

FASHION, BACHELOR OF FINE ARTS (B.F.A.) WITH A CONCENTRATION IN FASHION DESIGN

The fashion design curriculum offers technical and design courses that provide skills required in the fashion industry. Individual designs are presented in two-dimensional form, developed and perfected through techniques used in the fashion industry, and then executed in final and three-dimensional form in fabrics appropriate to the design. Junior design students are encouraged to complete internships in the fashion industry in New York City. Internships provide not only experience but industry contacts, and are strongly recommended. They may be conducted primarily during the summer semester.

Study abroad programs are readily available for fashion design majors.

Student learning outcomes

Upon completing this program, students will know and know how to do the following:

1. Utilize problem-solving skills: Students will demonstrate skill in completing studio projects in draping, pattern making and fashion drawing utilizing competencies practiced in studio courses.
2. Apply investigative and research skills: Students will complete original research and exhibit creative investigation in applied project development.
3. Implement industry standard technology: Students create and present design and illustration projects utilizing industry standard computer software.
4. Professionalism: Fashion design students exhibit professional oral and visual presentation skills, including critical feedback.

Special requirements

Successful completion of ARTF 131, ARTF 132, ARTF 133 and ARTF 134 are required for current art foundation students to major in fashion design. Core fashion design courses start in the fall semesters only.

Students entering the program are required to purchase departmentally approved dress forms and specified supplies.

Degree requirements for Fashion, Bachelor of Fine Arts (B.F.A.) with a concentration in fashion design

Course	Title	Hours
General education (https://bulletin.vcu.edu/undergraduate/undergraduate-study/general-education-curriculum/)		
Select 30 credits of general education courses in consultation with an adviser.		30
Major requirements		
• Major core requirements		
FASH 201	Construction Techniques	3

FASH 203 & FASH 204	Patternmaking I and Patternmaking II	6
FASH 205 & FASH 206	Fashion Drawing I and Fashion Drawing II	6
FASH 290	Textiles for the Fashion Industry	3
FASH 301	Advanced Draping I	3
FASH 302	Advanced Tailoring II	3
FASH 303	Design Theory and Illustration I	3
FASH 304	Design Theory and Illustration II	3
FASH 305	Advanced Tailoring I	3
FASH 306	Advanced Draping II	3
FASH 319	Fashion History: The Modern Era	3
FASH 345	Fashion Communication	3
FASH 401	Focused Design Applications	3
FASH 402	Cultural Issues in Studio Practice	3
FASH 404	Design Portfolio	4
• Additional major requirements		
Studio courses (select six credits)		6
FASH 401	Focused Design Applications ¹	
FASH 402	Cultural Issues in Studio Practice ¹	
FASH 405	Middle of Broad: Interdisciplinary Community-engaged Design Studio	
FASH 406	Advanced Fashion Technology	
FASH 440	Line Development Studio	
FASH 491	Studio Topics in Design	
Ancillary requirements		
• Art Foundation Program		
ARTF 131	Drawing Studio	3
ARTF 132	Surface Research	3
ARTF 133	Space Research	3
ARTF 134	Time Studio	3
ARTF 139	Project Studio	2
or ARTF 138	Project Seminar	
ARTH 103 & ARTH 104	Survey of Art I and Survey of Art II	6
• Additional requirements		
Select from FASH 320 or any additional ARTH course		3
Electives		
Select any course at the 200 level or higher		3
Select any courses at the 300 level or higher		6
Total Hours		120

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Students may repeat either FASH 401 or FASH 402 for a maximum of nine credits.

The minimum number of credit hours required for this degree is 120.

What follows is a sample plan that meets the prescribed requirements within a four-year course of study at VCU. Please contact your adviser before beginning course work toward a degree.

Recommended course sequence/plan of study

Freshman year

Fall semester		Hours
ARTF 131	Drawing Studio	3
ARTF 132	Surface Research	3
ARTF 139	Project Studio	1
or	or Project Seminar	
ARTF 138		
ARTH 103	Survey of Art I	3
UNIV 111	Introduction to Focused Inquiry:	3
Play course	Investigation and Communication (satisfies	
video for	general education UNIV foundations)	
Introduction	to Focused	
Inquiry:	Investigation	
and	Communication	
General education course		3
Term Hours:		16

Spring semester

ARTF 133	Space Research	3
ARTF 134	Time Studio	3
ARTF 139	Project Studio	1
or	or Project Seminar	
ARTF 138		
ARTH 104	Survey of Art II	3
UNIV 112	Focused Inquiry II (satisfies general	3
Play course	education UNIV foundations)	
video for	Focused	
Inquiry II		
General education course		3
Term Hours:		16

Sophomore year

Fall semester		Hours
FASH 201	Construction Techniques	3
FASH 203	Patternmaking I	3
FASH 205	Fashion Drawing I	3
FASH 290	Textiles for the Fashion Industry	3
General education course		3
Term Hours:		15

Spring semester

FASH 204	Patternmaking II	3
FASH 206	Fashion Drawing II	3
FASH 345	Fashion Communication	3
UNIV 200	Advanced Focused Inquiry: Literacies,	3
	Research and Communication (satisfies	
	general education UNIV foundations)	
Elective (200 level or higher)		3
Term Hours:		15

Junior year

Fall semester		Hours
FASH 301	Advanced Draping I	3

FASH 303	Design Theory and Illustration I	3
FASH 305	Advanced Tailoring I	3
FASH 319	Fashion History: The Modern Era	3
General education course		3

Term Hours: 15

Spring semester

FASH 302	Advanced Tailoring II	3
FASH 304	Design Theory and Illustration II	3
FASH 306	Advanced Draping II	3
General education courses		6

Term Hours: 15

Senior year

Fall semester

FASH 401	Focused Design Applications	3
FASH 402	Cultural Issues in Studio Practice	3
FASH 404	Design Portfolio	4
Select from FASH 320 or any ARTH course		3
Elective (300 level or higher)		3

Term Hours: 16

Spring semester

Elective (300 level or higher)		3
General education course		3
Studio courses		6

Term Hours: 12

Total Hours: 120

The minimum number of credit hours required for this degree is 120.