



# Postgraduate Diploma Technical Fashion Representation

» Modality: online

» Duration: 6 months

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

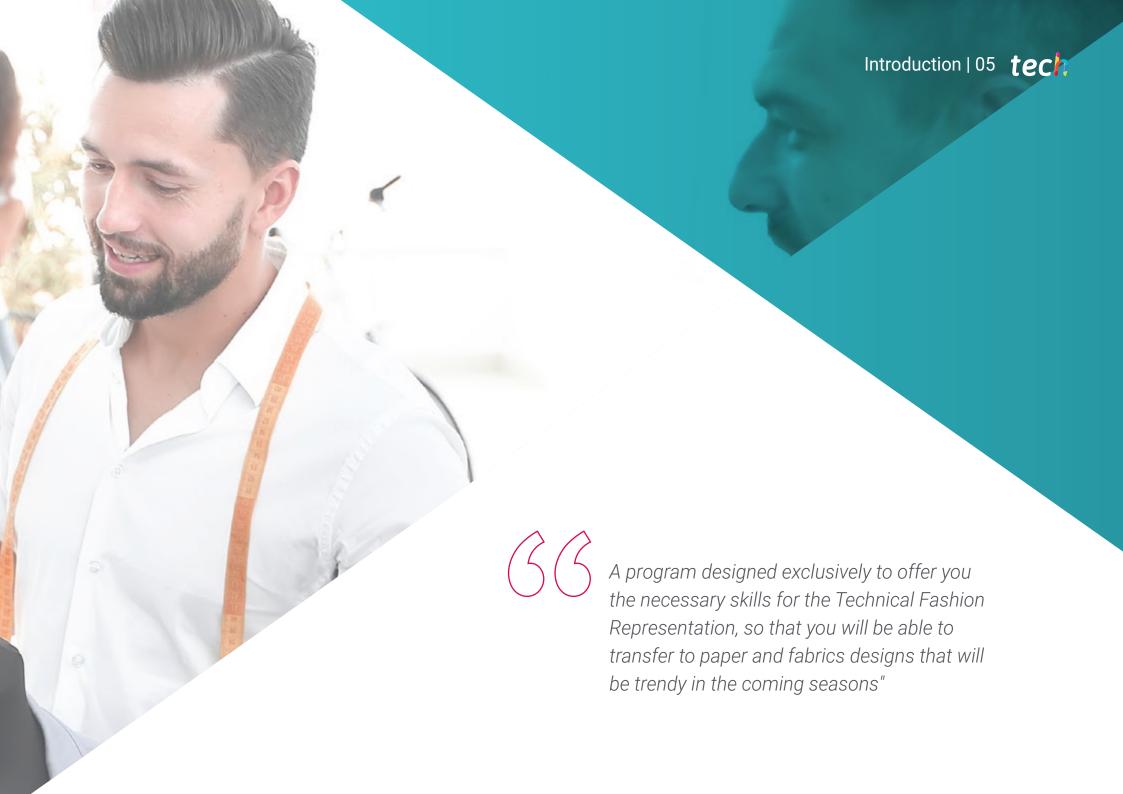
» Exams: online

Website: www.techtitute.com/us/design/postgraduate-diploma/postgraduate-diploma-technical-fashion-representation

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# tech 06 | Introduction

The technical fashion drawings must be made faithfully to what has been devised so that the final garment has the desired characteristics. Undoubtedly, this is a job that must be carried out with great precision and quality, to avoid any possible errors. Therefore, designers must not only have a great imagination and creativity, but also the necessary technical and artistic drawing skills to transfer to paper and then to fabric those designs that have been created in advance.

This TECH program has been created precisely to offer designers the best current education on Technical Fashion Representation. A high-level program that will allow students to improve their skills, offering a quality improvement in their creations. Specifically, the program covers everything from drawing to technical representation systems applied to fashion or design itself. In this way, a summary of the most relevant information that will be indispensable for the professionals' daily work has been compiled.

In short, a unique program that meets the demand for fashion designers' higher qualifications. A 100% online program that will allow students to distribute their study time, not being conditioned by fixed schedules or the need to move to another physical location, being able to access all the contents at any time of the day, and therefore able to balance their work and personal life with their academic life.

This **Postgraduate Diploma in Technical Fashion Representation** contains the most complete and up-to-date program on the market. The most important features include:

- The development of practical cases presented by experts in Fashion Design
- 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 focus on innovative methodologies in Technical Fashion Representation
- 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



The clothing technical drawings must be made with extreme accuracy, capturing all its characteristics to avoid possible errors in the garment's production"



A 100% online program where you will find a multitude of practical cases that will make your study more understandable"

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.

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

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

Become a successful designer and make your clothes the most popular among influencers and celebrities.







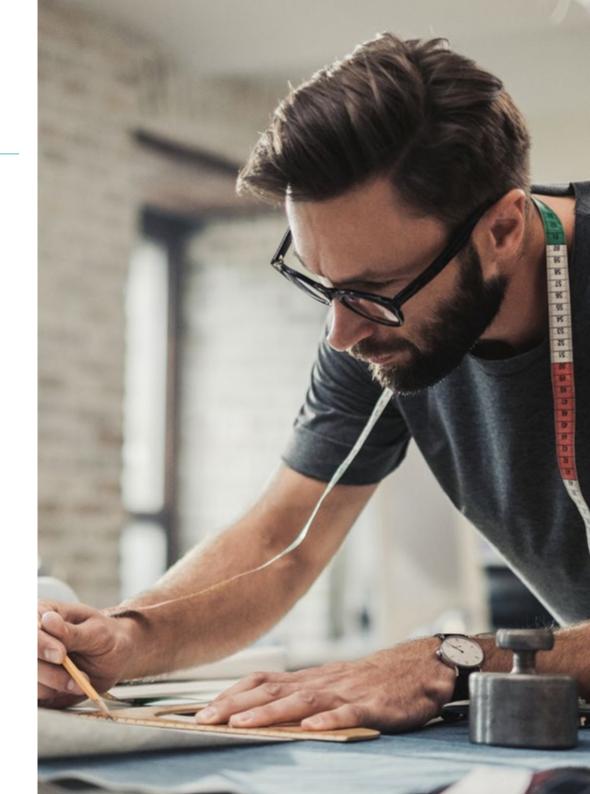
# tech 10 | Objectives



# **General Objectives**

- Obtain a detailed knowledge of fashion design that will be relevant to the work of professionals who wish to develop in this current field
- Acquire specific skills for sketching drawings that faithfully show the proposed design
- Be able to design's fashion projects that will gain public popularity







#### Module 1. Fashion Drawing

- Understand human anatomy and its main characteristics in order to be able to represent it on the fashion figure
- Know the shape of the human body canon to allow the stylization of the fashion figure
- Thoroughly analyze and distinguish the most important areas of the human body in fashion figure creation.
- Differentiate the techniques of graphic-plastic representation in fashion illustration.
- Search for personal style in the fashion pattern as a hallmark of fashion designers' identity

#### Module 2. Representation Systems Applied to Fashion

- Differentiate the professional context of applying fashion technical drawing and understand the usefulness of the characteristics of this type of representation
- Know how to make flat drawings of garments
- Understand how to make flat drawings of garments that communicate both to the pattern maker and the garment maker the characteristics of each model
- Know how to represent different fashion accessories
- Know how to create a highly descriptive technical data sheet

#### Module 3. Fashion Design

- Understand the different working methodologies applied to fashion design.
- Develop creative procedures that assist in fashion design work
- Introduce students to the necessary technical procedures to create a fashion project
- Know the different means of diffusion and communication of fashion products
- Understand the process of fashion projects in all its phases.
- Acquire resources for visual presentation and communication of fashion projects

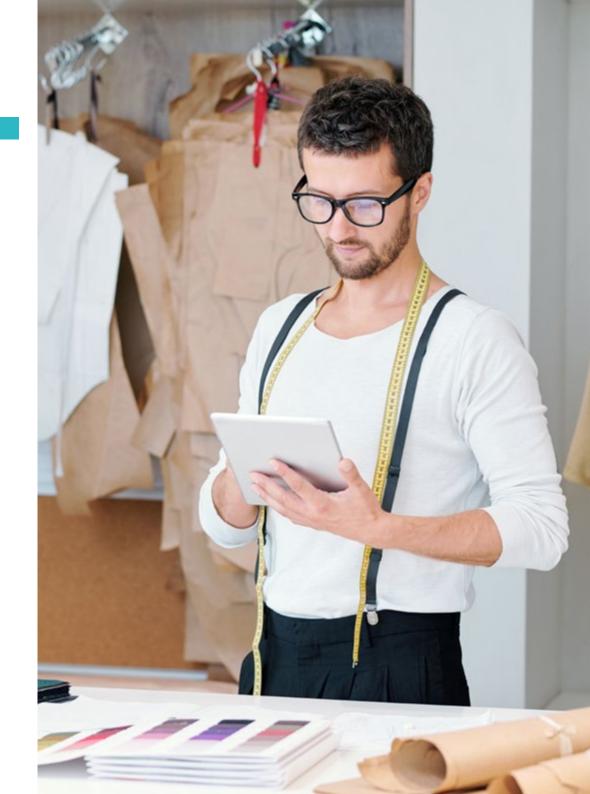




# tech 14 | Structure and Content

#### Module 1. Fashion Drawing

- 1.1. History of Illustration
  - 1.1.1. History of Illustration
  - 1.1.2. Typology
  - 1.1.3. Posters
  - 1.1.4. Illustrators
- 1.2. Illustration Materials and Mediums
  - 1.2.1. Materials
  - 1.2.2. Mediums
  - 1.2.3. New Technologies
- 1.3. Artistic Anatomy
  - 1.3.1. Introduction to Artistic Anatomy
  - 1.3.2. Heads and Necks
  - 1.3.3. Body
  - 1.3.4. Arms
  - 1.3.5. Legs
  - 1.3.6. The Movement
- 1.4. Proportion of the Human Body
  - 1.4.1. Anthropometry
  - 1.4.2. Proportion
  - 1.4.3. Canons
  - 1.4.4. Morphological
  - 1.4.5. Proportion
- 1.5. Basic Composition
  - 1.5.1. Front
  - 1.5.2. Back
  - 1.5.3. Profile
  - 1.5.4. Portrait
  - 1.5.5. Movement



# Structure and Content | 15 tech

- 1.6. The Human Face
  - 1.6.1. Head
  - 1.6.2. The Eyes
  - 1.6.3. The Nose
  - 1.6.4. The Mouth
  - 1.6.5. The Eyebrows
  - 1.6.6. The Ears
  - 1.6.7. Hair
- 1.7. The Human Figure
  - 1.7.1. Body Balance
  - 1.7.2. The Arm
  - 1.7.3. The Hand
  - 1.7.4. The Foot
  - 1.7.5. The Leg
  - 1.7.6. The Bust
  - 1.7.7. The Human Figure
- 1.8. Fashion Illustration Techniques
  - 1.8.1. Traditional Techniques
  - 1.8.2. Digital Techniques
  - 1.8.3. Mixed Techniques
  - 1.8.4. Collage Techniques
- 1.9. Illustration of Materials
  - 1.9.1. Tweed
  - 1.9.2. Patent Leather
  - 1.9.3. Yarn
  - 1.9.4. Seguins
  - 1.9.5. Transparency
  - 1.9.6. Silk
  - 1.9.7. Denim
  - 1.9.8. Leather
  - 1.9.9. Fur
  - 1.9.10. Other Materials

- 1.10. Search for Personal Styles
  - 1.10.1. Fashion Mannequin
  - 1.10.2. Styling
  - 1.10.3. Fashion Poses
  - 1.10.4. Hairstyles
  - 1.10.5. The Design

#### Module 2. Representation Systems Applied to Fashion

- 2.1. Introduction to Technical Fashion Drawing
  - 2.1.1. How and When Technical Drawings Are Used
  - 2.1.2. How to Create Technical Drawings for Fashion
  - 2.1.3. Drawing from a Physical Garment
  - 2.1.4. Fashion Technician Standards
- 2.2. Documentation Preparation
  - 2.2.1. Preparing Documents for Technical Drawing
  - 2.2.2. Anatomical Manneguin
  - 2.2.3. Color, Texture and Patterns
- 2.3. Undergarments
  - 2.3.1. Skirts
  - 2.3.2. Pants
  - 2.3.3. Stockings
- 2.4. Overgarments
  - 2.4.1. Shirts
  - 2.4.2. T-Shirts
  - 2.4.3. Vests
  - 2.4.4. Jackets
  - 2.4.5. Coats

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- 2.5. Undergarments
  - 2.5.1. Bra
  - 2.5.2. Panties
  - 2.5.3. Briefs
- 2.6. Model Details
  - 2.6.1. Necklines
  - 2.6.2. Collars
  - 2.6.3. Sleeves
  - 2.6.4. Cuffs
  - 2.6.5. Pockets
- 2.7. Design Details
  - 2.7.1. Construction Details
  - 2.7.2. Decorative Design Details
  - 2.7.3. Pleats
  - 2.7.4. Seams
  - 2.7.5. Stitches
  - 2.7.6. Ribbing
- 2.8. Fasteners and Clasps
  - 2.8.1. Zippers
  - 2.8.2. Buttons
  - 2.8.3. Hook and Eyes
  - 2.8.4. Tape
  - 2.8.5. Knots
  - 2.8.6. Buttonholes
  - 2.8.7. Velcro
  - 2.8.8. Eyelets
  - 2.8.9. Loops
  - 2.8.10. Pins
  - 2.8.11. Rivets
  - 2.8.12. Rings
  - 2.8.13. Buckles

- 2.9. Accessories
  - 2.9.1. Bags
  - 2.9.2. Glasses
  - 2.9.3. Footwear
  - 2.9.4. Jewellery
- 2.10. Technical Data Sheets
  - 2.10.1. Technical Drawing Exportation
  - 2.10.2. Information about the Technical Data Sheets
  - 2.10.3. Models and Types of Data Sheets
  - 2.10.4. Data Sheet Completion

#### Module 3. Fashion Design

- 3.1. Fashion Design Methodology
  - 3.1.1. Concept Fashion Projects
  - 3.1.2. Design Methodology Applied to Fashion
  - 3.1.3. Research Methods in Fashion Design
  - 3.1.4. Briefing or Design Brief
  - 3.1.5. Documentation
  - 3.1.6. Current Fashion Analysis
  - 3.1.7. Idea Formation
- 3.2. Creative Procedures Applied to Fashion Design
  - 3.2.1. Field Notebooks
  - 3.2.2. Moodboards
  - 3.2.3. Graphic Research
  - 3.2.4. Creative Techniques

# Structure and Content | 17 tech

- 3.3. Referrals
  - 3.3.1. Fashion Retail
  - 3.3.2. Creative Fashion
  - 3.3.3. Performing Arts Fashion
  - 3.3.4. Corporate Fashion
- 3.4. Collection Concept
  - 3.4.1. Garment Wearability
  - 3.4.2. Garment as a message
  - 3.4.3. Ergonomic Concepts
- 3.5. Stylistic Codes
  - 3.5.1. Permanent Stylistic Codes
  - 3.5.2. Stationary Stylistic Codes
  - 3.5.3. Search for Personal Seal
- 3.6. Collection Development
  - 3.6.1. Theoretical Framework
  - 3.6.2. Context
  - 3.6.3. Research
  - 3.6.4. Referrals
  - 3.6.5. Conclusions
  - 3.6.6. Collection Representation
- 3.7. Technical Studies
  - 3.7.1. Textile Chart
  - 3.7.2. Color Chart
  - 3.7.3. Toile
  - 3.7.4. Technical Data Sheets
  - 3.7.5. Prototypes
  - 3.7.6. Pricing

- 3.8. Interdisciplinary Projects
  - 3.8.1. Drawing
  - 3.8.2. Pattern-Making
  - 3.8.3. Sewing
- 3.9. Collection Production
  - 3.9.1. From Sketches to Technical Drawings
  - 3.9.2. Craft Workshops
  - 3.9.3. New Technologies
- 3.10. Communication and Presentation Strategy
  - 3.10.1. Fashion Photography: Lookbook, Editorial and Campaign
  - 3.10.2. Portfolios
  - 3.10.3. Catwalks
  - 3.10.4. Other Ways to Present a Collection







# tech 20 | 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 | 23 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 competencies and skills in each thematic 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 | 25 tech



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.

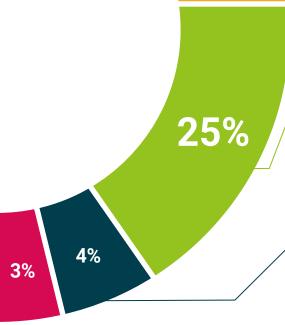


This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

#### **Testing & Retesting**

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.





20%





# tech 28 | Certificate

This **Postgraduate Diploma in Technical Fashion Representation** 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 Diploma** issued by **TECH Technological University** via tracked delivery\*.

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

Title: Postgraduate Diploma in Technical Fashion Representation
Official N° of Hours: **450 h.** 



health confidence people
health information tutors
education information teaching
guarantee accreditation teaching
institutions technology learning



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