

# Professional Master's Degree

## Men's Fashion Design





## Professional Master's Degree Men's Fashion Design

- » Modality: online
- » Duration: 12 months
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: [www.techtitute.com/us/design/professional-master-degree/master-mens-fashion-design](http://www.techtitute.com/us/design/professional-master-degree/master-mens-fashion-design)

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# 01

# Introduction

In the XXI century, where the image cult has become an essential value of society, the commitment to fashion and exclusive designs is attracting more and more men, who demand innovative items, but adapted to their tastes and needs. Therefore, designers must have a deep understanding of their audience and the design characteristics for this sector. In this TECH program, professionals will find the most relevant current information to specialize in a highly competitive sector.







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*If you would like to see your designs on the main catwalks of Paris or New York, don't wait any longer. In this program you will find the key elements to creating the most innovative men's garments”*

Mens Fashion Design has been evolving over the years. More and more people are opting for daring, new and innovative designs for their daily lives and, therefore, professionals in the sector must adapt to all tastes. However, it is also essential to have specific knowledge to understand the evolution of men's garments, their most common uses and future trends. Fabrics, patterns, drawings, colors etc: an endless number of elements that must be adapted to the most demanded characteristics in order to obtain the public's favor.

This Professional Master's Degree from TECH emphasizes all these elements with a high-level program, aimed at professionals seeking excellence, and created by a team of highly experienced professors. Theoretical content ranging from the design fundamentals, to representation systems applied to fashion, male pattern making or sustainability in the sector, among others. All these aspects are of great interest for those who are entering this sector for the first time, but also for those who have extensive experience, but wish to increase their skillset and update their knowledge.

Therefore, in order to meet the demand for higher qualification of fashion designers, TECH offers this highly specialized program adapted to the latest developments in this sector. 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 **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:

- ◆ 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 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



*Men's Fashion is becoming more and more innovative, adapting to today's society's needs. If you want to know all its features, do not hesitate and join TECH"*

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*Men's fashion sector has grown considerably in recent years. Specialize in this field and create those trends that will be sold in stores around the world"*

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.

*A program with practical teaching focus to help you develop the precise skills needed for men's fashion design and pattern making.*

*If you would like to dress the main celebrities, don't think twice. With this program you will acquire all the necessary knowledge to create attractive and exclusive designs.*





# 02 Objectives

The objectives of this Professional Master's Degree are aimed at facilitating fashion designers' learning, more specifically those who wish to specialize in the male sector. Thus, students will be able to learn, first hand, the main techniques and tools that are available to them for the design, drawing, pattern making and tailoring of garments, achieving innovative and sustainable creations that meet current trends and achieve the public's approval.







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*Specialize in men's fashion design  
and create innovative garments that  
are the must-have of the season"*



## General Objectives

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- ◆ Obtain a detailed knowledge of fashion design, which will be relevant to the work of professionals who wish to develop in this current field.
- ◆ Develop the precise skills that will enable students to become great menswear designers, either through their own firm or by working for leading companies and brands in the sector
- ◆ Be able to design men's fashion projects that will gain public favor



*If you have always dreamed of being like Tom Ford or Giorgio Armani, don't wait any longer, this is the moment. Enroll in this program and develop the skills to achieve success"*







## Specific Objectives

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### Module 1. Design Fundamentals and Introduction

- ◆ Know the basics of design, as well as the references, styles and movements that have shaped it from its beginnings to the present day
- ◆ Connect and correlate the different areas of design, fields of application and professional branches
- ◆ Choose appropriate project methodologies for each case
- ◆ Know the processes of ideation, creativity and experimentation and know how to apply them to projects
- ◆ Integrate language and semantics in the ideation processes of a project, relating them to its objectives and use values.

### Module 2. Pattern Making and Tailoring

- ◆ Understand a pattern's development and representation
- ◆ Learn how to create any type of pattern independently
- ◆ Know the basics of sewing
- ◆ Distinguish types of tools and machinery in garment manufacturing.
- ◆ Identify textile materials and their main uses
- ◆ Develop practical research methods for the creative design of garments.

### Module 3. Photography

- ◆ Have a basic understanding of photographic cameras
- ◆ Understand software for photo developing and editing
- ◆ Manage and understand the vocabulary and basic concepts of visual and audiovisual language
- ◆ Critically analyze different types of images
- ◆ Manage resources and sources related to the subject matter





#### **Module 4. 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 5. History of Clothing**

- ◆ Identify language and expressive resources in relation to content
- ◆ Choose research and innovation resources to solve issues raised within the functions, needs and materials of clothing
- ◆ Bring together methodological and aesthetic strategies that help to support and develop creative processes
- ◆ Distinguish the psychological processes in the evolution of the pieces in the history of clothing
- ◆ Associate formal and symbolic language with functionality in the clothing field
- ◆ Demonstrate the interrelationship between clothing elements and humanistic fields.
- ◆ Justify the contradictions between luxury fashion and ethical values
- ◆ Reflect on the impact of innovation and clothing production quality of life and environment

#### **Module 6. Textile Technology**

- ◆ Identify different types of textile fibers
- ◆ Select a textile material for a specific design based on its properties
- ◆ Understand staining techniques
- ◆ Master bindings in order to know how to apply them in everyday work
- ◆ Know the properties of the different materials and the techniques for their manipulation and elaboration
- ◆ Know the main textile printing techniques

#### **Module 7. Men's Patterns**

- ◆ Know men's fashion history
- ◆ Have own criteria, based on knowledge, for men's fashion developments
- ◆ Understand male morphology and its peculiarities
- ◆ Know the most common patterns used in men's fashion
- ◆ Learn how to make a tailored suit

#### **Module 8. 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 9. 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

### **Module 10. Fashion Sustainability**

- ◆ Understand that the current human lifestyle makes us unsustainable consumers
- ◆ Acquire and incorporate environmental and sustainability criteria in the design conception and development phase
- ◆ Learn about preventive and appropriate measures to reduce environmental impact
- ◆ Use sustainability as a requirement in the design methodology
- ◆ Provide students with natural and environmentally friendly sources of inspiration

# 03 Skills

After passing the evaluations of this Professional Master's Degree in Men's Fashion Design, students will have acquired the necessary skills to develop in the fashion industry, creating attractive products for the men's sector. This way, you will have the skills and abilities to succeed in an industry that increasingly demands highly skilled professionals who are able to adapt quickly and easily to market changes and new trends.





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*Become a successful designer and show your creations on the main international catwalks”.*



## General Skills

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- ◆ Create attractive designs that will become a *must-have* of the season
- ◆ Apply historical criteria of the fashion industry to current designs, so that they become *must-have* garments in any wardrobe
- ◆ Develop the necessary skills to successfully manage men's fashion design

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*Upon completing this Professional Master's Degree at TECH, you will develop the skills required to succeed in this booming sector”*





## Specific Skills

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- ◆ Apply fashion design basics to men's garment creation
- ◆ Make artistic drawings in which every detail of the design is captured
- ◆ Successfully deal with photography, applying the main techniques to make highly-detailed images that show the garments in a faithful way
- ◆ Make any type of pattern necessary for the creation of a men's garment
- ◆ Know, in-depth, the history of clothing in order to apply the most useful and innovative resources in designs
- ◆ Produce men's suits that adapt to the needs and tastes of today's society
- ◆ Make technical drawings that clearly show the characteristics of garments and accessories
- ◆ Gain in-depth knowledge of all the phases in fashion design to ensure a successful final product
- ◆ Display critical thinking in current fashion culture
- ◆ Apply the most sustainable techniques and materials to create designs men adapted today's society demands
- ◆ Use the main textile techniques and technologies to create quality garments



# 04

# Structure and Content

The content of this Professional Master's Degree compiles all the fundamental aspects for designers to develop the precise skills that will enable them to design and create men's garments that will gain the public's approval. To do so, the syllabus covers everything from pattern making and tailoring to the history of clothing, including relevant issues such as photography, design and textile technology, as well as new issues such as sustainability applied to the sector.



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*Get to know the new trends in sustainable fashion and apply them successfully in your men's designs"*

## Module 1. Design Fundamentals and Introduction

- 1.1. History of Design
  - 1.1.1. Industrial Revolution
  - 1.1.2. The Stages of Design
  - 1.1.3. Architecture
  - 1.1.4. The Chicago School
- 1.2. Styles and Movements of Design
  - 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. Transavantgarde
  - 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. Project 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. The Language of 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 the Signs
  - 1.5.5. Proposal
- 1.6. Design and its Aesthetic-Formal Dimension
  - 1.6.1. Visual Elements
    - 1.6.1.1. The Shape
    - 1.6.1.2. The Measure
    - 1.6.1.3. Color
    - 1.6.1.4. Texture
  - 1.6.2. Relationship Elements
    - 1.6.2.1. Management
    - 1.6.2.2. Position
    - 1.6.2.3. Spatial
    - 1.6.2.4. Severity
  - 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 Methods of Design
  - 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 Context of Design
  - 1.10.1. Current Problems of Design
  - 1.10.2. Current Themes of Design
  - 1.10.3. Contributions on Methodology

## Module 2. Pattern Making and Tailoring

- 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 Anatomic Measurements
  - 2.1.4. Measuring Tables
  - 2.1.5. Pattern Typologies
  - 2.1.6. Model Industrialization
  - 2.1.7. Information That a Pattern Must Contain

- 2.2. Feminine Pattern
  - 2.2.1. Basic Skirt Pattern
  - 2.2.2. Basic Body Pattern
  - 2.2.3. Basic Pants Pattern
  - 2.2.4. Basic Dress Pattern
  - 2.2.5. Collars
  - 2.2.6. Sleeves
  - 2.2.7. Details
- 2.3. Masculine Pattern
  - 2.3.1. Basic Body Pattern
  - 2.3.2. Basic Pants Pattern
  - 2.3.3. Basic Coat Pattern
  - 2.3.4. Collars
  - 2.3.5. Sleeves
  - 2.3.6. Details
- 2.4. Children's Pattern
  - 2.4.1. Basic Body Pattern
  - 2.4.2. Basic Pants Pattern
  - 2.4.3. Basic Leotard Pattern
  - 2.4.4. Basic Onesie Pattern
  - 2.4.5. Sleeves
  - 2.4.6. Collars
  - 2.4.7. Details
- 2.5. Pattern Transformation, Development and Scaling
  - 2.5.1. Pattern Transformations
  - 2.5.2. Pattern Development
  - 2.5.3. Scale and Full-Size Patterns
- 2.6. Introduction to Cutting and Sewing
  - 2.6.1. Introduction to Sewing
  - 2.6.2. Sewing Tools and Materials
  - 2.6.3. The Cut
  - 2.6.4. Hand Sewing
  - 2.6.5. Machine Sewing
  - 2.6.6. Types of Sewing Machines

- 2.7. Textile Identification
  - 2.7.1. Woven Fabrics
  - 2.7.2. Complex Fabrics
  - 2.7.3. Technical Fabrics
  - 2.7.4. Knitted Fabrics
  - 2.7.5. Materials
- 2.8. Sewing Types and Garment Transformation
  - 2.8.1. Flat Seam
  - 2.8.2. Inner Seam
  - 2.8.3. Curved Seam
  - 2.8.4. French Seam
  - 2.8.5. Textile Sewing
  - 2.8.6. Overlock Stitching
  - 2.8.7. Ribbed Seam
- 2.9. Closures, Finishes and Textile Refinement
  - 2.9.1. Fabric Dyeing
  - 2.9.2. Buttons
  - 2.9.3. Zippers
  - 2.9.4. Appliqués
  - 2.9.5. Garment Lining
  - 2.9.6. Finishing Touches
  - 2.9.7. Ironing
- 2.10. Moulage
  - 2.10.1. Preparation of the Mannequin
  - 2.10.2. Mannequin Research
  - 2.10.3. From the Mannequin to the Pattern
  - 2.10.4. Modeling a Garment

## Module 3. Photography

- 3.1. History of Photography
  - 3.1.1. Photography Background
  - 3.1.2. Color Photography
  - 3.1.3. Movie Photography
  - 3.1.4. Digital Camera
- 3.2. Image Formation
  - 3.2.1. Cameras
  - 3.2.2. Basic Photographic Parameters
  - 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 Motion in Photography
  - 3.3.5. Relationship of Photography to Reality and Truth
- 3.4. Cameras
  - 3.4.1. Analog and Digital Cameras
  - 3.4.2. Simple Cameras
  - 3.4.3. SLR cameras
  - 3.4.4. Basic Photography Techniques
  - 3.4.5. Exposure and Exposure Meters
  - 3.4.6. Digital SLR Cameras Sensors
  - 3.4.7. Digital vs. Analog Cameras
  - 3.4.8. Specific Points of Interest
  - 3.4.9. Working Modes with Digital Cameras

- 3.5. Digital Images
  - 3.5.1. File Formats
  - 3.5.2. Balance of Whites
  - 3.5.3. Color Temperature
  - 3.5.4. Histogram Exposure in Digital Photography
  - 3.5.5. Dynamic Range
- 3.6. Light Behavior
  - 3.6.1. Photons
  - 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 Diffused Light
- 3.7. Lighting Expressiveness and Aesthetics
  - 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. Photometers
    - 3.7.4.2. Incoming Light
    - 3.7.4.3. Reflected Light
    - 3.7.4.4. Multi-point Measurement
    - 3.7.4.5. Contrast
    - 3.7.4.6. Medium Gray
  - 3.7.5. Natural Light Illumination
    - 3.7.5.1. Diffusers
    - 3.7.5.2. Reflectors
  - 3.7.6. Artificial Light Illumination
    - 3.7.6.1. Photographic Studios
    - 3.7.6.2. Sources of Lighting
    - 3.7.6.3. Cold Light
    - 3.7.6.4. Studio and Compact Flashes
    - 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. Developing Camera RAW
  - 3.9.2. Noise and Focus
  - 3.9.3. Exposure, Contrast and Saturation Settings 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 Drawing

- 4.1. History of Illustration
  - 4.1.1. History of Illustration
  - 4.1.2. Typology
  - 4.1.3. Posters
  - 4.1.4. Illustrators
- 4.2. Illustration Materials and Mediums
  - 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. Heads and Necks
  - 4.3.3. Body
  - 4.3.4. Arms
  - 4.3.5. Legs
  - 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. Morphological
  - 4.4.5. Proportion
- 4.5. Basic Composition
  - 4.5.1. Front
  - 4.5.2. Back
  - 4.5.3. Profile
  - 4.5.4. Portrait
  - 4.5.5. Movement
- 4.6. The Human Face
  - 4.6.1. 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. Body Balance
  - 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 Techniques
  - 4.8.2. Digital Techniques
  - 4.8.3. Mixed Techniques
  - 4.8.4. Collage Techniques

- 4.9. Illustration of Materials
  - 4.9.1. Tweed
  - 4.9.2. Patent Leather
  - 4.9.3. Yarn
  - 4.9.4. Sequins
  - 4.9.5. Transparency
  - 4.9.6. Silk
  - 4.9.7. Denim
  - 4.9.8. Leather
  - 4.9.9. Fur
  - 4.9.10. Other Materials
- 4.10. Search for Personal Styles
  - 4.10.1. Fashion Mannequin
  - 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. Prehistoric Costume
  - 5.1.5. Furs and Furshops
  - 5.1.6. Textiles and Techniques
  - 5.1.7. Chronological Concordances and Similarities in Prehistoric Costume
- 5.2. Ancient Age Egypt and Mesopotamia
  - 5.2.1. Egypt
  - 5.2.2. Assyrian People
  - 5.2.3. Persian People



- 5.3. Ancient Age: Classical Greece
  - 5.3.1. Cretan Costume
  - 5.3.2. Fabrics Used in Ancient Greece
  - 5.3.3. Ancient Greek Garments
  - 5.3.4. Ancient Greek Underwear
  - 5.3.5. Ancient Greek Footwear
  - 5.3.6. Ancient Greek Hats and Headdresses
  - 5.3.7. Ancient Greek Colors and Ornaments
  - 5.3.8. Ancient Greek Accessories
- 5.4. Ancient Age: the Roman Empire
  - 5.4.1. Ancient Roman Fabrics
  - 5.4.2. Ancient Roman Garments
  - 5.4.3. Ancient Roman Underwear
  - 5.4.4. Ancient Roman Footwear
  - 5.4.5. Ancient Roman Hats and Headdresses
  - 5.4.6. Social Status vs Clothing in Ancient Rome
  - 5.4.7. Byzantine Style
- 5.5. High Middle Ages and Low Middle Ages
  - 5.5.1. General Historical Features of Medieval Times
  - 5.5.2. Early Medieval Clothing
  - 5.5.3. Carolingian Period Clothing
  - 5.5.4. Romance Period Clothing
  - 5.5.5. Gothic Clothing
- 5.6. The Modern Age: Renaissance, Baroque and Rococo
  - 5.6.1. 15th and 16th centuries: Renaissance
  - 5.6.2. 17th century: Baroque Period
  - 5.6.3. 18th century: Rococo
- 5.7. Contemporary Age: Neoclassicism and Romanticism
  - 5.7.1. Apparel Industry
  - 5.7.2. Charles Frédéric Worth
  - 5.7.3. Jacques Doucet
  - 5.7.4. Women's Clothing
  - 5.7.5. Josephine Bonaparte: Empire Style

- 5.8. Contemporary Age: Victorian and *Belle Époque* Era
  - 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 Contexts and Social Change
  - 5.9.2. Fashion Designers
  - 5.9.3. Coco Chanel
  - 5.9.4. *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. Importance of Fashion Textiles
  - 6.1.5. Symbology 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 Fibers
  - 6.2.3. Textile Fibers Recognition

- 6.3. Threads
  - 6.3.1. Basic Ties
  - 6.3.2. General Characteristics of Thread
  - 6.3.3. Thread Classification
  - 6.3.4. Spinning Phases
  - 6.3.5. Machinery
  - 6.3.6. Thread Numbering Systems
- 6.4. Lace Textiles
  - 6.4.1. Lace Fabrics
  - 6.4.2. Phased Ties
  - 6.4.3. Ties in Lace Fabric
  - 6.4.4. Tie Classification
  - 6.4.5. Types of Ties
  - 6.4.6. Types of Lace Fabric
  - 6.4.7. Weaving Lace
  - 6.4.8. Special Weaving Machines
- 6.5. Knitted Fabrics
  - 6.5.1. History of Knitting
  - 6.5.2. Classification
  - 6.5.3. Typology
  - 6.5.4. Comparison between Flat and Knitted Fabrics
  - 6.5.5. Characteristics and Behavior according to its Design
  - 6.5.6. Technology and Machinery for its Production
- 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 Changes of Fabrics



- 6.7. Dyeing
  - 6.7.1. Pretreatments
  - 6.7.2. Dyeing
  - 6.7.3. Machinery
  - 6.7.4. Materials
  - 6.7.5. Optical Bleaching
  - 6.7.6. 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. Heat Transfer 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-Dyeing
  - 6.8.3. Other Types of Printing
    - 6.8.3.1. Differential Printing
    - 6.8.3.2. Electrostatic Printing
- 6.9. Technical and Intelligent Fabrics
  - 6.9.1. Definition and Analysis
  - 6.9.2. Textiles Applications
  - 6.9.3. New Materials and Technologies
- 6.10. Fur, Leather and Others
  - 6.10.1. Fur and Leather
  - 6.10.2. Leather Classification
  - 6.10.3. Tanning Process
  - 6.10.4. Post-Tanning Treatment
  - 6.10.5. Technological Process of Tannery
  - 6.10.6. Preservation Methods
  - 6.10.7. Synthetic Leather
  - 6.10.8. Debate: Natural or Faux Fur

## Module 7. Men's Patterns

- 7.1. Men's Fashion Evolution
  - 7.1.1. Social and Historical Context of Men's Fashion
  - 7.1.2. Ornamentation Renunciation and Reconquest of Fashion Rights
  - 7.1.3. History of Sastre
- 7.2. Men's Clothing
  - 7.2.1. Garment Types and Variations
  - 7.2.2. Men's Accessories
  - 7.2.3. Brand and Communication Analysis
  - 7.2.4. Current Trends
- 7.3. Male Morphology Study
  - 7.3.1. Male Body Evolution
  - 7.3.2. Male Body Study
  - 7.3.3. Male Body Typology
- 7.4. Shirt Pattern
  - 7.4.1. Measurements
  - 7.4.2. Trace
  - 7.4.3. Variations
- 7.5. Pants Pattern
  - 7.5.1. Measurements
  - 7.5.2. Trace
  - 7.5.3. Variations
- 7.6. Jacket Design
  - 7.6.1. Measurements
  - 7.6.2. Trace
  - 7.6.3. Variations
- 7.7. Jacket Flap Designs
  - 7.7.1. Measurements
  - 7.7.2. Trace
  - 7.7.3. Variations

- 7.8. Vest Pattern
  - 7.8.1. Measurements
  - 7.8.2. Trace
  - 7.8.3. Variations
- 7.9. Men's Coats
  - 7.9.1. Measurements
  - 7.9.2. Trace
  - 7.9.3. Variations
- 7.10. Traditional Suit Tailoring
  - 7.10.1. Materials
  - 7.10.2. Lining
  - 7.10.3. Assembly
  - 7.10.4. Seams

## Module 8. Representation Systems Applied to Fashion

- 8.1. Introduction to Technical Fashion Drawing
  - 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. Fashion Technician Standards
- 8.2. Documentation Preparation
  - 8.2.1. Preparing Documents for Technical Drawing
  - 8.2.2. Anatomical Mannequin
  - 8.2.3. Color, Texture and Patterns
- 8.3. Undergarments
  - 8.3.1. Skirts
  - 8.3.2. Pants
  - 8.3.3. Stockings
- 8.4. Overgarments
  - 8.4.1. Shirts
  - 8.4.2. T-Shirts
  - 8.4.3. Vests
  - 8.4.4. Jackets
  - 8.4.5. Coats

- 8.5. Undergarments
  - 8.5.1. Bra
  - 8.5.2. Panties
  - 8.5.3. Briefs
- 8.6. Model Details
  - 8.6.1. Necklines
  - 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. Ribbing
- 8.8. Fasteners and Clasps
  - 8.8.1. Zippers
  - 8.8.2. Buttons
  - 8.8.3. Hook and Eyes
  - 8.8.4. Tape
  - 8.8.5. Knots
  - 8.8.6. Buttonholes
  - 8.8.7. Velcro
  - 8.8.8. Eyelets
  - 8.8.9. Loops
  - 8.8.10. Pins
  - 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. Jewellery
- 8.10. Technical Data Sheets
  - 8.10.1. Technical Drawing Exportation
  - 8.10.2. Information about the Technical Data Sheets
  - 8.10.3. Models and Types of Data Sheets
  - 8.10.4. Data Sheet Completion

## Module 9. Fashion Design

- 9.1. Fashion Design Methodology
  - 9.1.1. Concept Fashion Projects
  - 9.1.2. Design Methodology Applied to Fashion
  - 9.1.3. Research Methods in Fashion Design
  - 9.1.4. Briefing or Design Brief
  - 9.1.5. Documentation
  - 9.1.6. Current Fashion Analysis
  - 9.1.7. Idea Formation
- 9.2. Creative Procedures Applied to Fashion Design
  - 9.2.1. Field Notebooks
  - 9.2.2. Moodboards
  - 9.2.3. Graphic Research
  - 9.2.4. Creative Techniques
- 9.3. Referrals
  - 9.3.1. Fashion Retail
  - 9.3.2. Creative Fashion
  - 9.3.3. Performing Arts Fashion
  - 9.3.4. Corporate Fashion
- 9.4. Collection Concept
  - 9.4.1. Garment Wearability
  - 9.4.2. Garment as a message
  - 9.4.3. Ergonomic Concepts
- 9.5. Stylistic Codes
  - 9.5.1. Permanent Stylistic Codes
  - 9.5.2. Stationary Stylistic Codes
  - 9.5.3. Search for Personal Seal
- 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. Collection Representation
- 9.7. Technical Studies
  - 9.7.1. Textile Chart
  - 9.7.2. Color Chart
  - 9.7.3. Toile
  - 9.7.4. Technical Data Sheets
  - 9.7.5. Prototypes
  - 9.7.6. Pricing
- 9.8. Interdisciplinary Projects
  - 9.8.1. Drawing
  - 9.8.2. Pattern Making
  - 9.8.3. Sewing
- 9.9. Collection Production
  - 9.9.1. From Sketches to Technical Drawings
  - 9.9.2. Craft Workshops
  - 9.9.3. New Technologies
- 9.10. Communication and Presentation Strategy
  - 9.10.1. Fashion Photography: *Lookbook*, Editorial and Campaign
  - 9.10.2. Portfolios
  - 9.10.3. Catwalks
  - 9.10.4. Other Ways to Present a Collection



## Module 10. Fashion Sustainability

- 10.1. Rethinking Fashion Design
  - 10.1.1. Supply Chains
  - 10.1.2. Main Aspects
  - 10.1.3. Development of Sustainable Fashion
  - 10.1.4. The Future of Fashion
- 10.2. The Life Cycle of Garments
  - 10.2.1. Thinking About the Life Cycle
  - 10.2.2. Activities and Impact
  - 10.2.3. Assessment Tools and Models
  - 10.2.4. Sustainable Design Strategies
- 10.3. Quality and Safety Standards in the Textile Industry
  - 10.3.1. Quality
  - 10.3.2. Labelling
  - 10.3.3. Garment Security
  - 10.3.4. Consumer Inspections
- 10.4. Planned Obsolescence
  - 10.4.1. Planned Obsolescence and Waste of Electrical and Electronic Devices
  - 10.4.2. Resource Extraction
  - 10.4.3. Waste Generation
  - 10.4.4. Recycling and Reuse of Electronic Waste
  - 10.4.5. Responsible Consumption
- 10.5. Sustainable Design
  - 10.5.1. Garment Design
  - 10.5.2. Designing with Empathy
  - 10.5.3. Fabric, Material and Technique Selection
  - 10.5.4. Use of Monomaterials
- 10.6. Sustainable Production
  - 10.6.1. Pattern Making and Modeling
  - 10.6.2. Zero-Waste Techniques
  - 10.6.3. Construction
  - 10.6.4. Made to Last





- 10.7. Sustainable Distribution
  - 10.7.1. Suppliers and Manufacturers
  - 10.7.2. Commitment to Local Communities
  - 10.7.3. Sales
  - 10.7.4. Design According to Needs
  - 10.7.5. Inclusive Fashion Design
- 10.8. Sustainable Garment Use
  - 10.8.1. Patterns of Use
  - 10.8.2. How to Reduce Washing
  - 10.8.3. Repairs and Maintenance
  - 10.8.4. Design for Repairs
  - 10.8.5. Modular Garment Design
- 10.9. Recycling
  - 10.9.1. Reuse and Remanufacturing
  - 10.9.2. Revaluation
  - 10.9.3. Material Recycling
  - 10.9.4. Closed-Cycle Productions
- 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



*Take an academic tour through the main trends in men's fashion and achieve success with your own designs"*

06

# Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning.**

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.





“

*Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"*

## 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.



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.



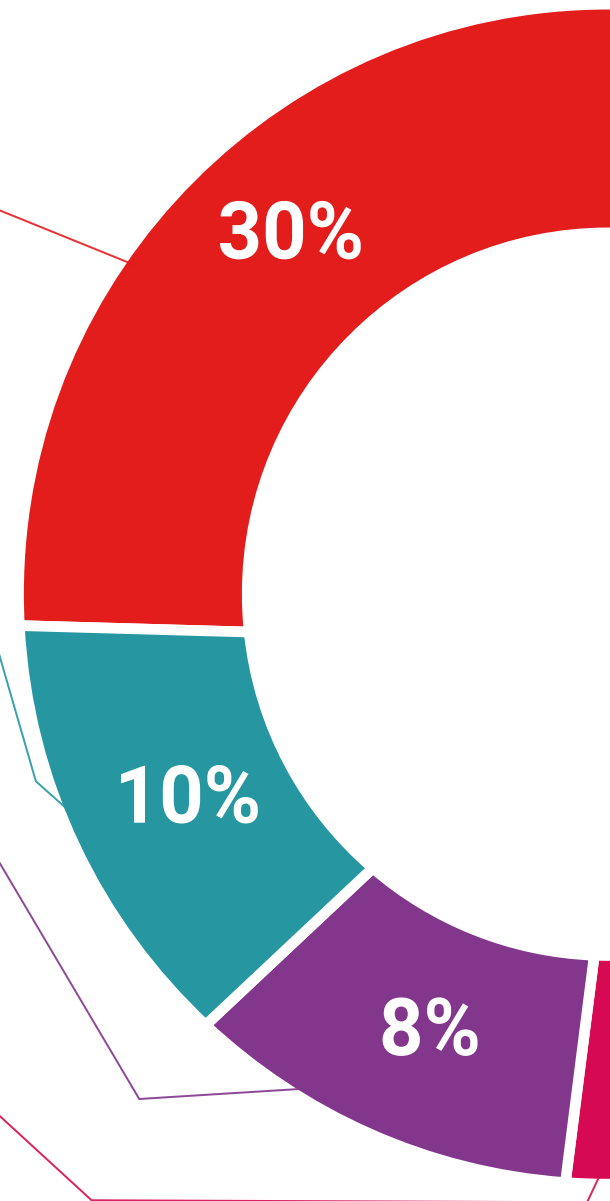
### Practising Skills and Abilities

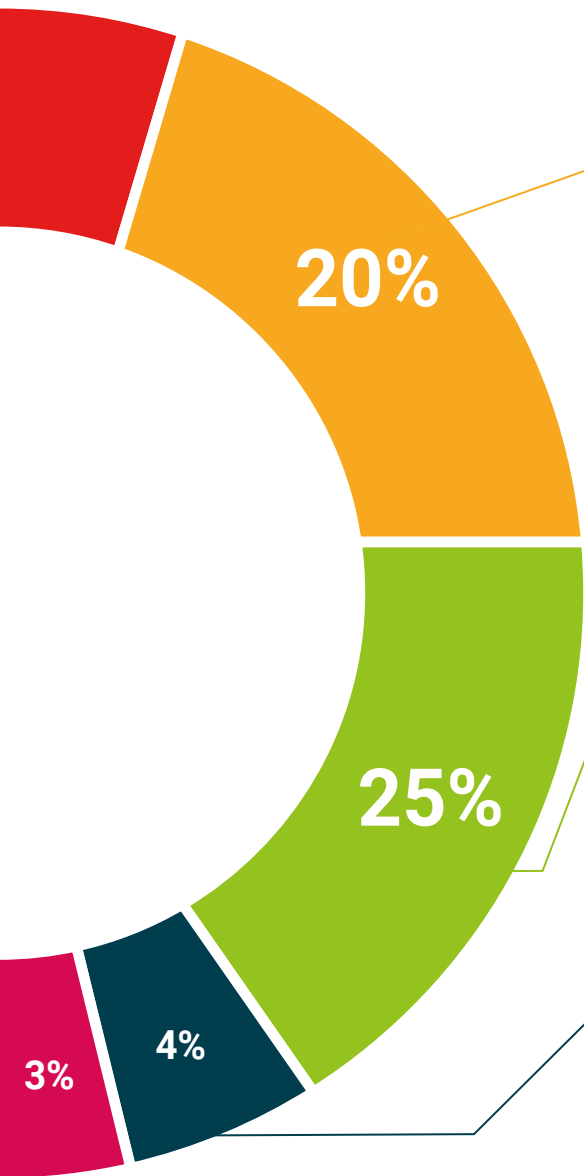
They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



### 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.





#### Case Studies

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

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.





# 06 Certificate

This 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 qualification issued by TECH Technological University.



“

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

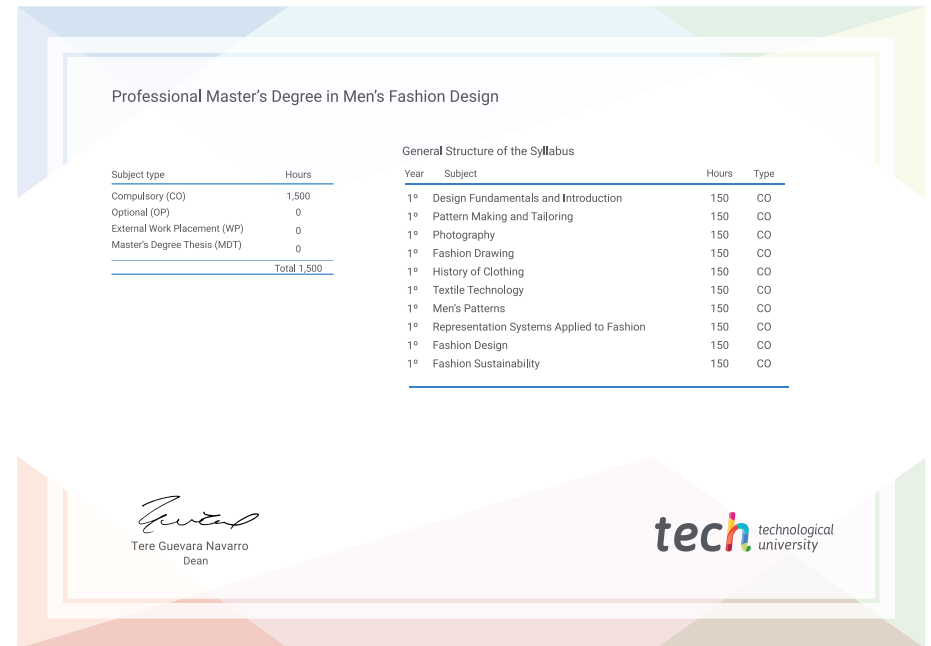
This **Professional Master's Degree in Men's Fashion Design** contains the most complete and up-to-date program on the market.

After The student has passed the assessments, they will receive their corresponding **Professional Master's Degree** issued by **TECH Technological University** via tracked delivery\*.

The diploma issued by **TECH Technological University** will express the qualification obtained in the Professional Master's Degree, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

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

Official N° of Hours: **1,500 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.

future  
health confidence people  
education information tutors  
guarantee accreditation teaching  
institutions technology learning  
community commitment  
personalized service innovation  
knowledge present  
development language  
virtual classroom



Professional Master's  
Degree  
Men's Fashion Design

- » Modality: online
- » Duration: 12 months
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online



# Professional Master's Degree Men's Fashion Design

