



Postgraduate Diploma Textile Printing

» Modality: online

» Duration: 6 months

» Certificate: TECH Global University

» Credits: 18 ECTS

» Schedule: at your own pace

» Exams: online

Website: www.techtitute.com/us/design/postgraduate-diploma/postgraduate-diploma-textile-printing

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The textile design industry comprises a series of economic and professional sectors, techniques and raw materials that, together, involve an enormous amount of material and human resources. Therefore, each method, each material and each job requires experts who are perfectly familiar with its specific characteristics.

One of the most important techniques in this industry is printing. Although it is often referred to as a single procedure, it actually brings together many types, each with its own details and differences. Therefore, in order to be able to adapt to what the industry and companies demand, it is necessary to know them all.

Because of this, this Postgraduate Diploma in Textile Printing offers its students specific knowledge to understand and manage all the pre-printing treatments that can be performed, what machinery is used, how color is applied for dyeing, what materials are used throughout the process and how to make different decorative designs.

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

- Practical cases presented by experts in fashion and printing
- Special emphasis on specific knowledge in textile printing and design in order to provide students with a comprehensive learning experience
- Practical exercises where self-assessment can be used to improve learning
- Use of innovative teaching methodologies
- 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





Most of the garments you can find in the big fashion chains have undergone a printing process: it is one of the most important techniques and you could specialize in it"

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.

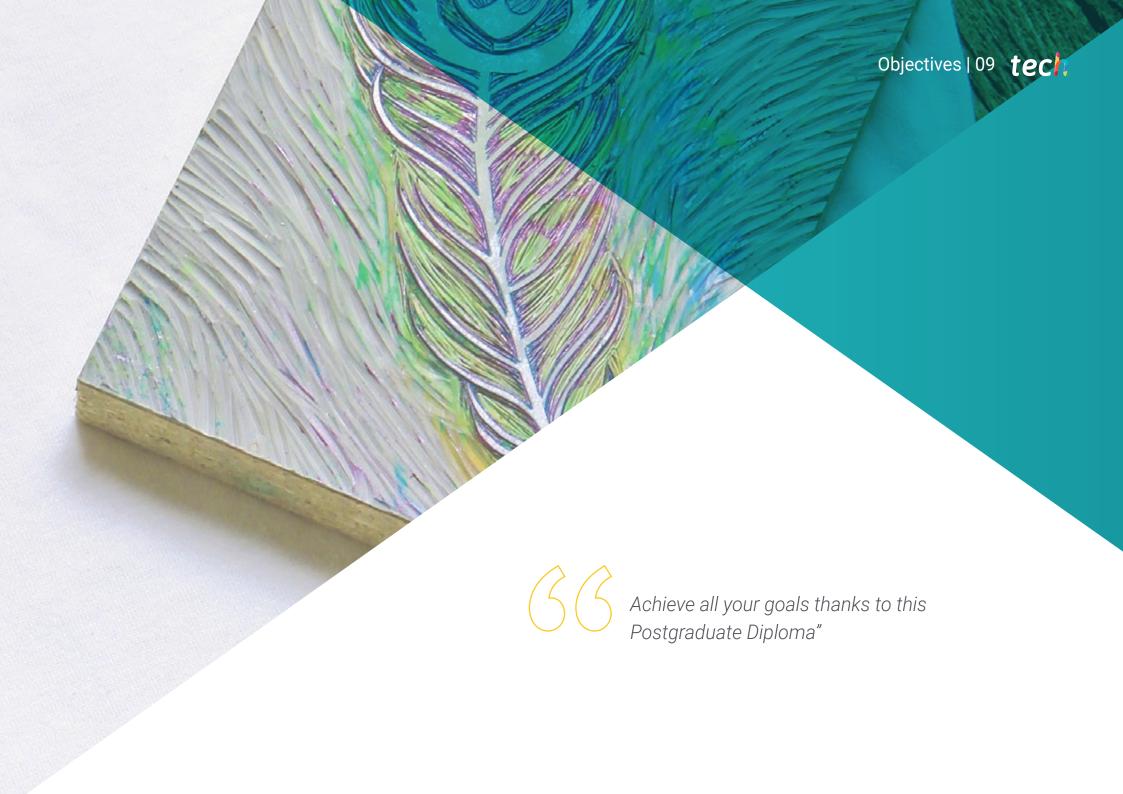
Take a big step in your career in the textile industry with this program.

The textile industry demands professionals with extensive knowledge who are proficient in a wide range of techniques.

Study this program and become an essential part of your company.





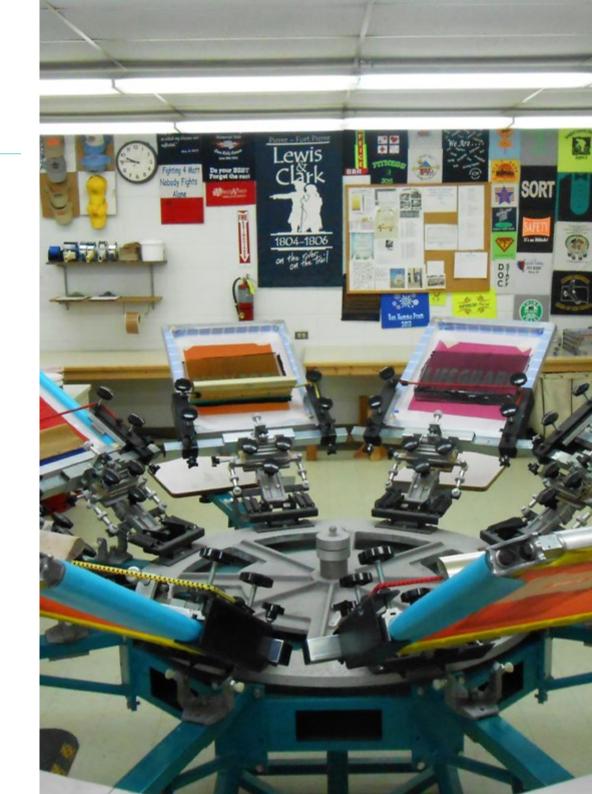


tech 10 | Objectives



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
- Obtain in-depth knowledge of the different characteristics of colors, that will be of great use in applying the most appropriate ones to each garment
- 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
- Create attractive fashion designs
- Use digital tools for fashion design, from the creation of sketches to image retouching
- 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 for textile printing, from the most traditional to the most innovative techniques





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. Digital Tools in Design

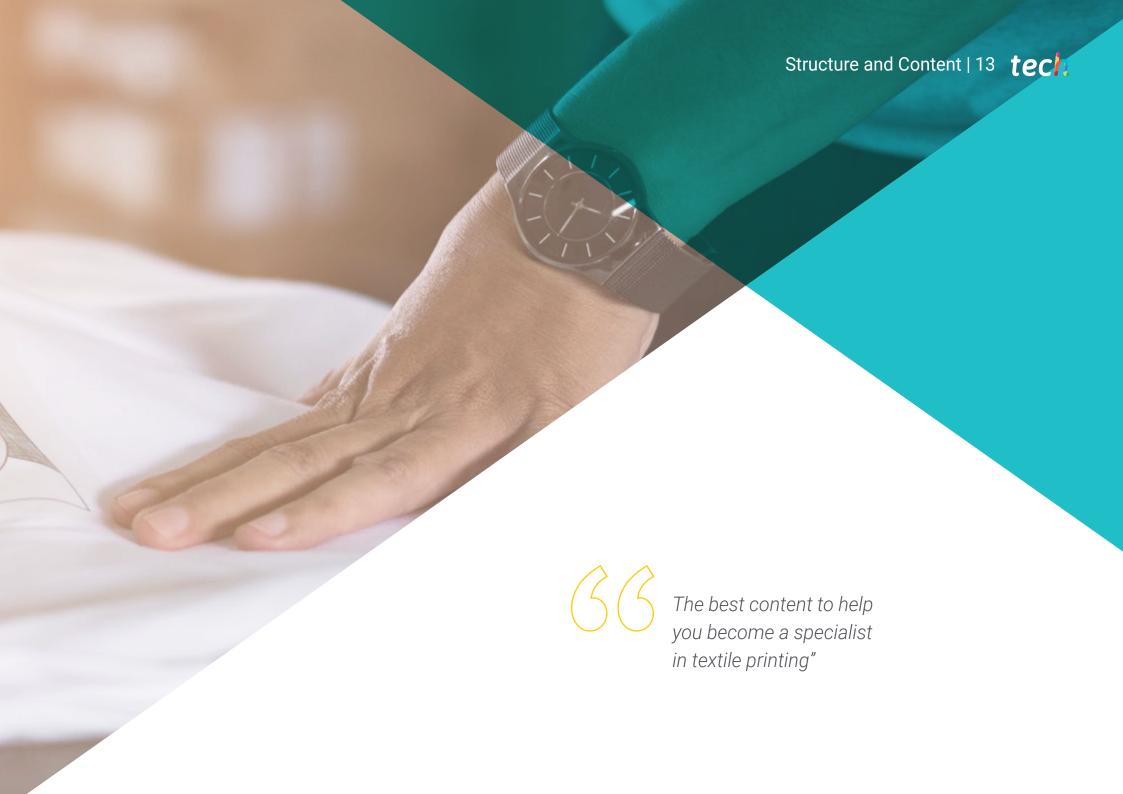
- Know the most important software in the current context of design
- Master the vocabulary, methodologies and theoretical and practical content of digital imaging and vector imaging
- Understand image retouching and manipulation software and develop the skills required for its use
- Manage vector drawing software and develop the skills required for its use
- Understand editorial design software and develop the skills to create final artwork of your own

Module 3. Textile Printing Methods

- Know the most important textile printing techniques
- Differentiate between the ideal and specific media for each printing technique
- Analyze the possible technical problems that printing can cause on a certain design
- Search for practical, methodological and alternative solutions that allow for textile printing as a design resource
- Provide design sources and resources



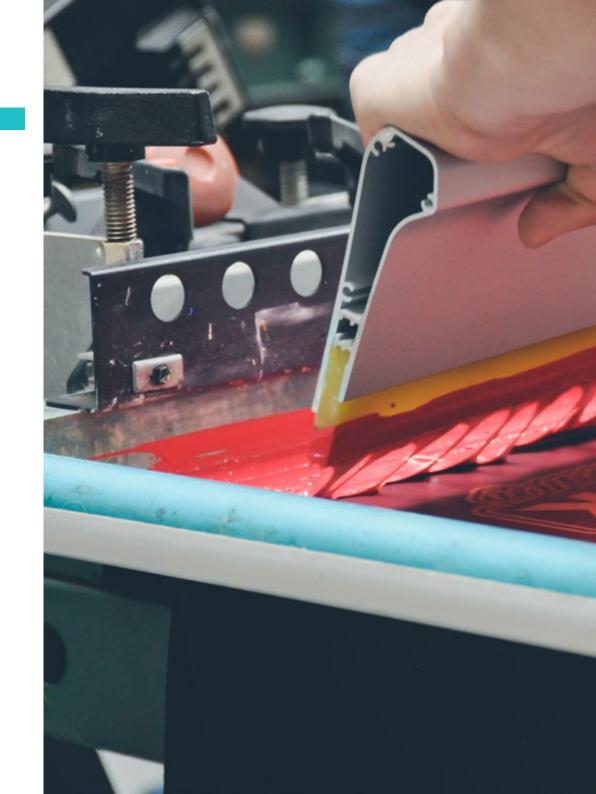




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Module 1. Colorimetry

- 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
 - 1.3.1.2. Leonardo Da Vinci
 - 1.3.1.3. Isaac Newton
 - 1.3.1.4. Moses Harris
 - 1.3.1.5. Goethe
 - 1.3.1.6. Runge
 - 1.3.1.7. Chevreul
 - 1.3.1.8. Rood
 - 1.3.1.9. Munsell
 - 1.3.1.10. Ostwald





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1.3.2.	Visual P	erception
1.0.2.	visuaii	CICCPLIOI

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

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1.8.6. Local Color and Expressive

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 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 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

The Meaning of Color 1.9.1. Blue 1.9.2. Red 1.9.3. Yellow 1.9.4. Green Black 1.9.5. White 1.9.6. 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. Digital Tools in Design

- 2.1. Introduction to Digital Imaging
 - 2.1.1. ICT
 - 2.1.2. Description of Technologies
 - 2.1.3. Commands
- 2.2. Vector image. Working with Objects
 - 2.2.1. Selection Tools
 - 2.2.2. Grouping
 - 2.2.3. Align and Distribute
 - 2.2.4. Intelligent Guides
 - 2.2.5. Symbolism
 - 2.2.6. Transform
 - 2.2.7. Distortion
 - 2.2.8 Enclosures
 - 2.2.9. Tracehunter
 - 2.2.10. Compound Forms
 - 2.2.11. Compound Plots
 - 2.2.12. Cutting, Splitting and Separating
- 2.3. Vector image. Color
 - 2.3.1. Color Modes
 - 2.3.2. Dropper Tool
 - 2.3.3. Samples
 - 2.3.4. Gradients
 - 2.3.5. Motif Filling
 - 2.3.6. Appearance Panel
 - 2.3.7. Attributes
- 2.4. Vector image. Advanced Editing
 - 2.4.1. Gradient Mesh
 - 2.4.2. Transparency Panel
 - 2.4.3. Fusion Modes
 - 2.4.4. Interactive Tracing
 - 2.4.5. Clipping Masks
 - 2.4.6. Text:

- 2.5. Image Bitmap. The Layers
 - 2.5.1. Creation
 - 2.5.2. Liaison
 - 2.5.3. Transformation
 - 2.5.4. Grouping
 - 2.5.5. Adjustment Layers
- 2.6. Image Bitmap. Selections, Masks and Channels
 - 2.6.1. Frame Selection Tool
 - 2.6.2. Lasso Selection Tool
 - 2.6.3. Magic Wand Tool
 - 2.6.4. Menu Selections. Color Range
 - 2.6.5. Channels
 - 2.6.6. Mask Retouching
 - 2.6.7. Clipping Masks
 - 2.6.8. Vector Masks
- 2.7. Image Bitmap. Blending Modes and Layer Styles
 - 2.7.1. Layer Styles
 - 2.7.2. Lens opacity
 - 2.7.3. Layer Style Options
 - 2.7.4. Fusion Modes
 - 2.7.5. Examples of Fusion Modes
- 2.8. The Editorial Project. Types and Forms
 - 2.8.1. The Editorial Project
 - 2.8.2. Typologies of the Editorial Project
 - 2.8.3. Document Creation and Configuration
- 2.9. Compositional Elements of the Editorial Project
 - 2.9.1. Master Pages
 - 2.9.2. Reticulation
 - 2.9.3. Text Integration and Composition
 - 2.9.4. Image Integration

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	2.10.	Layout,	Export	and	Printing
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2.10.1. Layout

2.10.1.1. Photo Selection and Editing

2.10.1.2. Preliminary Check

2.10.1.3. Packaging.

2.10.2. Export

2.10.2.1. Export for Digital Media

2.10.2.2. Export for Physical Media

2.10.3. Print

2.10.3.1. Traditional Printing

2.10.3.1.1. Binding

2.10.3.2. Digital Printing

Module 3. Textile Printing Methods

3.1. History of Print

- 3.1.1. History of Print
- 3.1.2. Evolution of Prints
- 3.1.3. Printing Systems

3.2. Previous Treatment

- 3.2.1. Gassing
- 3.2.2. Thermosetting
- 3.2.3. Unglued
- 3.2.4. Scouring
- 3.2.5. Bleaching
- 3.2.6. Mercerized
- 3.2.7. Antipilling
- 3.2.8. Carbonized
- 3.2.9. Decorated
- 3.2.10. Washing
- 3.2.11. Hydro-Extraction
- 3.2.12. Drying
- 3.2.13. Opening of Tubular Knitted Fabrics



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3.3.	Dyeing		
	3.3.1.	Dyeing by Discontinuous System	
	3.3.2.	Dyeing by Continuous System	
	3.3.3.	Defects of Bad Dyeing	
3.4.	Machine	nery	
	3.4.1.	Discontinuous Processes	
	3.4.2.	Foulard Impregnated Dyeing	
	3.4.3.	Semi-Continuous Processes	
3.5.lns	sumos		
	3.5.1.	Water	
	3.5.2.	Chemical Products	
	3.5.3.	Auxiliary Products	
	3.5.4.	Dyes	
	3.5.5.	Enzymes	
	3.5.6.	Optical Brighteners	
3.6.	Example	oles of Processes	
	3.6.1.	Cotton Processing	
	3.6.2.	Polyester Processing	
	3.6.3.	Wool Dyeing	
	3.6.4.	Acrylic Fiber Dyeing	
	3.6.5.	Optical Brightening	
3.7.	Color		
	3.7.1.	Color Study	
	3.7.2.	Modification of Attribute of Color	
	3.7.3.	Instruments for Measuring Color	
3.8.	Quality	Control in Dyed Textiles	
	3.8.1.	Visual Assessment of Color	
	3.8.2.	Color Difference Assessment	
	3.8.3.	Spectrophotometry	
	3.8.4.	Dye Bath Control	
	3.8.5.	Solidity of Colors	

3.9.	Natural Dyes			
	3.9.1.	Historical Background of Natural Dyes		
	3.9.2.	Natural Dyes		
	3.9.3.	Techniques for the Application of Natural Dyes to Different Materials and Surfaces		
	3.9.4.	Reserve Techniques		
	3.9.5.	The HP (Hydrogen Potential)		
	3.9.6.	Materials and Tools for the Natural Dyes Workshop		
	3.9.7.	Pigment Extraction Techniques		
	3.9.8.	Dye Conservation		
	3.9.9.	Bleaches		
	3.9.10.	Fixatives or Mordants		
	3.9.11.	Intonators		
	3.9.12.	Dye Plants		
3.10.	Print			
	3.10.1.	Printing Techniques		
	3.10.2.	Materials to Print		
	3.10.3.	Styles of Print		
	3.10.4.	Embroidery and Manipulation of the Fabric		
	3.10.5.	Embroidery Techniques		
	3.10.6.	Decoration		



When you finish this program, you will be a highly-demanded professional in the industry and you will excel in your career quickly"





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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, the studies 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.



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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. With this methodology we have 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, markets, and financial 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 applied to the 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.



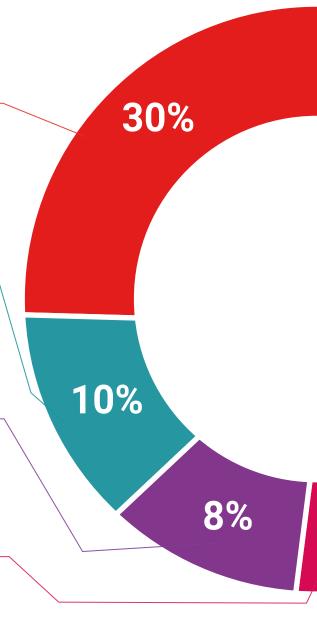
Practising Skills and Abilities

They will carry out activities to develop specific skills and abilities in each subject 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.

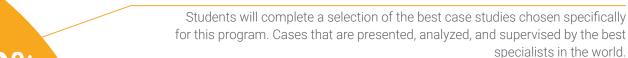


Additional Reading

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.



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Interactive Summaries

Case Studies

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.

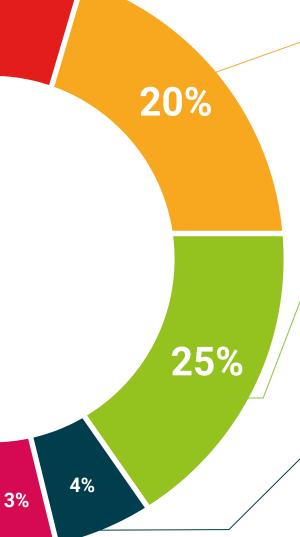


This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

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.







tech 30 | Certificate

This program will allow you to obtain your **Postgraduate Diploma in Textile Printing** 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 Printing

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 Printing

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.

tech global university



Postgraduate Diploma Textile Printing

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

