

# Teaching guide

## IDENTIFICATION DETAILS

Degree:	Design		
Field of Knowledge:	Arts and Humanities		
Faculty/School:	Communication Science		
Course:	TEXTILE DESIGN		
Type:	Optional	ECTS credits:	6
Year:	3	Code:	1564
Teaching period:	Sixth semester		
Area:	Fashion		
Module:	Areas of Creation		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

## SUBJECT DESCRIPTION

The subject of Textile Design is an introductory course to the textile world for students beginning their Design degree course. The necessary contents and knowledge provided to the students will be set out in a progressive and gradual manner for easy understanding.

The material comprises from the obtention of the fibres to the finished fabric.

In principle, the subjects and content are organised to first offer a general understanding, and subsequently provide more detailed and specific information regarding each process involved in the production of textiles.

For a fashion designer, knowledge of the materials to be used in his or her creations is essential. This knowledge must be approached from two areas - the creative and the technical. By studying this course, the students will see that both disciplines in the textile world are closely linked, and that the mastery of technique opens new possibilities in the creative plane.

Textiles are as old as humanity and their use has been adapted to man as he has evolved and science and techniques have advanced. Therefore, in the textile sector and by extension in fashion, tradition and innovation go hand in hand. Technological advances have made new fashions and trends possible, and vice versa - the

demands of fashion have brought about research into new materials that respond to the needs of society and fashion designers.

#### Further information

The subject Textile Design aims to provide the designers with the necessary basic theory and techniques which will allow them to approach their creations with a wider range of possibilities and alternative techniques, as well as certain knowledge that allows for the solving of production problems that may arise in their collections.

By studying Textile Techniques, the students learn to better analyse the fashion trends throughout history and correctly select the most suitable textile materials for concrete and specific uses. To use textile terminology correctly. To correctly choose materials according to the desired effect in their collections. To identify fibres, yarns and fabrics by means of simple tests and analysis. To understand how the composition of a fabric determines its behaviour and its subsequent care.

In general, the students gain both a personal and global vision of the materials with which they are going to work.

## SKILLS

### Basic Skills

Students must have demonstrated knowledge and understanding in an area of study that is founded on general secondary education. Moreover, the area of study is typically at a level that includes certain aspects implying knowledge at the forefront of its field of study, albeit supported by advanced textbooks

Students must be able to apply their knowledge to their work or vocation in a professional manner and possess skills that can typically be demonstrated by coming up with and sustaining arguments and solving problems within their field of study

Students must have the ability to gather and interpret relevant data (usually within their field of study) in order to make judgments that include reflections on pertinent social, scientific or ethical issues

Students must be able to convey information, ideas, problems and solutions to both an expert and non-expert audience

Students must have developed the learning skills needed to undertake further study with a high degree of independence

### General Skills

To develop students' creative capacity based on firm theoretical and practical foundations allowing them to raise, solve and present design problems in a unique, original manner.

To form designers capable of working in the experimental field, using basic aesthetic tools, such as drawing and colour treatment, along with the latest technological tools applied to graphic design, audio-visual design, space design and other techniques specific to this field.

To instil in students the ability to work in a team, working independently while supporting a global project, defining responsibilities and cooperating with other professions and trades in the pursuit of a common goal.

To provide students with a broad overview of the world of design through a familiarity with all its different disciplines, thereby taking full advantage of the synergies and creative resources shared by various professionals in this field.

To train students to work as independent, self-sufficient professionals on design projects.

To teach students to give explanations, arguments and defence for their projects at university level and in a professional setting when dealing with customers or other design professionals.

To nurture and develop an intellectually curious professional capable of avoiding plain thought and aspiring to improve modern culture by conveying values founded on the search for the truth, good and beauty.

### Specific skills

To design and make models and prototypes.

To acquire the ability to find and assess alternative design solutions.

To gain a basic understanding of product development processes.

To master presentation and exemplification techniques.

To gain a critical understanding of the evolution of aesthetic, historical, material, economic and conceptual values.

To develop the capacity for independent work.

To develop an ability to cooperate in conjunction with other design disciplines.

To raise and solve design problems.

To master basic design and its principles.

### **DISTRIBUTION OF WORK TIME**

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
60 hours	90 hours