

# Professional Master's Degree Women's Fashion Design





## Professional Master's Degree Women's Fashion Design

- » Modality: online
- » Duration: 12 months
- » Certificate: TECH Global University
- » Credits: 60 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: [www.techtitute.com/us/design/professional-master-degree/master-womens-fashion-design](http://www.techtitute.com/us/design/professional-master-degree/master-womens-fashion-design)

# Index

01

Introduction

---

*p. 4*

02

Objectives

---

*p. 8*

03

Skills

---

*p. 14*

04

Structure and Content

---

*p. 18*

05

Methodology

---

*p. 32*

06

Certificate

---

*p. 40*

# 01

# Introduction

Fashion is an excellent source of inspiration. Young people of all ages aspire to become the designers of tomorrow, either working on their own brand or representing one of the big design labels. For this reason, this program has been developed specifically for women's fashion, which includes all the essential aspects to learn how to identify different types of fabrics, make a sketch, present a portfolio of ideas and even work with digital and marketing tools to create a diffusion channel. All this will guarantee the professional development of students, allowing them to access different job opportunities like fashion directors, creators, editors or image consultants, among others.





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*Build on the classics and  
become the next Coco Chanel"*

Fashion has been present in all civilizations. From the Roman to the French era, setting trends has always been synonymous with status and wealth. Although for a long time this was the norm, in the 20th century, there was a growing desire to enhance the feminine figure, so fashion collections focused on pieces with simple lines and elegant cuts. During that period, the great designers and referents were able to establish themselves by adapting their own style to the different requirements of the public.

For all these reasons, this Professional Master's Degree in Women's Fashion Design has been devised, representing an excellent opportunity to learn all the key aspects that will help students become an excellent designer. In this sense, the program will begin by providing the historical context of the sector, allowing us to learn about the major milestones that led to the consolidation of the field today.

Also, an exhaustive study will be made on basic aspects of pattern making in the female figure, establishing how to make the different types of seams finished with a neat finish. In addition, a section of the program will be dedicated to sketch development, which allows designers to capture the main idea on paper and make it reality.

On the other hand, with the arrival of new technologies and social media, designers have had to adapt and learn about the new platforms to make their work known. In this sense, it is important to keep in mind which marketing strategies big fashion labels and independent designers rely on in order to have an online presence.

Finally, it is important to understand and analyze concepts such as "FastFashion", which has caused a major debate in recent years, as it favors the creation of large collections of clothing that are manufactured in an accelerated manner. In conclusion, this Professional Master's Degree will become the best option for students who wish to become a new fashion leader, start their own brand, work as an image consultant, among other professional opportunities that will lead to a breakthrough in their professional career.

This **Professional Master's Degree in Women's Fashion Design** contains the most complete and up-to-date educational program on the market. The most important features include:

- ◆ The latest technology in online teaching software
- ◆ A highly visual teaching system, supported by graphic and schematic contents that are easy to assimilate and understand
- ◆ Practical cases presented by practising experts
- ◆ State-of-the-art interactive video systems
- ◆ Teaching supported by telepractice
- ◆ Continuous updating and recycling systems
- ◆ Autonomous learning: full compatibility with other occupations
- ◆ Practical exercises for self-evaluation and learning verification
- ◆ Support groups and educational synergies: questions to the expert, debate and knowledge forums
- ◆ Communication with the teacher and individual reflection work
- ◆ Content that is available from any fixed or portable device with an Internet connection
- ◆ Supplementary documentation databases are permanently available, even after the program



*Get qualified and see your designs parade down the world's great catwalks in Paris or New York Fashion Week"*

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*In the words of Marc Jacobs:  
clothes mean nothing until  
someone lives in them"*

The program's teaching staff includes professionals from sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious 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 education programmed to learn 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 during the academic year. This will be done with the help of an innovative system of interactive videos made by renowned experts.

*Turn fashion into your way of  
expression and create pieces  
that enhance the female figure.*

*Fashion is art and with this  
program you will learn to  
express yourself just like the  
great artists of the 19th century.*



# 02 Objectives

Fashion is much more than cutting and sewing pieces of fabric, it is a form of expression and, in some cases, represents a society's culture. Therefore, this Professional Master's Degree in Women's Fashion Design seeks to help students learn about all the aspects involved in the creation, planning and presentation of a collection. To do this, students must learn the basics of design and the different movements that have shaped the industry. All this will allow them to access different job opportunities, from a designer of their own brand, to the personal *shopper* of big celebrities.







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*Be inspired by fashion greats such as Coco Chanel or Christian Dior and create your new collection”*



## General Objectives

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- ◆ Obtain a detailed knowledge of fashion design and its evolution, which will be relevant to the work of professionals who wish to develop in this sector
- ◆ Create designs on paper and digital techniques that reflect that design
- ◆ Use pattern making techniques when creating garments and accessories
- ◆ Obtain a detailed knowledge of fashion design, which will be relevant to the work of professionals who wish to develop in this current field
- ◆ Design successful fashion projects
- ◆ Learn about fashion photography in order to make the best possible use of the collections created

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*Join this program and make the most of your talent in design and tailoring”*





## Specific Objectives

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### Module 1. Fundamentals of Design

- ◆ Understand the basics of design, as well as the references, styles and movements that have shaped it from its beginnings to today
- ◆ Connect and correlate the different areas of design, fields of application and professional branches
- ◆ Choose appropriate project methodologies for each case
- ◆ Understand the processes of ideation, creativity and experimentation and know how to apply them to projects
- ◆ Integrate language and semantics in the ideation processes of a project, relating them to its objectives and use values

### Module 2. Pattern Making and Tailoring

- ◆ Understand a pattern's development and representation
- ◆ Learn how to create any type of pattern independently
- ◆ Know the basics of sewing
- ◆ Distinguish types of tools and machinery in garment manufacturing
- ◆ Identify textile materials and their main uses
- ◆ Develop practical research methods for the creative design of garments

### **Module 3. Photography**

- ◆ Have a basic understanding of photographic cameras
- ◆ Understand software for photo developing and editing
- ◆ Manage and understand the vocabulary and basic concepts of visual and audiovisual language
- ◆ Critically analyze different types of images
- ◆ Manage resources and sources related to the subject matter

### **Module 4. Fashion Drawing**

- ◆ Understand human anatomy and its main characteristics in order to be able to represent it on the fashion figure
- ◆ Know the shape of the human body canon to allow the stylization of the fashion figure
- ◆ Thoroughly analyze and distinguish the most important areas of the human body in fashion figure creation
- ◆ Differentiate the techniques of graphic-plastic representation in fashion illustration
- ◆ Search for personal style in the fashion pattern as a hallmark of fashion designers' identity

### **Module 5. Textile Technology**

- ◆ Identify different types of textile fibers
- ◆ Select a textile material for a specific design based on its properties
- ◆ Understand staining techniques
- ◆ Master fabric ties
- ◆ Know the properties of the different materials and the techniques for their manipulation and elaboration
- ◆ Know the main textile printing techniques

### **Module 6. Representation Systems Applied to Fashion**

- ◆ Differentiate the professional context of applying fashion technical drawing and understand the usefulness of the characteristics of this type of representation
- ◆ Know how to make flat drawings of garments
- ◆ Understand how to make flat drawings of garments that communicate both to the pattern maker and the garment maker the characteristics of each model
- ◆ Know how to represent different fashion accessories
- ◆ Know how to create a highly descriptive technical data sheet

### **Module 7. Fashion Design**

- ◆ Understand the different working methodologies applied to fashion design
- ◆ Develop creative procedures that assist in fashion design work
- ◆ Introduce students to the necessary technical procedures to create a fashion project
- ◆ Know the different means of diffusion and communication of fashion products
- ◆ Understand the process of fashion projects in all its phases
- ◆ Acquire resources for visual presentation and communication of fashion projects

### **Module 8. Fashion Sustainability**

- ◆ Understand that the current human lifestyle makes us unsustainable consumers
- ◆ Acquire and incorporate environmental and sustainability criteria in the design conception and development phase
- ◆ Learn about preventive and appropriate measures to reduce environmental impact
- ◆ Use sustainability as a requirement in the design methodology
- ◆ Provide students with natural and environmentally friendly sources of inspiration



### Module 9. History of Fashion

- ◆ Bring together methodological and aesthetic strategies that help to support and develop creative processes
- ◆ Associate formal and symbolic language with functionality in the field of fashion
- ◆ Justify the contradictions between luxury fashion and ethical values
- ◆ Reflect on the impact of innovation and quality in fashion production, ready-to-wear and low-cost fashion on the quality of life and the environment
- ◆ Know and value the historical uses and ways in which fashion has been resorting to the construction of imaginaries
- ◆ Know how to make correct denotative and connotative readings of fashion images

### Module 10. Advanced Fashion Design

- ◆ Develop critical thinking in relation to fashion design practices, trends, and results, developing informed personal criteria
- ◆ Be able to understand and visually communicate information, whilst mastering the techniques of graphic presentation in design projects
- ◆ Have basic knowledge of construction processes, materials technology and production techniques and the corresponding disciplines
- ◆ Be able to coherently develop a design process that adequately responds to an ordered set of needs and requirements

# 03 Skills

At the end of this program, students will be able to become fashion leaders, as they will have analyzed, broken down and internalized the technique and theory to start their own brand or participate in the design of unique pieces for luxury collections. All the skills learned during the program will be indispensable to play different roles within a fashion brand or in your own company





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*Thanks to this Professional Master's Degree, fashion will become your way to express yourself"*



## General Skills

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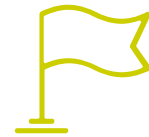
- ◆ Create attractive designs that will become a Must of the season
- ◆ Apply historical criteria of the fashion industry to current designs, so that they become must-have garments in any wardrobe
- ◆ Develop effective communications on fashion business
- ◆ Use photo editing software and programs

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*Use innovative materials and be able to build your own fashion brand, using great references as a source of inspiration"*







## Specific Skills

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- ◆ Know the evolution of fashion history
- ◆ Make a pattern according to a girl's, young woman's or adult woman's body
- ◆ Apply the methodologies designed by great exponents of fashion to solve design problems
- ◆ Learn how to make a pattern of a skirt, pants and dress, combining them to create new fashion pieces
- ◆ Employ different materials to recreate the texture of fabric in sketch designs
- ◆ Create a portfolio with the designs to be presented on the catwalk
- ◆ Use references of great fashion masters to apply them to current designs

# 04

## Structure and Content

This Professional Master's Degree meets students' expectations thanks to its extensive and complete syllabus. In this sense, it will allow them to understand basic aspects such as history of design, make patterns according to the age of the model and even technical aspects of photography to maximize the exposure of each piece made. All this will be essential to guarantee the success of a collection and will turn students into multifaceted professionals, capable of working as designers, illustrators or directors of fashion companies, among others.





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*Learn about the history of the main figures in the fashion world in order to create a successful collection"*

## Module 1. Fundamentals of Design

- 1.1. History of Design
  - 1.1.1. Industrial Revolution
  - 1.1.2. The Stages of Design
  - 1.1.3. Architecture
  - 1.1.4. The Chicago School
- 1.2. Styles and Movements of Design
  - 1.2.1. Decorative Design
  - 1.2.2. Modernist Movement
  - 1.2.3. Art Deco
  - 1.2.4. Industrial Design
  - 1.2.5. The Bauhaus
  - 1.2.6. World War II
  - 1.2.7. Transavantgarde
  - 1.2.8. Contemporary Design
- 1.3. Designers and Trends
  - 1.3.1. Interior Designers
  - 1.3.2. Graphic Designers
  - 1.3.3. Industrial or Product Designers
  - 1.3.4. Fashion Designers
- 1.4. Project Design Methodology
  - 1.4.1. Bruno Munari
  - 1.4.2. Gui Bonsiepe
  - 1.4.3. J. Christopher Jones
  - 1.4.4. L. Bruce Archer
  - 1.4.5. Guillermo González Ruiz
  - 1.4.6. Jorge Frascara
  - 1.4.7. Bernd Löbach
  - 1.4.8. Joan Costa
  - 1.4.9. Norberto Chaves
- 1.5. The Language of Design
  - 1.5.1. Objects and the Subject
  - 1.5.2. Semiotics of Objects
  - 1.5.3. The Object Layout and its Connotation
  - 1.5.4. Globalization of the Signs
  - 1.5.5. Proposal
- 1.6. Design and its Aesthetic-Formal Dimension
  - 1.6.1. Visual Elements
    - 1.6.1.1. The Shape
    - 1.6.1.2. The Measure
    - 1.6.1.3. Color
    - 1.6.1.4. Texture
  - 1.6.2. Relationship Elements
    - 1.6.2.1. Management
    - 1.6.2.2. Position
    - 1.6.2.3. Spatial
    - 1.6.2.4. Severity
  - 1.6.3. Practical Elements
    - 1.6.3.1. Representation
    - 1.6.3.2. Meaning
    - 1.6.3.3. Function
  - 1.6.4. Frame of Reference
- 1.7. Analytical Methods of Design
  - 1.7.1. Pragmatic Design
  - 1.7.2. Analog Design
  - 1.7.3. Iconic Design
  - 1.7.4. Canonical Design
  - 1.7.5. Main Authors and Their Methodology

- 1.8. Design and Semantics
  - 1.8.1. Semantics
  - 1.8.2. Meaning
  - 1.8.3. Denotative Meaning and Connotative Meaning
  - 1.8.4. Lexis
  - 1.8.5. Lexical Field and Lexical Family
  - 1.8.6. Semantic Relationships
  - 1.8.7. Semantic Change
  - 1.8.8. Causes of Semantic Changes
- 1.9. Design and Pragmatics
  - 1.9.1. Practical Consequences, Abduction and Semiotics
  - 1.9.2. Mediation, Body and Emotions
  - 1.9.3. Learning, Experiencing and Closing
  - 1.9.4. Identity, Social Relations and Objects
- 1.10. Current Context of Design
  - 1.10.1. Current Problems of Design
  - 1.10.2. Current Themes of Design
  - 1.10.3. Contributions on Methodology

## Module 2. Pattern Making and Tailoring

- 2.1. Introduction to Pattern Making
  - 2.1.1. Basic Concepts of Pattern Making
  - 2.1.2. Tools and Materials in Pattern Making
  - 2.1.3. Obtaining Anatomic Measurements
  - 2.1.4. Measuring Tables
  - 2.1.5. Pattern Typologies
  - 2.1.6. Model Industrialization
  - 2.1.7. Information That a Pattern Must Contain
- 2.2. Feminine Pattern
  - 2.2.1. Basic Skirt Pattern
  - 2.2.2. Basic Body Pattern
  - 2.2.3. Basic Pants Pattern
  - 2.2.4. Basic Dress Pattern
  - 2.2.5. Collars
  - 2.2.6. Sleeves
  - 2.2.7. Details
- 2.3. Masculine Pattern
  - 2.3.1. Basic Body Pattern
  - 2.3.2. Basic Pants Pattern
  - 2.3.3. Basic Coat Pattern
  - 2.3.4. Collars
  - 2.3.5. Sleeves
  - 2.3.6. Details
- 2.4. Children's Pattern
  - 2.4.1. Basic Body Pattern
  - 2.4.2. Basic Pants Pattern
  - 2.4.3. Basic Leotard Pattern
  - 2.4.4. Basic Onesie Pattern
  - 2.4.5. Sleeves
  - 2.4.6. Collars
  - 2.4.7. Details
- 2.5. Pattern Transformation, Development and Scaling
  - 2.5.1. Pattern Transformations
  - 2.5.2. Pattern Development
  - 2.5.3. Scale and Full-Size Patterns
- 2.6. Introduction to Cutting and Sewing
  - 2.6.1. Introduction to Sewing
  - 2.6.2. Sewing Tools and Materials
  - 2.6.3. The Cut
  - 2.6.4. Hand Sewing
  - 2.6.5. Machine Sewing
  - 2.6.6. Types of Sewing Machines
- 2.7. Textile Identification
  - 2.7.1. Woven Fabrics
  - 2.7.2. Complex Fabrics
  - 2.7.3. Technical Fabrics
  - 2.7.4. Knitted Fabrics
  - 2.7.5. Materials

- 2.8. Sewing Types and Garment Transformation
  - 2.8.1. Flat Seam
  - 2.8.2. Inner Seam
  - 2.8.3. Curved Seam
  - 2.8.4. French Seam
  - 2.8.5. Textile Sewing
  - 2.8.6. Overlock Stitching
  - 2.8.7. Ribbed Seam
- 2.9. Closures, Finishes and Textile Refinement
  - 2.9.1. Fabric Dyeing
  - 2.9.2. Buttons
  - 2.9.3. Zippers
  - 2.9.4. Appliqués
  - 2.9.5. Garment Lining
  - 2.9.6. Finishing Touches
  - 2.9.7. Ironing
- 2.10. Moulage
  - 2.10.1. Preparation of the Mannequin
  - 2.10.2. Mannequin Research
  - 2.10.3. From the Mannequin to the Pattern
  - 2.10.4. Modeling a Garment

### Module 3. Photography.

- 3.1. History of Photography
  - 3.1.1. Photography Background
  - 3.1.2. Color Photography
  - 3.1.3. Movie Photography
  - 3.1.4. Digital Camera
- 3.2. Image Formation
  - 3.2.1. Cameras
  - 3.2.2. Basic Photographic Parameters
  - 3.2.3. Photometry
  - 3.2.4. Lenses and Focal Length

- 3.3. Photographic Language
  - 3.3.1. Types of Plans
  - 3.3.2. Formal, Compositional and Interpretative Elements of the Photographic Image
  - 3.3.3. Framing
  - 3.3.4. Representation of Time and Motion in Photography
  - 3.3.5. The Relationship of Photography to Reality and Truth
- 3.4. Cameras
  - 3.4.1. Analog and Digital Cameras
  - 3.4.2. Simple Cameras
  - 3.4.3. SLR cameras
  - 3.4.4. Basic Photography Techniques
  - 3.4.5. Exposure and Exposure Meters
  - 3.4.6. Digital SLR Cameras Sensors
  - 3.4.7. Digital vs. Analog Cameras
  - 3.4.8. Specific Points of Interest
  - 3.4.9. Working Modes with Digital Cameras
- 3.5. Digital Images
  - 3.5.1. File Formats
  - 3.5.2. Balance of Whites
  - 3.5.3. Color Temperature
  - 3.5.4. Histogram Exposure in Digital Photography
  - 3.5.5. Dynamic Range
- 3.6. Light Behavior
  - 3.6.1. Photons
  - 3.6.2. Reflection and Absorption
  - 3.6.3. Quantity and Quality of Light
    - 3.6.3.1. Hard and Soft Light
    - 3.6.3.2. Direct and Diffused Light
- 3.7. Lighting Expressiveness and Aesthetics
  - 3.7.1. Shadows, Modifiers and Depth
  - 3.7.2. Lighting Angles
  - 3.7.3. Lighting Schemes

- 3.7.4. Light Measurement
  - 3.7.4.1. Photometers
  - 3.7.4.2. Incoming Light
  - 3.7.4.3. Reflected Light
  - 3.7.4.4. Multi-point Measurement
  - 3.7.4.5. Contrast
  - 3.7.4.6. Medium Gray
- 3.7.5. Natural Light Illumination
  - 3.7.5.1. Diffusers
  - 3.7.6.2. Reflectors
- 3.7.6. Artificial Light Illumination
  - 3.7.6.1. Photographic Studios
  - 3.7.6.2. Sources of Lighting
  - 3.7.6.3. Cold Light
  - 3.7.6.4. Studio and Compact Flashes
  - 3.7.6.5. Accessories
- 3.8. Editing Software
  - 3.8.1. Adobe Lightroom
  - 3.8.2. Adobe Photoshop
  - 3.8.3. Plugins
- 3.9. Photo Editing and Development
  - 3.9.1. Developing Camera RAW
  - 3.9.2. Noise and Focus
- 3.9.3. Exposure, Contrast and Saturation Settings Levels and Curves
- 3.10. References and Applications
  - 3.10.1. Most Important Photographers in History
  - 3.10.2. Photography in Interior Design
  - 3.10.3. Photography in Product Design
  - 3.10.4. Photography in Fashion Design
  - 3.10.5. Photography in Graphic Design

## Module 4. Fashion Drawing

- 4.1. History of Illustration
  - 4.1.1. History of Illustration
  - 4.1.2. Typology
  - 4.1.3. Posters
  - 4.1.4. Illustrators
- 4.2. Illustration Materials and Mediums
  - 4.2.1. Materials
  - 4.2.2. Mediums
  - 4.2.3. New Technologies
- 4.3. Artistic Anatomy
  - 4.3.1. Introduction to Artistic Anatomy
  - 4.3.2. Heads and Necks
  - 4.3.3. Body
  - 4.3.4. Arms
  - 4.3.5. Legs
  - 4.3.6. The Movement
- 4.4. Proportion of the Human Body
  - 4.4.1. Anthropometry
  - 4.4.2. Proportion
  - 4.4.3. Canons
  - 4.4.4. Morphological
  - 4.4.5. Proportion
- 4.5. Basic Composition
  - 4.5.1. Front
  - 4.5.2. Back
  - 4.5.3. Profile
  - 4.5.4. Portrait
  - 4.5.5. Movement

- 4.6. The Human Face
  - 4.6.1. Head
  - 4.6.2. The Eyes
  - 4.6.3. The Nose
  - 4.6.4. The Mouth
  - 4.6.5. The Eyebrows
  - 4.6.6. The Ears
  - 4.6.7. Hair
- 4.7. The Human Figure
  - 4.7.1. Body Balance
  - 4.7.2. The Arm
  - 4.7.3. The Hand
  - 4.7.4. The Foot
  - 4.7.5. The Leg
  - 4.7.6. The Bust
  - 4.7.7. The Human Figure
- 4.8. Fashion Illustration Techniques
  - 4.8.1. Traditional Techniques
  - 4.8.2. Digital Techniques
  - 4.8.3. Mixed Techniques
  - 4.8.4. Collage Techniques
- 4.9. Illustration of Materials
  - 4.9.1. Tweed
  - 4.9.2. Patent Leather
  - 4.9.3. Yarn
  - 4.9.4. Sequins
  - 4.9.5. Transparency
  - 4.9.6. Silk
  - 4.9.7. Denim
  - 4.9.8. Leather
  - 4.9.9. Fur
  - 4.9.10. Other Materials







- 4.10. Search for Personal Styles
  - 4.10.1. Fashion Mannequin
  - 4.10.2. Styling
  - 4.10.3. Fashion Poses
  - 4.10.4. Hairstyles
  - 4.10.5. The Design

## Module 5. Textile Technology

- 5.1. Introduction to Textiles
  - 5.1.1. History of Textiles
  - 5.1.2. Textiles Over Time
  - 5.1.3. Traditional Textile Machinery
  - 5.1.4. Importance of Fashion Textiles
  - 5.1.5. Symbology Used in Textile Materials
  - 5.1.6. Fabric Technical Data Sheet
- 5.2. Textile Materials
  - 5.2.1. Classification of Textile Fibers
    - 5.2.1.1. Natural Fibers
    - 5.2.1.2. Artificial Fibers
    - 5.2.1.3. Synthetic Fibers
  - 5.2.2. Properties of Fibers
  - 5.2.3. Textile Fibers Recognition
- 5.3. Threads
  - 5.3.1. Basic Ties
  - 5.3.2. General Characteristics of Thread
  - 5.3.3. Thread Classification
  - 5.3.4. Spinning Phases
  - 5.3.5. Machinery
  - 5.3.6. Thread Numbering Systems

- 5.4. Lace Textiles
  - 5.4.1. Lace Fabrics
  - 5.4.2. Phased Ties
  - 5.4.3. Ties in Lace Fabric
  - 5.4.4. Tie Classification
  - 5.4.5. Types of Ties
  - 5.4.6. Types of Lace Fabric
  - 5.4.7. Weaving Lace
  - 5.4.8. Special Weaving Machines
- 5.5. Knitted Fabrics
  - 5.5.1. History of Knitting
  - 5.5.2. Classification
  - 5.5.3. Typology
  - 5.5.4. Comparison between Flat and Knitted Fabrics
  - 5.5.5. Characteristics and Behavior according to its Design
  - 5.5.6. Technology and Machinery for its Production
- 5.6. Textile Finishes
  - 5.6.1. Physical Finishes
  - 5.6.2. Chemical Finishes
  - 5.6.3. Fabric Resistance
  - 5.6.4. Pilling
  - 5.6.5. Dimensional Changes of Fabrics
- 5.7. Dyeing
  - 5.7.1. Pretreatments
  - 5.7.2. Dyeing
  - 5.7.3. Machinery
  - 5.7.4. Materials
  - 5.7.5. Optical Bleaching
  - 5.7.6. Color
- 5.8. Printing
  - 5.8.1. Direct Printing
    - 5.8.1.1. Block Printing
    - 5.8.1.2. Roller Printing
    - 5.8.1.3. Heat Transfer Printing
    - 5.8.1.4. Screen Printing
    - 5.8.1.5. Warp Printing
    - 5.8.1.6. Corrosion Printing
  - 5.8.2. Reserve Printing
    - 5.8.2.1. Batik
    - 5.8.2.2. Tie-Dyeing
  - 5.8.3. Other Types of Printing
    - 5.8.3.1. Differential Printing
    - 5.8.3.2. Electrostatic Printing
- 5.9. Technical and Intelligent Fabrics
  - 5.9.1. Definition and Analysis
  - 5.9.2. Textiles Applications
  - 5.9.3. New Materials and Technologies
- 5.10. Fur, Leather and Others
  - 5.10.1. Fur and Leather
  - 5.10.2. Leather Classification
  - 5.10.3. Tanning Process
  - 5.10.4. Post-Tanning Treatment
  - 5.10.5. Technological Process of Tannery
  - 5.10.6. Preservation Methods
  - 5.10.7. Synthetic Leather
  - 5.10.8. Debate: Natural or Faux Fur

## Module 6. Representation Systems Applied to Fashion

- 6.1. Introduction to Technical Fashion Drawing
  - 6.1.1. How and When Technical Drawings Are Used
  - 6.1.2. How to Create Technical Drawings for Fashion
  - 6.1.3. Drawing from a Physical Garment
  - 6.1.4. Fashion Technician Standards
- 6.2. Documentation Preparation
  - 6.2.1. Preparing Documents for Technical Drawing
  - 6.2.2. Anatomical Mannequin
  - 6.2.3. Color, Texture and Patterns
- 6.3. Undergarments
  - 6.3.1. Skirts
  - 6.3.2. Pants
  - 6.3.3. Stockings
- 6.4. Overgarments
  - 6.4.1. Shirts
  - 6.4.2. T-Shirts
  - 6.4.3. Vests
  - 6.4.4. Jackets
  - 6.4.5. Coats
- 6.5. Undergarments
  - 6.5.1. Bra
  - 6.5.2. Panties
  - 6.5.3. Briefs
- 6.6. Model Details
  - 6.6.1. Necklines
  - 6.6.2. Collars
  - 6.6.3. Sleeves
  - 6.6.4. Cuffs
  - 6.6.5. Pockets
- 6.7. Design Details
  - 6.7.1. Construction Details
  - 6.7.2. Decorative Design Details
  - 6.7.3. Pleats
  - 6.7.4. Seams
  - 6.7.5. Stitches
  - 6.7.6. Ribbing
- 6.8. Fasteners and Clasps
  - 6.8.1. Zippers
  - 6.8.2. Buttons
  - 6.8.3. Hook and Eyes
  - 6.8.4. Tape
  - 6.8.5. Knots
  - 6.8.6. Buttonholes
  - 6.8.7. Velcro
  - 6.8.8. Eyelets
  - 6.8.9. Loops
  - 6.8.10. Pins
  - 6.8.11. Rivets
  - 6.8.12. Rings
  - 6.8.13. Buckles
- 6.9. Accessories
  - 6.9.1. Bags
  - 6.9.2. Glasses
  - 6.9.3. Footwear
  - 6.9.4. Jewellery
- 6.10. Technical Data Sheets
  - 6.10.1. Technical Drawing Exportation
  - 6.10.2. Information about the Technical Data Sheets
  - 6.10.3. Models and Types of Data Sheets
  - 6.10.4. Data Sheet Completion

## Module 7. Fashion Design

- 7.1. Fashion Design Methodology
  - 7.1.1. Concept Fashion Projects
  - 7.1.2. Design Methodology Applied to Fashion
  - 7.1.3. Research Methods in Fashion Design
  - 7.1.4. Briefing
  - 7.1.5. Documentation
  - 7.1.6. Current Fashion Analysis
  - 7.1.7. Idea Formation
- 7.2. Creative Procedures Applied to Fashion Design
  - 7.2.1. Field Notebooks
  - 7.2.2. Moodboard
  - 7.2.3. Graphic Research
  - 7.2.4. Creative Techniques
- 7.3. Referrals
  - 7.3.1. Fashion Retail
  - 7.3.2. Creative Fashion
  - 7.3.3. Performing Arts Fashion
  - 7.3.4. Corporate Fashion
- 7.4. Collection Concept
  - 7.4.1. Garment Wearability
  - 7.4.2. Garment as a message
  - 7.4.3. Ergonomic Concepts
- 7.5. Stylistic Codes
  - 7.5.1. Permanent Stylistic Codes
  - 7.5.2. Stationary Stylistic Codes
  - 7.5.3. Search for Personal Seal
- 7.6. Collection Development
  - 7.6.1. Theoretical Framework
  - 7.6.2. Context
  - 7.6.3. Research
  - 7.6.4. Referrals
  - 7.6.5. Conclusions
  - 7.6.6. Collection Representation

- 7.7. Technical Studies
  - 7.7.1. Textile Chart
  - 7.7.2. Color Chart
  - 7.7.3. Toile
  - 7.7.4. Technical Data Sheets
  - 7.7.5. Prototypes
  - 7.7.6. Pricing
- 7.8. Interdisciplinary Projects
  - 7.8.1. Drawing
  - 7.8.2. Pattern Making
  - 7.8.3. Sewing
- 7.9. Collection Production
  - 7.9.1. From Sketches to Technical Drawings
  - 7.9.2. Craft Workshops
  - 7.9.3. New Technologies
- 7.10. Communication and Presentation Strategy
  - 7.10.1. Fashion Photography: Lookbook, Editorial and Campaign
  - 7.10.2. Portfolios
  - 7.10.3. Catwalks
  - 7.10.4. Other Ways to Present a Collection

## Module 8. Fashion Sustainability

- 8.1. Rethinking Fashion Design
  - 8.1.1. Supply Chains
  - 8.1.2. Main Aspects
  - 8.1.3. Development of Sustainable Fashion
  - 8.1.4. The Future of Fashion
- 8.2. The Life Cycle of Garments
  - 8.2.1. Thinking About the Life Cycle
  - 8.2.2. Activities and Impact
  - 8.2.3. Assessment Tools and Models
  - 8.2.4. Sustainable Design Strategies



- 8.3. Quality and Safety Standards in the Textile Industry
  - 8.3.1. Quality
  - 8.3.2. Labelling
  - 8.3.3. Garment Security
  - 8.3.4. Consumer Inspections
- 8.4. Planned Obsolescence
  - 8.4.1. Planned Obsolescence and Waste of Electrical and Electronic Devices
  - 8.4.2. Resource Extraction
  - 8.4.3. Waste Generation
  - 8.4.4. Recycling and Reuse of Electronic Waste
  - 8.4.5. Responsible Consumption
- 8.5. Sustainable Design
  - 8.5.1. Garment Design
  - 8.5.2. Designing with Empathy
  - 8.5.3. Fabric, Material and Technique Selection
  - 8.5.4. Use of Monomaterials
- 8.6. Sustainable Production
  - 8.6.1. Pattern Making and Modeling
  - 8.6.2. Zero-Waste Techniques
  - 8.6.3. Construction
  - 8.6.4. Made to Last
- 8.7. Sustainable Distribution
  - 8.7.1. Suppliers and Manufacturers
  - 8.7.2. Commitment to Local Communities
  - 8.7.3. Sales
  - 8.7.4. Design According to Needs
  - 8.7.5. Inclusive Fashion Design
- 8.8. Sustainable Garment Use
  - 8.8.1. Patterns of Use
  - 8.8.2. How to Reduce Washing
  - 8.8.3. Repairs and Maintenance
  - 8.8.4. Design for Repairs
  - 8.8.5. Modular Garment Design

- 8.9. Recycling
  - 8.9.1. Reuse and Remanufacturing
  - 8.9.2. Revaluation
  - 8.9.3. Material Recycling
  - 8.9.4. Closed-Cycle Productions
- 8.10. Sustainable Fashion Designers
  - 8.10.1. Katharine Hamnett
  - 8.10.2. Stella McCartney
  - 8.10.3. Annika Matilda Wendelboe
  - 8.10.4. Susan Dimasi
  - 8.10.5. Isabell de Hillerin

## Module 9. History of Fashion

- 9.1. From Clothing to Fashion
  - 9.1.1. New Contexts and Social Change
  - 9.1.2. The Liberation of Women
  - 9.1.3. New Concepts of Fashion Designers
  - 9.1.4. Beginning of the 20th century
- 9.2. Modern Clothing
  - 9.2.1. Modern Clothing
  - 9.2.2. The Rise of American Designers
  - 9.2.3. The London Scene
  - 9.2.4. New York in the 70s
  - 9.2.5. 80s Fashion
  - 9.2.6. Multi-Brand Luxury Groups
  - 9.2.7. Functional Fashion
  - 9.2.8. Activewear
  - 9.2.9. Fashion, Art and Pop Culture
  - 9.2.10. Celebrities
  - 9.2.11. Photography and the Internet

- 9.3. Great Female Fashion Masters
  - 9.3.1. Jeanne Lanvin
  - 9.3.2. Jeanne Paquin
  - 9.3.3. Emilie Flöge
  - 9.3.4. Madeleine Vionnet
  - 9.3.5. Gabrielle Chanel
  - 9.3.6. Elsa Schiaparelli
  - 9.3.7. Carolina Herrera
- 9.4. Great Male Fashion Masters
  - 9.4.1. Charles Frederick Worth
  - 9.4.2. Jacques Doucet
  - 9.4.3. Paul Poiret
  - 9.4.4. Cristóbal Balenciaga
  - 9.4.5. Christian Dior
  - 9.4.6. Karl Lagerfeld
  - 9.4.7. Alexander McQueen
- 9.5. Haute Couture
  - 9.5.1. History of Haute Couture
  - 9.5.2. Haute Couture and Fashion Federation
  - 9.5.3. Members of the Federation
  - 9.5.4. From Haute Couture to Prêt-à-Porter
- 9.6. Crafts
  - 9.6.1. Textiles as an Art Form
  - 9.6.2. Crafts that Complement Clothing
  - 9.6.3. Artists and Craftsmen Related to Fashion
- 9.7. Fast Fashion
  - 9.7.1. History and Origin of Fast Fashion
  - 9.7.2. Fast Fashion Business Model
  - 9.7.3. Fast Fashion's Impact on the World

- 9.8. Advertising and Fashion Photography
  - 9.8.1. Archetypes and Stereotypes
  - 9.8.2. Fashion Images
  - 9.8.3. Visual Communication of Fashion
  - 9.8.4. Great Fashion Photographers
- 9.9. Repercussions of Fashion
  - 9.9.1. The Textile Industry
  - 9.9.2. Relationship of Art and Fashion
  - 9.9.3. Fashion and Society
- 9.10. Fashion Theory and Criticism
  - 9.10.1. Current Designers and Their Influence
  - 9.10.2. Current Trends
  - 9.10.3. The Trivialization of Fashion

## Module 10. Advanced Fashion Design

- 10.1. Fashion Markets
  - 10.1.1. Female Fashion
  - 10.1.2. Fashion Markets
  - 10.1.3. Specialized Markets
- 10.2. Seasons
  - 10.2.1. Seasons
  - 10.2.2. Fashion Cycles
  - 10.2.3. Fashion Tendencies
  - 10.2.4. Trend Analysis
  - 10.2.5. Development of Projects
- 10.3. Creative Research
  - 10.3.1. Inspiration
  - 10.3.2. Field Notebooks
  - 10.3.3. Materials
  - 10.3.4. Moodboard
- 10.4. Technical Development
  - 10.4.1. Development Strategies
  - 10.4.2. Design Elements
  - 10.4.3. Construction Techniques
  - 10.4.4. Development Techniques
  - 10.4.5. Collection Rationale
- 10.5. Fashion Design
  - 10.5.1. What is Fashion Design Like?
  - 10.5.2. Manufacturing
  - 10.5.3. Fashion Industries
  - 10.5.4. Fashion Collections
  - 10.5.5. Cutting, Sewing and Finishing
- 10.6. Fashion Accessories
  - 10.6.1. Definition of Accessory
  - 10.6.2. Most Used Accessories in Collections
  - 10.6.3. Industry and Accessories
- 10.7. How to Present a Project
  - 10.7.1. Fashion Presentation
  - 10.7.2. Collection Presentation
  - 10.7.3. Fashion Styling
- 10.8. How and When to Present a Project
  - 10.8.1. The Fashion Calendar
  - 10.8.2. Fashion Press
  - 10.8.3. Fashion Editorials
  - 10.8.4. Fairs and Events
- 10.9. Project Communication Strategies
  - 10.9.1. Second Lines
  - 10.9.2. Collection Expansions
  - 10.9.3. Practicality
- 10.10. Design and Company
  - 10.10.1. Fashion Entrepreneurship
  - 10.10.2. Branding
  - 10.10.3. Marketing to Promote
  - 10.10.4. Copyright

# 05 Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.







“

*Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"*

## 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.



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

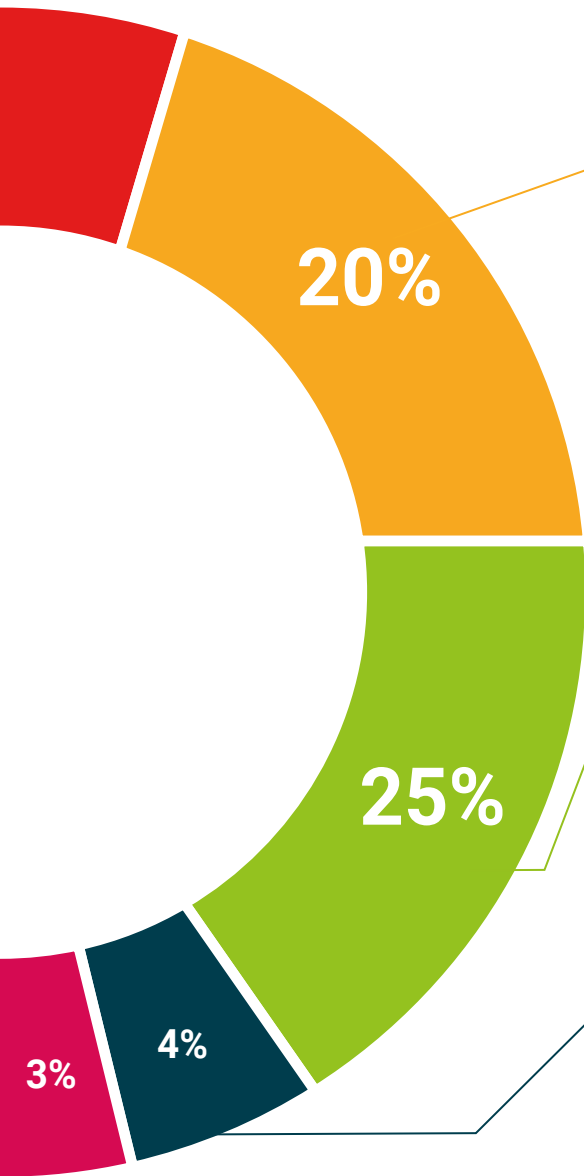
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



### 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.





#### Case Studies

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

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.



# 06 Certificate

The Professional Master's Degree in Women's Fashion Design guarantees students, in addition to the most rigorous and up-to-date education, access to a qualification issued by TECH Global University.





“

*Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork”*

This program will allow you to obtain your **Professional Master's Degree diploma in Women's Fashion Design** 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: **Professional Master's Degree in Women's Fashion Design**

Modality: **online**

Duration: **12 months**

Accreditation: **60 ECTS**



\*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.

future

health confidence people

education information tutors

guarantee accreditation teaching

institutions technology learning

community commitment

**tech** global  
university

personalized service innovation

knowledge present

online training

development language

virtual classroom

## Professional Master's Degree Women's Fashion Design

- » Modality: online
- » Duration: 12 months
- » Certificate: TECH Global University
- » Credits: 60 ECTS
- » Schedule: at your own pace
- » Exams: online

# Professional Master's Degree Women's Fashion Design

