FASHN MERCH—FASHN 300, 310, 320, 393, 395 with grade of "C" or better.
Course Transferable to CSU
Hours: 18 hours LEC; 150 hours LAB
This course provides opportunity for supervised job internships at fashion-related work sites. Skills and knowledge obtained in fashion courses are utilized. Assistance for the internship search is provided by the coordinator, but placement is not guaranteed.