EDUCATIONAL PROGRAM 6B02197 – FASHION AND COSTUME DESIGN

Code and classification of the field of education	6B02 Arts and Humanities
Code and classification of the training directions	6B021 Art
Group of educational programs	B031 Fashion, design
Name of the educational program	6B02197 Fashion and costume design
Educational trajectories	Fashion designCostume design for theater and cinema
EP purpose	To raise the new generation of creative costume designers for the industry of fashion and performing arts, mastering professional competencies in creating competitive models of fashionable clothes, costumes for theater, films and performance.
Learning outcomes	 Demonstrate knowledge and understanding of the theoretical foundations, historical stages and patterns of development of art, design, fashion and costume. Apply in educational and professional activities knowledge of the theoretical foundations of the design of modern and play costumes, methods of scientific and applied research, skills in the formation of the creative concept of the project. Apply in the educational process and professional activities theoretical and practical knowledge of the basics of composition and color, techniques, means and possibilities of compositional shaping of the costume. To find a compositional and imaginative costume solution, applying the skills of working with systemic design methods, dramatic material and inspirational sources.

- Creatively use retrospective, original, experimental and innovative technologies to create playful and modern costume images.
- Create design solutions for creative projects using academic and technical drawing skills, an extensive professional graphics toolkit and a wide range of graphic computer programs.
- To apply theoretical and practical knowledge of materials, design methods and manufacturing technology of modern and historical costumes in the educational process and professional activities.
- Apply knowledge of the aesthetics and stylistic features of modern, historical and ethnic costume to create authentic images of characters and as a creative source for design of contemporary models of clothes.
- To develop designs and materialize fashion collections and costume design for stage and screen productions based on a set of advanced knowledge and acquired skills in the field of fashion and costume design.
- To carry out professional activity in conditions of independent and team work, applying knowledge of the basics of entrepreneurship and management of creative and production processes in the professional sphere, skills of planning, implementation and presentation of design projects.

Form of training Full-time education

Language of training Kazakh, Russian

Credit hours 300 credits

The awarded academic degree Bachelor of Arts

MAIN TRAINING MODULES AND DISCIPLINES

HISTORY OF FINE ART AND COSTUME Fine Art History History of costume of Ancient World and Middle-Ages History of costume of New Ages

Drawing Painting DRAWING SKILLS Sketching AND BASICS OF COMPOSITION Essentials of c

Painting Sketching Essentials of composition Color Studies

Materials science and selection

Basics of sewing production technology

BASICS OF Modeling and draping

COSTUME MAKING Technology of sewing

Technology of making of historical and national costume Basics of patternmaking

Basics of costume form creation Composition of costume

COMPOSITION AND GRAPHICS Methods of creative search in fashion design **OF THE COSTUME** Dramaturgy and artistic image of costume

OF THE COSTUME Dramaturgy and artistic image of costume Special drawing

Sketch graphics

HISTORY AND THEORYThe history and theory of design(BY DIRECTION)History and theory of scenography

Ethnodesign and traditions of the Kazakh costume National costume and decorative crafts arts of Kazakhstan History and theory of contemporary fashion History of XX century costume

PATTERN MAKING OF CLOTHING

Patternmaking of women's and children's clothes Patternmaking of men's clothes Patternmaking of historical clothes

Pat

Fashion illustration Project drawing Adobe Photoshop in costume design Corel Draw in costume design

PROFESSIONAL GRAPHICS

CONCEPTUAL FOUNDATIONS AND RESEARCH SKILLS IN THE PROFESSIONAL FIELD

Fundamentals of scientific research Conceptual foundations of fashion design Image concept and costume in cinema

INNOVATIVE TECHNOLOGIES OF
COSTUME DESIGNFundamentals of 3D costume design
3D visualization of costume

CREATIVE WORKSHOP CREATIVE CRE

	Experimental modeling
	Reconstruction of historical costum
	Costume design
COSTUME DESIGN	Fundamentals of character costume design
	Design of fashion collection
	Theatrical costume design
	Work in material
	Industrial Collection
	Experimental Collection
PROJECT (BY DIRECTION)	Prototyping
	Costume design for the performance
	Costume design for film project
	Making of costumes in material
	Ecological project
TEAM PROJECT	Creative project
IEAM PROJECT	Upcycling
	Creative project in material
	Fundamentals of Brand management in Fashion industry
PROJECT MANAGEMENT AND PROFESSIONAL COMMUNICATIONS	Project management and feasibility study
	Visual communications of fashion
	Work with directors
	Professional fashion portfolio
	Totostonia rasmon portiono

FINAL PROJECT Profile research

Personal collection Project Making of project in material

Educational practice (museum)Educational practice (technological)PROFESSIONAL PRACTICEPractice Training 1Practice Training 2Pre-graduate practice

TEACHING STAFF

Zhumagaliev Muslim Sadykovich	Associate Professor, Head of the Department "Fashion and Costume Design", Honored Worker of Kazakhstan, Excellence in Education of the Republic of Kazakhstan
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