Professional Master's Degree

Men's Fashion Design

The Design Society

tech global university

tech global university

Professional Master's Degree
Men's Fashion Design

- Modality: **online**
- Duration: **12 months**
- Certificate: **TECH Global University**
- Accreditation: **60 ECTS**
- Schedule: **at your own pace**
- Exams: **online**

Website: www.techtitute.com/us/design/professional-master-degree/master-mens-fashion-design

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01

Introduction to the Program

In the 21st century, where the cult of image has become an essential value in society, the focus on Fashion and exclusive designs is increasingly attracting men, who demand innovative products tailored to their tastes and needs. In fact, a study by the International Monetary Fund estimates that the global Men's Fashion market will exceed $570 billion in the coming years, driven by a more informed and demanding consumer. This is how this innovative university program from TECH arises, offering key content to stand out in a highly competitive sector. All of this is delivered through a 100% online and innovative methodology.

A comprehensive and 100% online program, exclusive to TECH, with an international perspective supported by our membership with The Design Society"

Men's Fashion Design has undergone a remarkable transformation in recent decades. An increasing number of men are opting for bold, sophisticated, and innovative garments that allow them to stand out both professionally and personally. In response to this evolution, professionals in the sector must stay at the forefront and master the technical, aesthetic, and historical aspects of men's fashion. From fabrics and patterns to colors and graphic details, every element influences the perception of design and its acceptance within an increasingly demanding market.

Aware of these needs, TECH has developed this Professional Master's Degree, which will delve into the most relevant aspects of men's fashion design. Through a comprehensive curriculum created by experts with extensive experience in the field, students will be provided with rigorous theoretical content along with practical tools for immediate application. Moreover, professionals will explore the fundamentals of design, artistic drawing, specialized pattern making, and textile sustainability criteria.

Additionally, the academic journey will be delivered in a 100% online format, allowing students to organize their study time autonomously. Thanks to this flexibility, students will be able to progress through the content at their own pace without sacrificing their work or personal commitments. The Relearning methodology will also ensure effective and dynamic learning, moving away from traditional memorization methods.

Thanks to TECH's membership with **The Design Society (DS)**, students will become part of a global community dedicated to design and its study. They will have access to open-access publications and be able to participate in collaborative events. Additionally, the membership supports the maintenance of the society and its platforms, facilitating interaction and access to specialized resources for professional development in design.

This **Professional Master's Degree in Men's Fashion Design** contains the most complete and up-to-date program on the market. The most important features include:

- The development of practical case studies presented by experts in Men's Fashion Design
- The graphic, schematic, and eminently practical content is designed to provide scientific and practical information on the essential disciplines for professional practice
- Practical exercises where the self-assessment process can be carried out to improve learning
- Special emphasis on innovative methodologies in Men's Fashion Design
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an internet connection

You will learn to take anatomical measurements with precision and use them to create professional patterns adapted to the male body"

You will master the most innovative techniques in pattern making, sewing, and draping to create men's garments"

You will analyze consumer behavior and trends in the men's fashion market to design products that meet current needs.

A curriculum based on the disruptive Relearning system, which will make the assimilation of complex concepts quick and flexible.

The teaching staff includes professionals from the field of Men's Fashion Design, who bring their work experience to this program, as well as recognized specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide an immersive learning experience designed to prepare for real-life situations.

This program is designed around Problem-Based Learning, whereby the student must try to solve the different professional practice situations that arise throughout the program. For this purpose, the professional will be assisted by an innovative interactive video system created by renowned and experienced experts.

02

Why Study at TECH?

TECH is the world's largest online university. With an impressive catalog of more than 14,000 university programs available in 11 languages, it is positioned as a leader in employability, with a 99% job placement rate. In addition, it relies on an enormous faculty of more than 6,000 professors of the highest international renown.

Study at the world's largest online university and guarantee your professional success. The future starts at TECH"

The world's best online university, according to FORBES

The prestigious Forbes magazine, specialized in business and finance, has highlighted TECH as "the best online university in the world" This is what they have recently stated in an article in their digital edition in which they echo the success story of this institution, "thanks to the academic offer it provides, the selection of its teaching staff, and an innovative learning method oriented to form the professionals of the future".

The best top international faculty

TECH's faculty is made up of more than 6,000 professors of the highest international prestige. Professors, researchers and top executives of multinational companies, including Isaiah Covington, performance coach of the Boston Celtics; Magda Romanska, principal investigator at Harvard MetaLAB; Ignacio Wistumba, chairman of the department of translational molecular pathology at MD Anderson Cancer Center; and D.W. Pine, creative director of TIME magazine, among others.

The world's largest online university

TECH is the world's largest online university. We are the largest educational institution, with the best and widest digital educational catalog, one hundred percent online and covering most areas of knowledge. We offer the largest selection of our own degrees and accredited online undergraduate and postgraduate degrees. In total, more than 14,000 university programs, in ten different languages, making us the largest educational institution in the world.

The most complete syllabuses on the university scene

TECH offers the most complete syllabuses on the university scene, with programs that cover fundamental concepts and, at the same time, the main scientific advances in their specific scientific areas. In addition, these programs are continuously updated to guarantee students the academic vanguard and the most demanded professional skills. and the most in-demand professional competencies. In this way, the university's qualifications provide its graduates with a significant advantage to propel their careers to success.

A unique learning method

TECH is the first university to use Relearning in all its programs. This is the best online learning methodology, accredited with international teaching quality certifications, provided by prestigious educational agencies. In addition, this innovative academic model is complemented by the "Case Method", thereby configuring a unique online teaching strategy. Innovative teaching resources are also implemented, including detailed videos, infographics and interactive summaries.

The official online university of the NBA

TECH is the official online university of the NBA. Thanks to our agreement with the biggest league in basketball, we offer our students exclusive university programs, as well as a wide variety of educational resources focused on the business of the league and other areas of the sports industry. Each program is made up of a uniquely designed syllabus and features exceptional guest hosts: professionals with a distinguished sports background who will offer their expertise on the most relevant topics.

Leaders in employability

TECH has become the leading university in employability. Ninety-nine percent of its students obtain jobs in the academic field they have studied within one year of completing any of the university's programs. A similar number achieve immediate career enhancement. All this thanks to a study methodology that bases its effectiveness on the acquisition of practical skills, which are absolutely necessary for professional development.

Google Premier Partner

The American technology giant has awarded TECH the Google Premier Partner badge. This award, which is only available to 3% of the world's companies, highlights the efficient, flexible and tailored experience that this university provides to students. The recognition not only accredits the maximum rigor, performance and investment in TECH's digital infrastructures, but also places this university as one of the world's leading technology companies.

The top-rated university by its students

Students have positioned TECH as the world's top-rated university on the main review websites, with a highest rating of 4.9 out of 5, obtained from more than 1,000 reviews. These results consolidate TECH as the benchmark university institution at an international level, reflecting the excellence and positive impact of its educational model.

03

Syllabus

The content of this Professional Master's Degree will cover all the fundamental aspects for designers to develop the necessary skills to ideate and create men's garments that resonate with the public. To achieve this, the syllabus will encompass everything from pattern making and garment construction to the history of clothing, addressing key topics such as photography, design, textile technology, and innovative issues like sustainability in the sector.

You will design complete collections of Men's Fashion, considering functional, aesthetic, and commercial aspects"

Module 1. Fundamentals and Introduction to Design

1.1. Design History
- 1.1.1. Industrial Revolution
- 1.1.2. The Stages of Design
- 1.1.3. Architecture
- 1.1.4. The Chicago School

1.2. Design Styles and Movements
- 1.2.1. Decorative Design
- 1.2.2. Modernist Movement
- 1.2.3. Art Deco
- 1.2.4. Industrial Design
- 1.2.5. Bauhaus
- 1.2.6. World War II
- 1.2.7. Transvanguards
- 1.2.8. Contemporary Design

1.3. Designers and Trends
- 1.3.1. Interior Designers
- 1.3.2. Graphic Designers
- 1.3.3. Industrial or Product Designers
- 1.3.4. Fashion Designers

1.4. Design Methodology
- 1.4.1. Bruno Munari
- 1.4.2. Gui Bonsiepe
- 1.4.3. J. Christopher Jones
- 1.4.4. L. Bruce Archer
- 1.4.5. Guillermo González Ruiz
- 1.4.6. Jorge Frascara
- 1.4.7. Bernd Löbach
- 1.4.8. Joan Costa
- 1.4.9. Norberto Cháves

1.5. Language in Design
- 1.5.1. Objects and the Subject
- 1.5.2. Semiotics of Objects
- 1.5.3. The Object Layout and its Connotation
- 1.5.4. Globalization of Signs
- 1.5.5. Proposal

1.6. Design and its Aesthetic-Formal Dimension
- 1.6.1. Visual Elements
  - 1.6.1.1. Form
  - 1.6.1.2. Measure
  - 1.6.1.3. Color
  - 1.6.1.4. Texture
- 1.6.2. Relational Elements
  - 1.6.2.1. Direction
  - 1.6.2.2. Position
  - 1.6.2.3. Space
  - 1.6.2.4. Gravity
- 1.6.3. Practical Elements
  - 1.6.3.1. Representation
  - 1.6.3.2. Meaning
  - 1.6.3.3. Function
- 1.6.4. Frame of Reference

1.7. Analytical Design Methods
- 1.7.1. Pragmatic Design
- 1.7.2. Analog Design
- 1.7.3. Iconic Design
- 1.7.4. Canonical Design
- 1.7.5. Main Authors and Their Methodology

1.8. Design and Semantics
- 1.8.1. Semantics
- 1.8.2. Meaning
- 1.8.3. Denotative Meaning and Connotative Meaning
- 1.8.4. Lexis
- 1.8.5. Lexical Field and Lexical Family
- 1.8.6. Semantic Relationships
- 1.8.7. Semantic Change
- 1.8.8. Causes of Semantic Changes

1.9. Design and Pragmatics
- 1.9.1. Practical Consequences, Abduction and Semiotics
- 1.9.2. Mediation, Body and Emotions
- 1.9.3. Learning, Experiencing and Closing
- 1.9.4. Identity, Social Relations and Objects

1.10. Current Design Context
- 1.10.1. Current Design Issues
- 1.10.2. Current Design Issues
- 1.10.3. Contributions on Methodology

Module 2. Pattern Making and Garment Construction

2.1. Pattern Making Introduction
- 2.1.1. Basic Concepts of Pattern Making
- 2.1.2. Tools and Materials in Pattern Making
- 2.1.3. Obtaining Anatomical Measurements
- 2.1.4. Measurement Tables
- 2.1.5. Types of Pattern Making
- 2.1.6. Industrialization of Models
- 2.1.7. Information That the Pattern Must Contain

2.2. Female Pattern
- 2.2.1. Skirt Base Pattern
- 2.2.2. Body Base Pattern
- 2.2.3. Trouser Base Pattern
- 2.2.4. Dress Base Pattern
- 2.2.5. Collars
- 2.2.6. Sleeves
- 2.2.7. Details

2.3. Male Pattern
- 2.3.1. Body Base Pattern
- 2.3.2. Trouser Base Pattern
- 2.3.3. Coat Base Pattern
- 2.3.4. Collars
- 2.3.5. Sleeves
- 2.3.6. Details

2.4. Children's Pattern
- 2.4.1. Body Base Pattern
- 2.4.2. Trouser Base Pattern
- 2.4.3. Leotard Base Pattern
- 2.4.4. One-Piece Base Pattern
- 2.4.5. Sleeves
- 2.4.6. Collars
- 2.4.7. Details

2.5. Transformation, Development and Scaling of the Pattern
- 2.5.1. Transformation of Patterns
- 2.5.2. Development of Pattern Making
- 2.5.3. Scale and Full-Size Patterns

2.6. Introduction to Cutting and Tailoring
- 2.6.1. Introduction to Sewing
- 2.6.2. Tools and Materials in Sewing
- 2.6.3. The Cut
- 2.6.4. Sewing By Hand
- 2.6.5. Flat Machine Sewing
- 2.6.6. Types of Sewing Machines

2.7. Identifying Textiles
- 2.7.1. Flat Fabrics
- 2.7.2. Complex Fabrics
- 2.7.3. Technical Fabrics
- 2.7.4. Knitted Fabrics
- 2.7.5. Materials

2.8. Types of Sewing and Garment Transformation
- 2.8.1. Flat Seam
- 2.8.2. Interior Seam
- 2.8.3. Curved Seam
- 2.8.4. French Seam
- 2.8.5. Denim Seam
- 2.8.6. Overlock Seam
- 2.8.7. Ribbed Seam

2.9. Closures, Finishing and Textile Finishing
- 2.9.1. Fabric Dyeing
- 2.9.2. Buttons
- 2.9.3. Zippers
- 2.9.4. Appliques
- 2.9.5. Lining of the Piece
- 2.9.6. Trims
- 2.9.7. Ironed

2.10. Moulage
- 2.10.1. Preparation of the Mannequin
- 2.10.2. Research on the Mannequin
- 2.10.3. From Mannequin to Pattern
- 2.10.4. Modeling a Garment

Module 3. Photography

3.1. History of Photography
- 3.1.1. Background of photography
- 3.1.2. Color Photography
- 3.1.3. Photographic Film
- 3.1.4. The Digital Camera

3.2. Image Formation
- 3.2.1. Camera
- 3.2.2. Basic Parameters in Photography
- 3.2.3. Photometry
- 3.2.4. Lenses and Focal Length

3.3. Photographic Language
- 3.3.1. Types of Plans
- 3.3.2. Formal, Compositional and Interpretative Elements of the Photographic Image
- 3.3.3. Framing
- 3.3.4. Representation of Time and Movement in Photography
- 3.3.5. The Relationship of Photography with Reality and Truth

3.4. Camera
- 3.4.1. Analog and Digital Cameras
- 3.4.2. Simple Cameras
- 3.4.3. The Reflex Cameras
- 3.4.4. Basic Photographic Techniques
- 3.4.5. Exposure and Exposure Meters
- 3.4.6. The Digital Reflex Camera. The Sensor
- 3.4.7. The Handling of the Digital Camera versus the Analog Camera
- 3.4.8. Specific Aspects of Interest
- 3.4.9. Ways of Working with the Digital Camera

3.5. Digital Image
- 3.5.1. File Formats
- 3.5.2. White Balance
- 3.5.3. Color Temperature
- 3.5.4. Histogram Exposure in Digital Photography
- 3.5.5. Dynamic Range

3.6. The Behavior of Light
- 3.6.1. The Photon
- 3.6.2. Reflection and Absorption
- 3.6.3. Quantity and Quality of Light
  - 3.6.3.1. Hard and Soft Light
  - 3.6.3.2. Direct and Diffuse Light

3.7. Expressiveness and Aesthetics of Lighting
- 3.7.1. Shadows, Modifiers and Depth
- 3.7.2. Lighting Angles
- 3.7.3. Lighting Schemes
- 3.7.4. Light Measurement
  - 3.7.4.1. The Photometer
  - 3.7.4.2. Incident Light
  - 3.7.4.3. Reflected Light
  - 3.7.4.4. Measurement Over Several Points
  - 3.7.4.5. Contrast
  - 3.7.4.6. Medium Gray
- 3.7.5. Illumination Natural Light
  - 3.7.5.1. Diffusers
  - 3.7.6.2. Reflectors
- 3.7.6. Artificial Light Illumination
  - 3.7.6.1. The Photographic Studio
  - 3.7.6.2. Sources of Illumination
  - 3.7.6.3. Cold Light
  - 3.7.6.4. Studio Flash and Compact Flash
  - 3.7.6.5. Accessories

3.8. Editing Software
- 3.8.1. Adobe Lightroom
- 3.8.2. Adobe Photoshop
- 3.8.3. *Plugins*

3.9. Photo Editing and Development
- 3.9.1. Camera RAW Development
- 3.9.2. Noise and Focus
- 3.9.3. Exposure, Contrast and Saturation Adjustments Levels and Curves

3.10. References and Applications
- 3.10.1. Most Important Photographers in History
- 3.10.2. Photography in Interior Design
- 3.10.3. Photography in Product Design
- 3.10.4. Photography in Fashion Design
- 3.10.5. Photography in Graphic Design

Module 4. Fashion Illustration

4.1. History of Illustration
- 4.1.1. History of Illustration
- 4.1.2. Types
- 4.1.3. The Poster
- 4.1.4. Illustrators

4.2. Materials and Mediums in Illustration
- 4.2.1. Materials
- 4.2.2. Mediums
- 4.2.3. New Technologies

4.3. Artistic Anatomy
- 4.3.1. Introduction to Artistic Anatomy
- 4.3.2. Head and Neck
- 4.3.3. Torso
- 4.3.4. Upper Limbs
- 4.3.5. Lower Limbs
- 4.3.6. The Movement

4.4. Proportion of the Human Body
- 4.4.1. Anthropometry
- 4.4.2. Proportion
- 4.4.3. Canons
- 4.4.4. Morphology
- 4.4.5. Proportion

4.5. Basic Composition
- 4.5.1. Front
- 4.5.2. Back
- 4.5.3. Profile
- 4.5.4. Foreshortenings
- 4.5.5. Movement

4.6. The Human Face
- 4.6.1. The Head
- 4.6.2. The Eyes
- 4.6.3. The Nose
- 4.6.4. The Mouth
- 4.6.5. The Eyebrows
- 4.6.6. The Ears
- 4.6.7. Hair

4.7. The Human Figure
- 4.7.1. Balance of the Body
- 4.7.2. The Arm
- 4.7.3. The Hand
- 4.7.4. The Foot
- 4.7.5. The Leg
- 4.7.6. The Bust
- 4.7.7. The Human Figure

4.8. Fashion Illustration Techniques
- 4.8.1. Traditional Technique
- 4.8.2. Digital Technique
- 4.8.3. Mixed Technique
- 4.8.4. Collage Technique

4.9. Illustration of Materials
- 4.9.1. Tweed
- 4.9.2. Patent Leather
- 4.9.3. Wool
- 4.9.4. Sequins
- 4.9.5. Transparency
- 4.9.6. Silk
- 4.9.7. Denim
- 4.9.8. Leather
- 4.9.9. Animal Fur
- 4.9.10 Other Materials

4.10. Finding Personal Style
- 4.10.1. Fashion Figure
- 4.10.2. Styling
- 4.10.3. Fashion Poses
- 4.10.4. Hairstyles
- 4.10.5. The Design

Module 5. History of Clothing

5.1. Prehistory
- 5.1.1. Introduction
- 5.1.2. Prehistoric Civilizations
- 5.1.3. Trade in Prehistoric Times
- 5.1.4. Costume in Prehistoric Times
- 5.1.5. Furs and Furshops
- 5.1.6. Fabrics and Techniques
- 5.1.7. Chronological Concordances and Similarities in Prehistoric Clothing

5.2. Ancient Times: Egypt and Mesopotamia
- 5.2.1. Egypt
- 5.2.2. The Assyrian People
- 5.2.3. The Persian People

5.3. Ancient Times: Classical Greece
- 5.3.1. Cretan Clothing
- 5.3.2. The Fabrics Used in Ancient Greece
- 5.3.3. Ancient Greek Garments
- 5.3.4. Ancient Greek Undergarments
- 5.3.5. Ancient Greek Footwear
- 5.3.6. Ancient Greek Hats and Headdresses
- 5.3.7. Colors and Ornaments of Ancient Greece
- 5.3.8. Accessories of Ancient Greece

5.4. Ancient Times: The Roman Empire
- 5.4.1. The Fabrics of Ancient Rome
- 5.4.2. The Garments of Ancient Rome
- 5.4.3. Undergarments of Ancient Rome
- 5.4.4. Ancient Roman Footwear
- 5.4.5. Ancient Roman Hats and Headdresses
- 5.4.6. Relationship of Social Status and Clothing in Ancient Rome
- 5.4.7. The Byzantine Style

5.5. High Middle Ages and Low Middle Ages
- 5.5.1. General Historical Features of the Medieval Period
- 5.5.2. Clothing at the Beginning of the Middle Ages
- 5.5.3. Clothing in the Carolingian Period
- 5.5.4. Clothing in the Romanesque Period
- 5.5.5. The Gothic Clothing

5.6. The Modern Age: Renaissance, Baroque and Rococo
- 5.6.1. 15th 16th Century: Renaissance
- 5.6.2. 17th Century: Baroque Period
- 5.6.3. 18th Century: Rococo

5.7. Contemporary Age: Neoclassicism and Romanticism
- 5.7.1. The Clothing Industry
- 5.7.2. Charles Frederick Worht
- 5.7.3. Jacques Doucet
- 5.7.4. Women's Clothing
- 5.7.5. Josephine Bonaparte: The Empire Style

5.8. Contemporary Age: Victorian Era and The Belle Époque
- 5.8.1. Queen Victoria
- 5.8.2. Men's Clothing
- 5.8.3. Dandy
- 5.8.4. Paul Poiret
- 5.8.5. Madeleine Vionnet

5.9. Contemporary Age: From Clothing to Fashion
- 5.9.1. New Context and Social Change
- 5.9.2. Fashion Designers
- 5.9.3. Coco Chanel
- 5.9.4. The *New Look*

5.10. Contemporary Age: The Century of Designers and Fashion
- 5.10.1. Modern Clothing
- 5.10.2. The Rise of American Designers
- 5.10.3. The London Scene

Module 6. Textile Technology

6.1. Introduction to Textiles
- 6.1.1. History of Textiles
- 6.1.2. Textiles Over Time
- 6.1.3. Traditional Textile Machinery
- 6.1.4. The Importance of Textiles in Fashion
- 6.1.5. Symbolism Used in Textile Materials
- 6.1.6. Fabric Technical Data Sheet

6.2. Textile Materials
- 6.2.1. Classification of Textile Fibers
  - 6.2.1.1. Natural Fibers
  - 6.2.1.2. Artificial Fibers
  - 6.2.1.3. Synthetic Fibers
- 6.2.2. Properties of the Fibers
- 6.2.3. Recognizing Textile Fibers

6.3. Threads
- 6.3.1. Basic Ligaments
- 6.3.2. General Characteristics of Threads
- 6.3.3. Classification of Threads
- 6.3.4. Spinning Phases
- 6.3.5. Machines Used
- 6.3.6. Yarn Numbering Systems

6.4. Openwork Textiles
- 6.4.1. Openwork Fabrics
- 6.4.2. Ligament Staggering
- 6.4.3. Ligaments in Openwork Fabrics
- 6.4.4. Classification of Ligaments
- 6.4.5. Types of Ligaments
- 6.4.6. Types of Openwork Fabrics
- 6.4.7. The Openwork Weave
- 6.4.8. Special Weaves

6.5. Knitted Fabrics
- 6.5.1. History of Knitted Fabric
- 6.5.2. Classification
- 6.5.3. Types
- 6.5.4. Comparison Between Flat Fabric and a Knitted One
- 6.5.5. Characteristics and Behavior According to its Construction
- 6.5.6. Technology and Machinery for Obtaining It

6.6. Textile Finishes
- 6.6.1. Physical Finishes
- 6.6.2. Chemical Finishes
- 6.6.3. Fabric Resistance
- 6.6.4. Pilling
- 6.6.5. Dimensional Change of Fabrics

6.7. Dye
- 6.7.1. Previous Treatment
- 6.7.2. Dye
- 6.7.3. Equipment
- 6.7.4. Inputs
- 6.7.5. Optical Brightening
- 6.7.6. The Color

6.8. Printing
- 6.8.1. Direct Printing
  - 6.8.1.1. Block Printing
  - 6.8.1.2. Roller Printing
  - 6.8.1.3. Thermotransfer Printing
  - 6.8.1.4. Screen Printing
  - 6.8.1.5. Warp Printing
  - 6.8.1.6. Corrosion Printing
- 6.8.2. Reserve Printing
  - 6.8.2.1. Batik
  - 6.8.2.2. Tie-Dye
- 6.8.3. Other Types of Printing
  - 6.8.3.1. Differential Printing
  - 6.8.3.2. Polychromatic Electrostatic

6.9. Technical and Intelligent Fabrics
- 6.9.1. Definition and Analysis
- 6.9.2. Application of Textiles
- 6.9.3. New Materials and Technologies

6.10. Skin, Leather and Others
- 6.10.1. Skin and Leather
- 6.10.2. Classification of Leather
- 6.10.3. Tanning Process
- 6.10.4. Post-Tanning Treatment
- 6.10.5. Technological Process of Tanning
- 6.10.6. Conservation Methods
- 6.10.7. Synthetic Leather
- 6.10.8. Debate: Natural or Synthetic Leather

Module 7. Men's Pattern Making

7.1. Evolution of Men's Fashion
- 7.1.1. Social and Historical Context of Men's Fashion
- 7.1.2. The Renunciation of Ornamentation and the Reconquest of the Right to Fashion
- 7.1.3. History of Tailoring

7.2. Men's Clothing
- 7.2.1. Typologies of Garments and Variations
- 7.2.2. Men's Accessories
- 7.2.3. Brand Analysis and Communication
- 7.2.4. Trends of the Moment

7.3. Male Morphology Study
- 7.3.1. Evolution of the Male Body
- 7.3.2. Studies of the Male Body
- 7.3.3. Typology of the Male Body

7.4. Pattern of the Shirt
- 7.4.1. Measurements
- 7.4.2. Tracing
- 7.4.3. Variations

7.5. Trouser Pattern
- 7.5.1. Measurements
- 7.5.2. Tracing
- 7.5.3. Variations

7.6. Jacket Layout
- 7.6.1. Measurements
- 7.6.2. Tracing
- 7.6.3. Variations

7.7. Jacket Lapel Designs
- 7.7.1. Measurements
- 7.7.2. Tracing
- 7.7.3. Variations

7.8. Vest Pattern
- 7.8.1. Measurements
- 7.8.2. Tracing
- 7.8.3. Variations

7.9. Male Coat
- 7.9.1. Measurements
- 7.9.2. Tracing
- 7.9.3. Variations

7.10. Traditional Tailoring
- 7.10.1. Materials
- 7.10.2. Lining
- 7.10.3. Assembly
- 7.10.4. Stitches

Module 8. Representation Systems Applied to Fashion

8.1. Introduction to the Technical Drawing of Fashion
- 8.1.1. How and When Technical Drawings Are Used
- 8.1.2. How to Create Technical Drawings for Fashion
- 8.1.3. Drawing From a Physical Garment
- 8.1.4. Technical Guidelines in Fashion

8.2. Documentation Preparation
- 8.2.1. Preparing the Document for Technical Drawing
- 8.2.2. Anatomical Base Mannequin
- 8.2.3. Color, Texture and Prints

8.3. Lower Body Garments
- 8.3.1. Skirts
- 8.3.2. Trousers
- 8.3.3. Stockings

8.4. Upper Body Garments
- 8.4.1. Shirts
- 8.4.2. T-Shirts
- 8.4.3. Vests
- 8.4.4. Jackets
- 8.4.5. Coats

8.5. Underwear Garments
- 8.5.1. Bra
- 8.5.2. Briefs
- 8.5.3. Underpants

8.6. Details of the Model
- 8.6.1. Neckline
- 8.6.2. Collars
- 8.6.3. Sleeves
- 8.6.4. Cuffs
- 8.6.5. Pockets

8.7. Design Details
- 8.7.1. Construction Details
- 8.7.2. Decorative Design Details
- 8.7.3. Pleats
- 8.7.4. Seams
- 8.7.5. Stitches
- 8.7.6. Binding

8.8. Fasteners and Trimmings
- 8.8.1. Zippers
- 8.8.2. Buttons
- 8.8.3. Hooks
- 8.8.4. Ribbons
- 8.8.5. Knots
- 8.8.6. Buttonholes
- 8.8.7. Velcro
- 8.8.8. Eyelets
- 8.8.9. Loops
- 8.8.10 Studs
- 8.8.11 Rivets
- 8.8.12 Rings
- 8.8.13 Buckles

8.9. Accessories
- 8.9.1. Bags
- 8.9.2. Glasses
- 8.9.3. Footwear
- 8.9.4. Jewelry

8.10. The Technical Data Sheet
- 8.10.1. Technical Drawing Export
- 8.10.2. Information of the Technical Data Sheet
- 8.10.3. Models and Types of Technical Data Sheet
- 8.10.4. Completing a Technical Data Sheet

Module 9. Fashion Design

9.1. Methodology of Fashion Design
- 9.1.1. Concept of a Fashion Project
- 9.1.2. Project Methodology Applied to Fashion
- 9.1.3. Research Methods in Fashion Design
- 9.1.4. The Design *Brief* or Design Request
- 9.1.5. Documentation
- 9.1.6. Analysis of Current Fashion
- 9.1.7. Forming Ideas

9.2. Creative Processes Applied to Fashion Design
- 9.2.1. The Field Notebook
- 9.2.2. Moodboard
- 9.2.3. Graphic Research
- 9.2.4. Creative Techniques

9.3. Referrals
- 9.3.1. Commercial Fashion
- 9.3.2. Creative Fashion
- 9.3.3. Stage Fashion
- 9.3.4. Corporative Fashion

9.4. Collection Concept
- 9.4.1. Functionality of the Garment
- 9.4.2. Clothing as a Message
- 9.4.3. Ergonomic Concepts

9.5. Stylistic Codes
- 9.5.1. Permanent Stylistic Codes
- 9.5.2. Seasonal Stylistic Codes
- 9.5.3. The Search for Personal Stamp

9.6. Collection Development
- 9.6.1. Theoretical Framework
- 9.6.2. Context
- 9.6.3. Research
- 9.6.4. Referrals
- 9.6.5. Conclusions
- 9.6.6. Representation of the Collection

9.7. Technical Study
- 9.7.1. Textile Chart
- 9.7.2. Chromatic Chart
- 9.7.3. The Glaze
- 9.7.4. The Technical Data Sheet
- 9.7.5. Prototype
- 9.7.6. Price Tag

9.8. Interdisciplinary Projects
- 9.8.1. Drawing
- 9.8.2. Pattern Making
- 9.8.3. Sewing

9.9. Production of a Collection
- 9.9.1. From Sketch to Technical Drawing
- 9.9.2. Artisanal Workshops
- 9.9.3. New Technologies

9.10. Communication and Presentation Strategy
- 9.10.1. Photography in Fashion Lookbook, Editorial and Campaign
- 9.10.2. Portfolio
- 9.10.3. The Catwalk
- 9.10.4. Other Forms of Exhibiting the Collection

Module 10. Sustainability in Fashion

10.1. Reconsidering Fashion Design
- 10.1.1. The Supply Chain
- 10.1.2. Key Aspects
- 10.1.3. Development of Sustainable Fashion
- 10.1.4. The Future of Fashion

10.2. Life Cycle of an Item of Clothing
- 10.2.1. Think in the Life Cycle
- 10.2.2. Actions and Impact
- 10.2.3. Evaluation Tools and Models
- 10.2.4. Strategies for Sustainable Design

10.3. Quality and Safety Standards in the Textile Sector
- 10.3.1. Quality
- 10.3.2. Labeling
- 10.3.3. Safety of Garments
- 10.3.4. Consumption Inspections

10.4. Planned Obsolescence
- 10.4.1. Planned Obsolescence and Waste of Electrical and Electronic Devices
- 10.4.2. Extraction of Resources
- 10.4.3. Waste Generation
- 10.4.4. Recycling and Reusing Electrical Waste
- 10.4.5. Responsible Consumption

10.5. Sustainable Design
- 10.5.1. Garment Design
- 10.5.2. Design With Empathy
- 10.5.3. Selection of Fabric, Materials and Techniques
- 10.5.4. Use of Monomaterials

10.6. Sustainable Production
- 10.6.1. Sustainable Production
- 10.6.2. Techniques For Zero Waste
- 10.6.3. Construction
- 10.6.4. Design to Last

10.7. Sustainable Distribution
- 10.7.1. Suppliers and Producers
- 10.7.2. Commitment to Local Communities
- 10.7.3. Sales
- 10.7.4. Design According to Need
- 10.7.5. Inclusive Fashion Design

10.8. Sustainable Use of the Garment
- 10.8.1. Patterns of Use
- 10.8.2. How to Reduce Washing
- 10.8.3. Adjustments and Maintenance
- 10.8.4. Design for Adjustments
- 10.8.5. Modular Garment Design

10.9. Recycling
- 10.9.1. Reusing and Remanufacturing
- 10.9.2. Revaluing
- 10.9.3. Recycling Materials
- 10.9.4. Closed Cycle Production

10.10. Sustainable Fashion Designers
- 10.10.1. Katharine Hamnett
- 10.10.2. Stella McCartney
- 10.10.3. Annika Matilda Wendelboe
- 10.10.4. Susan Dimasi
- 10.10.5. Isabell de Hillerin

You will deepen your understanding of Men's Fashion Design, comprehending its historical, social, and cultural particularities"

04

Teaching Objectives

The main objective of this Professional Master's Degree is to facilitate the learning of designers, particularly those who wish to specialize in the men's fashion sector. In this way, students will learn the key techniques and tools for design, drawing, pattern making, and garment construction. Graduates will be prepared to create innovative and sustainable designs that captivate the public and align with current trends.

You will master cutting-edge digital tools to optimize Men's Fashion Design, including pattern making software"

General Objectives

- Understand the historical and cultural evolution of men's fashion to contextualize its current expressions
- Analyze the typologies, morphologies, and needs of the male body applied to garment design
- Apply advanced pattern-making and garment construction techniques adapted to contemporary men's fashion
- Design men's fashion collections with aesthetic, functional, and commercial criteria
- Develop skills in illustration, technical drawing, and visual representation of men's garments
- Utilize digital tools and textile technologies to optimize design and production processes
- Evaluate suitable textile materials for constructing men's garments based on their function and aesthetics
- Integrate sustainability concepts at every stage of the design and production of men's fashion
- Manage men's fashion design projects from research through to the final presentation
- Communicate men's fashion proposals through portfolios, editorials, lookbooks, and fashion shows

Specific Objectives

Module 1. Fundamentals and Introduction to Design

- Understand the foundations of design, as well as the key figures, styles, and movements that have shaped Men's Fashion
- Connect and correlate the different areas of design, fields of application, and professional branches
- Choose appropriate project methodologies for each case
- Understand the ideation, creativity, and experimentation processes, and learn how to apply them to projects

Module 2. Pattern Making and Garment Construction

- Understand the development and representation of a pattern
- Learn to independently create any type of pattern
- Learn the fundamentals of sewing
- Distinguish the types of tools and machinery used in garment manufacturing
- Identify textile materials and their primary uses
- Develop practical research methods for the creative creation of garments

Module 3. Photography

- Understand the basics of photographic cameras
- Learn photo development and editing software
- Master the basic vocabulary and concepts of visual and audiovisual language
- Critically analyze images of different types

Module 4. Fashion Illustration

- Understand human anatomy and its main characteristics in order to represent it in fashion figures
- Analyze and distinguish the most important areas of the human body in fashion figure illustration
- Differentiate graphic-plastic techniques in fashion illustration
- Find your personal style in fashion figures as a signature identity of the fashion designer

Module 5. History of Clothing

- Identify the language and expressive resources related to clothing content
- Choose research and innovation resources to solve questions about the functions, needs, and materials of clothing
- Demonstrate the interrelation between clothing elements and the humanities
- Justify contradictions between luxury fashion and ethical values

Module 6. Textile Technology

- Identify different types of textile fibers
- Select a textile material for a specific design based on its properties
- Learn dyeing techniques
- Master the weaving techniques to apply them in daily work

Module 7. Men's Pattern Making

- Understand the history of Men's Fashion
- Develop a well-argued personal viewpoint based on knowledge for the development of Men's Fashion
- Understand male morphology and its peculiarities
- Know the most commonly used patterns in Men's Fashion

Module 8. Representation Systems Applied to Fashion

- Differentiate the professional contexts of technical fashion drawing and understand the utility of its characteristics
- Learn how to make flat garment drawings
- Understand how to create flat garment drawings that communicate the characteristics of each design to the pattern maker and the garment constructor
- Learn how to represent different fashion accessories

Module 9. Fashion Design

- Understand the different working methodologies applied to fashion design
- Develop creative procedures to assist in the fashion design process
- Introduce students to the technical procedures required to execute a fashion project
- Learn about different media for the diffusion and communication of fashion products
- Understand the entire process of fashion project development, from start to finish
- Acquire resources for visual presentation and communication of fashion projects

Module 10. Sustainability in Fashion

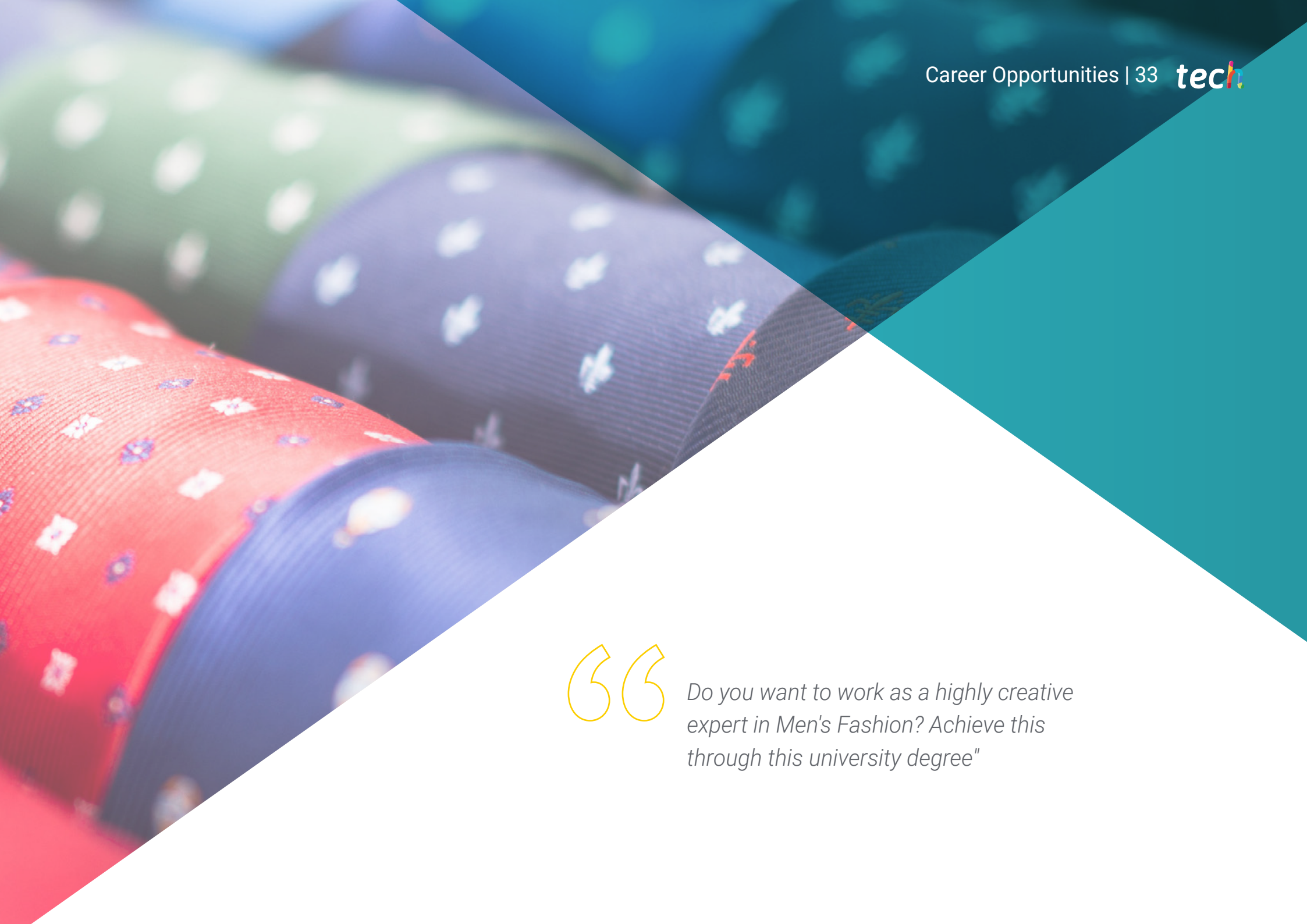
- Understand how today's human lifestyle makes us unsustainable consumers
- Acquire and incorporate environmental and sustainability criteria into the conception and development phase of design
- Learn preventive measures to reduce environmental impact
- Provide students with natural and environmentally respectful sources of inspiration

"You will design Men's Fashion collections with a defined identity, coherent with the contemporary cultural, social, and commercial context"

05

Career Opportunities

This university program at TECH represents a unique opportunity for all creatives who wish to refine their talent and build a successful career in the Men's Fashion Design industry. Through an up-to-date curriculum focused on the most innovative techniques, materials, and processes in the sector, graduates of the Postgraduate Master's Degree will enhance their professional profile and access an increasingly competitive and demanding market.



Do you want to work as a highly creative expert in Men's Fashion? Achieve this through this university degree"

Graduate Profile

Graduates of this Professional Master's Degree will be highly qualified professionals capable of leading design projects within the Men's Fashion field. They will master the complete process of garment creation: from conceptual ideation and technical drawing to pattern making, garment construction, and visual presentation. Additionally, they will be able to integrate sustainability criteria, historical references, and contemporary trends into their collections. Ultimately, these experts will stand out for their critical thinking and aesthetic innovation, adding unique value to any fashion brand or personal venture.

You will design original, sustainable men's collections aligned with contemporary market tastes.

- **Creativity and Innovation in Men's Design:** Conceptualize and develop garments that stand out for their style, functionality, and aesthetic value
- **Technical Mastery of Pattern Making and Garment Construction:** Transform ideas into patterns and garments ready for production
- **Sustainability in Fashion:** Apply materials and processes that are responsible for both the environment and the industry
- **Critical Thinking and Cultural Analysis:** Interpret the history of fashion to inspire new concepts with a unique identity

After completing the university program, you will be able to apply your knowledge and skills in the following positions:

1. **Men's Fashion Designer:** Creator of innovative collections for the male audience, aligned with market trends and the values of each brand.
2. **Head of Design and Textile Product Development:** In charge of research, conceptualization, and the creation of men's garments, from sketches to final prototypes.
3. **Creative Director in Men's Fashion Brands:** Leader of design teams, capable of defining the visual identity of the brand while incorporating sustainability, functionality, and style.
4. **Consultant in Men's Fashion Projects:** Expert advisor in design, pattern making, styling, and visual communication for emerging or established brands.
5. **Fashion Illustrator or Technical Fashion Drawer:** Responsible for translating ideas into fashion figures, technical sheets, and graphic designs for industrial or creative processes.
6. **Men's Image Consultant:** Manager of personal style and presentation for individual clients, public figures, or brands, combining knowledge of trends, proportions, and visual language.
7. **Pattern Maker Specializing in Contemporary Tailoring:** Technical designer focused on the development and transformation of patterns for suits, shirts, pants, and other men's garments.
8. **Textile Production and Sustainability Manager:** Responsible for implementing environmentally-friendly processes and materials in the creation of men's fashion collections.

06

Study Methodology

TECH is the world's first university to combine the **case study** methodology with **Relearning**, a 100% online learning system based on guided repetition.

This disruptive pedagogical strategy has been conceived to offer professionals the opportunity to update their knowledge and develop their skills in an intensive and rigorous way. A learning model that places students at the center of the educational process giving them the leading role, adapting to their needs and leaving aside more conventional methodologies.

TECH will prepare you to face new challenges in uncertain environments and achieve success in your career"

The student: the priority of all TECH programs

In TECH's study methodology, the student is the main protagonist.
The teaching tools of each program have been selected taking into account the demands of time, availability and academic rigor that, today, not only students demand but also the most competitive positions in the market.

With TECH's asynchronous educational model, it is students who choose the time they dedicate to study, how they decide to establish their routines, and all this from the comfort of the electronic device of their choice. The student will not have to participate in live classes, which in many cases they will not be able to attend. The learning activities will be done when it is convenient for them. They can always decide when and from where they want to study.

"At TECH you will NOT have live classes (which you might not be able to attend)"

The most comprehensive study plans at the international level

TECH is distinguished by offering the most complete academic itineraries on the university scene. This comprehensiveness is achieved through the creation of syllabi that not only cover the essential knowledge, but also the most recent innovations in each area.

By being constantly up to date, these programs allow students to keep up with market changes and acquire the skills most valued by employers. In this way, those who complete their studies at TECH receive a comprehensive education that provides them with a notable competitive advantage to further their careers.

And what's more, they will be able to do so from any device, pc, tablet or smartphone.

> *TECH's model is asynchronous, so it allows you to study with your pc, tablet or your smartphone wherever you want, whenever you want and for as long as you want"*

Case Studies and Case Method

The case method has been the learning system most used by the world's best business schools. Developed in 1912 so that law students would not only learn the law based on theoretical content, its function was also to present them with real complex situations. In this way, they could make informed decisions and value judgments about how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

With this teaching model, it is students themselves who build their professional competence through strategies such as Learning by Doing or Design Thinking, used by other renowned institutions such as Yale or Stanford.

This action-oriented method will be applied throughout the entire academic itinerary that the student undertakes with TECH. Students will be confronted with multiple real-life situations and will have to integrate knowledge, research, discuss and defend their ideas and decisions. All this with the premise of answering the question of how they would act when facing specific events of complexity in their daily work.

Relearning Methodology

At TECH, case studies are enhanced with the best 100% online teaching method: Relearning.

This method breaks with traditional teaching techniques to put the student at the center of the equation, providing the best content in different formats. In this way, it manages to review and reiterate the key concepts of each subject and learn to apply them in a real context.

In the same line, and according to multiple scientific researches, reiteration is the best way to learn. For this reason, TECH offers between 8 and 16 repetitions of each key concept within the same lesson, presented in a different way, with the objective of ensuring that the knowledge is completely consolidated during the study process.

Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.

A 100% online Virtual Campus with the best teaching resources

In order to apply its methodology effectively, TECH focuses on providing graduates with teaching materials in different formats: texts, interactive videos, illustrations and knowledge maps, among others. All of them are designed by qualified teachers who focus their work on combining real cases with the resolution of complex situations through simulation, the study of contexts applied to each professional career and learning based on repetition, through audios, presentations, animations, images, etc.

The latest scientific evidence in the field of Neuroscience points to the importance of taking into account the place and context where the content is accessed before starting a new learning process. Being able to adjust these variables in a personalized way helps people to remember and store knowledge in the hippocampus to retain it in the long term. This is a model called Neurocognitive context-dependent e-learning that is consciously applied in this university qualification.

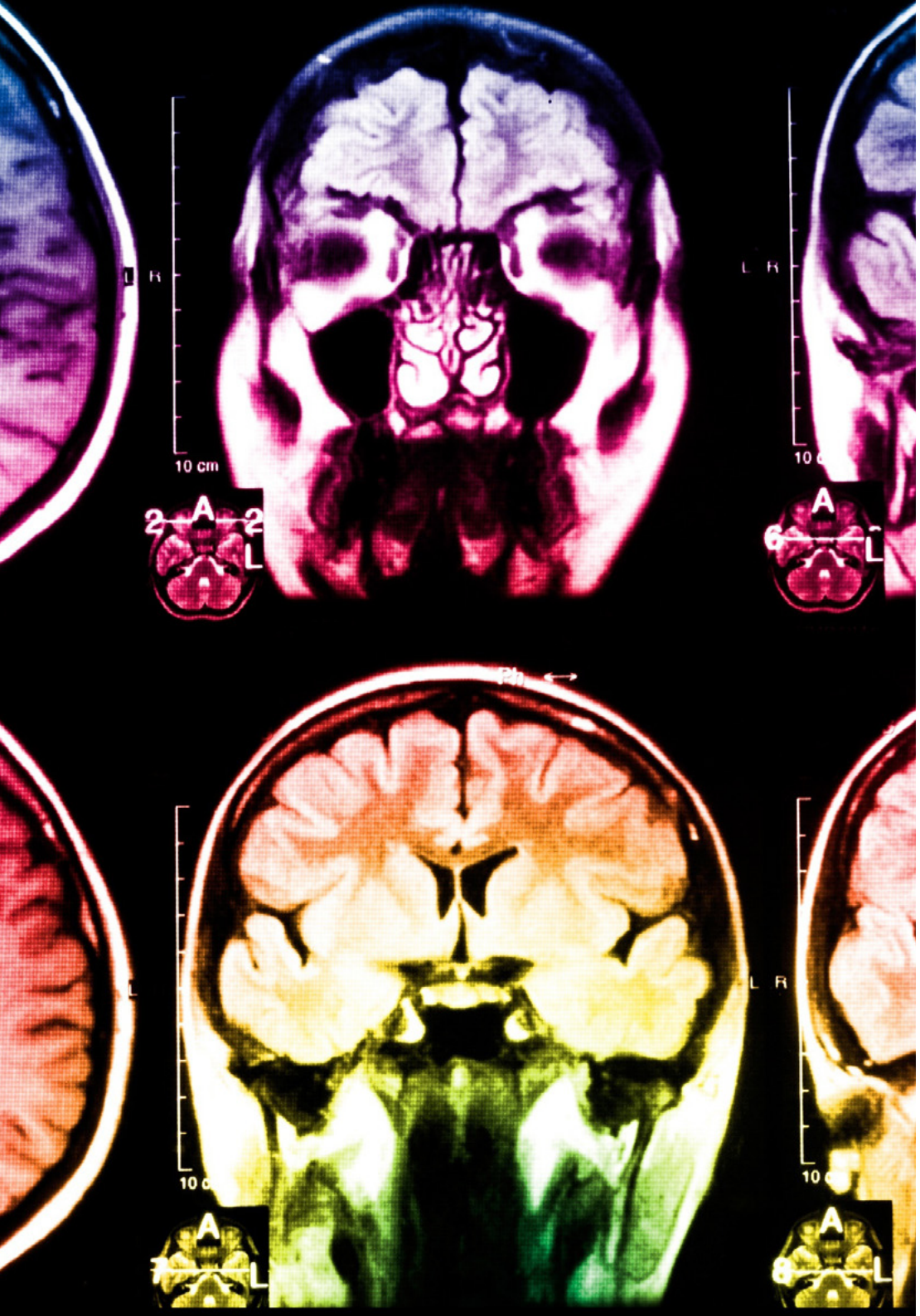
In order to facilitate tutor-student contact as much as possible, you will have a wide range of communication possibilities, both in real time and delayed (internal messaging, telephone answering service, email contact with the technical secretary, chat and videoconferences).

Likewise, this very complete Virtual Campus will allow TECH students to organize their study schedules according to their personal availability or work obligations. In this way, they will have global control of the academic content and teaching tools, based on their fast-paced professional update.

The online study mode of this program will allow you to organize your time and learning pace, adapting it to your schedule"

The effectiveness of the method is justified by four fundamental achievements:

1. Students who follow this method not only achieve the assimilation of concepts, but also a development of their mental capacity, through exercises that assess real situations and the application of knowledge.
2. Learning is solidly translated into practical skills that allow the student to better integrate into the real world.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life.
4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.



The university methodology top-rated by its students

The results of this innovative teaching model can be seen in the overall satisfaction levels of TECH graduates.

The students' assessment of the teaching quality, the quality of the materials, the structure of the program and its objectives is excellent. Not surprisingly, the institution became the top-rated university by its students according to the global score index, obtaining a 4.9 out of 5.

Access the study contents from any device with an Internet connection (computer, tablet, smartphone) thanks to the fact that TECH is at the forefront of technology and teaching.

You will be able to learn with the advantages that come with having access to simulated learning environments and the learning by observation approach, that is, Learning from an expert.

As such, the best educational materials, thoroughly prepared, will be available in this program:

Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

This content is then adapted in an audiovisual format that will create our way of working online, with the latest techniques that allow us to offer you high quality in all of the material that we provide you with.

Practicing Skills and Abilities

You will carry out activities to develop specific competencies and skills in each thematic field. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop within the framework of the globalization we live in.

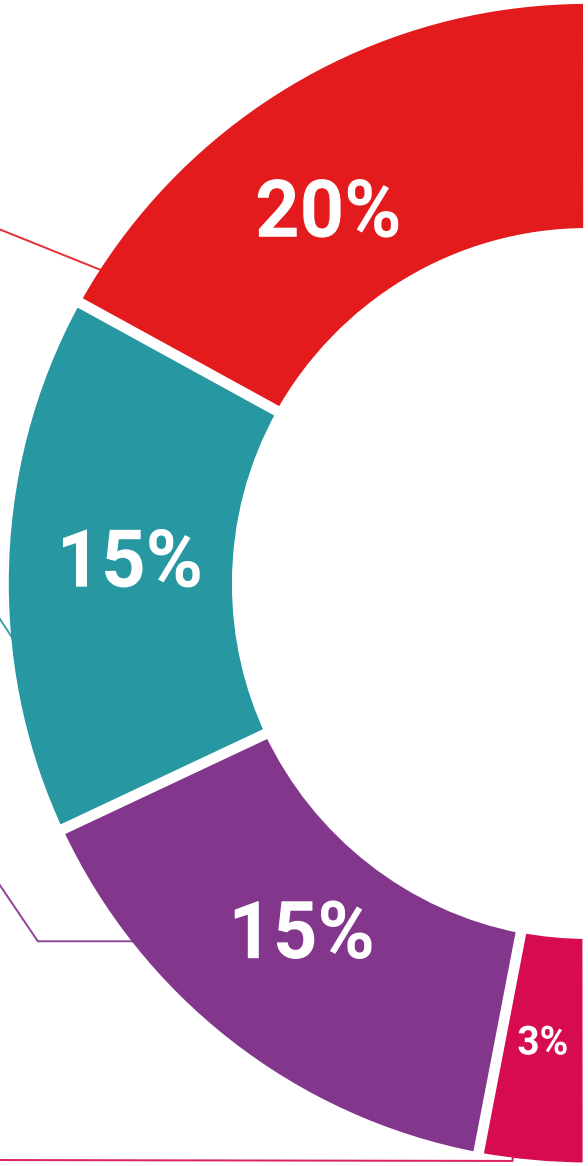
Interactive Summaries

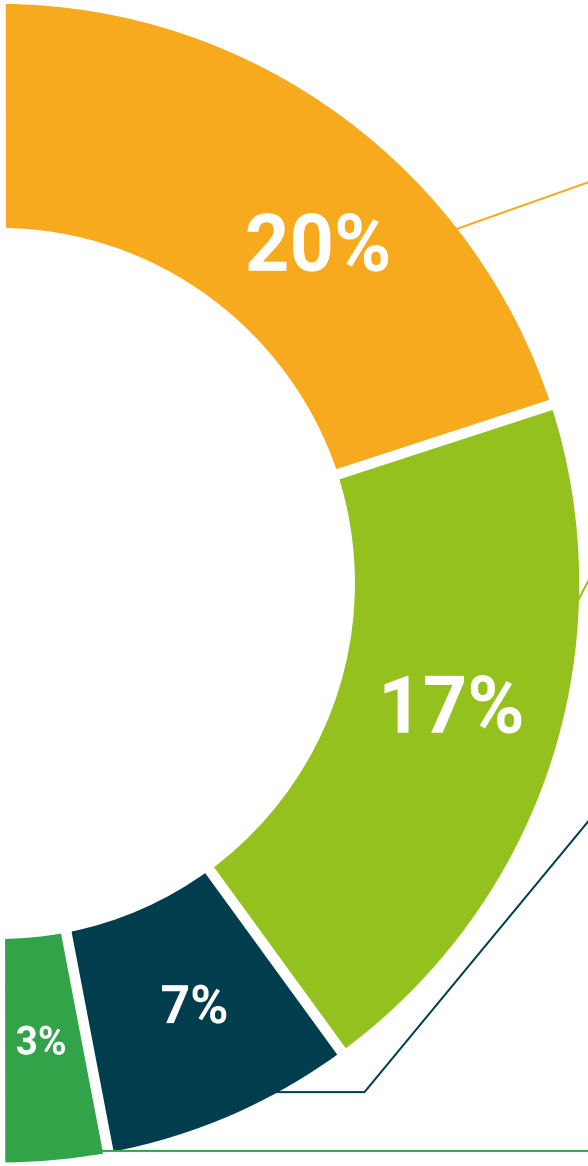
We present the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

Additional Reading

Recent articles, consensus documents, international guides... In our virtual library you will have access to everything you need to complete your education.





Case Studies

Students will complete a selection of the best case studies in the field. Cases that are presented, analyzed, and supervised by the best specialists in the world.

Testing & Retesting

We periodically assess and re-assess your knowledge throughout the program. We do this on 3 of the 4 levels of Miller's Pyramid.

Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an expert strengthens knowledge and memory, and generates confidence for future difficult decisions.

Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical and effective way to help students progress in their learning.

07

Certificate

The Professional Master's Degree in Men's Fashion Design guarantees students, in addition to the most rigorous and up-to-date education, access to a diploma for the Professional Master's Degree issued by TECH Global University.

Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork"

This private qualification will allow you to obtain a diploma for the **Professional Master's Degree in Men's Fashion Design** endorsed by **TECH Global University**, the world's largest online university.

TECH Global University, is an official European University publicly recognized by the Government of Andorra ***(official bulletin)***. Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This private qualification from **TECH Global University** is a European continuing education and professional development program that guarantees the acquisition of competencies in its area of expertise, providing significant curricular value to the student who successfully completes the program.

TECH is a member of **The Design Society (DS)**, the largest community of leading experts in design science. This membership strengthens its presence in international networks dedicated to the theoretical and practical evolution of design.

TECH is a member of:

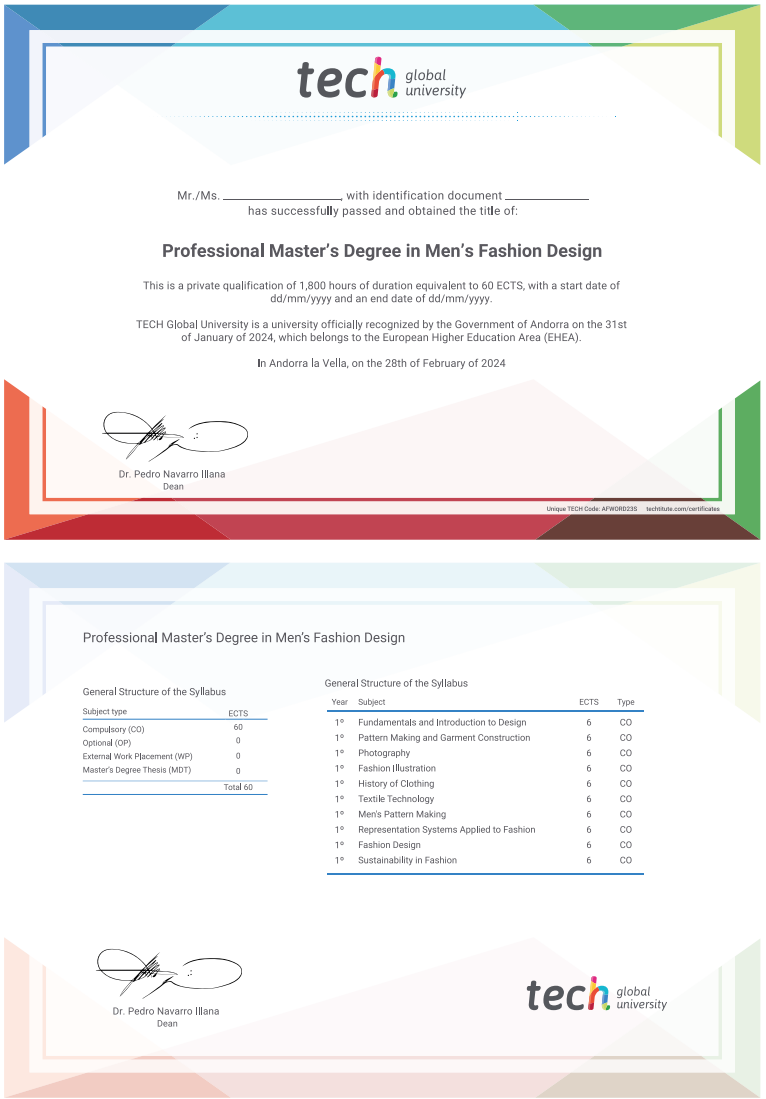
the Design Society
a worldwide community

Title: **Professional Master's Degree in Men's Fashion Design**

Modality: **online**

Duration: **12 months**

Accreditation: **60 ECTS**



tech global university

Mr./Ms. _____ with identification document _____
has successfully passed and obtained the title of:

Professional Master's Degree in Men's Fashion Design

This is a private qualification of 1,800 hours of duration equivalent to 60 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024

Dr. Pedro Navarro Illana
Dean

Unique TECH Code: AFWOR023S techtitute.com/certificates

Professional Master's Degree in Men's Fashion Design

General Structure of the Syllabus

Subject type	ECTS
Compulsory (CO)	60
Optional (OP)	0
External Work Placement (WP)	0
Master's Degree Thesis (MDT)	0
Total 60	

General Structure of the Syllabus

Year	Subject	ECTS	Type
1°	Fundamentals and Introduction to Design	6	CO
1°	Pattern Making and Garment Construction	6	CO
1°	Photography	6	CO
1°	Fashion Illustration	6	CO
1°	History of Clothing	6	CO
1°	Textile Technology	6	CO
1°	Men's Pattern Making	6	CO
1°	Representation Systems Applied to Fashion	6	CO
1°	Fashion Design	6	CO
1°	Sustainability in Fashion	6	CO

Dr. Pedro Navarro Illana
Dean

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*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University will make the necessary arrangements to obtain it, at an additional cost.

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Professional Master's Degree

Men's Fashion Design

- Modality: **online**
- Duration: **12 months**
- Certificate: **TECH Global University**
- Accreditation: **60 ECTS**
- Schedule: **at your own pace**
- Exams: **online**

Professional Master's Degree
Men's Fashion Design

The Design Society