# **EDUCATIONAL PROGRAM** 6B02197 - FASHION AND COSTUME DESIGN

Code and classification of the field of

education

6B02 Arts and Humanities

Code and classification of the training

directions

6B021 Art

Group of educational programs B031 Fashion, design

Name of the educational program 6B02197 Fashion and costume design

**Educational trajectories** 

- Fashion design
- Costume design for theater and cinema

## EP purpose

To raise the new generation of creative costume designers for the industry of fashion and performing arts, mastering professional competencies in creating competitive models of fashionable clothes, costumes for theater, films and performance.

- Demonstrate knowledge and understanding of the theoretical foundations, historical stages and patterns of development of art, design, fashion and costume.
- Apply in educational and professional activities knowledge of the theoretical foundations of the design of modern and play costumes, methods of scientific and applied research, skills in the formation of the creative concept of the project.

### **Learning outcomes**

- Apply in the educational process and professional activities theoretical and practical knowledge of the basics of composition and color, techniques, means and possibilities of compositional shaping of the costume.
- To find a compositional and imaginative costume solution, applying the skills of working with systemic design methods, dramatic material and inspirational sources.

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

Form of training Full-time education

Language of training Kazakh, Russian

**Credit hours** 300 credits

The awarded academic degree Bachelor of Arts

#### MAIN TRAINING MODULES AND DISCIPLINES

HISTORY OF FINE ART AND COSTUME Fine Art History

History of costume of Ancient World and Middle-Ages

History of costume of New Ages

Drawing

**Painting** 

DRAWING SKILLS AND BASICS OF COMPOSITION

Sketching

Essentials of composition

**Color Studies** 

Materials science and selection

Basics of sewing production technology

**COSTUME MAKING** Technology of sewing

**BASICS OF** Modeling and draping

Technology of making of historical and national costume

Basics of patternmaking

Basics of costume form creation

Composition of costume

OF THE COSTUME

**COMPOSITION AND GRAPHICS** Methods of creative search in fashion design

Dramaturgy and artistic image of costume

Special drawing

Sketch graphics

**HISTORY AND THEORY** The history and theory of design

(BY DIRECTION) History and theory of scenography

Ethnodesign and traditions of the Kazakh costume

National costume and decorative crafts arts of Kazakhstan

History and theory of contemporary fashion

History of XX century costume

PATTERN MAKING OF CLOTHING Patternmaking of women's and children's clothes

Patternmaking of men's clothes

Patternmaking of historical clothes

Fashion illustration

PROFESSIONAL GRAPHICS

Project drawing

Adobe Photoshop in costume design

Corel Draw in costume design

CONCEPTUAL FOUNDATIONS AND RESEARCH SKILLS IN THE PROFESSIONAL FIELD

Fundamentals of scientific research

Conceptual foundations of fashion design

Image concept and costume in cinema

INNOVATIVE TECHNOLOGIES OF COSTUME DESIGN

Fundamentals of 3D costume design

3D visualization of costume

Custom textiles

Technology of imitation of textures and materials

**CREATIVE WORKSHOP** 

Design of acsessories

Makeup, visage and wig-making

Design of headdresses

Reconstruction of historical headdresses

Experimental modeling

Reconstruction of historical costum

Costume design

Fundamentals of character costume design

**COSTUME DESIGN** Design of fashion collection

Theatrical costume design

Work in material

**Industrial Collection** 

**Experimental Collection** 

**PROJECT (BY DIRECTION)** 

Prototyping

Costume design for the performance

Costume design for film project

Making of costumes in material

Ecological project

**TEAM PROJECT** 

Creative project

Upcycling

Creative project in material

Fundamentals of Brand management in Fashion industry

PROJECT MANAGEMENT AND PROFESSIONAL **COMMUNICATIONS**  Project management and feasibility study

Visual communications of fashion

Work with directors

Professional fashion portfolio

FINAL PROJECT Profile research

Personal collection

**Project** 

Making of project in material

Educational practice (museum)

Educational practice (technological)

**PROFESSIONAL PRACTICE** Practice Training 1

Adil Alua Muslimovna

Practice Training 2

Pre-graduate practice

#### TEACHING STAFF

Associate Professor, Head of the Department "Fashion and Costume Design", Honored Worker of **Zhumagaliev Muslim Sadykovich** Kazakhstan, Excellence in Education of the Republic of Kazakhstan Associate Professor of the department "Fashion and costume design", Master of Fine Arts Ibraeva Aigul Bakhytovna Associate Professor of the department "Fashion and costume design"; member of the Union of Bekibayeva Gulnar Dzhambulovna Designers of the Republic of Kazakhstan Associate Professor of the department "Fashion and costume design", Master of Fine Arts, Volodeva Natalya Alexandrovna Candidate of Art History Nurmagambetova Kamila Askhatovna Associate Professor of the department "Fashion and costume design", movie costume designer Associate Professor of the department "Fashion and costume design", designer Denisko Tatyana Viktorovna Associate Professor of the department "Fashion and costume design", candidate of technical Seitova Nazima Zhumanovna sciences Senior lecturer of the department "Fashion and costume design"; costume designer of the Mikhail Vozzhennikova Lyubov Vitalievna Lermontov's Russian Drama Theater, Laureate of the National Theater Award "Sakhnager" Senior lecturer of the department "Fashion and costume design", Master of science "Technology of Naimantayeva Maira Talapkalievna textile and sewn goods"

Lecturer of the department "Fashion and costume design", Master of Fine Arts