

APPAREL PATTERNMAKER FOR FASHION

Womenswear Three -Year Course During the Week

Aim of the Course

The Patternmaker, nowadays, represents a fundamental role in the planning and creative process of a sample collection. In the past few years the Patternmaker has become, more than ever, a versatile figure with a deeper knowledge in technical and material matters, besides he / she must be able to approach wearability, volumes and shapes practically.

The aim of the Course is to train professional figures able to produce the main model of the collection maintaining the fashion concept, keeping in mind the wearability requirements, paying attention to consumption, to the use of machinery and to the creation of a prototype.

Professional figures always updated on IT software to create computer - based sewing patterns, size-grading and cutting processes reducing time and costs, in order to optimize productivity, control and quality.

Educational Path

During the Apparel Patternmaker Course students acquire a technical - practical knowledge to create, design, produce and make corrections on models and prototypes; learn the industrialization of the product optimizing the working process; learn the clothing manufacturing- techniques; study the merchandising features of fabrics; learn how to use the main CAD (Computer-aided design) applications.

Enrollment eligibility

Students must have a High - School Diploma or a professional qualification. A good knowledge of the Italian language is required for foreign students.

Frequency and Duration of the Course

3 School years - Weekly frequency

1st Year frequency : 16 hours

2nd Year frequency: 20 hours

3rd Year frequency: 16 hours

Location and start dates

Bologna 1st Year: September 30th, 2020

Ancona 1st Year : November 02nd, 2020

Padova 1st Year : November 02nd, 2020

Academic resources / tools and equipment available/ meetings

Students will receive teaching handouts for each course along with paper, cardboard and a kit of useful tools for patternmaking classes such as :a set square, a bradawl and a tape measure.

In patternmaking classes and sewing laboratories, students will have tailors dummies at their disposal and industrial machinery to work on.

Some of the classes will be provided with computer facilities.



Meetings with Professionals and field trips to fashion design exhibitions will enhance students' educational path.

Faculty qualifications

Our Faculty consists of highly - qualified professionals, with several years proven experience in Fashion business. They're constantly updated on Fashion and Market Trends and New Technologies.

Terms of Payment

Tuition Fees 1st Year: € 7.500,00 (VAT incl.)

Tuition Fees 2nd Year : € 8.300,00 (VAT incl.)

Tuition Fees 3rd Year: € 7.500,00 (VAT incl.)

Enrollment : € 2.700,00 due at subscription.

Balance: n.3 monthly installments, starting from 30 December 2020

Final Degree

After successfully passing the Final 3rd Year Exam, students will get a Diploma in " Apparel Patternmaking".

Enrollment papers

- 1) **EU Citizens and Switzerland Citizens:** a copy of Identity Card ; n. 3 passport photos; a copy of diploma or self - certification; a copy of Social Security Number (SSN) /Tax Code.
- 2) **NON EU Citizens:** a passport copy and a Student Visa; n. 3 passport photos; a copy of the Social Security Number (SSN) / Tax Code.

1st YEAR PROGRAMME

Basic Womenswear Patternmaking

*Chart of body proportions (Body measurements) and introduction to anatomy;
Project of basic models (dress, skirt, trousers, blazer, woman's suit);
Wearability concept and its applications;
Basic apparel development.*

Creative Womenswear Patternmaking

*Garment transformation techniques of basic models : dresses, skirts, trousers;
Paper pattern technique for the cutting room and industrialization;
Design of cut - and -sewn knitwear basic models : dress and t-shirt;
Production and interpretation of personal projects;
Correcting faults on various body shapes.*

Machinery Production 1

*Machinery practice;
Construction of detached parts;
Marking and cutting methods;
Placing the paper pattern on fabric and quantification of the needed fabric.
Production of clothing sample, meeting the industrial sewing - system requirements;*

Textile Technologies principles

*Natural and synthetic fibres characteristics;
Yarn count , methods and machinery for textile production;
Textile weaving, methods and machinery for fabric production;*



Identification of fibres and textiles.

2nd YEAR PROGRAMME

Patternmaking 2

Creation of basic patterns: woman's suit, jacket; overcoat;
Wearability concept and its applications;
Basic Pattern transformation techniques;
Paper pattern technique for the cutting room and industrialization;
Controls and tests on the sewing pattern;
Elaboration of some outfits to be displayed in front of the examination board;
Increasing sizes on a pattern (Pattern – grading);
Development of creative outfits.

Apparel construction 2

Outerwear and skirt construction techniques;
Construction: lined slits; polo - shirt necklines;
Construction : canvas for outerwear apparel;
Working – cycles planning;
Production of outfits to be displayed in front of the examination board.

Patternmaking CAD Lectra System

How to manage the pattern: entry, creation, industrialization.
Creation of a working folder;
Encoding and files back-up;
Learning digitization.

3rd YEAR PROGRAMME

Advanced Patternmaking

Study of the bodice;
Draping techniques on a tailors dummy;
Study of ruffles, volants, shapes and bulks;
Sportswear apparels analysis and construction;
Production of outfits for the Final Thesis project that will be submitted to the board of examination.

Advanced Manufacturing

Study of different types of stitches and embroidery: applications and use;
production of the bodice;
production of embellishment parts: ruffles, volants ,necklines;
production of sportswear's garments;
creation of the outfits for the Fashion show project.

Patternmaking CAD Lectra System

Computer-generated pattern: construction and transformation techniques;
Digital pattern transformations;
Increase - sizes techniques (Pattern – grading);
Methods of proportionally increase or decrease sizes on a pattern (Pattern – grading);
How to create a digital chart of measurements, a working cycle; an assembly and production test;
Study of software - user interface Diamino.

For further information please contact:

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