|  | Reference AA2506 |
| :---: | :---: |
|  | SCQF SCQF |
| Module Title | Level |
| Fashion \& Textile Design: Principles \& Processes | SCQF Points 30 |
|  | ECTS Points 15 |
| Keywords <br> Fashion Design, Textile Design, Print, Knit, Mixed Media Textiles, Constructed Textiles, Fabric Construction, Pattern Cutting | Created March |
|  | Created 2012 |
|  | Approved $\begin{array}{r}\text { August } \\ 2012\end{array}$ |
|  | Amended <br> Version No. |

## This Version is No Longer Current

The latest version of this module is available here

## Prerequisites for Module

None.

## Corequisite Modules

None.

## Precluded Modules

None.

## Aims of Module

To provide the student with the ability to understand and apply the fundamental, theoretical and practical principles, methods \& processes relevant to Fashion \& Textile Design.

## Learning Outcomes for Module

On completion of this module,

## Mode of Delivery

The module is studio and workshop based supported by lectures, crits and seminars. Projects are introduced and expanded upon using relevant background material, study visits to relevant organisations and professional practitioners and related published material and demonstrations.

## Assessment Plan

|  | Learning <br> Outcomes Assessed |
| :--- | :---: |
| Component <br> 1 | $1,2,3,4$ |

Submission of resolved 2D and/or 3D design project work and supporting portfolio of all research and development work
students are expected to be able to:
1.Develop a breadth of core research skills as a foundation to apply the principles and processes relevant to specialist study.
2.Demonstrate a practical working knowledge of materials, processes and technologies specific to Fashion \& Textile Design.
3.Use a range of 2D/3D multi-media visualisation processes and techniques to communicate design concepts.
4.Engage in the critical and conceptual exploration of ideas within workshop and studio practice.

## Indicative Module Content

The module will introduce practical and theoretical aspects of Fashion \&Textile Design which will typically include: Research methods.
Problem solving. Introduction to design principles \& processes, knit, print, mixed media, pattern cutting and fabric construction.
Computer aided design and visualisation through a variety of processes.
Oral and written communication and presentation.
Creative and critical thinking methods.
produced within the module.
This would typically include workbooks, visual diaries, drawing and visualisation, digital files and on line resources, samples, models, macquettes, documentation and any other relevant materials.

## Indicative Bibliography

1.Frankel, S., 2013. Alexander McQueen: Working Process: Nick Waplington. Bologna: Damiani.
2.JONES, T., 2013. Raf Simons. Cologne: Taschen. (Also available digitally from Google Books)
3.AMADEN-CRAWFORD, C., 2015. A guide to fashion sewing: London: Bloomsbury. 4.ASSEMBIL BOOKS, 2013. How Patterns Work: The fundamental principles of pattern making and sewing in fashion design. Creatspace.
5.EVANS, C., MENKES, S., POLHEMUS, T., 2005. Hussein Chalayan. Rotterdam: NAI Publishers /Groninger Museum.
6.TALLON, K., 2013. Creative fashion design with illustrator.
London: Batsford.
7.CHECINSKA, C., 2022.

Africa Fashion. London:
Victoria and Albert Museum.

Projects working in partnership with other stage two modules encouraging integration.

Emphasis is placed on the research and development stages of the projects with drawing and visualisation as an underpinning element throughout.

## Additional Notes

Keywords
Fashion Design, Silhouette, Research, Development, Pattern Cutting, Specification Drawing, Garment Manufacture.

## Indicative Student Workload

Full
Contact Hours
Time
Assessment 10
Lecture/studio contact/studio dialogue/tutorials/technical

## Directed Study

Studio/project work
carried out within studio
and workshop
environments

Private Study

