

ATELIER EM DESIGN DE MODA

Code: 333003

Main Scientific Area: Industrial Design

Lecturer: Ana Maria Antunes da Silva

Language of Instruction: Portuguese

Regime: S1

Contact Hours: 120h Total Workload: 120h

ECTS: 9,0

Objectives

The subject of Fashion Design Atelier allows the acquisition of knowledge and fundamental skills, associating the creative and technical capacity, in the development of collections in the various areas of fashion.

The subject will be structured in two strands, the creative and the technique.

On the more technical side, for the production of the collections, students should be able to select the textile materials and accessories for each coordinate.

In the area of modeling, they must acquire knowledge of clothing bases, which allow them to make any transformation to the models developed by them or requested by customers.

In the area of confection of prototypes or collections should develop skills and technical knowledge of cutting, sewing and finishing confection, which facilitate the creation of the collection, in the sense of making it feasible and competitive.

Learning Outcomes

Develop solutions to concrete client proposals;

Realize a developed collection;

Know how to interpret a technical sketch;

Know how to analyze a technical file;

Knowing the most common raw materials in fashion confectionery;

Develop clothing bases;

Collaborate in the construction and evaluation of prototypes taking into account the coordination and management of materials;

To be able to transform a garment base to the confection of a prototype of the coordinate to be performed;

Be able to evaluate the final quality and during the manufacturing process, of a prototype and / or coordinated.

Course Contents

Implementation of the subjects of Fashion Design

- Analysis of the technical file of the model
- Design of clothing
- Transformation of the bases for the different coordinates

Presentation and critical analysis

- Cutting, confection and presentation of prototypes

Selection of materials

- Textile materials
- Fabrics
- knitwear
- Textile finishes

Recommended Bibliography

ARAÚJO, M.; MELO E CASTRO, E. M. (1987), Manual de Engenharia Têxtil. Vol. I e II. Lisboa: Fundação Calouste Gulbenkian.

Araújo, Mário (1996) Tecnologia de Vestuário, Lisboa, Ed. Calouste Gulbenkian.

Myers, Paula J., Complete Guid to Size Specification Technical Design

Richardson, Keith, Designing and Partemaking for Stretch Fabrics.

Brugo, Fernando, Il Modellismo

FISCHER, Anette. Construção de vestuário. Coleção Fundamentos de Design de Moda

NAKAMICHI, Tomoko, Pattern Magic Paperback – October 6, 2010

Kirke, Betty. Vionnet Madeleine.

CABRERA, Roberto. Classic Tailoring Techniques for Menswear: A Construction Guide.

COFFIN, David Page. Shirtmaking: Developing Skills For Fine Sewing.

O Grande Livro da Costura, Seleções do Reader's Digest.

Learning and Teaching Methods

In the more technical or productive aspect of this Course, students will be able to interpret the technical file of a coordinate, do or indicate which clothing bases to use and the transformations to be performed.

They will be able to coordinate the development of a prototype, or collection, from the design, selection of materials, cutting, confection, confection and packing finishes, to sending the prototypes or the collection itself to a client or market.

Assessment Methods

The evaluation includes the exercises developed in the classes, work proposals to be developed by the students and later presented in class and a theoretical test.

The transversal competences will also be valued, such as attendance, punctuality and participation in the class.

Evaluation formula

10% Attendance, punctuality and participation

25% Lesson exercises

25% Work proposals;

40% Project to be developed by the student.