

## FASHION DESIGN PROJECT I

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Code: 333054

Main Scientific Area: Textile and footwear design

Lecturer: Tânia Nicole de Sousa Fonseca

Language of Instruction: Portuguese

Regime: S2

Contact Hours: 120h Total Workload: 120h

ECTS: 9,0

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### **Objectives**

Develop design skills, experimenting with different materials and make prototypes.

Learn and apply methodological processes in the project activity.

Understand the cycle of creation, manufacture and consumption.

Make prototypes of the time based on the results of trend and market studies.

Develop personal and interpersonal skills.

Develop teamwork skills.

Develop communication skills.

Apply time management skills.

### **Learning Outcomes**

The curricular unit has an implicit understanding of the different modes of aesthetic expression corresponding to the different periods or periods studied, it is an important source of information for students in their future professional lives.

### **Course Contents**

\_ Methodological basis of the consumer goods project: phasing, priorities, instruments, development, chronology and presentation standards / conventions;

\_The human factor: ergonomics and anthropometry;

\_Craft materials and manufacturing processes of fashion:

- Definition and monitoring of the entire manufacturing phase of the prototype;

- Calculation of raw material consumption;

- Calculation of the industrial cost price;

\_The concept of fashion design;

\_Fundamentals of the configuration of the design environment;

\_Fashion Design Product Categories

- Functions of products in the fashion industry;

- The design process - project methodology in fashion design;

\_Full collection dossier;

\_Elaboration of techpacks.

Recommended Teaching Resources:

\_Projector

\_Computers

\_Design software

\_Devices

\_Texts of support

\_Material necessary to develop the activities defined in the objectives of the Course

### **Recommended Bibliography**

\_MORRIS, Bethan (2008). Diseno e investigacion : manuales de diseno de moda. Barcelona : GG

\_RENFREW, Elinor ; Renfrew, Colin (2010). Creacion de una coleccion de moda : manuales de diseno de moda. Barcelona : GG

\_ALLEN, Anne SEAMAN. Julien Fashion Drawing – The Basic Principles Ed. B.T. Batsford

\_BORRELLI, L. (2002) Fashion Illustration Now Thames Hudson

\_BLAU, Herbert. Nothing in itself: Complexions of Fashion

\_BLACK,Sandy.2008.Eco-Chic: The Fashion Paradox.Black Dog Publishing.

\_JONES,Sue Jenkyn. 2002.Fashion Design. London: Laurence King PublishingLtd.

\_WOLF, Collete. The Art of Manipulating Fabric Ed. Krause B- Revistas de consulta regular: View, Vogue Francesa, Sport Street,Collezione,Fashion Report Fashion Theory and Fashion Practice - The Journal of Dress Body and Culture.

## **Learning and Teaching Methods**

Through lectures, the teacher has the possibility to explain in detail the programmatic contents. The use of visualization of support materials allows students to better understand the concepts they have learned and helps them understand their importance. The content debate is privileged in order to involve the students in a dynamic relationship with the acquired knowledge.

Through theoretical-practical exercises / projects, students learn, know and develop their knowledge of fashion history and all style changes. Such knowledge is fundamental in the basic training of the fashion designer.

## **Assessment Methods**

The evaluation methodology is continuous, providing for debates, class exercises and theoretical-practical projects divided into two moments, theoretical and theoretical-practical including oral defense. The qualitative intervention of the student in the classes and their presence and punctuality are also valued. Formula for percentage management:

10% Behavioral factors \* (Participation / Attendance / Punctuality / Interest / Behavior / Self motivation / Team spirit and mutual help; Quality in Execution / Meeting deadlines / Sense of Responsibility / Extra-class work; Respect and Civism (student / student relationship - student teacher);

20% Continuous assessment of learning \* (ability to put specific learning into practice: Know / Know - do // Written and graphic work / project production // Ability to explore required techniques - Technical rigor / Class work / Autonomy and self -organization // Strategic and dynamic learning (Design and creativity / Understanding projects / proposed works / Ability to solve problems // looking for updating and constant improvement of the project)

15% Work 1 (technical drawing exercises)

20% Work 2 (dossier of technical design and technical files)

35% Fashion Design Project: (project dossier and prototype)

Students with worker-student status if they do not successfully complete the course through continuous assessment will be offered an extra-curricular practical work to validate it.