

FASHION DESIGN Course Catalogue		
FIRST YEAR		
ANNUAL SUBJECTS	HOURS/WEEK	ECTS CREDITS
Visual Language	4	8
Knowledge and understanding of language design: graphic design, shape, structure, colour, texture, light, graphic space, composition, art and design interactions. Image analysis both from the expression and the perception perspective .		
Creativity and Project Methodology	2	4
Origins of creativity, social demand for creativity. The creative process. Nature versus culture. Creative stimulation techniques. Plagiarism and coincidences. Basic principles for thinking out ideas. Project methodology according to different authors. The design process. Ideas. Team work.		
Representation Systems	4	8
Two-dimensional representation. Scales. Plane and descriptive geometry. Taking of dimensions. Symbols, rules and conventions in technical drawing. 3D representation. Axonometric perspective (isometric, cavalier and military perspectives), one point perspective drawing with vanishing point, and with two vanishing points. Vanishing sections. Initiation to layout.		
Vectorial Representation	4	7
Graphic representation and expression using digital vectorial technology: learning about tools and vectorial application programmes.		
Digital Photography and Audiovisual Media	3	5
Basic knowledge and principles of photographic cameras and digital cameras. The digital process and processing, improvement and optimisation of digital photographs. The photographic studio: artificial lighting. Genres in current photography. Audiovisual media: artistic and technical evolution of the audiovisual media. Basic audiovisual language and media technology. Digital editing. Audiovisual broadcasting according to the product, format and media.		
Pattern Making And Garment Making Workshop I	6	10
Measuring charts: application. Basic pattern: female, male and children. Machinery and tools: clothing assembly and proof testing of the basic patterns. Garment making on toile of slits, cuffs, collars, flaps, hems, pockets. Creative pattern making. Introduction to modelling on a mannequin.		
FIRST SEMESTER SUBJECTS		
Free Hand Drawing	4	5
The mastering of communication using free hand drawing. Expression of ideas, shapes, dimensions and details by using informal and instant drawing techniques. Data gathering and outlines using free hand drawing of an existing object and the annotation of its dimensions until both aspects are completely defined as regards, shape and dimension. Conveyance of an idea, design or aspect which only exists in our imagination by using a drawing.		
History of Art and Aesthetics	3	4
Evolution of art and aesthetics since past times. Theory of art and aesthetics. Historic avant-garde		

movements. Current artistic trends in a global world.		
SECOND SEMESTER SUBJECTS		
Expression Techniques in Design	4	5
Quick life drawings using different techniques. Manual monochrome and colour graphic and plastic expression techniques, both dry and wet. Additive and experimental techniques. Analysis of shapes, space, light and colour by using expression techniques.		
History of XIX, XX and XXI century- design and up to the present.	3	4
History of XIX, XX and XXI century- design and up to the present. Theory and history of design in artistic and architectural contexts. Knowledge, analysis and historic significance of design. Origin of the design concept Royal factories, Industrial Revolution, Arts and Crafts and Modernism. The Bauhaus and other design European schools. Design consolidation. Democracy of design as from the Second World War. Trends, designers and emblematic contemporary design companies. Global concept of design: think global and act local		
SECOND YEAR		
ANNUAL SUBJECTS	HOURS/WEEK	ECTS CREDITS
3D Construction	3	5
Analysis of the 3D shape: 3D analysis of pieces of work and objects. The process of artistic abstraction: synthesis, geometrization and stylization as a solution to plastic proposals. Construction and valuation of the volumetric shape: the design process and the creation of 3D shapes. From the outline to the definitive piece of work. Techniques and materials for 3D construction: flexible, rigid, laminate, malleable. Surface material characteristics. The production and use of textures. Simple moulds and casts. Miniature models		
Basic Scientific Knowledge	3	7
Mathematics: arithmetic, algebra, trigonometry and statistics. Physics: physical magnitudes, Static and Dynamic, Vectors. Physical properties of materials. Chemistry: magnitudes; structure and chemical properties of substances		
Technical English	2	4
English terminology in the sphere of design. Use of English in professional and scientific environments. English grammar revision in context. Oral comprehension and conversation.		
Textil Workshop: Materials and Processes	3	5
Natural resources, exploitation and environmental balance. Textile fibres: classification, composition and attainment processes. Non weaved textiles. Colorants. The loom and the basic weave. Weaving systems: weaves, knits and lace. Research and experimentation methods related to the subject.		
Pattern Making And Garment Making Workshop II	5	8
Pattern making systems analysis. Industrial measurements. Transformations of the pattern via cutting: neckline, pleats, side seams, cuts, bodice. Transformations of the pattern via volume: gathers, pleats, capes, drapes, balloon sleeves. Marking and cutting. Pattern assembly and industrial stitching of basic garments. Prototype: objectives, optimization, model, cut and assembly on toile in order to verify the similarity with the model.		
FIRST SEMESTER SUBJECTS		
Anthropometry and Ergonomics	3	4
Concepts of anthropometry, ergonomics and bionics. Human dimensions and the golden ration: data, data typology and percentiles. The application of tables and anthropometric data. Standardisation.		

<p>Concepts of anthropometry, ergonomics and bionics. Human dimensions and the golden ration: data, data typology and percentiles. The application of tables and anthropometric data. Standardisation. Psychosocial aspects in ergonomic design: functionality, comfort and pleasure. Usability and accessibility.</p>		
Volumetric Analysis applied to Clothing	4	4
<p>Artistic and clothing object. Sculptural and spatial language related to clothes and fashion. Concepts, processes and volumetric techniques as creative and formal tools in fashion design and clothing. Clothing and space: enlargement of the interpersonal space and definition of the spatial me. Constructive, communicative and symbolic aspects. The body as volume.</p>		
Fashion Drawing	5	4
<p>Analysis of the 2D and 3D shape of the fashion object. Analysis and graphic synthesis of anatomic representation in fashion: representation of the human figure in the speciality. Semantic, communicative and iconic aspects. The communicative purpose of the pose. The human figure: analysis of the canon of proportions and structures. Garment representation procedures. Constructive intentions in fashion. Graphic procedures and techniques applied to fashion and garment representation. The semantic language of colour and its application in creative fashion processes.</p>		
History of Clothing	2	3
<p>The origin of clothing. Clothing in ancient times. Clothing in Europe during the Middle Ages. Early Middle Ages, Islamic and Asiatic influences. Late Middle Ages: clothes as an element of social prestige. Clothing during the Renaissance and the Baroque periods. The origin of fashion. The effect of the Industrial Revolution on fashion.</p>		
SECOND SEMESTER SUBJECTS		
Eco Design and Sustainability	3	4
<p>Definition of eco design and sustainable development . Design for recycling and reusing. Good practices for sustainable design. Analysis of the cycle of life. Environmental footprints (ecological, carbon, hydrological). Institutional, civic and industrial responsibility. Process and strategy for Eco design. Project and evaluation. European ecological packaging system. Rules and types. Sustainable materials. Legal framework.</p>		
Fashion Design Projects I	6	6
<p>Projection theory and design: the projection process as research and experimentation, analysis of the definition and development of fashion projects. Basic methodology of the project: model, development, presentation and viability feasibility. Styling and sociology: visual identity of social groups. Principles and theoretical- practical studies of design projects for different fashion brands. Technical, functional and communicative aspects. Study of trends. Styling and trends. The "Coolhunter".</p>		
Digital Fashion Illustration	3	3
<p>Basic elements relating to visual communication. Visual techniques: communication strategies. Digital illustration techniques: vectorial drawing and bit mapping applied to design and fashion illustration. Image creation, touching- up, digital colouring, mixed techniques. Creation of colour charts.</p>		
Fashion History : current designers and trends	2	3
<p>The beginning of Haute Couture. Paris as a model in European fashion. Belle Époque. The First World War. Fashion between wars. Fashion after the Second World War. Current fashion. Influence of the current aesthetic canons. Designers and their influence. Current trends in national and foreign markets. Current importance of fashion: museums, news programmes, cinemas, consequences. Trivialization of fashion.</p>		

THIRD YEAR		
ANNUAL SUBJECTS	HOURS/WEEK	ECTS CREDITS
Design Theory and Culture	3	6
Design in contemporary society and culture. Information and communication concepts within the global sphere of design. Theory of shape and aesthetics. Practical purpose and aesthetic purpose. Symbiosis and cross sectional relationship between Art- Design- Crafts. Basic anthropological principles and those of non material heritage applied to the manifestations and competences of current design. Design theory and critique. Basic principles of sociology and consumer culture. Multiculturalism and design contexts: global- local interactions. The designer's ethics and social responsibility.		
Design Management	3	6
Legislation and intellectual and industrial properties, patents and brands management. Management and promotion of the design's cultural ,social and personal values in relation to identity making, sponsorship and patronage activities. Management and follow up of brands and corporate identity. Basic principles of economics and production organization.		
Pattern Making and Garment Making Workshop III	4	7
Tailoring: concept and origin. Current tailoring basics. Measurements, pattern making and stitching. Materials and techniques: interfacing, pad stitches, pockets, lapels. Experimentation with different textile and non textile materials and possible combinations in pursuit of creativity. Pattern assembly and tailoring garment making. Research and experimentation methods which relate to the subject matter.		
Model making workshop on a mannequin	4	6
Introduction and concept of Moulage. Fabric planning: study of the bias, straight grain, cross grain. Basic balance rules and preparation of the mannequin. Making of volumes and shapes on the mannequin. Draping technique. Collar movement. Pattern making from the garment created on the mannequin. Creative pattern making with geometrical shapes. Assembly and study of details and finishes in on a garment made using moulage.		
Optional Subjects	4	8
FIRST SEMESTER SUBJETS	HOURS/WEEK	ECTS CREDITS
Printing Workshop: Techniques and Processes	4	4
Printing: different techniques and printing types. Print analysis: season, age, trends, shape, colour, texture. Symbols, colour study, colour variant. Model production, adaptation of the model to the technique. The influence of colour on different textile media, their values and graphic representation. Rapport technique. Industrial processes in fabric printing.		
Pattern-Making Technology and Industrial Dressmaking	4	5
Industrial measurements. Computer aided pattern making: making of basic patterns. Transformations of the basic pattern. Industrial pattern making techniques: sizing charts: introduction, concept and size study. Basic model sizing. Industrialization of the pattern: size, drop., model, seams. Cut marking: fabric optimization. Making of production techniques charts. Study of methods and times. Knowledge and material sourcing and forniture for industrial garment making. Industrial processes for garment making.		
Fashion Design Projects II	6	6
Critical analysis of trends. Trend panel. Generation and transformation of shapes. Fashion projects		



directed towards a specific commercial sector. Creation of collections with different lines. Male and female Designers who have created collective designs for specific groups. Collective designs for specific groups . Anti fashion.		
SECOND SEMESTER SUBJETS	HOURS/WEEK	ECTS CREDITS
Textil Workshop: Processes and Finishes	4	4
Colorant and textiles. Dyes: fibre dyeing, yarn dyeing and piece dyeing. Resist dyeing (batik). General finishes: whitening, mercerization, felting, calender. Aesthetic finishes: pleated, raised fibre, gummed, embroidered and appliqués. Special finishes: resistance to wrinkling, durable ironing, water repellent, dirt repellent, anti static finishes, anti slip finishes, anti moth finishes. General knowledge of cleaning and looking after fabric. Analysis, cataloguing and labelling.		
Digital Technology applied to Fashion Design	4	4
Software applied to fashion design. Digital techniques and processes in printing. Textile design. Positional prints and made to measure. Textile yarn graphics. Industrial processes for dressmaking: machinery, production chain. Pattern making and industrial cutting machinery. Time optimization.		
Fashion Accessories Design	4	4
History and value of fashion accessories. Adaptation of the accessory to the collection. Important brands and major firms. Technological infrastructure. Technical characteristics of foot wear: foot anatomy, foot movement, functionality of the shoe form. Components of footwear. Technical aspect of the bag: volume, size, interior, exterior, lining, fornituras, handles, stitching. Technical aspect of hats and fascinators: volume, size, appropriate/ suitable material. Moulds, pattern making and stitching.		
FOURTH YEAR		
FIRST SEMESTER SUBJETS	HOURS/WEEK	ECTS CREDITS
Fashion Image	4	4
Perception. Applied perceptive laws and theories. Fashion: contexts, configuration, representation and expression via the fashion image. Image language applied to fashion. Sensation and fashion. Study of the sensory, perceptive and cognitive processes of fashion images. Creation of the fashion image concept. Semiotics of the fashion image. Associated values. Femininity and masculinity archetypes. Image and stereotypes. Expressive elements related to fashion. Introduction to fashion sociology. Trend analysis and critique.		
Integrated Digital Project	6	8
Basic elements of a project. The research process. Model making of a project. Portfolio creation. Web design and maintenance. Trend spreading: blogosphere and social networks. Digital catalogues. Specific software for the subject. Research and experimentation methods related to the subject.		
Styling, Fashion and Communication	5	5
Audiovisual productions. Basic principles of scenography. The scenic space. Work within interdisciplinary teams. The stylist's role. Needs, restrictions and means. Styling for: catwalks, musical productions, advertising, theatre, cinema, public and private spaces. Character characterisation and identity. The creation of the media personality. Styling and visual representation, behavioural patterns.		
Styling for Shows and Audiovisual Media	6	6
Audiovisual productions. Basic principles of scenography. The scenic space. Work within interdisciplinary teams. The stylist's role. Needs, restrictions and means. Styling for: catwalks, musical productions, advertising, theatre, cinema, public and private spaces. Character characterisation and identity. The creation of the media personality. Styling and visual representation, behavioural patterns.		



<p>Audiovisual productions. Basic principles of scenography. The scenic space. Work within interdisciplinary teams. The stylist's role. Needs, restrictions and means. Styling for: catwalks, musical productions, advertising, theatre, cinema, public and private spaces. Character characterisation and identity. The creation of the media personality. Styling and visual representation, behavioural patterns.</p>		
Organization and Control of the Fashion Product	2	2
<p>Professional jurisdiction and work management. Legislation and directives related to the textile and clothing sector. The putting together of work teams. The search for suppliers , at a national and international level. Conceptualization and development of the collection: creative process, textile selection, colour range, silhouettes. Information sources: trend and consultancy notebooks. Acquisition of raw materials: fornituras, textiles, hangers, labels, handbags etc. Manufacturing process: selecting suppliers, quality and cost study. Quality controls. Fashion brand. Research and experimentation method related to the subject.</p>		
Fashion Marketing	2	3
<p>Market study. Production, publicity and consumption. Market and Target. Selection of collaborating entities, study of costs. Management of delivery calendars, payments and payment collection. Distribution: channels, own sales points and promotional ones. Broadcasting of the fashion product: specialised trade fairs, marketing and communication. Textile, fashion and accessories. National and international catwalks. Styling organisation and production methods: the showroom. Customer satisfaction control, attention and service. Concept board. Brief. Corporate image and merchandising.</p>		
Optional Subjects	5	8
SECOND SEMESTER SUBJECTS		
End of Degree Project	5	12
<p>Writing of a project which incorporates the knowledge and the synthesizing of the different formative subjects. This implies knowledge, documentation, research, experimentation and synthesis on the student's part of the creative process as a whole. It implies the use of resources and adequate tools which were used as a starting point for the programming and carrying out of a professional activity related to fashion design, in its different fields of activity, covering needs and market trends related to</p>		