



Postgraduate Certificate

CLO Virtual Fashion

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

» Exams: online

Website: www.techtitute.com/us/design/postgraduate-certificate/clo-virtual-fashion

Index

 $\begin{array}{c|c} 01 & 02 \\ \hline & & Objectives \\ \hline 03 & 04 & 05 \\ \hline & Course Management & Structure and Content \\ \hline & & & p. 12 & p. 16 \\ \hline \end{array}$ Methodology

06 Certificate

p. 28





tech 06 | Introduction

3D design has revolutionized the world of fashion, providing fashion professionals with an endless number of tools that can create any composition, real or virtual, forever blurring the boundary between the tangible and the intangible. CLO Virtual Fashion is an essential program for designers, as they can generate more users, thereby gaining in features and expanding their library of fabrics, animations and patterns.

Therefore, for professionals in the sector, not only is it essential to have an advanced understanding of the program, it also crucial to be aware of the marketing possibilities it offers in the virtual market, through garment auctions and the video game industry.

Thanks to this Postgraduate Certificate at TECH Technological University, fashion designers will be able to gain detailed insight into all the possibilities offered by this program for their professional development, thereby achieving a higher level of training that will allow them to use it with total confidence. To this end, the program includes up to date theoretical content and multiple practical exercises, which will be essential to consolidate the knowledge imparted.

Moreover, the program's main advantage is that it is offered in a 100% online format, so students can self manage their study time as best suits them, choosing the time and place at their convenience. A high level academic program that will be an added value to your qualifications and will open the doors to new job opportunities.

This **Postgraduate Certificate in CLO Virtual Fashion** is the most complete and up to date academic program on the market. Its most notable features are:

- Practical cases presented by experts in fashion
- The graphic, schematic, and practical contents with which they are created provide practical information on the disciplines that are essential for professional practice
- Practical exercises where self assessment can be used to improve learning
- Special emphasis on innovative methodologies in virtual 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





Access a multitude of theoretical and practical resources with this Postgraduate Certificate and become an expert in CLO Virtual Fashion"

Its teaching staff includes professionals from the fashion industry, who bring to this program the experience of their work, as well as renowned 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 training experience designed to train for real life situations

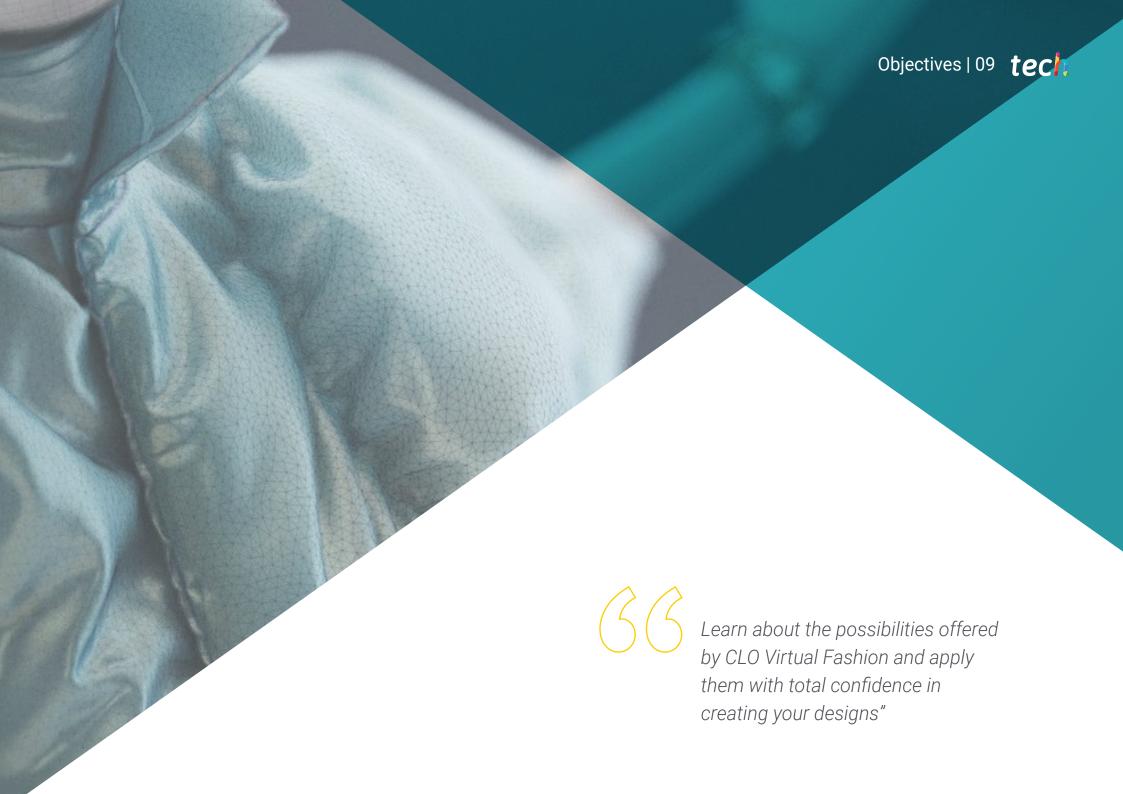
This program is designed around Problem Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the academic program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced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

Take advantage of new technologies to make more precise sketches, showcasing every detail of your garments.

The video game industry demands fashion designers capable of creating the most daring costumes. You can be one of them.







tech 10 | Objectives



General Objectives

- Develop virtual skills for the new fashion environment, managing current codes and fostering a creative and artistic spirit
- Elaborate a professional design project with global impact capacity based on new opportunities
- Design while being aware of the use of materials thanks to a deep knowledge in the use of fabrics
- Face changes with agility and flexibility through an interdisciplinary perspective
- Materialize the connection between the imaginary world and the real world







Specific Objectives

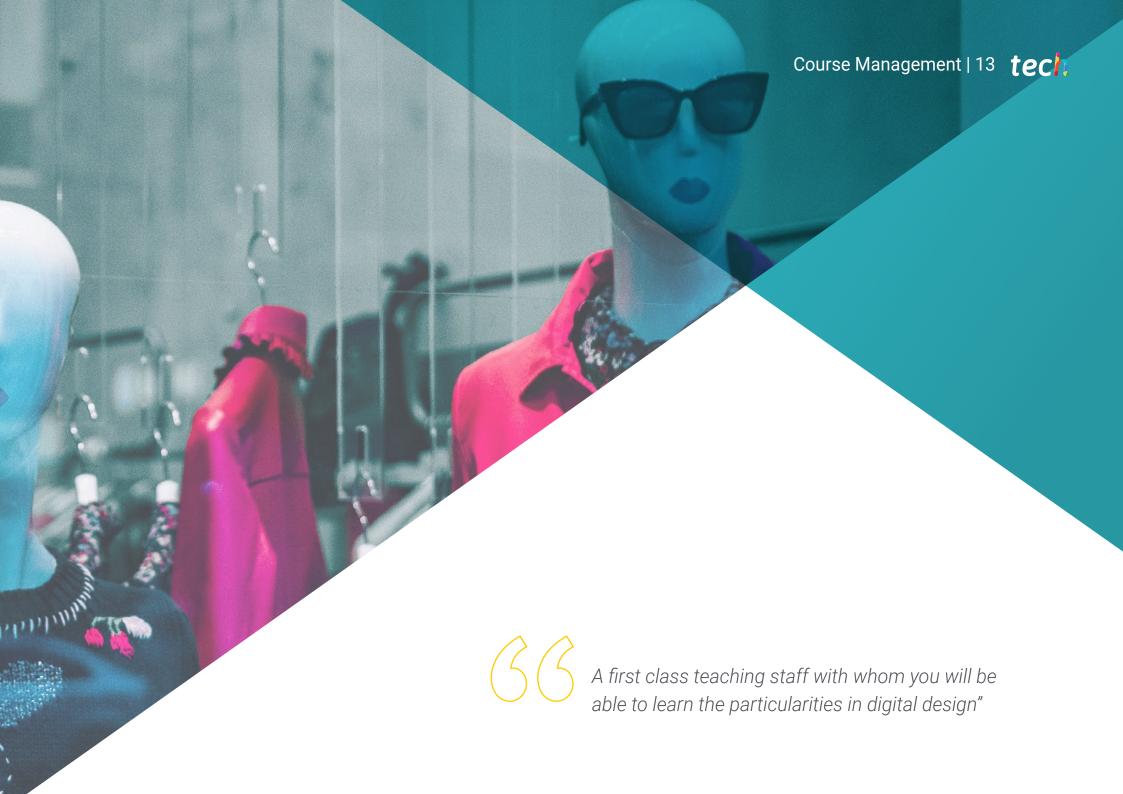
- Use different 2D and 3D design tools
- Gain in depth knowledge to manage the CLO Virtual Fashion program
- Know how to design digital costumes for videogames



Would you like to participate in the creation of a video game? With the specialized knowledge that this program provides, you will be able to design costumes for characters"







tech 14 | Course Management

Management



Ms. García Barriga, María

- More than 15 years of experience in content generation of various kinds: logistics and distribution, fashion and literature or artistic heritage conservation
- She has worked in major media outlets such as RTVE and Telemadric
- Graduate in Information Sciences, UCN
- Postgraduate course in Marketing and Communication in Fashion and Luxury Companies, UCN
- MBA from ISEM Fashion Business School, the Fashion Business School of the University of Navarra
- PhD Candidate in Fashion Trend Creation
- Author of The Pattern of Eterns: Creating a Spiral Identity for the Automation of Fashion Trends Today



Course Management | 15 tech

Ms. Romero Monente, Begoña

- Personal Mentor and Coach for entrepreneurs
- Lecturer and Professor for various courses on *Retail Management*, Digital Marketing and People Management
- Managing Director of the Young Promotion agency, where she created the Personal Shopper service in Spanish airports and specialized in the execution of advertising campaigns in Duty Free stores, with accounts such as AENA, Dufry, L'Ortega campaigns in Duty Free stores, with accounts such as AENA, Dufry, L'Oréal, Diageo, Philip Morris, Montblanc, etc.
- Coordinator at the Airport Promotion Agencies Association
- Broadcaster, copywriter and communications manager for various on/off media
- Degree in Journalism, University of Malaga
- Degree in Advertising and Public Relations, Universitat Oberta de Catalunya
- MBA, ISEM Fashion Business School, University of Navarra
- Certified Coach, European School of Coaching

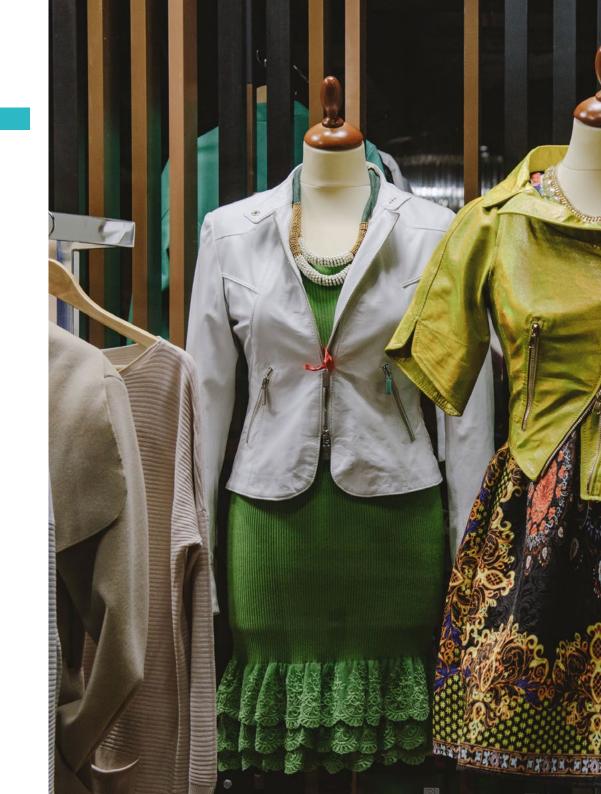




tech 18 | Structure and Content

Module 1. CLO Virtual Fashion Design

- 1.1. Current Design Techniques
 - 1.1.1. 2D Design
 - 1.1.2. 3D Design
 - 1.1.3. The CLO Virtual Fashion Program
- 1.2. Digital Creation and Experimental Design
 - 1.2.1. Digital Creation and Experimental Design
 - 1.2.2. CLO Virtual Fashion User Interface
 - 1.2.3. 3D Avatar Animation
- 1.3. Virtual Tailoring
 - 1.3.1. Segment Sewing
 - 1.3.2. Free Sewing
 - 1.3.3. Layer Structure
- 1.4. CLO Virtual Fashion Fabric Library
 - 1.4.1. Commonly Used Fabrics
 - 1.4.2. Cladding
 - 1.4.3. Garment Fitting
- 1.5. Streamline Process
 - 1.5.1. Colors and Patterns
 - 1.5.2. Design Composition
 - 1.5.3. 3D Samples
- 1.6. Texture Creation
 - 1.6.1. Giving and Editing Textures
 - 1.6.2. Opacity, Reflection and Position
 - 1.6.3. Normal Map and Displacement Map
- 1.7. Creating Garments I
 - 1.7.1. Clothing
 - 1.7.2. Stampings
 - 1.7.3. Rendering





Structure and Content | 19 tech

- 1.8. Creating Garments II
 - 1.8.1. Pleats
 - 1.8.2. Bottoms and Blades
 - 1.8.3. Soleil and Padding
- 1.9. Simulated Environments
 - 1.9.1. Styling Techniques
 - 1.9.2. Garment Visualization in Retail Environments
 - 1.9.3. Virtual Collection Promotion
- 1.10. Emerging Markets and Entry Techniques
 - 1.10.1. Cost Calculation
 - 1.10.2. Auctions
 - 1.10.3. The Video Game Industry







tech 22 | Methodology

Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.



At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world"



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.



Our program prepares you to face new challenges in uncertain environments and achieve success in your career"

The case method is the most widely used learning system in the best faculties in the world. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.



Relearning Methodology

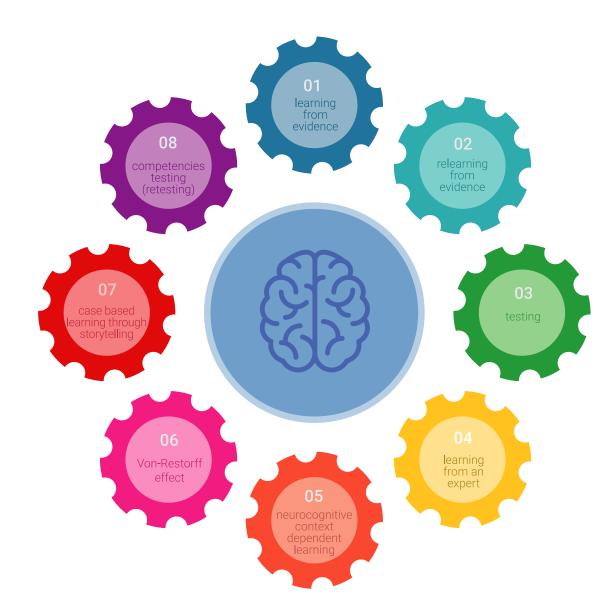
TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



Methodology | 25 tech

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically. With this methodology we have trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, markets, and financial instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

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

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.

This program offers the best educational material, prepared with professionals in mind:



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.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



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 in future difficult decisions.



Practising Skills and Abilities

They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.



Methodology | 27 tech



Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

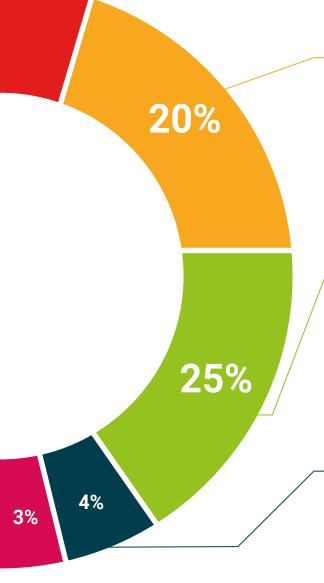


This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

Testing & Retesting

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We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.







tech 30 | Certificate

This **Postgraduate Certificate in CLO Virtual Fashion** contains the most complete and up to date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery*.

The diploma issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations and professional career evaluation committees.

Title: Postgraduate Certificate in CLO Virtual Fashion

Official No of hours: 150 h.



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



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