

## **FCS208 – W04 – Discussion: Textile Related Careers**

### **Textile Designer**

A textile designer does more than just make pretty fabrics happen. Textile design has a much broader scope. They are responsible for creating patterns and prints on a variety of fabric types. They use a variety of materials for reference, including but not limited to reference materials, current trends, and specified client instructions. There is some drawing involved in textile design in addition to understanding colors when designing motifs and colorways. Textile designers are also responsible for product development so knowledge and understanding of construction and fibers is valuable. They work on both custom and line work projects. It is critical that they stay on top of the latest competitive research as well as trend research.

There are mixed opinions on what education is required for an entry-level textile designer. Most research shows that a bachelor's degree is required but the opinions vary on what area of study is most effective. It is largely agreed that degrees in technical production, graphic design, and apparel merchandising are most common. However, degreed individuals can break into the industry with training and experience in software packages (i.e., Illustrator, Photoshop, and CAD), sketching and drawing (traditional and digital), completing internships or apprenticeships, and working on building a strong portfolio. Most textile design degree programs include studies in product development, merchandising, textile evaluation, apparel design, surface design, woven design, marketing, and accounting.

The work environment for textile designers can vary widely due to the wide range of jobs available, but most work typical office hours while overtime is frequently expected due to project deadlines and market attendance. Travel is frequently expected for research, visiting customers, and tradeshow. Traditionally, textile designers are found in offices or studios with open spaces and good lighting, but it is not uncommon for them to be found on the factory floor overseeing production progress. They can find jobs with manufacturers, wholesalers, design firms, or even self-employment.

Jobs can be found globally. Many work in-house for apparel manufacturers, product developers, interior designers, in the automotive industry, home furnishings, and other textile related industries. It is not uncommon for them to work in research and development labs. They can be found working as designers for fabric, soft flooring, bedding, home décor, fashion and apparel, baby or kid wear, athletic wear, or swimwear. They may also work as freelancers or as art licensing for a variety of textiles.

The average income range for textile designers is between \$31,552 and \$79,765 based on 2014 numbers. The average salary in 2021, is \$50,500 or roughly \$24 per hour. The top 10% of textile designers are expected to make over \$82,000 as of August 2021. The income varies based on location and experience.

#### References:

<https://www.zippia.com/textile-designer-jobs/>

<https://www.theartcareerproject.com/careers/textile-design/>

[https://learn.org/articles/Textile\\_Designer\\_Career\\_Profile\\_Job\\_Outlook\\_and\\_Education\\_Requirements.html](https://learn.org/articles/Textile_Designer_Career_Profile_Job_Outlook_and_Education_Requirements.html)