

A student who successfully completes the requirements listed below will be eligible for a **Certificate of Achievement in Apparel Design and Merchandising**. The **AA degree in Apparel Design and Merchandising** will be awarded upon satisfactory completion of the major course requirements listed below and the General Education requirements for the Associate in Arts Degree listed in the Degrees and Programs section of this Catalog.

Career Opportunities

The Apparel Design And Merchandising program offers fundamental and advanced training in fashion design from collection development through production. Our affordable, industry-driven curriculum meets current trends and technology in an ever-expanding field. The ADAM program prepares students for entry-level employment in the fashion industry.

Program Learning Outcomes

Upon completion of this program a student will be able to:

- Students will acquire the basic skills and knowledge needed to obtain, compete, and sustain gainful employment within the vast global field of the fashion industry.
- Students will be able to communicate and present themselves effectively with confidence in a diverse global fashion market.
- Design, sketch, cost and select appropriate fabric and trims for several outfits in various garment and price categories.
- Articulate in a clear written or oral dissertation the steps involved in the production pattern and size grading process.
- Analyze critically the rationale used in applying basic drafting principles, methods and techniques learned in class to the solving of new concepts and ideas.
- Develop a portfolio for an original clothing collection.

Degree Major Requirements

DEPT/NO.	TITLE	UNITS
ADAM 101	Apparel Textiles	2
ADAM 103	Apparel History	2
ADAM 111	Apparel Design and Sketching I	2
ADAM 113	Apparel Design and Sketching II	2
ADAM 131	Apparel Construction I	4
ADAM 132	Apparel Construction II	4
ADAM 214	Advanced Design and Line Development I	4
ADAM 215	Advanced Design and Line Development II	4
ADAM 216	Production Pattern and Size Grading I	2
ADAM 217	Production Pattern and Size Grading II	2
ADAM 221	Pattern Drafting I	4
ADAM 222	Pattern Drafting II	4
ADAM 224	Pattern Draping I	4
ADAM 225	Pattern Draping II	4
ADAM 229	Portfolio Development I	2
ADAM 230	Portfolio Development II	2

Minimum Required Units: 48

Recommended Course Sequence

	COURSE		UNITS	REQUIREMENT	COA GE AREA
FALL 1	ADAM 103	Apparel History	2	Major	
	ADAM 111	Apparel Design and Sketching I	2	Major	
	ADAM 131	Apparel Construction I	4	Major	
	ADAM 221	Pattern Drafting I	4	Major	
	ADAM 224	Pattern Draping I	4	Major	
	MATH 15	Mathematics for Liberal Arts Students	3	Major	4B
Total Number of Units:			19		
SPRING 1	ADAM 101	Apparel Textiles	2	Major	
	ADAM 113	Apparel Design and Sketching II	2	Major	
	ADAM 132	Apparel Construction II	4	Major	
	ADAM 222	Pattern Drafting II	4	Major	
	ADAM 225	Pattern Draping II	4	Major	
	SOC 5	Minority Groups ¹	3	GE	2 & 5
Total Number of Units:			19		
SUMMER 1	COMM 1A	Introduction to Speech ²	3	GE	4D
	Total Number of Units:		3		
FALL 2	ADAM 214	Advanced Design and Line Development I	4	Major	
	ADAM 216	Production Pattern and Size Grading I	2	Major	
	ADAM 229	Portfolio Development I	2	Major	
	ENGL 1A ENGL 1AS	Composition and Reading or Composition and Reading (w/ support)	4 or 5	GE	4A
	CIS 234A	World Wide Web Publishing I	2	GE	4C
Total Number of Units:			14-15		
SPRING 2	ADAM 215	Advanced Design and Line Development II	4	Major	
	ADAM 217	Production Pattern and Size Grading II	2	Major	
	ADAM 230	Portfolio Development II	2	Major	
	ANTHR 1	Introduction to Physical Anthropology	3	GE	1
	HIST 19	History of California	3	GE	3
Total Number of Units:			14		

¹ Course may be taken during intersession if offered.

² Course may be taken online if offered.

Please meet with a counselor to develop a personalized education plan to help you meet your specific goals.

Recommended Course Sequence

FALL 1

COURSE		UNITS	REQUIREMENT
ADAM 103	Apparel History	2	Major
ADAM 111	Apparel Design and Sketching I	2	Major
ADAM 131	Apparel Construction I	4	Major
ADAM 221	Pattern Drafting I	4	Major
ADAM 224	Pattern Draping I	4	Major
Total Number of Units:		16	

SPRING 1

ADAM 101	Apparel Textiles	2	Major
ADAM 113	Apparel Design and Sketching II	2	Major
ADAM 132	Apparel Construction II	4	Major
ADAM 222	Pattern Drafting II	4	Major
ADAM 225	Pattern Draping II	4	Major
Total Number of Units:		16	

FALL 2

ADAM 214	Advanced Design and Line Development I	4	Major
ADAM 216	Production Pattern and Size Grading I	2	Major
ADAM 229	Portfolio Development I	2	Major
Total Number of Units:		8	

SPRING 2

ADAM 215	Advanced Design and Line Development II	4	Major
ADAM 217	Production Pattern and Size Grading II	2	Major
ADAM 230	Portfolio Development II	2	Major
Total Number of Units:		8	

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Apparel Design and Merchandising (ADAM)

The **Apparel Design and Merchandising** program offers fundamental and advanced fashion education from design through production. Our curriculum is industry-driven and incorporates current trends, computer technologies, and the skills required for a successful career in the ever-expanding field of fashion. ADAM provides an affordable education with a flexible two-year plan.

ADAM 49

Independent Study in Apparel Design and Merchandising

- .5-5 units: .5-5 hours lecture (GR or P/NP)
- Acceptable for credit: CSU

In-depth exploration of an area or problem of the student's choice not covered by regular catalog offerings in Apparel Design and Merchandising. Student must obtain approval from an appropriate faculty member. For more details, see the section on independent study in the college catalog. 1303.10

ADAM 101

Apparel Textiles

- 2 units, 2 hours lecture (GR or P/NP)
- Acceptable for credit: CSU, UC

Introduction to the components of fabrics: Emphasis on the composition and relationship of fibers, yarns, construction, and finishes used in the creation of apparel textiles. 1303.10

ADAM 103

Apparel History

- 2 units, 2 hours lecture (GR or P/NP)
- Acceptable for credit: CSU

Overview of ethnic and fashion apparel history: Emphasis on historic costume as a source of influence and inspiration to the clothing of current as well as past cultures. 1303.10

ADAM 111

Apparel Design and Sketching I

- 2 units, 1 hour lecture, 3 hours laboratory (GR or P/NP)
- Recommended preparation: ENGL 201A or ability to speak, read, and write English
- Acceptable for credit: CSU

Survey of the structure and relationship of the three major divisions of the apparel industry – raw materials production, design and manufacturing, and retail merchandising: Beginning instruction in fashion sketching with emphasis placed on accurate standard body proportions and clearly defined apparel construction details needed to create sample-room work sketches. 1303.10

ADAM 113

Apparel Design and Sketching II

- 2 units, 1 hour lecture, 3 hours laboratory (GR or P/NP)
- Prerequisite: ADAM 111
- Recommended preparation: ENGL 201A or ability to speak, read, and write English
- Acceptable for credit: CSU

Continuation of ADAM 111: Organization of original design concepts in a variety of assigned price, size, style and seasonal categories; fashion sketching and rendering using various full color media. 1303.10

ADAM 131

Apparel Construction I

- 4 units, 2 hours lecture, 6 hours laboratory (GR or P/NP)
- Recommended preparation: Basic sewing skills
- Acceptable for credit: CSU

Basic industry apparel construction techniques: Application of industrial machine operations, hand sewing methods, sequence of assembly, construction and pressing methods and techniques used in apparel sample making, and volume production for various price categories; emphasis on casual and sportswear apparel. 1303.10

ADAM 132

Apparel Construction II

- 4 units, 2 hours lecture, 6 hours laboratory (GR or P/NP)
- Prerequisite: ADAM 131
- Acceptable for credit: CSU

Continuation of ADAM 131: Intermediate industry apparel construction techniques, practical application of industrial machine operations, hand sewing methods, sequence of assembly, under-construction and shaping, construction and pressing methods and techniques used in apparel sample making, and volume production for various price categories; emphasis on tailored and evening wear apparel. 1303.10

ADAM 214

Advanced Design and Line Development I

- 4 units, 2 hours lecture, 6 hours laboratory (GR or P/NP)
- Prerequisite: ADAM 113, 222, 225, and 132

Apparel design and line development: Incorporating skills and applications in designing, sketching, pattern development, fitting, construction, pressing, costing, marketing and production analysis; wholesale sample garments of student's original design concepts in assigned categories. 1303.10

ADAM 215**Advanced Design and Line Development II**

- 4 units, 2 hours lecture, 6 hours laboratory (GR or P/NP)
- Prerequisite: ADAM 214

Continuation of ADAM 214: Applications in designing, sketching, pattern development, fitting, construction, pressing, costing, marketing and production analysis; wholesale sample garments of student's original design concepts in assigned categories. 1303.10

ADAM 216**Production Pattern and Size Grading I**

- 2 units, 1 hour lecture, 3 hours laboratory (GR or P/NP)
- Prerequisite: ADAM 112, 132 and 222

Methods and applications in the development of wholesale industrial production pattern making, size grading and marker making; Production in various style, size and price categories; introduction to the use of a size grading machine and computer technology. 1303.10

ADAM 217**Production Pattern and Size Grading II**

- 2 units, 1 hour lecture, 3 hours laboratory (GR or P/NP)
- Prerequisite: ADAM 216

Continuation of ADAM 216: Continued development of wholesale industrial production pattern making, size grading and marker making; production in various style, size and price categories; use of a size grading machine and computer technology. 1303.10

ADAM 220**Apparel Design and Merchandising Special Projects Laboratory**

- .5-2 units, 1.5-6 hours laboratory (P/NP)
- Open-entry/open-exit course
- Course is not required for ADAM Certificate of Achievement.

STUDENT MUST BE CURRENTLY ENROLLED AND ATTENDING AT LEAST ONE ADAM COURSE IN CONJUNCTION WITH ADAM 220

ADAM industrial laboratory equipment and facilities are made available to ADAM Program students to enable them to complete ADAM course "HOMEWORK" and assigned extra credit projects. Industrial equipment / ADAM facilities are NOT available to students outside the ADAM program due to safety and insurance issues. 1303.10

ADAM 221**Pattern Drafting I**

- 4 units, 2 hours lecture, 6 hours laboratory (GR or P/NP)
- Recommended preparation: Basic sewing skills and/or ADAM 224 and 131

Two-dimensional method of apparel patternmaking: Basic drafting methods and techniques, sample pattern development in paper, fit muslin development, and original design creation conforming to industrial standard-sized body forms. 1303.10

ADAM 222**Pattern Drafting II**

- 4 units, 2 hours lecture, 6 hours laboratory (GR or P/NP)
- Prerequisite: ADAM 221

Continuation of ADAM 221: Two-dimensional method of apparel patternmaking; intermediate drafting methods and techniques, sample pattern development in paper, fit muslin development, and original design creation conforming to industrial standard-sized body forms. 1303.10

ADAM 224**Pattern Draping I**

- 4 units, 2 hours lecture, 6 hours laboratory (GR or P/NP)
- Recommended preparation: Basic sewing skills and/or ADAM 221 and 131

Three-dimensional method of apparel patternmaking: Basic draping methods and techniques, sample muslin pattern development including original design creation, fitting, and testing on industrial standard-sized body forms. 1303.10

ADAM 225**Pattern Draping II**

- 4 units, 2 hours lecture, 6 hours laboratory (GR or P/NP)
- Prerequisite: ADAM 224

Continuation of ADAM 224: Three-dimensional method of apparel pattern making; Intermediate draping methods, techniques and sample muslin pattern development. 1303.10

ADAM 229**Portfolio Development I**

- 2 units, 1 hour lecture, 3 hours laboratory (GR or P/NP)
- Prerequisite: ADAM 113

Computer-based applications in the development of apparel portfolios: Basic methods and applications using ADOBE Illustrator and ADOBE Photoshop, continuation of sketching skills; emphasis on technical flats and presentation croquis development. 1303.10

ADAM 230**Portfolio Development II**

- 2 units, 1 hour lecture, 3 hours laboratory (GR or P/NP)
- Prerequisite: ADAM 229

Continuation of ADAM 229: Advanced computer-based applications in the development of apparel portfolios using ADOBE Illustrator and ADOBE Photoshop; emphasis on development of a finished fashion portfolio and resume presentation. 1303.10

ADAM 235**Custom Tailoring II**

Intermediate instruction in hand and machine tailoring methods, techniques and skills used in the construction of apparel for men and women. Exercises expand upon skills taught in ADAM 234. 1303.10

ADAM 237**Apparel Alterations I**

- 2 units, 1 hours lecture, 3 hours lab (GR, or P/NP)
- Recommended preparation: Basic Sewing Skills

APPAREL ALTERATION TECHNIQUES: Beginning course in hand and machine apparel alteration techniques and skills, emphasis on women's and men's ready-to-wear apparel, measuring and fitting methods, design analysis and adjustments, deconstruction and re-assembly process, apparel mending and repair, pressing, hemming and finishing techniques. 1303.10

ADAM 238**Apparel Alterations II**

- 2 units, 1 hours lecture, 3 hours lab (GR, or P/NP)
- Prerequisites: ADAM 237

APPAREL ALTERATION TECHNIQUES: Continuing course in hand and machine apparel alteration techniques and skills, emphasis on women's and men's tailored, specialty and knit apparel, measuring and fitting methods, design analysis and adjustments, deconstruction and re-assembly process, apparel mending and repair, pressing, hemming and finishing techniques. 1303.10

ADAM 250**Custom Apparel Sewing**

- 2 units, 1 hours lecture, 3 hours lab (P/NP)

Custom apparel cutting, fitting, sewing, pressing, assembly methods and techniques. Appropriate selection of retail patterns, fabrics, interfacing, trims and notions. 1303.10

NOTE: Course is NOT required for the ADAM Certificate of Completion.