

Паспорт

№	Field name	Notes
1	Registration number	
2	Code and classification of the field of education	6B02 Arts and Humanities
3	Code and classification of the training directions	6B021 Art
4	Group of educational programs	B031 Fashion, design
5	Name of the educational program	6B02197 Fashion and costume design
6	EP type	a) New educational program
7	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.
8	ISCED Level	6 Bachelor degree program or its equivalent
9	NCF level	6 Higher Education, practical experience.
10	BCF level	6.1-6.4
11	Distinctive features of EP	No;
	Higher Education Institution Partner (JEP)	-
	Higher Education Institution Partner (AEP)	-
12	Learning outcomes	<p>ON1 Demonstrate knowledge and understanding of the theoretical foundations, historical stages and patterns of development of art, design, fashion and costume.</p> <p>ON2 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.</p> <p>ON3 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.</p> <p>ON4 To find a compositional and imaginative costume solution, applying the skills of working with systemic design methods, dramatic material and inspirational sources.</p> <p>ON5 Creatively use retrospective, original, experimental and innovative technologies to create playful and modern costume images.</p> <p>ON6 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.</p> <p>ON7 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.</p> <p>ON8 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.</p> <p>ON9 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.</p> <p>ON10 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.</p>

		ON11 To carry out professional activities based on knowledge of the current legislation, academic and corporate integrity, professional communication skills and multilingual communication.
13	Form of training	Full-time education
14	Language of training	Kazakh, Russian
15	Credit hours	300 credits
16	The awarded academic degree	Bachelor of Arts
17	Existence of the annex to the license for the direction of specialist training	14.07.2015. № KZ71LAA00005325
18	EP Accreditation existence	№ AB 4831
	Name of Accreditation Body	Independent Agency for Accreditation and Rating
	Period of validity of accreditation	16.06.2023 – 15.06.2028
19	Discipline information	Appendix 2.2

		<i>forming a color solution for a composition, gains skills of painting still lifes, portraits and a figure of man in costume.</i>													
3	Sketching	The course forms practical skills of an effective technique for quickly creating a drawing for instant fixation and presentation of your thoughts, emotions, ideas, impressions. Mastering the skills of creating sketches, students develop the ability to generate and develop ideas using drawings and quick sketches, use sketches as an auxiliary tool when setting project tasks.	3							+					
3.1	<i>Quick drawings and sketches*</i>	<i>The course forms the skills of performing quick sketches and sketches from nature. In the course of performing practical and independent tasks, the student develops the skills of transmitting the minimal means of the graphic language of plastics, proportions, folds and draperies of clothing, characteristic features of the depicted objects both in statics and dynamics.</i>	3							+					
4	Essentials of composition	The course "Essentials of Composition" is a basic discipline in the program of art and design education. The purpose of the discipline is to study the laws and means of composition, the formation of basic skills for constructing formal compositions of varying complexity. The course includes lectures and practical tasks. Mastering the course allows you to form the basis of compositional thinking for the subsequent study of special disciplines.	5				+								
4.1	<i>Basics of costume composition*</i>	<i>The course is focused on the formation of students' compositional and artistic-imaginative thinking skills when constructing a costume composition in the space of a graphic sheet using a wide range of methods and means of artistic creativity. During lectures and practical classes, a complex of knowledge about the principles, laws and</i>	5				+								

		<i>considered. The course includes lectures and practical tasks.</i>												
7	Basics of sewing production technology	The course is aimed at the practical study of basic clothing manufacturing technologies, the formation of practical skills in performing manual/machine seams, adhesive and combined joints, processing parts of products, working on professional and household sewing and ironing equipment in compliance with safety regulations. The course provides lectures and practical tasks.								+				
7.1	<i>Fundamentals of costume manufacturing technology*</i>	<i>The course forms a complex of knowledge and skills in the field of modern and historical costume manufacturing technology. The types of equipment for sewing work, the principles of its use, safety precautions, types of manual and machine seams, methods of adhesive connection, nodal and wet-heat treatment of the product are considered. Knowledge is consolidated during the implementation of practical tasks.</i>	4							+				
8	Modeling and draping	As part of the course, students study the possibilities, principles, methods and means of dummy modeling of clothing. In practical classes, students consolidate theoretical material and learn to form the basic forms of shoulder and waist clothing by tattooing, to carry out a creative search for a costume form on a mannequin.								+				
8.1	<i>Plastic modeling of clothes*</i>	<i>As part of the course, students study methods of plastic modeling of various types of clothing, methods of shaping a suit by mock-up, taking into account the architectonic properties of the shape of the suit and the plastic features of the material used. During practical classes, students carry out a creative search for complex forms of historical costume in the material directly on the mannequin and the human figure.</i>	3							+				
9	Technology of sewing	The course is aimed at studying and practical mastering the methods of node-by-node	4							+				

		<i>theory is fixed in the process of performing practical tasks.</i>												
COMPOSITION AND GRAPHICS OF THE COSTUME														
11	Basics of costume form creation	The course is aimed at studying the processes of costume shaping, the development of design-compositional and figurative-associative thinking, the formation of skills to create an expressive costume form by studying theoretical material and performing individual practical tasks. The course examines the concept of the shape of a suit, its properties, silhouette, lines in a suit, methods of shaping a suit, laws of visual perception, figurative-associative approach in shaping a suit.	4			+	+							
11.1	<i>Composition of costume*</i>	<i>The aim of the course is to develop the skills of creating an image and composition of a costume in accordance with a creative source. In the course of studying the course and performing practical tasks, students develop an understanding of the universal laws of composition and organization of costume elements through the mutual arrangement of parts, rhythmic and color structure, proportions and the relationship of the shape of the costume with the properties of materials.</i>				+	+							
12	Methods of creative search in fashion design	The course introduces the methods of creative search for new costume forms based on inspirational sources, references and prototypes, develops the ability to generate creative ideas in the practice of costume design. The course examines methods of combinatorics, analogy, neology, bionic method and deconstruction method in costume design. The course includes lectures and practical tasks.	4				+							
12.1	<i>Dramaturgy and artistic image of costume*</i>	<i>The discipline forms a complex of knowledge about the relationship between the dramaturgy of the work and the artistic image</i>					+							

		<i>of the costume. The following are considered: the concept of an artistic image in a costume and a complex of image-forming techniques; the specifics of a costume for different types of arts and genres, methods of analyzing a work that determine the initial data for the formation of an artistic image of a costume. The course includes lectures and practical classes.</i>												
13	Special drawing	The course forms the basic skills of professional modeling drawing and graphic presentation of the image of a human figure in various stylistic and compositional solutions. The course is based on the practical study of graphic methods of figure stylization through proportions, planar interpretation of the figure image, creation of an expressive silhouette in statics and dynamics, arrangement of compositional and color accents.							+					
13.1	<i>Creative drawing*</i>	<i>The course is focused on the development of artistic and figurative thinking and creativity of students, expressed in the original interpretation of the depicted nature. Particular attention is paid to the study of methods of stylization of depicted objects in accordance with the artistic conception. In the course, during performing practical tasks, the student acquires the skills of using a variety of graphic language tools, media and techniques when creating conceptual ornamental and decorative compositions of a human figure in costume.</i>	4						+					
14	Sketch graphics	The course is aimed at developing the skills of creating professional sketches by methods and means of fashion graphics, developing design thinking and creative potential of students. Practical classes of the course allow you to master the skills of creating all kinds of costume sketches necessary for fixing creative searches, transmitting an artistic	3						+					

		and decor, regional features, iconic functions of the traditional Kazakh costume. The final topics are devoted to the analysis of design practices of interpretation of the Kazakh costume. The course provides for the consolidation of the material in graphic works and seminars.												
16.1	<i>National costume and decorative crafts arts of Kazakhstan*</i>	<i>The course program is aimed at forming a knowledge base in the field of traditional costume and decorative and applied arts of Kazakhstan. The course examines the types of traditional crafts, regional peculiarities of decorative and applied arts and national costume. The course provides for the consolidation of the material in graphic works, independent analysis and preparation of reports and written works on the topic of classes.</i>												
17	History and theory of contemporary fashion	The course forms a knowledge base about the periods and patterns of fashion development of the XX-XXI centuries, the structure, segmentation and technologies of the fashion industry, current fashion trends and modern concepts of fashion development. The course provides lectures and seminars, consolidation of material in graphic works, independent analysis and preparation of reports and written analytical papers on the topic of classes.												
17.1	<i>History of XX century costume*</i>	<i>The course forms a knowledge base about the styles and trends of modern costume, the most important categories of modern fashion style, the conceptual approach to the design of a fashionable costume, style icons. The course provides lectures and seminars, consolidation of material in graphic works, independent analysis and preparation of reports and written works on the topic of classes.</i>												
PATTERN MAKING OF CLOTHING														

18	Patternmaking of women's and children's clothes	As part of the course, students study and master the methods of constructing basic designs of women's outerwear and clothing for children in the conditions of industrial production and individual order. The following are considered: design features, calculation methods, construction of a drawing of women's outerwear; anthropological characteristics and dimensional typology of a child's figure; methods of designing clothes for children of various age groups.	4						+					
18.1	<i>Patternmaking of contemporary costume</i>	<i>The aim of the course is to form a set of students' knowledge and practical skills in the field of designing modern clothing. The course provides lectures and practical classes, during which the principles and methods of designing modern men's and women's clothing of various assortment and purpose are considered with the application of model features in accordance with the artistic and technical sketch.</i>							+					
19	Patternmaking of men's clothes	The course is aimed at the practical study of modern methods of constructing basic designs of men's clothing and ways of their model modification in the conditions of industrial production and individual order. The course provides lectures and consolidation of the material in the process of performing practical tasks.							+					
19.1	<i>Patternmaking of historical clothes*</i>	<i>The aim of the course is to form a set of knowledge and practical skills in the field of designing historical clothing. The course provides lectures and practical classes, during which the principles and methods of designing authentic clothing of various types are considered, taking into account the peculiarities of specific historical periods, based on the analysis of visual material and using various design techniques.</i>	5						+					
PROFESSIONAL GRAPHICS														

20	Fashion illustration	The course introduces styles, trends and techniques of modern fashion illustration, techniques for visualizing a fashionable image in advertising graphic design. Course topics: fashion illustration as a genre of fine art; history, modern practices, techniques of fashion illustration; basic techniques for visualizing a fashionable image. Practical classes of the course are designed to develop the skills of graphic visualization of a costume by means of fashion illustration.	3						+					
20.1	<i>Project drawing*</i>	<i>The course is devoted to the practical study of artistic techniques and techniques that solve the visual tasks of a creative project. In the course of completing tasks, students master techniques and methods of creating artistic images that can express ideas through elements of artistic and graphic language, means of composition, give a detailed idea of the shape, silhouette, plasticity of the costume and the features of its design, cut and decor.</i>							+					
21	Fundamentals of digital fashion graphics	The purpose of the course is to form a set of theoretical knowledge and practical skills of using raster computer graphics software in the professional field of a fashion designer. While working on practical tasks, students gain skills in using technical and artistic means of digital painting and collage when creating creative projects in the field of fashion and fashion design.	4						+					
21.1	<i>Adobe Photoshop in costume design*</i>	<i>The course is devoted to the study of computer technologies in costume design by mastering the principles of working in the raster graphics program Adobe Photoshop. The tools and methods of selection, principles of working with layers, features of using filters, drawing and filling tools are considered. During the practical classes, the student gets the skills to create artistic and technical sketches of the costume, using the Adobe Photoshop graphic program.</i>							+					

24	Conceptual foundations of fashion design	The course considers the concept of the concept as the ideological basis of the costume design process, forms the skills of developing a creative concept of the project. During the course, students get acquainted with the principles and mechanisms of the author's concept formation, analyze existing cases and develop the concept of their own design project.			+										
24.1	<i>Image concept and costume in cinema*</i>	<i>The course introduces the principles of the formation of the artistic image of the costume based on the script and the director's idea, in the context of the internal content and description of the external appearance of the character. Students gain practical skills of character analysis in accordance with the drama, time and place of action, the general stylistic solution of the film show, combined into a common conceptual vision of the artistic image of the costume.</i>	3		+										
INNOVATIVE TECHNOLOGIES OF COSTUME DESIGN															
25	Fundamentals of 3D costume design	As part of the course, the features of designing a modern costume in the Clo3D/Marvelous Designer program are studied. The scope of application of three-dimensional graphics in clothing design, software, professional terminology, principles of working with an avatar, simulation of materials, methods of design, technical execution and visualization of a costume model in a virtual fitting room are considered. Consolidation of theoretical knowledge is carried out during the work on the project.						+	+						
25.1	<i>3D design of historical costume*</i>	<i>As part of the course, the features of designing a historical costume in the Clo3D/Marvelous Designer program are studied. The basic concepts of three-dimensional graphics, the tools of the program, the principles of creating historical</i>						+	+						

		<i>clothing of draped and frame forms, shoes, hats, accessories of various historical periods are considered. Students gain practical skills in creating and visualizing projects using three-dimensional graphics.</i>												
26	3D visualization of costume	The course involves mastering the technologies of three-dimensional computer graphics at a more in-depth level. Developing and improving previously acquired skills, students in the course of working on a conceptual project acquire the skills of photorealistic detailed visualization of structurally and technologically complex clothing, costume accessories with the involvement of software such as Clo3D/Marvelous Designer, Adobe Photoshop and Daz Studio.						+	+					
26.1	<i>3D design of national costume*</i>	<i>This course is aimed to give the knowledge about the features of designing a historical costume in the Clo3D / Marvelous Designer program. During lectures and practical classes, students learn the methodology for reconstructing the national costume complex using a wide range of 3D computer graphics technologies, including Clo3D/Marvelous Designer, Adobe Photoshop and Daz Studio. Students receive practical skills of creating photorealistic visualization of the national costume while working on an individual project.</i>	6					+	+					
CREATIVE WORKSHOP														
27	Custom textiles	The course is aimed at studying principles of creation of unique materials using various techniques of decorating, converting usual fabrics into creative textiles. Particular attention is drawn to acquaintance with innovative techniques and materials, the studying of actual styles of decoration. Considering the use of various techniques of	5					+						

		decorating, dyeing materials, an acquaintance with the methods of making author's prints.												
27.1	<i>Technology of imitation of textures and materials*</i>	<i>The course is practical and aimed to teach students the features, methods and techniques of imitation of textures and decoration of costume materials. Students acquire the skills of artistic processing and imitation of fabrics for the stage (brocade, dug velvet, gold embroidery, lace, leather stamping, carved wood, etc.) in accordance with the historical, stylistic, conceptual features of the production.</i>						+						
28	Design of accessories	The course introduces the types, types and functions of fashion accessories, the patterns of selection in a suit, the main compositional and technological means of their design and manufacture. As part of the course project, students develop design and make designer fashion accessories for a collection of clothing models.						+						
28.1	<i>Makeup, visage and wig-making*</i>	<i>The course forms students' skills necessary to work with makeup, make-up, and postizherny products. The history, varieties, modern materials and techniques of make-up, make-up and postizherny products as an integral component of the costume image are studied. In practical classes, students gain basic skills of working with picturesque and sculptural-volumetric makeup, make-up, master the techniques of wigs and hairstyles.</i>	5					+						
29	Design of headdresses	The course is aimed at forming the theoretical foundations and practical skills of designing hats. The course introduces a variety of types, types and forms of modern hats, design techniques, manufacturing technologies and decoration of hats. As part of the course project, students develop experimental design	5					+		+				

		and make samples of author's hats for a creative collection of clothing models.												
29.1	<i>Reconstruction of historical headdresses*</i>	<i>The course is devoted to the formation of skills of historically, ethnographically reliable reconstruction of hats of various historical epochs, countries and peoples. The features of the forms and types of hats depending on the time of their existence, social and gender differences, manufacturing techniques and decor are considered. During practical classes, students carry out the reconstruction of hats as part of a course project.</i>					+		+	+				
30	Experimental modeling	Having mastered the basic module of clothing design, students proceed to classes in the format of a "creative workshop", where they master alternative methods of creating complex and non-standard forms of clothing, conduct experimental searches for new author's techniques for creating costume uniforms based on historical, modern and innovative methods of tattooing, layout and design.					+		+					
30.1	<i>Reconstruction of historical costume*</i>	<i>Within the framework of the discipline, students master the principles of costume reconstruction taking into account the historical period, artistic style, region, social status and gender of the wearer. Methods of search and analysis of historical and ethnographic material are considered; features of the selection of materials; principles of adaptation of historical cut and technology taking into account modern realities. During the practical classes, students carry out the reconstruction of an authentic costume complex.</i>	6				+		+	+				

Profile disciplines cycle													
University component / Elective Component													
COSTUME DESIGN													
1	Costume design	The course introduces students to the specifics of designing clothes within various artistic systems (product, set, ensemble, capsule, collection). Based on the study of the portrait of the consumer, inspirational sources of inspiration, cultural analogues and macro trends of the current season, students develop a series of models on each topic in sketches.					+					+	
1.1	<i>Fundamentals of character costume design *</i>	<i>The course introduces students to the specifics of designing a character's costume in accordance with the artistic and dramatic concept of a particular image. Based on the analysis of dramatic material, the collection and comprehension of visual and textual material corresponding to the idea of the production, the historical epoch and the cultural context, students develop a sketch solution of costume images of the characters of the selected work.</i>	4				+					+	
2	Work in material	As part of the course, students perform a product in the material according to creative sketches developed within the framework of the discipline "Costume Design". The stages of work include the creative search for the expressive form of the product in the material, the development of a technical sketch, the choice of design methods, material, fittings and finishes, the development of designs and patterns, cutting, layout, fitting, processing and assembly of the product.	4							+		+	
2.1	<i>Character costume in material*</i>	<i>As part of the course, students perform a character costume in the material according to a pre-designed sketch. The stages of work include the development of technical sketches, the selection of materials and finishes, the search for costume forms on a mannequin, the development of designs and</i>								+		+	

		<i>patterns, cutting, fitting, processing and assembly of the product.</i>												
3	Design of fashion collection	The course is aimed at developing the skills of designing collections of outerwear for different age groups. The course introduces the specifics of designing men's, women's and children's clothing, forms practical skills in developing collections in sketches. Based on the study of the portrait of the consumer, inspirational sources and macro trends, students develop collections on each topic in sketches.	5				+					+		
3.1	<i>Theatrical costume design*</i>	<i>The course introduces the specifics of designing a theatrical costume in accordance with the artistic and dramatic concept of the production and its genre (dramatic production, opera, ballet, musical). Based on the analysis of dramatic material, the collection and comprehension of visual and textual material, students develop a sketch solution of costume images of characters of a particular work for a theatrical production.</i>					+					+		
4	Model in material	The course is aimed at obtaining practical skills in developing design and technological solutions and manufacturing models of men's and women's outerwear. Students study the design processes of the implementation of clothing models of the upper range in the material, master practical skills in developing design and technological solutions and manufacturing models of men's and women's outerwear, and also perform one of the sets developed in the course "Designing a collection" in the material.	5						+			+		
4.1	<i>Theatrical costume in material*</i>	<i>As part of the course, students perform a costume in the material based on sketches developed during the development of the discipline "Theatrical costume design". The stages of work include the development of technical sketches of costumes in accordance with the artistic and dramatic concept and the</i>								+			+	

		<i>specifics of the theatrical production, the selection of materials, the search for costume forms on a mannequin, the development of designs and patterns, cutting, fitting, assembling products.</i>												
PROJECT (BY DIRECTION)														
5	Industrial Collection	The course forms the basis of theoretical and practical skills in the development of fashion collections for various purposes in terms of mass production. The course introduces the specifics of designing industrial fashion collections, forms practical skills in developing fashion collections for mass production. As part of the course, students develop a complex design project for an industrial fashion collection based on a project assignment.	4				+						+	
5.1	<i>Costume design for the performance*</i>	The course forms the key competencies necessary for the student to work on the costume design of a particular performance. As part of the course, students develop an artistic and conceptual solution for the costume design of a performance: they analyze dramatic material, conduct search work and interpret their vision of costume images in sketches in accordance with the general scenography of the production.					+						+	
6	Prototyping	The course forms competencies aimed at making prototypes of developed clothing models for mass production. Students gain practical skills in making a prototype of an industrial collection model for its subsequent introduction into production and, according to the project assignment, perform one of the models developed in the course "Industrial Collection" in the material.	4							+			+	
6.1	<i>Costume design for the performance in material*</i>	<i>As part of the course, students perform a costume in the material based on sketches</i>									+			+

		<i>developed during the development of the discipline "Costume design for the performance". The stages of work include the development of technical sketches, work on the design and technological solution of products, selection of materials and finishes in accordance with the artistic idea, cutting of products, fitting, processing, decoration and assembly of products.</i>												
7	Experimental Collection	The course is aimed at the formation of practical skills of experimental project activity, the development of project and creative thinking. As part of the course, students individually develop a comprehensive project of an avant-garde clothing collection based on pre-project research and a creative concept.				+						+		
7.1	<i>Costume design for film project*</i>	<i>The course introduces the basic principles of developing a costume for a film project as a means of expressing the plot structure of drama through the costume image of a character. The discipline forms a complex of knowledge about the specifics of the costume for cinema and the stages of its design, practical skills of using references and searching for an artistic image and composition of the costume based on them, develops skills of its own interpretation of the visual vision of the artistic image of the costume.</i>	5			+						+		
8	Production of testing samples	The course is aimed at the formation of professional competencies for the production of complex and non-standard clothing samples in the material. Students perform experimental samples of models in the material developed as part of the course "Experimental Collection", using creative design and technological solutions.	5							+		+		
8.1	<i>Making of costumes for film project in material*</i>	<i>The course is aimed at the formation of professional competencies for the implementation of costumes for a film project</i>								+		+		

		language, master the techniques of working with visual communication tools. The course forms the student's competencies in the field of psychology of perception of visual information and design of information and advertising tools for the presentation of the results of professional activity and promotion of a fashion brand.												
12.1	<i>Work with directors*</i>	<i>The discipline forms the skills of professional creative interaction of the costume designer with the directors (director, production designer, set designer, etc.) when working on a specific project. The result is the development of a comprehensive interdisciplinary project implemented through the implementation of practical work on the project profile disciplines.</i>											+	+
13	Professional fashion portfolio	The course is devoted to the study of the principles of design development of a professional portfolio of a fashion designer. The types of portfolio are considered from the standpoint of its purpose, the methodology of developing the structure and individual style of the portfolio, options for its design in traditional and digital form. The main methods of creating a portfolio layout by means of computer programs are studied, as well as methods of promoting a portfolio in the media environment.	5										+	
13.1	<i>Professional portfolio of costume designer*</i>	<i>The course is devoted to the study of the principles of design development of a professional portfolio of a costume designer of theater, cinema, television and other types of performance. The types of portfolio are considered from the standpoint of its purpose, target audience, features of the development of options for structural and artistic solutions and portfolio design in traditional and digital form, methods of portfolio promotion in the media environment.</i>											+	
FINAL PROJECT														

14	Profile research	The course forms theoretical and practical knowledge in the field of specialized research in fashion design. As part of the course, students perform specialized visual research on the topic of the diploma project and a personal fashion collection. Considering research as the basis of a creative project; structure and stages of profile design research; methodology and visual aspect of design research; selection of a topic and definition of goals, objectives, object, subject and research methods; acquiring the text and visual material on the research topic; analysis of the literature on the research topic; determination of the project targets; visual analysis as a method of profile research.	6		+								
14.1	<i>Pre-project analysis*</i>	<i>The course is aimed at developing students' skills in search and analytical work in the context of the subject of the final creative project. As part of the course, students perform a profile study designed to provide a theoretical and visual basis for the successful implementation of the figurative-conceptual, draft and design-technological parts of the thesis. The result of work on practical tasks is the writing of an explanatory note for a project.</i>			+								
15	Personal collection	The course is aimed at the formation of practical skills in project activities based on specialized research, the development of the author's concept and its design implementation, the development of project and creative thinking. As part of the course, students individually develop the final project of a personal fashion collection, based on an original concept and profile research, accumulating a set of acquired knowledge and skills in the field of costume design.	7				+					+	
15.1	<i>Project*</i>	<i>The aim of the course is to develop students' creative thinking skills when working on a specific project in the field of costume design.</i>					+					+	

		<i>As part of the course, students, accumulating the knowledge and skills gained during the course, individually or in close cooperation with the production director, develop a conceptual and artistic solution for a series of costumes for a project on a chosen topic with the aim of further implementation in the material.</i>												
16	Production of final looks	The course is aimed at the formation of professional competencies of students, necessary for the development of final looks in the material. As part of the course, students perform models of the final collection in the material, using creative design and technological solutions and a complex of knowledge and skills acquired during studying.								+		+		
16.1	<i>Making of project in material*</i>	<i>The discipline forms the professional competencies necessary for the implementation of a specific project in the material. As part of the course, students make products according to sketches created and approved during the study of the discipline «Project», using creative design and technological solutions. The work is carried out in accordance with the general artistic concept, the director's recommendations and on the basis of the approved design estimate.</i>	7							+		+		
PROFESSIONAL PRACTICE														
17	Practice Training 1	Production practice 1 introduces students to the organization and technologies of clothing production, provides an opportunity to gain practical experience of a designer in real production conditions (Fashion houses, ateliers, theaters, film studios, creative workshops). The practice is aimed at gaining experience in communicating with clients and working as an assistant designer or costume designer under the guidance of a mentor from the company.	3							+		+	+	+

18	Practice Training 2	Production practice 2 provides trainees with internships on the basis of enterprises specializing in the manufacture of costumes for various purposes. Students receive costume design skills based on technical tasks, taking into account the production capabilities of this enterprise and the skills of author supervision.	3								+		+	+	+
19	Pre-graduate practice	The pre-graduate practice is aimed at systematizing and deepening the theoretical and practical knowledge of the student and forming the basis for further research and creative work of the student on the diploma project. The internship allows graduate students to collect textual and visual material on the topic of profile research, develop preliminary sketches of the project, plan project actions.	3		+								+	+	

Ибраева А.Б.

Володева Н.А.

Жумагалиев М.С.