



Postgraduate Diploma

Textile Creation

» Modality: online

» Duration: 6 months

» Certificate: TECH Global University

» Credits: 18 ECTS

» Schedule: at your own pace

» Exams: online

We b site: www.techtitute.com/us/design/postgraduate-diploma/postgraduate-diploma-textile-creation

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tech 06 | Introduction

The textile industry is one of the most important economic sectors in the world. It moves huge amounts of money and operates all over the world, making it an area of enormous influence and with major implications in different regions and countries. In addition, it is composed of different areas such as production, distribution, marketing and design. Those that refer especially to planning and design are of vital importance, since without them a garment cannot be mass-produced, in the case of clothing destined for large chains, nor can it be distributed or marketed.

Therefore, creation is one of the fundamental links in the chain, since without it it would not be possible to physically compose the different materials used, producing, in the end, the garments.

But to carry out this process, specific knowledge is needed about the techniques of textile creation and confection, as well as the materials to be used and a lot of knowledge focused on the aesthetic part of the designs, especially in reference to color. Therefore, it is necessary to master a variety of skills in order to be a specialist in this field.

This Postgraduate Diploma in Textile Creation offers its students all the skills required to be able to make all kinds of fashion garment designs, aimed mainly at their physical and material construction, so that students are able to create clothes of different styles and for different purposes.

This **Postgraduate Diploma in Textile Creation** contains the most complete and up-to-date program on the market. Its most notable features are:

- Practical cases presented by experts in fashion
- A general and, at the same time, specific perspective, thanks to which it covers the global panorama of textile design for fashion while teaching all kinds of specific knowledge to students
- Practical exercises where self-assessment can be used to improve learning
- Special emphasis on innovative methodologies for Textile Creation
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an Internet connection





You need a set of skills to master textile creation: with this program they will no longer be unattainable"

The program's teaching staff includes professionals from the sector who contribute the experience of their work to this program, in addition to recognized specialists from prestigious reference societies and universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive learning programmed to train in real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise throughout the program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

Learn everything you need to know about materials and textile creation. Don't wait any longer and enroll.

Specialists in textile creation are needed to design the successfully garments of the future.







tech 10 | Objectives



General Objectives

- Obtain detailed knowledge of the history of fashion, which will be relevant to the work of professionals who wish to develop their careers in this sector today
- Be able to design successful fashion projects
- Know all the processes involved in textile creation, from drawing, the materials and the colors to use



Everything you need to know in order to make all types of garments is here in this program"





Module 1. Colorimetry

- Gain theoretical and practical knowledge and understanding of the phenomenon of color in its different fields.
- Know the different tools and updated resources for the use of color in design and to handle the different means of color application, both manual and digital, in the design process.
- Understand how to apply color by taking advantage of chromatic resources and international standard dimensions to achieve specific objectives in design projects.
- Analyze and differentiate the main laws of visual perception with the nomenclature and language of the specialty.
- Understand the basic schemes of compositional arrangement in design.

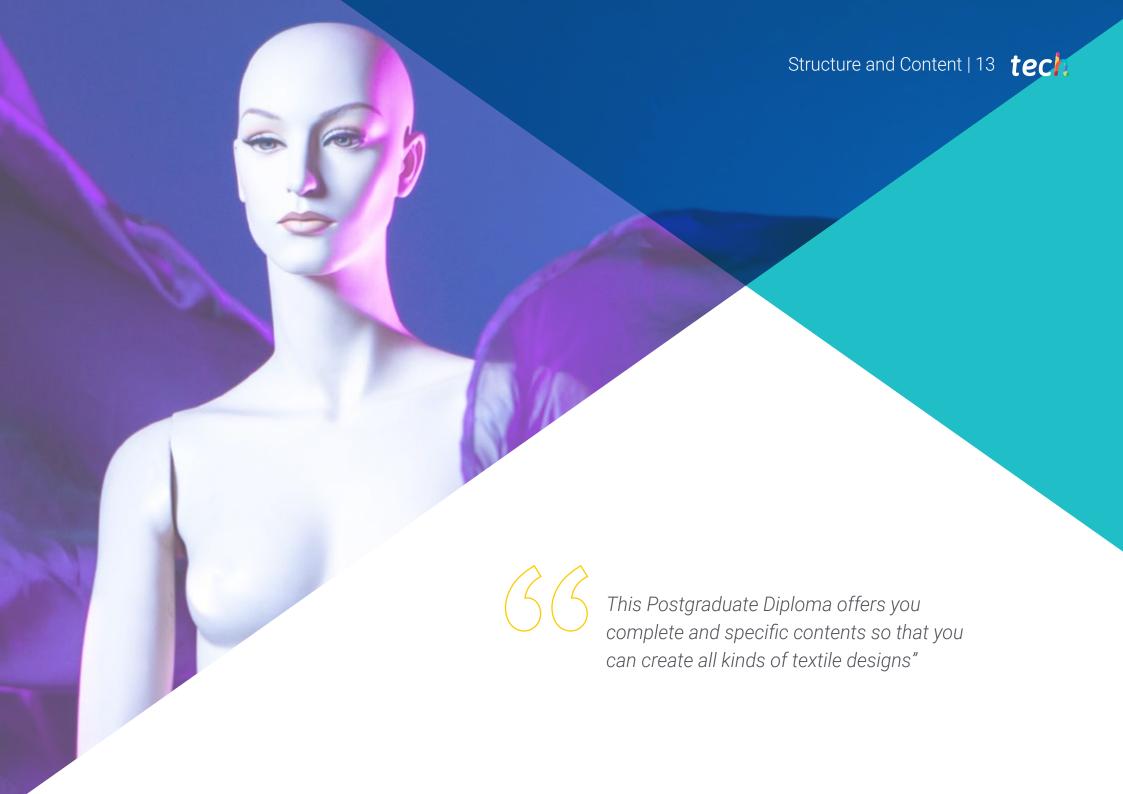
Module 2. Textile Technology

- Identify different types of textile fibers
- Select a textile material for the design according to its properties
- Learn dyeing techniques
- Master the different types of weaves for openwork fabrics
- Know the properties of different materials and the techniques for their manipulation and elaboration
- Know the main techniques for textile printing

Module 3. Creation of Textile Materials

- Know the history of embroidery, its classification and materials, as well as its history and transcendence in current fashion.
- Learn how to do cross-stitch
- Know the principles of weaving and its classification
- Learn how to make lace, the ideal materials for its elaboration, as well as its history and transcendence in today's fashion
- Learn how to make lace edging, the ideal materials for its elaboration, as well as its history and transcendence in today's fashion.
- Learn how to crochet, the ideal materials for its elaboration, as well as its history and transcendence in today's fashion.
- Learn how to knit, the ideal materials for its elaboration, as well as its history and transcendence in current fashion.





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Module 1. Colorimetry

- 1.1. Color Theory
 - 1.1.1. Perception of Form and Space
 - 1.1.2. Color. Definition
 - 1.1.3. Color perception
 - 1.1.4. Color Properties or Dimensions
 - 1.1.5. Color Classification
- 1.2. Color Perception
 - 1.2.1. The Human Eye
 - 1.2.2. Color Vision
 - 1.2.3. Variables in Color Perception
 - 1.2.4. Non-Visual Color Perception
- 1.3. Color Modeling and Standardization
 - 1.3.1. History of Color
 - 1.3.1.1. First Theories
 - 1312 Leonardo da Vinci
 - 1.3.1.3. Isaac Newton
 - 1314 Moses Harris
 - 1.3.1.5. Goethe
 - 1.3.1.6. Runge
 - 1.3.1.7. Chevreul
 - 1.3.1.8. Rood
 - 1319 Munsell
 - 1.3.1.10. Ostwald
 - 1.3.2. Visual Perception
 - 1.3.2.1. Absorption and Reflection
 - 1.3.2.2. Pigment Molecules
 - 1.3.3. Color Attributes
 - 1.3.3.1. Tone
 - 1.3.3.2. Luminance
 - 1.3.3.3. Saturation

- 1.3.4. Warm and Cool Colors
- 1.3.5. Harmony in Colors
- 1.3.6. Contrast
- 1.3.7. Color Effects
 - 1.3.7.1. Size
 - 1.3.7.2. Transparency, Weight and Mass
- 1.4. Semiotics and Semantics of Color
 - 1.4.1. Semiotics of Color
 - 1.4.2. Color Description
 - 1.4.3. Colors: Material, Light, Perceptions, Sensations.
 - 1.4.4. Color and Material
 - 1.4.5. The Truth of a Color
 - 1.4.6. Color perception
 - 1.4.7. The Weight of a Color
 - 1.4.8. The Color Dictionary
- 1.5. Color in Design
 - 1.5.1. Chromatic Trends
 - 1.5.2. Graphic Design
 - 1.5.3. Interior Design
 - 1.5.4. Architecture
 - 1.5.5. Landscape Design
 - 1.5.6. Fashion Design
- 1.6. Composition
 - 1.6.1. General Aspects
 - 1.6.1.1. Codes Used
 - 1.6.1.2. Originality and Banality
 - 1.6.1.3. Degree of Iconicity and Abstraction
 - 1.6.2. Configurational Organization of the Image: Relation between Background and Figure

- 1.6.3. Configurational Organization of the Image: Gestalt Laws
- 1.6.4. Configurational Organization of the Image: Systems of Spatial Organization
 - 1.6.4.1. Balance: Static or Dynamic. Focal or Orthogonal System
 - 1.6.4.2. Proportion
 - 1.6.4.3. Symmetry
 - 1.6.4.4. Movement and Rhythm
- 1.6.5. Field Study
- 1.7. Image Functions
 - 1.7.1. Representative
 - 1.7.1.1. Cartographic
 - 1.7.1.2. Scientist
 - 1.7.1.3. Architectural
 - 1.7.1.4. Projectual
 - 1.7.2. Persuasive
 - 1.7.3. Artistic
- 1.8. Color Psychology
 - 1.8.1. Warm Colors and Cool Colors
 - 1.8.2. Physiological Effects
 - 1.8.3. Color Symbolism
 - 1.8.4. Personal Color Preferences
 - 1.8.5. Emotional Effects
 - 1.8.6. Local Color and Expressive
- 1.9. The Meaning of Color
 - 1.9.1. Blue
 - 1.9.2. Red
 - 1.9.3. Yellow
 - 1.9.4. Green
 - 1.9.5. Black
 - 1.9.6. White
 - 1.9.7. Orange
 - 1.9.8. Violet
 - 1.9.9. Pink
 - 1.9.10. Gold
 - 1.9.11. Silver

- 1.9.12. Brown
- 1.9.13. Gray
- 1.10. Color Use
 - 1.10.1. Sources of Dyes and Pigments
 - 1.10.2. Lighting
 - 1.10.3. Mixture of Oils and Acrylics
 - 1.10.4. Glazed Ceramics
 - 1.10.5. Colored Glass
 - 1.10.6. Color Printing
 - 1.10.7. Color Photography

Module 2. Textile Technology

- 2.1. Introduction to Textile
 - 2.1.1. History of Textiles
 - 2.1.2. Textile Throughout Time
 - 2.1.3. Traditional Textile Machinery
 - 2.1.4. The Importance of Textiles in Fashion
 - 2.1.5. Symbology Used in Textile Materials
 - 2.1.6. Fabric Technical Data Sheet
- 2.2. Textile Materials
 - 2.2.1. Classification of Textile Fibers
 - 2.2.1.1. Natural Fibers
 - 2.2.1.2. Artificial Fibers
 - 2.2.1.3. Synthetic Fibers
 - 2.2.2. Properties of the Fibers
 - 2.2.3. Recognition of Textile Fibers
- 2.3. Threads
 - 2.3.1. Basic Joins
 - 2.3.2. General Characteristics of Thread
 - 2.3.3. Classification of Thread
 - 2.3.4. Spinning Phases

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	2.3.5.	Machines Used			
	2.3.6.	Numbering Systems of Threads			
2.4.	Openwork Textiles				
	2.4.1.	Openwork Fabrics			
	2.4.2.	Ligament Staggering			
	2.4.3.	Ligaments in Openwork Fabrics			
	2.4.4.	Classification of Ligaments			
	2.4.5.	Types of Ligaments			
	2.4.6.	Types of Openwork Fabrics			
	2.4.7.	The Openwork Loom			
	2.4.8.	Special Looms			
2.5.	Knitted Fabrics				
	2.5.1.	History of Knitted Fabrics			
	2.5.2.	Classification			
	2.5.3.	Typology			
	2.5.4.	Comparison between Flat and Knitted Fabrics			
	2.5.5.	Characteristics and Behavior According to Construction			
	2.5.6.	Technology and Machinery for Obtaining It			
2.6.	Textile Finishes				
	2.6.1.	Physical Finishes			
	2.6.2.	Chemical Finishes			
	2.6.3.	Fabric Resistance			
	2.6.4.	Pilling			
	2.6.5.	Dimensional Change of Fabrics			
2.7.	Dyeing				
	2.7.1.	Previous Treatment			
	2.7.2.	Dyeing			
	2.7.3.	Machinery			
	2.7.4.	Consumables			

	2.7.5.	Optical Brightening			
	2.7.6.	Color			
2.8.	Print				
	2.8.1.	Direct Printing			
		2.8.1.1. Block Printing			
		2.8.1.2. Roller Printing			
		2.8.1.3. Thermotransfer Printing			
		2.8.1.4. Screen Printing			
		2.8.1.5. Warp Printing			
		2.8.1.6. Corrosion Printing			
	2.8.2.	Reserve Printing			
		2.8.2.1. <i>Batik</i>			
		2.8.2.2. Tie-Dye			
	2.8.3.	Other Printed Types			
		2.8.3.1. Differential Printing			
		2.8.3.2. Polychromatic Electrostation			
2.9.	Technical and Intelligent Fabrics				
	2.9.1.	Definition and Analysis			
	2.9.2.	Application of Textiles			
	2.9.3.	New Materials and Technologies			
2.10.	Leather, Fur and Others				
	2.10.1.	Fur and Leather			
	2.10.2.	Classification of Leather			
	2.10.3.	Tanning Process			
	2.10.4.	Post-Tanning Process			
	2.10.5.	Technological Process of Tanning			
	2.10.6.	Conservation Methods			

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- 2.10.7. Synthetic Leather
- 2.10.8. Debate: Natural or Synthetic Leather

Module 3. Creation of Textile Materials

- 3.1. The Art of Embroidery
 - 3.1.1. Origins of the Art of Embroidery
 - 3.1.2. First Manifestations of Embroidery Art
 - 3.1.3. Embroidery Among the Egyptians, Greeks and Romans
 - 3.1.4. The Byzantine Cycle and its Western Expansion
 - 3.1.5. Currents of the Bizantine Expansion
 - 3.1.6. Chronological Outline of Proceedings
 - 3.1.7. Materials and Supports of Embroidery
 - 3.1.8. Embroidery in Contemporary Fashion
- 3.2. Classification of Embroidery
 - 3.2.1. By Relief
 - 3.2.2. By Material
 - 3.2.3. By Shape
 - 3.2.4. By Knit
 - 3.2.5. By Motive
- 3.3. Cross Stitch
 - 3.3.1. History of Cross Stitch
 - 3.3.2. Materials for Cross Stitch
 - 3.3.3. Doing Cross Stitch
- 3.4. Machine Embroidery
 - 3.4.1. Industrial Machine
 - 3.4.2. Functioning of Embroidery Machine
 - 3.4.3. Doing Machine Embroidery
- 3.5. Weaving
 - 3.5.1. The Beginnings of Weaving
 - 3.5.2. Fabric Classification
 - 3.5.3. Flat Fabric
 - 3.5.4. Knitted Fabrics
 - 3.5.5. Manual Loom
 - 3.5.6. Mechanical Loom

- 3.6. Loom
 - 3.6.1. History of the Loom
 - 3.6.2. Artisan Looms
 - 3.6.3. Industrial Looms
 - 3.6.4. Weaving with Loom
- 3.7. Lace
 - 3.7.1. History of Lace
 - 3.7.2. Lace and Embroidery
 - 3.7.3. Styles of Lace
 - 3.7.4. Types and Knits of Lace
 - 3.7.5. Varieties of Lace Knits
 - 3.7.6. Lace in Contemporary Fashion
- 3.8. Lace Bordering
 - 3.8.1. Types of Lace Bordering
 - 3.8.2. Material for Doing Lace Bordering
 - 3.8.3. Carrying Out Lace Bordering
 - 3.8.4. Lace Bordering in Contemporary Fashion
- 3.9. Crochet
 - 3.9.1. History of Crochet
 - 3.9.2. Materials for Doing Crochet
 - 3.9.3. Doing Crochet
 - 3.9.4. Crochet in Contemporary Fashion
- 3.10. Knitting
 - 3.10.1. History of Knitting
 - 3.10.2. Materials for Knitting
 - 3.10.3. Doing Knitting
 - 3.10.4. Knitting in Contemporary Fashion



The best specialized contents in this specialty are in this Postgraduate Diploma"



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Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.



At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world."



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.



Our program prepares you to face new challenges in uncertain environments and achieve success in your career"

The case method is the most widely used learning system in the best faculties in the world. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question we face in the case method, an action-oriented learning method. Throughout the program, students will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.



Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH, you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



Methodology | 23 tech

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

This methodology has trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, and financial markets and instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.

This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then adapted in audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high-quality pieces in each and every one of the materials that are made available to the student.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



Practising Skills and Abilities

They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.



Methodology | 25 tech



Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

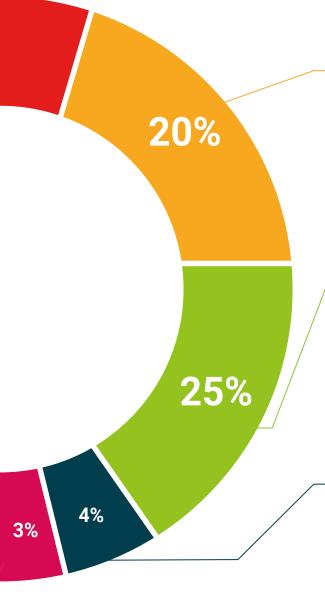


This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

Testing & Retesting

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We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.







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This program will allow you to obtain your **Postgraduate Diploma in Textile Creation** endorsed by **TECH Global University**, the world's largest online university.

TECH Global University is an official European University publicly recognized by the Government of Andorra (*official bulletin*). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: Postgraduate Diploma in Textile Creation

Modality: online

Duration: 6 months

Accreditation: 18 ECTS



Mr./Ms. _____, with identification document _____ has successfully passed and obtained the title of:

Postgraduate Diploma in Textile Creation

This is a program of 450 hours of duration equivalent to 18 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024



^{*}Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University will make the necessary arrangements to obtain it, at an additional cost.

salud confianza personas
salud confianza personas
educación información tutores
garantía acreditación enseñanza
instituciones tecnología aprendizaje
comunidad compromiso



Postgraduate Diploma Textile Creation

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Global University
- » Credits: 18 ECTS
- » Schedule: at your own pace
- » Exams: online

