

ATT 1200: Apparel Design Graphics

2 Credit Hours

This course covers the fundamentals of vector drawing using Adobe Illustrator and Adobe Photoshop. Students will learn software tools and techniques including drawing tools, path editing, shape manipulation, blending, shading, object layering, technical flats, illustrations, and design and reproduction considerations. Application and principles of computer graphics will be taught and used to create successful projects.

ATT 1300: International Sourcing

3 Credit Hours

Survey of international sourcing strategies including the decision making process, transportation, domestic production, Asia/Europe/Americas operations, foreign investment, foreign purchase, turn time, competitive advantage, communications, full package production capabilities, cultural priorities, political influence, international regulations and alliances, costs, quality, and technology.

ATT 1400: Principles of Merchandising

3 Credit Hours

Merchandising functions are discussed that include developing strategies to have the right merchandise, at the right price, at the right time, in the right amount and at the right locations to meet target customer needs. This course will explore apparel and consumer product strategies and methods used in planning inventory. Issues in wholesaling, retailing, advertising, and promotion will be included.

ATT 2301: Apparel Computer-Aided Technical Design I

4 Credit Hours

The use of industry standard computer systems to determine the product information for apparel and consumer textile products including source materials, processing and assembly options, pattern development, sizing theory, garment fit and product development. Students will develop a complete set of flat patterns and alternate designs utilizing manual and computer software methods through applied project work. Principles of material utilization, pattern engineering, quality, and final design will be emphasized.