

Fashion Global Design

Patternmaker and Women's wear Fashion Designer Three – Years Course (weekly)

Aim of the course

The “Fashion System” is an ever changing socio-cultural, economic and industrial scenario . A reality that has been evolving throughout the years becoming an international expression and a global business.

Innovation, experimentation and research along with historical values of our Culture are the core concepts which our Fashion Global Design Course is based on, in order to train versatile, technically skilled professional people with expertise in specific professional areas of the Fashion Business.

Educational training

During the Fashion Global Design course , students **get in touch with** precious educational tools and information, while studying economic and political facts, which allow them to develop a trend spotting method ; **learn** Graphic Design (manual and computerized) techniques, creating a unique and personal style; **analyze** the History of Costume assimilating the concept of a modern point of view regarding shapes and lines; **acquire** a deep knowledge in textile fabrics and how to use them; **know** the Fashion Communication processes and language; **learn** Planning and Working techniques in Patternmaking and Sewing; **elaborate** Fashion Collections which meet the Market and Trends requirements; **create** a series of outfits for the Final Academic Fashion Show.

Professional figures

The Course aims at creating professional skilled people, who are able to turn creativity, technical skills and specific knowledge into a high-quality product suitable for manufacturing output requirements.

Enrollment eligibility

High - School Diploma or equivalent. A good knowledge of the Italian language is required for foreign students.

Admission 1st Year: : aptitude entry - interview

Admission to 2nd Year : successfully pass the 1st Year Exams

Admission to 3rd Year : successfully pass the 2nd Year Exams

Duration of the Course and Frequency

1st Year: : 820 hours: 24 hours weekly

2nd Year : 820 hours: 24 hours weekly

3rd Year : 820 hours: 24 hours weekly

Location and start dates

Bologna 1st Year: September 30th, 2020

Ancona 1st Year : November 02nd, 2020

Padova 1st Year : November 02nd, 2020

Next Fashion School
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Final Academic Fashion Show

Students will attend the Final Fashion Show Event displaying self-made outfits at the end of the 3rd Year Course.

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: € 9.100,00 (VAT incl.)

Tuition Fees 2nd Year :€ 9.100,00 (VAT incl.)

Tuition Fees 3rd Year: € 9.100,00 (VAT incl.)

Enrollment : € 2.800,00 due at subscription.

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

Final Degree

After successfully passing the Final 3rd Year Exam, students will get a Diploma in "Fashion Global Design": Patternmaker and Fashion Designer.

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

Fashion Drawing

Study of live and stylized fashion figure drawing;

basic techniques of Fashion Drawing;

textiles rendering;

study of color palette;

study of different types of garment.

Collection 1

Approach to Fashion Trends;

flat - drawing and technical forms;

basic structure of a Fashion Collection.



History of Costume

*Historical - evolution analysis of Costume from Ancient Egypt to 18th century;
modern approach and viewpoint to lines, shapes and costume techniques;*

Textile Technologies 1

*Natural and synthetic fibers characteristics;
yarn count , methods and machinery for textile production;
textile weaving, methods and machinery for fabric production;
identification of fibers and textiles.*

Patternmaking 1

*Body measurements charts and introduction to anatomy;
design of basic models: dresses, skirts, trousers;
concept of wearability (wearing ease) and applications;
basic apparel construction.*

Creativity

*Basic garment: transformation techniques of 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.*

2nd YEAR PROGRAMME:

Collection 2

*Stylization of a Fashion sketch;
illustration techniques;
trend analysis through social, economic and cultural facts;
creation of Fashion Collections related to different market segments.*

History of Fashion

*History of Fashion evolution from 18th Century to present;
style analysis of one of the most famous couturier and fashion designer in the italian and international
fashion scene.*

Textile Technologies 2

*Knitwear Production: method and machinery;
non - woven textiles production;
finishing textiles techniques;
coloring: dye and print.*



Graphic design/Adobe Photoshop

Managing images to realize mood, material and colour layout by setting- up a new document, adjustments, selections , color selection, color palette, image - merging methods, masks, layers, text tools.

*Layout set – up and import of the fashion sketch;
different coloring techniques for fashion sketches, textures and patterns ;
photo – editing tools;
styles and Filters;
raster and Vector Graphic: differences;
tools: pen and shape;
shape layers and path.*

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;
Increasing sizes on a pattern (Pattern – grading).*

Apparel construction 2

*Outerwear and skirt construction techniques;
construction: lined slits; polo - shirt necklines;
construction : canvas slopers for outerwear apparel;
working – cycles planning;*

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

Collection Design /Project

*Research and survey techniques;
a to Z project of a “ ready-to-wear” collection;
organization of a professional and dynamic portfolio which enhances students' unique style and creativity skills;
Design a Collection for the Final Fashion Show.*

Accessories

*History of Accessory evolution;
product - development process and function: (merchandising; press and media, window and in-store display, fashion show);
raw materials and accessories research;
color palette; raw and galvanic materials properties;
graphic development;
construction techniques.*

Fashion Communication

*Fashion system and communication;
communication techniques;*



*business communication strategies survey;
"How - to- make - a - presentation" strategy .*

Advanced Patternmaking

*Study of the bodice;
draping techniques on a tailors dummy;
study of ruffles, volants, shapes and bulks;
sportswear apparels analysis and construction;
construction of the outfits for the Fashion show project.*

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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