

# STUDIO ART: FASHION, BFASA

*for the degree of Bachelor of Fine Arts in Studio Art in Studio Art, Fashion Concentration*

Students in the BFASA who choose a concentration in Fashion will focus on developing their own unique apparel design process with an emphasis on sustainable practices while becoming familiar with the various aspects of the fashion industry from concept to consumer. Students will be introduced to various modes of research and ideation, gaining the tools to be able to effectively communicate and produce their two- and three-dimensional designs within the context of the history of fashion and the theoretical underpinnings that drive fashion and contemporary culture.

Introductory courses in Fashion give students an overview of the industry from customer development, design and production through manufacturing, promotion and sales. Students are introduced to the fundamentals of textiles and clothing design, and the basics of creating a fashion collection through the use of hand and digital illustration techniques. Further courses focus on the exploration of experimental design, patternmaking, and sewing skills while encouraging the development of the designer's personal creative vision within the context of fashion history and the consumer market. Additional courses bring a greater understanding of how to enact knowledge gained in an educational setting within the fashion industry, through sustainable fashion collection development and branding. Students are given the unique opportunity to showcase their constructed ensembles and mini-collections on the runway in the Re-Fashioned fashion show presented each spring. We offer experiences in a variety of classrooms designed to support explorations in bringing two-dimensional materials to three-dimensional forms, access to computer labs, digital output technologies including 3D printers, sewing and embroidery machines, and dress forms.

Students in the School of Art and Design must complete the Campus General Education requirements (<https://courses.illinois.edu/gened/DEFAULT/DEFAULT/>). Some Art and Design courses will also apply toward the General Education requirements (<https://courses.illinois.edu/gened/DEFAULT/DEFAULT/>).

Students majoring in this degree program must complete the First Year Curriculum requirements before beginning other major requirements.

A portfolio review is required for admission to the School of Art and Design.

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## Graduation Requirements

Minimum hours required for graduation: 122 hours.

## University Requirements

Minimum of 40 hours of upper-division coursework, generally at the 300- or 400-level. These hours can be drawn from all elements of the degree.

Students should consult their academic advisor for additional guidance in fulfilling this requirement.

The university and residency requirements can be found in the Student Code (<https://studentcode.illinois.edu/article3/part8/3-801/>) (§ 3-801) and in the Academic Catalog (<http://catalog.illinois.edu/general-information/degree-general-education-requirements/>).

## General Education Requirements

Follows the campus General Education (Gen Ed) requirements (<https://courses.illinois.edu/gened/DEFAULT/DEFAULT/>). Some Gen Ed requirements may be met by courses required and/or electives in Art and Design.

Code	Title	Hours
	Composition I	4-6
	Advanced Composition	3
	Humanities & the Arts (6 hours)	6
	fulfilled by ARTH 110 and ARTS 220	
	Natural Sciences & Technology (6 hours)	6
	Social & Behavioral Sciences (6 hours)	6
	Cultural Studies: Non-Western Cultures (1 course)	3
	Cultural Studies: US Minority Cultures (1 course)	3
	Cultural Studies: Western/Comparative Cultures (1 course)	3
	fulfilled by ARTH 110	
	Quantitative Reasoning (2 courses, at least one course must be Quantitative Reasoning I)	6-10
	Language Requirement (Completion of the third semester or equivalent of a language other than English is required)	0-15

## First Year Curriculum

Code	Title	Hours
FAA 101	Arts at Illinois	1
ARTF 101	Contemporary Issues in Art	2
ARTE 101	Art, Design, and Society	2
ARTH 110	Introduction to the History of Art and Visual Culture	3
ARTF 103	Design I	3
ARTF 105	Design II	3
	Select one Drawing course:	3
	ARTF 102 Observational Drawing	
	ARTF 104 Expressive Drawing	
	ARTF 106 Visualization Drawing	
<b>Total Hours</b>		<b>17</b>

## Art History Requirements

Code	Title	Hours
	200 level and above ARTH courses	9

## Fashion Concentration Requirements

*Students must declare one concentration, students may not declare more than one concentration.*

Code	Title	Hours
ARTS 220	Introduction to Fashion	3
ARTS 221	Fashion Illustration	3
ARTS 223	Experimental Fashion	3
ARTS 320	Fashion and Textiles Design	3

ARTS 321	Sustainable Fashion Development and Branding	3
ARTS 420	Making Fashion: Apparel Design in Context	3
<b>Choose 6 hours from:</b>		
Additional 200-level ARTS courses		
THEA 242	Introduction to Costume Production	3
GWS 275	The Politics of Fashion	3
<b>Costume Electives from Theatre</b>		<b>15</b>
THEA 441	Advanced Costume Construction	
THEA 442	Introduction to Costume Patterning and Draping	
THEA 443	Flat Pattern Drafting	
THEA 444	Costume Draping	
THEA 445	Costume History I	
THEA 446	Costume History II	
THEA 448	Costume Crafts	
THEA 449	Technology and Costume Crafts	
THEA 489	Leatherworking Techniques	
<b>Additional 300- or 400- level ARTS courses</b>		<b>9</b>
<b>Total Hours</b>		<b>48</b>

**Capstone Requirements**

Code	Title	Hours
ARTS 392	Current Art Issues Seminar	3
ARTS 451	BFASA Capstone Studio	4

**Summary of credits for Bachelor of Fine Arts in Studio Arts**

Code	Title	Hours
General Education		
First-Year Curriculum		17
Art History		9
Concentration		48
Capstone		7
Electives to bring the total hours earned to 122, including a minimum of 40 credits at the 300- or 400-level.		
<b>Total Hours</b>		<b>122</b>

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This sample sequence is intended to be used only as a guide for degree completion. All students should work individually with their academic advisors to decide the actual course selection and sequence that works best for them based on their academic preparation and goals. Enrichment programming such as study abroad, minors, internships, and so on may impact the structure of this four-year plan. Course availability is not guaranteed during the semester indicated in the sample sequence.

Students must fulfill their Language Other Than English requirement by successfully completing a third level of a language other than English. For more information, see the corresponding section on the Degree and General Education Requirements page (<http://catalog.illinois.edu/general-information/degree-general-education-requirements/>).

<b>First Year</b>			
<b>First Semester</b>	<b>Hours</b>	<b>Second Semester</b>	<b>Hours</b>
FAA 101	1	ARTE 101	2
ARTF 101	2	ARTS 221	3
ARTH 110	3	ARTF 105	3
ARTF 103	3	Composition I or Language Other than English (3rd level)	4
ARTF ### (Drawing Category)	3	General Education course	3
Composition I or Language Other than English (3rd level)	4		
		<b>16</b>	<b>15</b>

**Total Hours 31**

<b>Second Year</b>			
<b>First Semester</b>	<b>Hours</b>	<b>Second Semester</b>	<b>Hours</b>
ARTS 220	3	ARTS 320	3
ARTS 223	3	THEA 242 or GWS 275 (or additional 200-level ARTS course)	3
ARTH 200-400 level course	3	General Education course	3
General Education course	3	General Education course	3
General Education course	3	General Education course	3
		<b>15</b>	<b>15</b>

**Total Hours 30**

<b>Third Year</b>			
<b>First Semester</b>	<b>Hours</b>	<b>Second Semester</b>	<b>Hours</b>
ARTS 321	3	ARTS 420	3
ARTH 200-400 level course	3	ARTS 392	3
THEA 242 or GWS 275 (or additional 200-level ARTS course)	3	Course from THEA list	3
Course from THEA list	3	Course from THEA list	3
General Education course	3	General Education course	3
		<b>15</b>	<b>15</b>

**Total Hours 30**

**Fourth Year**

First Semester	Hours	Second Semester	Hours
Course from THEA list		3 ARTS 451	4
ARTH 200-400 level course		3 Course from THEA list	3
Additional 300- or 400-level ARTS course		3 Additional 300- or 400-level ARTS course	3
Additional 300- or 400-level ARTS course		3 Free Elective course	3
General Education course		3 Free Elective course	3
		<b>15</b>	<b>16</b>

**Total Hours 31****Total Hours: 122**

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## BFASA Studio Art:

Upon completion of BFASA curriculum:

1. Students will apply basic principles of multi-dimensional and multi-sensory communication across diverse mediums to achieve a desired aesthetic in their creative work.
2. Students will experiment with and critically analyze the expressive possibilities of various media and conceptual strategies, demonstrating engagement with emerging technologies and investigation of broader social questions and challenges.
3. Students will implement concepts of visual rhetoric and meaning making in the development of artworks that acknowledge and demonstrate empathy toward diverse social histories and lived experiences.
4. Students will develop and articulate a self-directed creative practice that synthesizes existing knowledge, personal perspectives, and collaborative opportunities to engage audiences in a variety of social and institutional settings.
5. Students will demonstrate adaptability for varying professional roles across artistic, cultural, and commercial contexts.

In addition, each concentration has discipline specific learning outcomes:

### Fashion Concentration:

1. Students in the fashion concentration will have fluency in their own personal apparel design process, including a strong working knowledge of the various modes of research, ideation, and design sketching.
2. Students in the fashion concentration will be able to effectively communicate their design philosophy and personal aesthetic visually; through portfolio quality two dimensional representations of developed fashion collections and verbally; through presentations, critique response and in a post academic professional fashion industry context.

3. Students in the fashion concentration will be able to communicate their design philosophy within the context of the history of fashion and the theoretical underpinnings that drive fashion and contemporary culture.
4. Students in the fashion concentration will demonstrate skills appropriate for designing and researching within the fashion industry.
5. Students in the fashion concentration will understand the various aspects of fashion industry, from design and production through manufacturing, promotion and sales.
6. Students in the fashion concentration will be able to demonstrate construction and pattern making skills. They will have a knowledge of materiality, fibers and textiles in relationship to apparel production.
7. Students in the fashion concentration will be prepared for professional careers by developing technical competency, creative/independent problem solving and conceptual understanding necessary for the challenges of a career in the creative industries.

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## School of Art & Design

School of Art & Design (<https://art.illinois.edu/>)  
 Art & Design Faculty (<https://art.illinois.edu/about/faculty-directory/>)  
 Coordinator of Undergraduate Academic Affairs: Michael Foellmer  
 (foellme1@illinois.edu)  
 143 Art and Design Building, Champaign, IL 61820  
 (217) 244-8462

## College of Fine & Applied Arts

Fine & Applied Arts (<https://faa.illinois.edu>)

## Admissions

University of Illinois Urbana-Champaign Undergrad Admissions (<https://admissions.illinois.edu/myillini-apply/>)  
 FAA Undergraduate Advising (<https://faa.illinois.edu/student-resources/current-students/academic-affairs-office/undergraduate-advisors/>)  
[admissions@illinois.edu](mailto:admissions@illinois.edu)