

Information sheet for the course Design of Clothing

University: <i>Alexander Dubček University of Trenčín</i>	
Faculty: <i>Faculty of Industrial Technologies in Púchov</i>	
Course unit code: <i>TTN-PV-15</i>	Course unit title: <i>Design of Clothing</i>
Type of course unit: <i>optional</i>	
Planned types, learning activities and teaching methods: <i>Lecture: 0</i> <i>Seminar: 3 hours weekly/39 hours per semester of study; face to face</i> <i>Laboratory tutorial: 0</i>	
Number of credits: <i>4</i>	
Recommended semester: <i>the 5th semester in the 3rd year full-time form of study</i> <i>the 5th semester in the 3rd year part-time form of study</i>	
Degree of study: <i>the 1st degree of study (Bachelor's degree)</i>	
Course prerequisites: <i>none</i>	
Assessment methods: <i>creative work, semestral or terminal project, predetermined work relating to acquisition of the determined number of credits</i>	
Learning outcomes of the course unit: <i>Student has enhanced creative thoughts and ideas leading to the creation of the specific clothes or 3-D objects. Main attention is paid to the conceptual system design, interpretation of the vision from the design to final product. The given subject is closely connected with the study of history of clothing with utilisation of the original or present techniques (hand-made printing, typography, computer graphics, digital printing). The design of clothing is connected with presentation of the specific clothes as the objects in the space (3-D area). It is focused on the new ideas in relation to the visual understanding with utilisation of the advanced technologies. Student is familiar with fundamental theoretical knowledge on fine art and clothing. The design of clothing and its historical development, specific features of clothing as well as fine art expressions and styles are improved in relation to this study subject.</i>	
Course contents: <i>Introduction to the subject, some fundamental features and principles relating to the subject.</i> <i>Determination and selection of the topic or theme.</i> <i>Inspiration, inspiration sources, conception of the work.</i> <i>Proposals, selection of methods and materials as well as preparation of the all needed aids leading successful accomplishment of the work (sketches, drawings).</i> <i>Performance of the predetermined procedures.</i> <i>Finalisation of the project + visual or audio documentation, poster, CDs...</i> <i>Defence of the predetermined work and acquisition of the determined number of credits.</i>	
Recommended or required literature: <i>1. Kyoto Costume Institute (KCI): Fashion - A Fashion History of the 20th Century, Taschen 2006</i> <i>2. Ludovít Petránky: Teória a metodológia designu</i> <i>3. Karol Weisslechner a kolektív: Umelecký šperk, dizajn a architektúra, Ateliér Amulet 2008</i> <i>4. S. E. B. Clarke, Jane Harris: Digital Visions for Fashion + Textiles: Made in Code, Thames and Hudson</i> <i>5. Magazines – Designum a RUD (Remeslo, Umenie, Dizajn)</i>	
Language: <i>Slovak</i>	
Remarks: —	

Evaluation history:					
A	B	C	D	E	FX
Lecturers: <i>Mgr. art. Jana Cvetanovová</i>					
Last modification: <i>16.03.2015</i>					
Supervisor: <i>doc. Ing. Pavol Lizák, PhD.</i>					