



**VILNIUS COLLEGE/UNIVERSITY OF APPLIED SCIENCES
FACULTY OF ARTS AND CREATIVE TECHNOLOGIES**

Didlaukio str.82, LT-08300 Vilnius, tel./fax: (5) 219 1722, e-mail.: administracija@mtf.viko.lt

STATE CODE	653W23001
COLLEGE STUDY PROGRAM	APPAREL DESIGN
QUALIFICATION	Professional Bachelor of Fashion Design
BASIC EDUCATION	Secondary
FORM AND DURATION OF STUDIES	Full- time studies– 3 years (there is a possibility to choose the study timetable: to study on workdays or during the sessions)
CREDITS	180
SUBJECTS OF THE STUDY FIELD:	
<i>General subjects of college studies</i>	Philosophy, Specialty Language, Foreign Language (English, German, French), Aesthetics.
<i>Basic subjects of studies</i>	Composition and Science of Colours, Academic Drawing, Art Painting, Plastic Anatomy, History of Art, History of Costume, Sewing Materials, Apparel Projection, Sewing Materials and Technology, Sewing Technology Equipment, Clothing Pattern Making, Apparel Automatic Projection, Management, Business Economics, Clothing Modeling, Social/Communication Psychology, Theory of Economics, Information Technologies, Engineering and Computer Graphics, Safety and Health at Work, Law, Marketing.
<i>Practice</i>	Clothing Pattern Making and Technology (11 cr.), Design of Apparel Collections (18 cr.), Graduation Practice Activity (3 cr.).
<i>Optional subjects</i>	Philosophy of Art, Aesthetics, Sociology, Artistic Expression, History of Art, Movement Training, Social Psychology, Conflict Management, Project Management, Management, Business Ethics.
GRADUATES WILL BE ABLE TO	Apparel Design is designed to prepare professionals of clothing production, who will be able to think creatively, to be communicative, develop general cultural values, analyse the information of fashion tendencies, design individual apparel to apply the principles of collection according to the artistic conception, create personal apparel collections, revealing the unity of garment and image, to present collections to the society.
CAREER PROSPECTS	An Apparel Designer is competent to work as image artist in sewing or hosiery production or service enterprises, in theatres, in entertainment industries as a clothing designer, designer- consultant in a brand companies, designer- pattern maker, designer-technologist, to carry out work requiring skills to control and revise apparel production supervision, to present own creative work and practice individual business.