



VILNIAUS
KOLEGIJA

VILNIAUS KOLEGIJA/UNIVERSITY OF APPLIED SCIENCES

STUDY SUBJECT/MODULE PROGRAMME (SSMP)

Entitlement Creative Project

Prerequisites

B1 level of English language, Fashion design materials, Computer graphic

Main aim

To introduce students with the system of creative process and its implementation stages. To strengthen and develop creative and analytical thinking, as well as the ability to perform creative work professionally.

Summary

The methodology of the subject “Creative Project” is a creative, analytical, practical and technical discipline that includes individual elements related to the idea and its development, artistic concept creation, analytical thinking, target audience needs and clothing design elements. Studios provide an opportunity for the student to master the basic design requirements and tasks of the author's clothing collection: how to meet the needs of consumers, offering the market promising, fashionable, in-demand products, improve its quality by applying innovative designs and technologies that meet the author's idea.

Learning Outcomes

1. Performs analysis of fashion trends, analyses and describes the elements and stylistics of experimental prototypes
2. Able to plan the creative process, present and justify the concept of the collection
3. Able to create sketches creatively
4. Ability to apply innovative techniques and digital means of artistic expression in creativity
5. Selects and matches materials that match the concept of the collection
6. Ability to creatively apply the acquired knowledge in the implementation of the collection
7. Ability to analyze and summarize information material in the implementation of the collection idea

8. Able to create a collection

Syllabus

1. Creative Thinking

2. Topic development. Primary and Secondary Inspiration Search
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3. The concept. Inspiration board

4. Topic analysis. Consumer, market, analogues, fashion trends
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5. Types of collections. Sketching and proofreading

6. Material search and manipulations

7. Experiment. Author's drawing searches
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8. Collection detailing and technical drawing

Evaluation procedure of knowledge and abilities

Ten grade and gathered evaluation system is applied. The semester's individual work tasks are evaluated by grades; the final grade is given during the examination session while multiplying particular grades by the lever coefficient and summing the products.



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STUDY SUBJECT/MODULE PROGRAMME (SSMP)

Entitlement Image Formation and Basics of Decorative Cosmetics (Make up)

Prerequisites

Philosophy, drawing and plastic anatomy, composition and colour science, art history, painting.

Main aim

To train to perform creative professional work of image design individually, creatively and professionally.

Summary

Fashion formed styles and trends on the basis of which modern “stylish” image (is becoming the priority of fashion variation) is formed are analysed. Phenomenon, i.e. social, economical, cultural, psychological, etc. influencing the appearance of actual image are analysed.

Fashionable image is created by clothing wearer. Thus, surrounding environment and social – psychological motivation is becoming of major importance, as well as correction of his image with the help of clothing, make-up and hairdressing. Modern stylish image is presented together with original creative searching. The thing consists of two parts- image formation and makeup creation (2+4 credits).

Learning Outcomes

1. To know the historical and modern development and concepts of fashion design and to apply this knowledge in practical professional activities
2. Experiment and creatively generate ideas using the results of fashion design research
3. Knowledge of the designer and the client's business, user, co-relations, in accordance with professional ethics and citizenship

Syllabus

1. Components of Image formation
2. Makeup basics
3. Design of stylish image (included makeup)
4. Formation of client’s individual image (included makeup).
5. Creation of promotional image (included makeup).

Evaluation procedure of knowledge and abilities

Practical work, individual work and examination



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STUDY SUBJECT/MODULE PROGRAMME (SSMP)

Entitlement Professional Practice

Prerequisites

B1 level of English language, Fashion design materials, Visual Expression

Main aim

To give knowledge and develop practical experimental collection layout, design, sewing and technology skills. To strengthen the possibilities of fabric selection, detail processing, and implementation of collection model ideas.

Summary

During practice students are trained to create fashion collection, to analyze and to evaluate fashion trends, analogues, fashion styles. The collection concept is picked. Production technologies and traditional or unconventional fabrics are applied for the picked garments. Experimental layout, clothing construction, garment cutting is accomplished if needed. Suitable sequence of clothing technological treatment is adopted. Sewing technological equipment is chosen. Garment is sewn by defining and eliminating variances of constructional and technological treatment. The practice paper work is prepared.

Learning Outcomes

1. Able to plan the creative process, present and justify the concept of the collection
2. Ability to select and apply traditional and original materials and accessories to a specific model of the experimental collection
3. Ability to apply the principles of experimental collection design (construction, modeling, cutting) and rational sewing technology methods
4. Ability to present a collection of experimental clothing to the public at various events (competitions, festivals, etc.) or remotely, using digital means

Syllabus

1. Collection designing
2. Collection garment layout, construction and modeling
3. Collection garment accomplishment
4. Project presentation

Evaluation procedure of knowledge and abilities

Ten grade and gathered evaluation system is applied. The semester's individual work tasks are evaluated by grades; the final grade is given during the examination session while multiplying particular grades by the lever coefficient and summing the products.



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STUDY SUBJECT/MODULE PROGRAMME (SSMP)

Entitlement

Clothing Materials Science

Prerequisites

B1 level of English language; Materials for Fashion Products

Main aim

To know geometrical, mechanical, physical and consumer properties of clothing materials, their standardized testing methods and threshold limits of obtained parameters. To be able to perform material research and qualitative assessment of materials.

Summary

Theoretical and practical studies emphasises the influence of fibres upon the appearance and properties of textile materials. Textiles structure and geometric properties are studied. Mechanical, physical and consumer properties of clothing materials are examined; the skills are trained to perform standardised tests, to evaluate the influence of these properties upon the appearance of clothing and its materials behaviour during sewing processes and wear. The knowledge is obtained to select textile materials by taking into account the specific requirements of different groups of clothes.

Learning Outcomes

1. To know geometrical, mechanical, physical and consumer properties of clothing materials, their standardized testing methods and threshold limits of obtained parameters.
2. To be able to perform material research and qualitative assessment of clothing materials.
3. To be able to select textile materials by taking into account the specific requirements of different groups of clothes.

Syllabus

1. Geometric properties of textile materials
2. Mechanical properties of textile materials
3. Tensile characteristics
4. Drapeability and bending resistance
5. Resistance to compression and shear
6. Friction
7. Physical properties of textile materials
8. Sorption properties
9. Air, vapour and water permeability
10. Thermal and optical properties
11. Electrical and acoustic properties

12. Performance properties of textile materials

13. Quality assessment and standardisation of textile materials

Evaluation procedure of knowledge and abilities

Ten grade and gathered evaluation system is applied: Laboratory work assessment - 25%; Self-study work - 30%; Examination - 45%.



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Entitlement

Virtual and Smart Fashion Products

Prerequisites

B1 level of English language; Material assortment and textile materials science; Clothing pattern making, technology and manufacturing processes

Main aim

To provide theoretical and practical knowledge about the innovations in fashion products design, materials, development and production processes.

Summary

Knowledge about fashion products virtualization processes from human body scanning up to 3D visualization of clothing is provided. Skills are trained to scan real people, to import them into specialized CAD software of clothing 3D design, and to perform virtual try-on of mass production clothes by evaluating real mechanical properties of applied materials.

The knowledge about smart clothing, its properties and structure is provided. Skills are trained to perform patent-based innovation review, and to prepare a team-based project by presenting innovative solutions of smart clothes.

Learning Outcomes

1. Skills are trained to scan real people, to import them into specialized CAD software of clothing 3D design, and to perform virtual try-on of mass production clothes by evaluating real mechanical properties of applied materials.
2. Practical skills are trained to perform and to present a patent-based innovation review about smart clothing, its properties and structure.
3. Practical skills are gained to prepare a team-based project by presenting innovative solution about smart clothing, its properties and structure.

Syllabus

1. 3D scanning of human body, management of obtained data
2. Parametrised mannequins of human body
3. The development of 3D fashion products
4. The effect of material properties for clothing 3D visualisation
5. The construction and materials of smart clothing; analysis of patents
6. E-textiles and smart clothing
7. Smart clothing for healthcare
8. Warning and safety smart clothing
9. Smart clothing and wearable technologies for leisure and entertainment

Evaluation procedure of knowledge and abilities

Ten grade and gathered evaluation system is applied: Individual work – 20%; Laboratory work assessment – 45%; Examination - 35%.