

FASHION & TECHNOLOGY (FASN)

Registration in some course sections is restricted to students in particular programs. See Timetables - [kpu.ca/registration/timetables](http://www.kpu.ca/registration/timetables) (<http://www.kpu.ca/registration/timetables/>) - for current section information.

Visit the BC Transfer Guide - [bctransferguide.ca](https://www.bctransferguide.ca) (<https://www.bctransferguide.ca/>) - for information about course transfer in B.C.

FASN 1100 3 credits

Fundamentals of Fashion Design

Students will examine the foundational elements and principles of design and their application in the creation of apparel. They will develop their ability to experiment with design in two- and three-dimensions through exploration of creative methodologies. Students will formulate solutions to basic fashion design problems, considering the human form, colour theory, and material application.

Level: UG

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 1116 3 credits

The Apparel Industry

Students will examine the local, national, and global apparel industry through retail environment and brand positioning field analysis. They will acquire an awareness of the historical and current contextual developments affecting the industry. Students will identify the organization of the industry from raw materials through to design, production, marketing, and retail sectors specific to segmented target markets and apparel products.

Level: UG

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 1121 3 credits

Fundamentals of Apparel Pattern Drafting

Students will practise the fundamental techniques of apparel pattern drafting. They will investigate the correlation between 2D patterns and their application to 3D human form. They will manually draft flat patterns for basic garments and apparel components using industry standard drafting tools and techniques.

Level: UG

Co-requisite(s): FASN 1130

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 1130 3 credits

Fundamentals of Apparel Construction

Students will practise the fundamental techniques of apparel construction utilizing basic industrial sewing and finishing equipment. They will apply construction techniques and develop their machine operating skills to create basic garments and apparel components. They will apply industry standards in apparel construction, including equipment protocols and quality assurance practices.

Level: UG

Co-requisite(s): FASN 1121

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 1205 3 credits

Fundamentals of Digital Communication

Students will examine computer applications and digital communication utilized in the fashion industry. They will develop solutions for apparel business activities including formatting of data, visuals, and presentations. Students will explore the capabilities of industry-standard multimedia technology applications such as Adobe Illustrator and Photoshop to design and build print-ready digital fashion files.

Level: UG

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 1215 3 credits

Textiles & Technology I

Students will explore the textile industry and inherent technologies specific to apparel applications. They will gain an introductory understanding of fabric science through the study of fibre and yarn properties, fabric characteristics and textiles production. They will explore industry-related issues in the production of textiles and their impact on design, manufacturing and marketing of apparel. They will analyze fibre and fabric property performance using textile testing technology.

Level: UG

Prerequisite(s): FASN 1116

Cross-listing: FMRK 1215

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 1225 3 credits

Fundamentals of Apparel Production

Students will practise the fundamental techniques of apparel production and utilize industry standards of selecting and manipulating block patterns to create prototype garments for new style development. They will create basic technical production specification documents that communicate fabric selection, style details, and garment measurements. Students will construct garments applying basic apparel manufacturing processes while practising industry standards, such as quality assurance and sustainable materials utilization.

Level: UG

Prerequisite(s): FASN 1121 and 1130

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 1231 3 credits

Fundamentals of Fashion Drawing

Students will explore a variety of free-hand and digital drawing methods and applications utilized in the apparel industry. They will study garment components and fashion terminology for design ideation sketching and technical flat drawing applications. They will experiment with drawing media and techniques to communicate a variety of human forms and fabric rendering solutions. Students will analyze and apply techniques used in historical and current fashion illustrations to communicate and market fashion designs.

Level: UG

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 2100 3 credits

Fashion Design Theory and Process I

Students will engage in design process and documentation methods utilized in the apparel industry. They will investigate the balance of creativity and marketability required in style development. They will examine and interpret creative design theories and methods. Students will formulate design solutions for apparel products specific to target market segments while developing their individual creative process.

Level: UG

Prerequisite(s): Both: (a) FASN 1230 or FASN 1231 and (b) MRKT 1199

Co-requisite(s): FASN 2121

Attribute: DESN (<https://calendar.kpu.ca/courses-az/>

#courseattributestext)

FASN 2116 3 credits

Fashion History I

Students will examine historic costume and the transformation of clothing to the end of the 19th century through analysis of decorative and fine art, and apparel artefacts. They will survey each historical era and the interrelatedness of social, economic, political, cultural and technological events and effects on dress at the time. Students will establish timelines and context for fashion as part of culture, interpret historical design references, and analyze the historical development of the apparel industry.

Level: UG

Prerequisite(s): FASN 1115 or 1116

Attribute: DESN (<https://calendar.kpu.ca/courses-az/>

#courseattributestext)

FASN 2121 3 credits

Style Production I

Students will apply drafting and construction skills to create industry standard block patterns for apparel prototype style development. They will expand their skills in pattern manipulation, sewing operations, and industrial equipment use through experimentation with a variety of fabrications, including knits and technical textiles, and increasingly complex garment design. They will apply industry standard technical design skills through development of specification packages and the analysis of fit, quality assurance, and costing in style production.

Level: UG

Prerequisite(s): FASN 1220 or 1225

Co-requisite(s): FASN 2100

Attribute: DESN (<https://calendar.kpu.ca/courses-az/>

#courseattributestext)

FASN 2201 3 credits

Fashion Design Theory and Process II

Students will interpret the design and merchandising process utilized in the creation of apparel collections, expanding their knowledge of industry practices and design documentation. They will individually and collaboratively employ fashion design theories and processes in the formulation of design solutions for a range of target market segments. Students will identify production and sustainability considerations in the design process while continuing to explore individual creative practice.

Level: UG

Prerequisite(s): FASN 2100

Co-requisite(s): FASN 2221

Attribute: DESN (<https://calendar.kpu.ca/courses-az/>

#courseattributestext)

FASN 2215 3 credits

Textiles & Technology II

Students will integrate their knowledge of the textile industry and inherent technologies for specific apparel applications. They will investigate textile dyeing, printing, and finishing techniques and develop skills in colour management. Technological and environmental innovations and their applications in fashion and performance textiles will be critically examined. Students will apply aesthetic and technological properties of fabric development for apparel through the introduction of composite material and textile design.

Level: UG

Prerequisite(s): FASN 1215

Attribute: DESN (<https://calendar.kpu.ca/courses-az/>

#courseattributestext)

FASN 2216 3 credits

Fashion History II

Students will examine historical fashion in the context of the 20th and 21st centuries. They will analyze contemporary history through the interrelatedness of social, economic, political, technological, and cultural events and their effects on dress and the apparel industry. Students will integrate the study of historical dress and cyclical consumer trend analysis to formulate apparel and textiles fashion forecasting presentations specific to target markets.

Level: UG

Prerequisite(s): ENGL 1100 and FASN 2116

Attribute: DESN (<https://calendar.kpu.ca/courses-az/>

#courseattributestext)

FASN 2221 6 credits

Style Production II

Students will draft patterns and construct styles for specific markets to explore techniques working with a variety of production equipment and fabrications. They will expand technical design skills through the creation of industry standard specification packages that include detailed production analyses. Students will develop prototype analysis and evaluation techniques to critically assess fit, technical performance, quality, and sustainable practices. Students will utilize critical thinking skills to solve problems encountered through the style production process while employing industry techniques and standards.

Level: UG

Prerequisite(s): FASN 2121

Co-requisite(s): FASN 2201

Attribute: DESN (<https://calendar.kpu.ca/courses-az/>

#courseattributestext)

FASN 2241 3 credits

CAD Drafting Methodologies

Students will learn to operate computer-aided-design (CAD) technology to practise pattern manipulation techniques conforming to apparel industry standards. They will transfer manual pattern drafting skills and knowledge to computer-based pattern manipulation methods, with emphasis on creating and determining solutions for new style development.

Level: UG

Prerequisite(s): FASN 1205 and 2121

Attribute: DESN (<https://calendar.kpu.ca/courses-az/>

#courseattributestext)

FASN 3100 3 credits**Surface Design**

Students will create unique textiles through analysis of fabric traditions of various cultures and the exploration and application of surface design techniques. They will increase their knowledge of structural and sustainable surface design processes by producing textiles using a variety of contemporary media and techniques. Students will engage in creative exploration of surface design problems and prepare presentations of textile and fashion design solutions through tactile, visual, verbal and written communication.

Level: UG

Prerequisite(s): FASN 2215

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 3101 3 credits**Apparel Product Development**

Students will analyze product development design and merchandising processes utilized in the global apparel industry. They will collaborate to formulate seasonal collection design solutions utilizing consumer analysis, strategic planning, and forecasting research. They will propose solutions that consider the balance of ethical, social, environmental, and economic interests throughout the line development process. Students will expand their knowledge and creative application of industry standard technology throughout the product development planning, communication, and presentation process.

Level: UG

Prerequisite(s): All of (a) FASN (2200 or 2201) and (b) FASN 2216

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 3110 3 credits**Advanced Technical Apparel Design & Production**

Students will analyze design processes and manufacturing techniques required for technical and performance apparel production. They will study anthropometrics, ergonomics, and textiles technology to determine articulation, fit, and materials required for the design of performance garments. Students will assemble prototype apparel solutions for identified applications and environments with the use of specific industrial machinery, equipment, materials, and construction techniques.

Level: UG

Prerequisite(s): Both (a) FASN 2220 or 2221 and (b) FASN 2240 or 2241

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 3121 3 credits**Manufacturing Methodology**

Students will interpret manufacturing methodologies and their applications for apparel production environments. They will apply the fundamentals of apparel engineering including productivity concepts, apparel production systems, and operation time studies. They will analyze costing and quality assurance processes in apparel manufacturing and examine domestic and global sustainable production sourcing strategies. Students will study manual and computer-aided-design (CAD) pattern grading and marker-making systems for size range development and sustainable fabric utilization, as part of apparel manufacturing processes.

Level: UG

Prerequisite(s): FASN 3101 and 3110

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 3131 3 credits**Draping Methodology**

Students will experiment with various methods of fabric draping utilized in apparel design. They will create draped three-dimensional (3D) prototypes and apparel components and analyze them for translation into flat patterns. They will explore innovative draped designs through interpretation of historical and current draping techniques used in fashion. Students will determine manufacturing solutions for complex draped garments using advanced pattern making and garment finishing techniques.

Level: UG

Prerequisite(s): FASN 2220 or 2221

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 3151 3 credits**Professional Practices**

Students will develop skills in personal career assessment and professional practices to secure an apparel industry practicum placement with a design/manufacturing company. They will manage skills in resumé and cover letter writing, portfolio development, and interview techniques. They will analyze career opportunities within the local apparel industry and examine practicum procedures, human relations, and leadership principles for success in the workplace.

Level: UG

Prerequisite(s): All of: (a) CMNS 1140, (b) FASN 2200 or FASN 2201 and (c) FASN 2220 or FASN 2221

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 3250 3 credits**Professional Practicum**

Students will engage in professional industry practices through a workplace practicum with a design/manufacturing company in the apparel industry. They will practice applied skills, develop contacts in the industry, and identify opportunities for their place as future professionals in the field. They will utilize critical thinking and reflective practice to synthesize practical knowledge acquisition with prior learning.

Level: UG

Prerequisite(s): FASN 3151

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 3900 3 credits**Special Topics**

Students will critically engage in an intensive study of a special topic in fashion design and/or technology as selected by the instructor. They will research and analyse the theory and application of a particular or emerging fashion topic.

Level: UG

Prerequisite(s): 48 credits from courses in FASN at the 1100 level or higher

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 4101 6 credits

Collection: Design Development

Students will integrate personal creative direction with industry practice through the identification, validation, and conceptualization of an apparel collection for a viable consumer market. They will refine verbal communication and visual presentation skills utilizing advanced technology applications in proposals of individual line concepts and multiple design solutions. Students will synthesize prior experience, education, knowledge, and skills while critically assessing the balance of creativity, marketability, and sustainability required for leadership in the profession.

Level: UG

Prerequisite(s): FASN 3200 or 3101

Co-requisite(s): FASN 4151

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 4120 3 credits

Innovative Pattern Cutting

Students will explore contemporary and emergent sustainable apparel industry practices of innovative pattern cutting techniques. They will research the development of these practices and determine their applications for design, manual and computer-aided-design (CAD) pattern making, and manufacturing. Students will experiment with Zero Waste fashion design methods, specialized cutting techniques, three-dimensional (3D) design applications, and material manipulations in the creation of apparel.

Level: UG

Prerequisite(s): FASN 3130 or 3131

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 4130 3 credits

Advanced Digital Communication

Students will synthesize their visual communication skills in fashion design, illustration, and print and media production integrating industry-standard applications to design and produce a professional digital portfolio. They will design and implement a fashion webpage as a marketing tool. Students will use animation software to create dynamic visual presentations, integrating computer-aided-design (CAD) skills to produce 2-dimensional (2D) to 3-dimensional (3D) garment simulations.

Level: UG

Prerequisite(s): FASN 4101

Co-requisite(s): FASN 4211 and 4221

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 4151 3 credits

Apparel in the Global Economy

Students will critically analyze the apparel industry in relation to the global and local economy. Through study of the interrelatedness of consumer purchasing patterns, international trade regulations, and raw materials and production sourcing they will examine the global apparel supply chain. Students will manage manufacturing cost and quality analyses while evaluating the integration of ethical supply chain management in the development of a business scenario for an identified apparel collection.

Level: UG

Prerequisite(s): FASN 3120 or 3121

Co-requisite(s): FASN 4101

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 4211 3 credits

Professional Promotion

Students will present and promote their individual apparel design, production, marketing, and technological skills. They will develop a personal cohesive brand, and professional communication and leadership skills. Students will create marketing materials to promote an individually designed fashion portfolio of work for media and industry professionals, including buyers and potential employers.

Level: UG

Prerequisite(s): FASN 4101

Co-requisite(s): FASN 4130 and 4221

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

FASN 4221 6 credits

Collection: Production

Students will synthesize production knowledge and technical design skills in the creation of a cohesive collection of constructed garments for an identified market. They will evaluate and apply appropriate industry standard pattern making, production, and finishing techniques. Students will create and produce complete specification packages for complex styles and critically evaluate and refine final apparel prototypes for quality, fit, performance, and promotion.

Level: UG

Prerequisite(s): FASN 4120

Co-requisite(s): FASN 4130 and 4211

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)

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.

Level: UG

Prerequisite(s): FASN 3250

Attribute: DESN (<https://calendar.kpu.ca/courses-az/#courseattributestext>)