

ADDITIONAL EDUCATIONAL PROGRAM (MINOR) «Clothing Design»

For whom it is intended: Program (Minor) «Clothing design» is intended for students of all educational programs Major.

Relevance: the program is due to the tasks of developing the artistic abilities of students, which are put forward in the concept of modernizing art education. It emphasizes the importance of art education, the use of the cognitive and educational capabilities of objects of artistic and aesthetic orientation, which form students' creative abilities, a sense of beauty, aesthetic taste, morality.

Justification: «Clothing design» is a field of activity, the product of which is the world of objects. A person who is engaged in modeling and designing clothes strives to make the surrounding objects not only technically feasible, but also comfortable and beautiful. This process requires imagination, creative energy and original thinking, as well as good freehand and computer drawing skills. In connection with the development of an industrial method of manufacturing textiles and their mass consumption, the profession of a fashion designer is becoming more and more in demand. One of the areas of creative activity is clothing design - the art of creating a costume as a utilitarian thing and at the same time a work of art.

The additional program is aimed at familiarizing students and students with the basics of designing and modeling clothes and identifying gifted children in order to develop their creative potential. Also, the course «Clothing design» is focused on an in-depth study of the basics of design and can serve as a basis for career guidance and pre-profile work.

Purpose: - identification of students' inclination to design activities;
- vocational guidance, assistance in the conscious and correct choice of the profile of further education

Program Description:

1. The program (Minor) consists of 3 disciplines, each discipline has 5 credits, in total the student must master 15 credits.
2. The program (Minor) «Clothing design» does not require pre-requisites.
3. The number of credits for obtaining a bachelor's degree remains unchanged at least 240 credits.

Program content:

Name of the discipline	Description of the discipline	Teaching outcomes
Design and modeling of clothes	The course provides for the formation of students' skills in the design and modeling of clothing, taking into account the modern trend of fashion. Students get acquainted with general information about clothing, with the	- the ability to choose your style of clothing, taking into account the characteristics of the figure.

	<p>classification of female and children's figures, with the size typology of the population, with the construction of drawings for waist and shoulder clothing, modeling techniques, as well as with methods for developing new designs and design features for children's clothing.</p>	<ul style="list-style-type: none"> - development of spatial artistic imagination, compositional solutions, a sense of color, harmony and contrast, a sense of proportion, rhythm, style, form. - possession of algorithms and methods for solving technical problems.
<p>Technology of processing garments</p>	<p>The course is aimed at acquiring knowledge about the basic information and the procedure for making garments, methods of making hand stitches, machine stitches and seams, wet heat treatment of garments, methods of technological processing of knots and parts of garments. Schemes for assembling products of various assortments are given</p>	<ul style="list-style-type: none"> - knows the peculiarities of making garments of various assortments and making clothes from various materials; - performs unit processing of garments and processing of products of various assortments; - analyzes the methods of processing garments; - makes up the technological sequence of processing garments;
<p>Composition of a suit and graphics</p>	<p>the course provides theoretical and practical knowledge about the laws of costume composition, develops skills for creating volumetric-spatial forms, affects the development of students' creative thinking, prepares future specialists in the field of clothing design for joint work with costume designers</p>	<ul style="list-style-type: none"> - analyzes and systematizes the preparatory material for the design of decorative and applied arts; - performs sketches and projects using various graphic tools and

		techniques; - independently makes color solutions of art and graphic designs of products in the material.
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