Core 4 Fashion Design Diploma

PROGRAM OUTLINE

Brief Program Description	*The Core 4 Fashion Design Diploma is a comprehensive diploma that gives students the foundation of Design. Consisting of three set modules and an elective module, the Core 4 Design Diploma provides the fundamental learnings for a career in Fashion Design.*
Career Occupation	*Graduates of The Cut's Core 4 Fashion Design Diploma are prepared to begin careers or pursue further education as Entrepreneurial Fashion Designers, Product Developers, 3D Technical Developer, Design Consultant, Technical Designers or Production Managers/Coordinators, Pattern Makers, Sourcing Manager, Professional Sewers including in the TV and Film industries, and careers in Retail Management.*
Admission Requirements	*High school graduation or equivalent or mature student status (19+)* *Admissions interview: in person or by Skype with the Dean or Director of Admissions* *Letter of Intent: describing your career goals (Minimum 250 words)* *English Proficiency: B2 Level (IELTS 5.5 - TOEFL 57 internet-based - 1 63 computer-based - FCE Exam) or equivalent (if English is not First Language and/or has no formal previous education in English)* - Canadian Language Benchmark Placement Test (CLBPT) with a minimum level 6, and the Duolingo Language Test are accepted in some circumstances at a minimum score of 85-90
Learning Objectives	*Upon completion of this program the successful student will have reliably demonstrated:* *An understanding of the creative and technical design processes from concept to completion* *An understanding of the Principles and Elements of design* *An ability to develop ideas, sketches, inspiration and presentation boards and materials* *Produce both manual and CAD drawings and patterns, as well as 3D renders* *Interact with clients, suppliers and tradespeople, as well as problem solve when the need arises*

	Select appropriate textiles and materials for a variety of projects *Ability to communicate design ideas using a variety of presentation techniques* *Create and render technical drawings for specification packages and line sheets* *Understanding of consumer behavior*
Method(s) of Evaluation*	*Each module consists of small projects that ultimately come together to make a cohesive and holistic visual understanding of Fashion Design.* *Presentation format and style is determined by each student. Students will receive informal classroom feedback and written evaluations on a regular basis and at least once before 30% of the hours of instruction of the program have been provided.*
Completion Requirements*	*The Cut Academy will use the following grade scale to determine each student's grade through their work.* **Students must receive an average of 75% from all the assignments in order to pass the course.**

Letter Grade	Scale (%)	Notes
A+	90.00 - 100.00	
A	85.00 - 89.99	
A-	80.00 - 84.99	
B+	76.00 - 79.99	
B	72.00 - 75.99	
B-	68.00 - 71.99	
C+	64.00 - 67.99	
C	60.00 - 63.99	
C-	55.00 - 59.99	
D	50.00 - 54.99	
I	0.00 - 49.99	Temporary
F	0.00 - 49.99	Permanent

Assignments will be graded on selected criteria per assignment

Program Duration	*56 weeks - 20 hrs./week = 1120 hrs* *Weekly: Lecture 8 hours/week. Lab 12 hrs/week*
Homework Hours	*Students can anticipate approximately 12hrs per week*

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Delivery Method(s)	*In-class & Online (Live) instruction* *Instructional methods may consist of, but are not limited to: engaging in interactive lectures; Instructor and student led oral, visual or digital presentations; lectures (Instructor and guests); demonstrations; workshops; seminars; videos/YouTube; the Internet for research and social media; independent and team assignments and project work; sharing information and working on team projects using in-class discussion groups or online forums; off-site tours (field trips); industry-led design challenges; critiques from Instructors, peers, self, industry professionals or Internet viewers; and quizzes and exams.*

Materials

Please note that materials content may be changed or upgraded to meet the demands of industry. Further, additional materials may be required based on the elective module chosen.

Regular Ruler(s)
18" Clear Ruler
Retractable Drafting pencils and sharpener
Eraser
Fabric and Paper Scissors
Thin black drawing pens: .05, 1, 1.5, 2
Rendering markers (Copic or comparable brand) -
Box of grey scale and box of mixed colours
Roll of tracing paper
Masking tape
Fabric cutting scissors
Glue Gun
Access to a computer/ internet
Subscription to Adobe CC (Photoshop / Illustrator)
Pattern Paper (Supplied as needed)
Hard White Pattern Paper (Supplied as needed)
Form Curve
Pattern Notcher

RGB & CMYK Acrylic paints
Paintbrush Set
Sketchbook (11x14)
Sketchbook Vellum (11x14)
Colour Pencil Set (48)

24"x 14" L - Square
Needle Tracing Wheel
Tape Measure
Tailors Chalk
Clover Purple Pen
Muslin
Seam Ripper
Fabric Scissors
Tailor Pins
Sheet Protectors
Sewing Needles
Poly Sewing Thread
Pattern Hooks
Bobbins
Fusing (1m)
Awl
Dart Hole Puncher
Binder

Rubber Cement
Tracing Pad
Paper Scissors
Gouache Paint Set
Paint Tray
Drawing Pencil Set
Vinyl Eraser
Outline Marker Set
Sharpie Pack
Portfolio
Laptop Computer with sufficient memory, mouse recommended

Books (To be confirmed)
Fashion illustration. Inspiration and Technique by Anna Kiper
Patternmaking for Fashion Design (5th Edition) by Helen Joseph Armstrong
Beyond Design - The Synergy of Apparel Product Development - Sandra j. Keiser, Myrna B. Garner 2nd Edition J.J.
Pizzuto's Fabric Science Swatch Kit - Ingrid Johnson, Ajoy K. Sarkar and Allen C. Cohen 11th Edition
Garment Manufacturing Technology - 1st Edition - ELSEVIER Publishing
Further books required based on elective chosen

Program Organization
Please note that course content may be changed or upgraded to meet industry demands.

MODULE 1 - Fashion Design, Illustration Creative Design (14 weeks / 280 hours)
The Fashion Design & Creative Arts module focuses on preparing students to work in a variety of settings in the fashion design, fashion business and production sectors. Students will learn how to create original croquis, fully render engaging, creative and accurate depictions of their designs and to make inspiration and concept boards.

MODULE 2 - Pattern Making & Assembling Technique (14 weeks / 280 hours)
This module enables students to become industry proficient in pattern making, fit and sewing construction. The first portions are dedicated to learning the fundamentals of pattern making, fit and sewing, and later, students choose their 'design' stream: active/technical wear, evening wear, contemporary women's or menswear. Students produce garments throughout their studies and create 6-pieces during the module and present them as a final project. Some sewing experience is helpful.

MODULE 3 - Product Development & Manufacturing Domestic & Overseas (14 weeks / 280 hours)
This module trains students in advanced production processes and product management skills, analyzing the marketing strategies and production methods necessary to create a successful fashion collection. Participants learn how to respond to trends and consumer demands, and create a collection of apparel products that are innovative in style, production methods and processes.

(Elective) MODULE 4 - Fashion Marketing & Branding (14 weeks / 280 hours)
This module prepares students for careers in merchandising, buying, sales, design, public relations, advertising/ marketing, importing/ exporting, creative direction, illustration, bridal consulting, and other aspects in the Fashion Business. Students have the chance to immerse in hands-on learning including presentations and

workshops with industry leaders, as well as field trip

(Elective) MODULE 4 - 3D Apparel Design & Integration (14 weeks / 280 hours)
In this dynamic program, students build their experience and proficiencies in technical apparel design, development and manufacturing through strategic exposure to advanced material sciences, product engineering and global business skills. Students will be introduced to a vast variety of garment finishing and garment construction methods (focus on athletic and outerwear) while learning the importance of technical management and communication when utilizing specialty finishes and constructions.
This course focuses on Material Sciences, Dynamic Pattern Making, 3D Fit Technology & Design Rendering as well as Advanced Technical Apparel Product Engineering. The course will start with an overview and appreciation of the global supply chains. Students will learn the skills of clear communication, negotiation, creative problem solving, product engineering & management and Dynamic Pattern Making.

(Elective) MODULE 4 - Gerber (14 weeks / 280 hours)
Master the advanced functions of designer's software Gerber AccuMark as you refine your existing pattern-making skills with digitizing, plotting, pattern manipulation and marker making. This Module is designed for students wishing to extend their skills on digital technology using Gerber Accumark Pattern Design software. During the course you will begin by drafting basic pattern shapes on screen using the pattern design tools. Under instructor guidance, you will then be able to manipulate standard-size basic blocks into final production digital patterns. As you master the system you will have the opportunity to practice and apply the skills that you have learnt to create your own patterns independently.

(Elective) MODULE 4 - Costume (14 weeks / 280 hours)
Vancouver is called 'Hollywood North' and nothing helps to bring the vision and the voice of a director to life more than the skills of the costuming department. Our hands-on course will help you become prepared to step into a role in this fascinating and highly creative one-billion dollar industry through hands-on, project-based learning led by our professional instructors.
You will be able to understand, holistically, the departments of film production which collaborate with and around the costume departments as well as the duties, responsibilities and theories for those positions. An extensive dive into the principles of Colour Theory, Fashion History and Fabric Technology create a foundation for special techniques and practices exclusive to the TV and Film.
Research methods, script and character breakdowns, union specifics; you will be taught to blend your creative and analytical skills and experience an introduction to some of the unique characteristics of working in the film industry and discover in yourself the personal character traits needed to excel. From etiquette and set procedures, roles and requirements, you will be given a head-start to one of the most exciting, challenging and lucrative career choices within the fashion world with our Costuming for Film and Television, Level One program.