Паспо	рт	
N⁰	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	 ON1 Demonstrate knowledge and understanding of the theoretical foundations, historical stages and patterns of development of art, design, fashion and costume. 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. 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. ON4 To find a compositional and imaginative costume solution, applying the skills of working with systemic design methods, dramatic material and inspirational sources. ON5 Creatively use retrospective, original, experimental and innovative technologies to create playful and modern costume images. 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. 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. 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. 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. ON10 To carry out professional activity in conditions of independent and team work, applying knowledge of the basics of enterpreneurship and management of creative and production processes in the professional sphere, skills of 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	14.07.2015. № KZ71LAA00005325
	of specialist training	
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

№	Discipline	Brief discipline description	Credits						ies (code				
		(30-50 words)		NO1			NO4 N	05 NC	6 NO7	NO8	NO9	NO10	NO11
		Cycle of gener	al educatio	n disci	iplines								
		University comp				ent							
	1	MANAGEN	MENT AND	LEGA	L				-	-		1	
1	Law Institutes	As part of the course, the student receives knowledge about the laws of the emergence, development and functioning of the state and law, about basic legal concepts, the basic branches of Kazakhstani law as: constitutional, civil, criminal and administrative law.											+
1.1	Intellectual property*	The course provides an overview of intellectual property law, its main principles and concepts. The course covers in detail the issues of legal protection of objects of this property in relation to copyright and industrial property rights-inventions, utility models, industrial designs, trade names, trademarks, and computer programs.	2										+
1.2	Current problems of modern Kazakhstan *	The integrated course considers the following points like human safety and protection in emergencies; basics of a healthy lifestyle; problems of the anti-corruption culture formation. It studies environmental problems, the relationship of living organisms, including human being with the environment, the impact of human society on the environment with the scale and permissible limits, the possibility of reducing these impacts or their complete neutralization											+
2	Fundamentals of entrepreneurship	The content of the course provides for the study of the fundamentals of doing business in terms of determining tax regimes, the	3									+	

Discipline information and correlation matrix of formed learning outcomes of EP

										r	r		I	1
		fundamentals of marketing, the development												
		of business projects that are in demand in the												
		respective region, creating your own startup												
		from scratch, participating in scientific												
		research and invention contests, preparing a												
		feasibility study for design decisions.												
2.1	Management in the sphere	The course forms the theoretical foundations												
	of Art*	and practical skills of management activities												
	•	in cultural and art institutions; introduces												
		with contemporary working conditions on											+	
		creative projects, features of marketing,												
		financial, management activities in the field												
		of art industries.												
2.2	Fundamentals of financial	Within the course, students learn to												
	literacy *	practically utilize various financial tools,												
		preserve and grow savings, skillfully budget,												
		gain practical skills in calculating and paying												
		taxes, and accurately fill out tax reports. They											+	
		acquire the ability to analyze financial												
		information and navigate financial products												
		for selecting an appropriate investment												
		strategy.												
		07	lisciplines o	rvele		1	1					1		
			sity compo											
		PROFESSIONALLY-ORIEN			CHAL	TRAI	NING							
1	Oriented Kazakh language	The course helps to improve the speech			UUAL	IKAI				1				
1	Oriented Razakii language	culture of future specialists, the formation and												
		development of communicative and speech												
		competence, the formation of the skills												
		necessary for establishing professional	3											+
		contacts with native speakers, sharing												
		experience and conducting professional												
		discussions.												
		HISTORY OF FI	NE ADT AN		STUM	r.								
2	Fine Art History	The purpose of the discipline is to form a			51011	2								
2		complete picture of fine arts general course												
		developing, acquainting with the main stages,												
		its regional characteristics, artistic styles,	3	+										
		schools, their most prominent												
		, I												
		representatives.						l	l					

3	History of costume of Ancient World and Middle-Ages	The course forms a knowledge base in the field of the history of costume of the Ancient World and the Middle Ages and the evolution of costume forms in the framework of the development of artistic cultures of Europe and Asia. The discipline introduces the theories of the origin of clothing, the functions of clothing and costume, examines the costume of the Ancient and Antic world, the European costume of the Middle Ages and the Renaissance.	3	+				+		
5	History of costume of New Ages	The course forms a fundamental knowledge base in the field of historical costume of New Ages within the framework of the development of artistic styles in Europe in the context of economic, political, cultural, social events. The discipline considers the costume of Western Europe of the XVII - XIX centuries, the use of historical costume as a creative source in the world practices of design, scenography and cinematography.	3	+				+		
		PROFESSI	ONAL PRA	CTICE	E					
6	Educational practice (museum)	Museum practice provides students with opportunities to get acquainted with unique costume samples of various eras and peoples from museum collections. The practice includes introductory lectures and assignments. Tasks include the study, analysis and fixation of compositional, constructive, technological features of the historical costume, contribute to the accumulation of visual material for further use in educational, creative and professional activities.	3	+				+		
7	Educational practice (technological)	The practice is aimed at acquaintance with the technologies of making clothes and professional production equipment. During the practice, students have the opportunity to visually get an idea of the technological processes and stages of production of clothes, to practically study the technological	3				+			

		sequence of processing and assembling									
		products.									
	1	1	isciplines	rvcle	1	<u> </u>	II			1 1	
			ve Compon	•							
		DRAWING SKILLS AN			APOSITIC	N					
1	Drawing	The course is aimed at mastering the basics of	D Dilbieb								
-	Diaming	drawing, the skills of conveying the shape,									
		proportions and nature of the movements of									
		the human figure with the help of drawing.									
		The formed skills are a necessary basis for the					+				
		subsequent development of methods and									
		techniques of professional graphics. The									
		course is based on step-by-step practical									
		tasks, drawing from nature and imagination.									
1.1	Academic drawing*	The course forms the basic skills of a realistic	5								
	-	depiction of nature using traditional graphic									
		tools. During the course, performing									
		practical and independent work, the student									
		masters the laws and principles of linear and					+				
		aerial perspective, methods for conveying the					т				
		volume and materiality of bodies, acquires									
		the skills of analytical linear-constructive and									
		tonal-line drawings of draperies, nudes and									
		the figure of a man in costume.							_		
2	Painting	The course forms practical skills of working									
		with artistic materials and techniques for									
		creating a pictorial image of a human figure									
		and costume. The formed skills are a									
		necessary basis for the subsequent development of methods and techniques of					+				
		professional graphics. The course is based on									
		step-by-step implementation of practical									
		tasks and painting from nature and	4								
		imagination.	4								
2.1	Academic painting*	<i>The course forms the basic skills of a realistic</i>									
2.1	neuternie puinting	depiction of nature using traditional painting									
		media. During the course, performing									
		practical and independent work, the student					+				
		masters the methods and techniques for									
		conveying color and tonal relationships, the									
		volume and texture of surfaces, methods for									
		, etalle and tentine of surfaces, memous for				1 1					

			r	т <u> </u>	,			,	 	
		forming a color solution for a composition,								
		gains skills of painting still lifes, portraits and								
		a figure of man in costume.								
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.								
3.1	Quick drawings and	The course forms the skills of performing	3							
	sketches*	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								
		<i>features of the depicted objects both in statics</i>								
		and dynamics.								
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	5							
		disciplines.	5							
4.1	Basics of costume	The course is focused on the formation of								
	composition*	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								
L	1	moreuze about the principies, taws and		1						

	1		1		1		 				
		methods of constructing a costume									
		composition is formed.					 				
5	Color Studies	The course forms a knowledge base about									
		color and color harmonies, develops artistic									
		skills of working with color, develops color									
		and compositional thinking. The course									
		program includes: acquaintance with the				+					
		main characteristics of color and color									
		combinations, acquaintance with the theory									
		of color systematization, practical study of									
		techniques for creating color harmony. The									
		course includes lectures and practical tasks.	3								
5.1	Costume coloristics *	The course is aimed at exploring the	C								
		possibilities of color in the composition of a									
		costume, mastering the skills of the									
		development of coloristic of the costume. The									
		course provides for both a theoretical study				+					
		of the possibilities of color in the composition				-					
		of a costume and practical training in the use									
		of color harmonies and color accentuation to									
		give compositional and figurative									
		<i>expressiveness to the costume.</i>									
		BASICS OF	COSTUME	MAK	ING	1		1			
6	Materials science and	The course provides students with a set of									
	selection	knowledge, skills and abilities necessary for a									
		qualified determination of the composition,									
		structure and properties of fabrics and									
		nonwovens used for the manufacture of							+		
		sewing products, a reasonable selection of									
		basic, auxiliary materials and accessories in									
		the product package based on the compilation of a confection card. The course includes									
			3								
61	Materials science and	lectures and practical tasks.									
6.1		The course forms a complex of basic									
	basics of decorating*	knowledge about textile materials science and skills of working with materials used in									
		the manufacture of a suit. Within the									
		framework of the discipline, the composition							+		
		and properties of various materials used for the manufacture of costumes, the basics of									
		decorating fabrics and materials are									

				-	 	 		 	
		considered. The course includes lectures and							
		practical tasks.							
7	Basics of sewing	The course is aimed at the practical study of							
	production technology	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	Fundamentals of costume	The course forms a complex of knowledge	4						
	manufacturing	and skills in the field of modern and historical							
	technology*	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					т		
		connection, nodal and wet-heat treatment of							
		the product are considered. Knowledge is							
		consolidated during the implementation of							
		practical tasks.							
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	Plastic modeling of	As part of the course, students study methods	3						
	clothes*	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.			 	 			
9	Technology of sewing	The course is aimed at studying and practical	4				+		
		mastering the methods of node-by-node	-						

		processing of sewing parts, technologies for sewing outerwear and the formation of technical skills for making clothes of various assortment, taking into account the characteristics of the materials used and the cut of the product. The course provides lectures and consolidation of the material in the process of performing practical tasks.						
9.1	Technology of making of historical and national costume*	The course is aimed at studying the principles, methods and techniques of making historical and national clothing. The features of node-by-node processing of elements of historical and national costume are considered both by methods that existed in the corresponding historical epochs, and with the help of modern equipment and materials.				+		
10	Basics of patternmaking	The course is aimed at studying and practical mastering of basic methods of creating patterns of clothing. Students study the dimensional characteristics of the human figure, increases in the freedom of fitting of products, methods of constructing the unfolding of clothing details, features of constructing a design drawing of a women's dress using the TSOTSHL method, methods of developing a pattern of a dress of a complex cut using constructive modeling methods. The course provides lectures and consolidation of the material in the process of performing practical tasks.	5			+		
10.1	Basic constructions of clothes*	The course is aimed at studying and practical mastering of basic methods of constructive modeling of clothing. Students study the dimensional characteristics of the human figure, increases in the freedom of fitting products, methods of constructing the unfolding of clothing details, features of constructing a drawing of the basic design of a woman's dress and a dress of a complex cut using constructive modeling methods. The				+		

					<u> </u>					 	
		theory is fixed in the process of performing									
		practical tasks.					7				
		COMPOSITION AND (FRAPHICS	OF TH	<u>HE COS</u>	STUME	5				
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	Composition of costume*	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.				+	+				
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	Dramaturgy and artistic image of costume*	The discipline forms a complex of knowledge about the relationship between the dramaturgy of the work and the artistic image					+				

	1		r	,	 	 		 		
		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.								
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	Creative drawing*	The course is focused on the development of								
10.1	creative aranning	artistic and figurative thinking and creativity	4							
		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,					Т			
		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.								
14	Sketch graphics	The course is aimed at developing the skills								
14	Sketen graphies	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	3				+			
		you to master the skills of creating all kinds								
		of costume sketches necessary for fixing								
		creative searches, transmitting an artistic								

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		image, developing and visualizing project ideas.										
14.1	Costume graphics*	The discipline is designed to develop the skills										
		of students in competent and stylistically										
		diverse execution of creative costume										
		sketches. Considered the elements of the										
		language of artistic graphics in the										
		composition of the costume, technical means										
		and stylistic devices. The course provides the						+				
		wide range of knowledge about the variety of										
		means and methods of color-graphic										
		representation of a costume and contributes										
		to the formation of own style, which is										
		necessary for the representation of an										
		original artistic idea and a costume image.										
		HISTORY AND T	HEORY (B	V DIRI	ECTIO	N)		 				
15	The history and theory of	The course forms a knowledge base about the		_ ~		,						
10	design	historical and theoretical aspects of design as										
	design.	a project activity, including the stages of the										
		formation of the subject world, the										
		development of craft creativity and		+								
		engineering, design as a project activity; the		•								
		theories, concepts and schools of design,										
		technical means and visual language of										
		modern design are considered.										
15.1	History and theory of	The course is devoted to the study of the										
13.1	scenography	history and theory of scenography in the	3									
	seenography	context of the development of world theatrical										
		and cinematographic art. By learning the										
		creative experience of outstanding stage										
		artists of past eras and modernity, during		+								
		lectures and seminars, the student improves		•								
		his analytical abilities, gets an idea of current										
		trends in world scenography, expands the										
		idea of the profile of his activity.										
16	Ethnodesign and traditions	The course program is aimed at a										
	of the Kazakh costume	comprehensive study of the traditions of the										
		Kazakh costume in the context of history and	4	+						+		
		modernity, acquaintance with the stages of	-	•								
		evolution, structure, cut, types of materials										
L	l	containing substance, out, types of materials	1		1	I			1			

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		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	National costume and	The course program is aimed at forming a									
	decorative crafts arts of	knowledge base in the field of traditional									
	Kazakhstan*	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.									
17	History and theory of	The course forms a knowledge base about the									
	contemporary fashion	periods and patterns of fashion development									
	I by	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.	4								
17.1											
17.1	History of XX century	The course forms a knowledge base about the									
	costume*	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.									
		PATTERN MA	VINC OF		HINC						

18	Patternmaking of women's	As part of the course, students study and									
10	and children's clothes	master the methods of constructing basic									
	and emildren's clothes	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	4								
		various age groups.	•								
18.1	Patternmaking of	The aim of the course is to form a set of									
	contemporary costume	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.									
19	Patternmaking of men's	The course is aimed at the practical study of									
	clothes	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	Patternmaking of	The aim of the course is to form a set of	_								
	historical clothes*	knowledge and practical skills in the field of	5								
		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.									
	1	PROFESSI	ONAL GR	APHIC	S	1	1				

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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	Project drawing*	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					Ŧ			
		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.								
21	Fundamentals of digital	The purpose of the course is to form a set of								
	fashion graphics	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.								
21.1	Adobe Photoshop in	The course is devoted to the study of computer	4							
	costume design*	technologies in costume design by mastering	4							
		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.								

22	Computer costume design	The aim of the course is to form a set of										
		theoretical knowledge and practical skills for using innovative vector computer graphics										
		software in the field of fashion and fashion										
		design. The methods of creating seamless										
		patterns, technical maps, finishes and							+			
		accessories, artistic and technical sketches of										
		the costume are considered. Students gain										
		practical skills in creating creative costume										
		designs by means of vector graphics.										
22.1	Corel Draw in costume	The course is devoted to the study of the	4									
	design*	features of the use of Corel Draw vector										
		graphics software in the professional										
		activities of costume designers. The interface										
		and tools of the program, drawing tools,										
		methods of creating, transforming and							+			
		editing objects are considered. During										
		practical classes, students gain skills in										
		designing costumes, textiles, materials,										
		decorative finishes and accessories using the										
		Corel Draw vector graphics program. CONCEPTUAL FOUNDATIONS AND RES					FEGEL	ONAT				
23	Fundamentals of scientific		EAKCH SI	VILLS		E PRO	r Essi	UNAL	FIELD	,		
23	research	The purpose of mastering the discipline is the formation of basic ideas about the process,										
	lesearch	content and methods of scientific research,										
		the development of critical thinking skills and										
		system analysis. The methodological										
		foundations of scientific knowledge and										
		creativity, methods of theoretical and	3		+							
		empirical research, stages of research work;										
		search and processing of scientific										
		information, summing up, registration of the										
		results of research work and their presentation										
		are considered.										

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	Image concept and costume in cinema*	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.	3		+							
		INNOVATIVE TECHNO	LOGIES O	F COS	ГИМЕ	DESIG	δN					
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.	6					+	+			
25.1	3D design of historical costume*	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						+	+			

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		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.										
26	3D visualization of	The course involves mastering the										
	costume	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	3D design of national	This course is aimed to give the knowledge	6									
20.1	costume*	about the features of designing a historical	0									
	costume	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.										
			VE WORK	SHOP			 				 	
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	5				+					
		innovative techniques and materials, the										
		studying of actual styles of decoration.										
		Considering the use of various techniques of										
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		decorating, dyeing materials, an acquaintance							
		with the methods of making author's prints.							
27.1	Technology of imitation of textures and materials*	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.							
28	Design of acsessories	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	Makeup, visage and wig- making*	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.	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			+	+		

29.1	Reconstruction of historical headdresses*	and make samples of author's hats for a creative collection of clothing models. <i>The course is devoted to the formation of skills of historically, ethnographically</i>							
		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.			+	+	+		
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	Reconstruction of historical costume*	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.	6		+	+	+		

			disciplines	•					
		University compo			ent				
1	Cost and Indian		UME DESI	GN		1			
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	Fundamentals of character costume design *	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.	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	Character costume in material*	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					+	+	

	1		r	r	,					
		patterns, cutting, fitting, processing and								
		assembly of the product.								
3	Design of fashion	The course is aimed at developing the skills								
	collection	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	Theatrical costume	The course introduces the specifics of	C C							
	design*	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.								
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	5							
		developed in the course "Designing a								
1 1	The state of the state	collection" in the material.								
4.1	Theatrical costume in	As part of the course, students perform a								
	material*	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								

						1				
		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.								
		PROJECT	(BY DIRE	CTION)	 					
5	Industrial Collection	The course forms the basis of theoretical and								ł
		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			+				+	
		1 0								
		production. As part of the course, students								
		develop a complax design project for an								
		industrial fashion collection based on a								
		project assignment.								
			4							
5.1	Costume design for the	The course forms the key competencies								
	performance*	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.								
		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	4							
		to the project assignment, perform one of the	·							
		models developed in the course "Industrial								
		Collection" in the material.								
6.1	Costume design for the	As part of the course, students perform a								
	performance in material*	costume in the material based on sketches					+		+	
L	perjernance in marchai	costance in the material based on sketches				I		1		

			1		 -	 		 	
		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							
		<i>in accordance with the artistic idea, cutting of</i>							
		products, fitting, processing, decoration and							
		assembly of products.							
7	Experimental Collection	The course is aimed at the formation of							
/	Experimental Conection								
		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	Costume design for film	The course introduces the basic principles of							
	project*	developing a costume for a film project as a							
		means of expressing the plot structure of	5						
		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.							
8	Production of testing	The course is aimed at the formation of							
	samples	professional competencies for the production							
	*	of complex and non-standard clothing							
		samples in the material. Students perform							
		experimental samples of models in the					+	+	
1		material developed as part of the course	5						
1		"Experimental Collection", using creative	-						
		design and technological solutions.							
8.1	Making of costumes for	The course is aimed at the formation of							
	film project in material*	professional competencies for the					+	+	
	J. Freger in more that	<i>implementation of costumes for a film project</i>					-	-	
L		The first of costantes for a family of costant	1	I I	 1				

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		in the material, taking into account the							
		specifics of film production. The course in							
		practice introduces the stages of making a							
		film suit in the material, the conditions of the							
		costume designer's work with the actor,							
		methods of solving artistic and technical							
		problems of making a costume for specific							
		film characters based on the developed							
		sketches.							
			M PROJEC	CT					
9	Ecological project	Mastering the course is based on teamwork							
		on a complex project of a fashion collection							
		based on the study of environmental							
		problems, the principles of sustainable							
		fashion and a creative approach. As part of							
		the course, students develop a collective							
		ecological project of creative fashion			+			+	
		collection including: project planning and							
		formation of working groups; pre-project							
		analysis; development of the concept and							
		conceptual design of the project, stylistic							
		solutions of images and presentation of the							
		project.	6						
9.1	Creative project*	The course forms the key competencies							
		necessary for the development of a costume							
		solution for a specific creative project							
		(performance, film, circus, sports							
		performance, costume design for musical,							
		choreographic shows). As part of the course,							
		students develop an artistic and conceptual			+			+	
		solution for the costume design of a creative							
		project, taking into account its specifics,							
		conduct search and analytical work, interpret							
		their artistic and conceptual vision of images							
		by performing sketches of costumes.							
10	Upcycling	The course is aimed at the formation of							
_		creative team thinking and conscious							
		consumption. As part of the course, students	-						
		perform collaborative collection of fashion	6				+	+	
		models, using recycled materials. Classes are							
		held in the format of a creative workshop in							
	1			I I					

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		accordance with the stages of a typical design											
		program and based on a conscious approach											
		to the use of upcycled materials to create new											
		models of garment.											
10.1	Creative project in	The course is aimed at developing students'											
	material*	skills to translate their conceptual and artistic											
		ideas into the material, visualized in a sketch											
		form as part of the development of the											
		discipline «Creative Project». Stages of work											
		include the development of technical								+	+		
		sketches, design and technological solutions									-		
		for products, the choice of materials and											
		decor in accordance with the specifics of the											
		project, the manufacture of costumes in the											
		material.											
		PROJECT MANAGEMENT ANI	PROFFSS	IONAL	COM	MUNI	САТІС	NS					
11	Fundamentals of Brand	The discipline allows you to get up-to-date	- I KOT 1200					0110					
11	management in Fashion	knowledge about the structure and											
	industry	segmentation of the fashion industry, the											
	maasay	most important aspects of the fashion											
		business, effective mechanisms for											
		developing a fashion brand and strategies for											
												+	
		its promotion. The learning process is based											
		on a balance of theoretical and applied											
		knowledge and involves acquaintance with											
		modern management methods in the industry,	-										
		the specifics of marketing, and the best	6										
		practical cases.											
11.1	Project management and	The discipline forms the student's complex of											
	feasibility study*	knowledge in the field of management and											
		economics in the implementation of a specific											
		creative project. The result of studying the											
		course is the writing of a calculation and										+	
		economic justification of a specific project											
		implemented within the disciplines of											
		"Creative project" and "Creative project in											
		material".											
12	Visual communications of	The course is based on a practical approach to											
	fashion	the study of the theory of visual	_										
		communications in costume design. Students	6									+	+
		get acquainted with the elements of visual											
L		500 acquaintee with the elements of visual				I		I	I	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	Work with directors*	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.									
13	Professional fashion	The course is devoted to the study of the									
	portfolio	principles of design development of a									
	L	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	Professional portfolio of	The course is devoted to the study of the									
	costume designer*	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.									
	1		L PROJI	ECT	 I	1	1	1	1	1	
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14	Profile research	The course forms theoretical and practical							
1		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;	6						
		determination of the project targets; visual	-						
		analysis as a method of profile research.							
14.1	Pre-project analysis*	The course is aimed at developing students'							
	I J I I I I I I I I I I I I I I I I I I	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.							
15	Personal collection	The course is aimed at the formation of							
10	i ensenar concetton	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	7						
		original concept and profile research,							
		accumulating a set of acquired knowledge							
		and skills in the field of costume design.							
15.1	Project*	The aim of the course is to develop students'							
13.1	Troject	creative thinking skills when working on a			+			_	
1					Ŧ			+	
		specific project in the field of costume design.							

			r	,	r	 ,		1			
		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.									
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	Making of project in	The discipline forms the professional	7								
	material*	competencies necessary for the	7								
		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.									
		PROFESS	IONAL PR	ACTICE		•	•				
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	3					+	+	+	+
		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.									
·		· · · · · · · · · · · · · · · · · · ·									

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	+			+	+	

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