



CURRICULUM

INTERNATIONAL ACADEMY
OF ART & DESIGN

design
mundo
aifora

NABA

NUOVA ACCADEMIA
DI BELLE ARTI

master of arts in

FASHION AND COSTUME DESIGN

AREA
Fashion Design

AREA LEADER
Milan | Rome
Colomba Leddi

**COURSE
ADVISOR LEADER**
Rome
Clara Tosi Pamphili

LANGUAGE
Italian - English

CAMPUS
Rome

DEGREE AWARDED
Second Level
Academic Degree

CREDITS
120 CFA

LENGTH
Two years

The Master of Arts in Fashion and Costume Design (Second Level Academic Degree in Fashion and Textile Design) gives the students the necessary skills to handle experimental design, laboratory, and cultural projects that are linked to fashion and costume design. The course aims at investigating, over the two years, the topic of narration and *mise-en-scène* of garments created for specific events and bodies, covering the topic of archives and collections as heritage and starting points for designing.

CAREER OPPORTUNITIES

Costume designer

Fashion designer

Independent designer

Creative director

Celebrity stylist

Fashion stylist

Trend forecaster

Archive curator

Haute couture
designer

LEARNING OBJECTIVES

To analyse practical, theoretical, and artistic information linked to fashion and costume design phenomena

To make use of complex methodologies to create articulate solutions and manifold projects, for the creation of clothing collections specifically targeted at the haute couture and performing arts' costume context

To develop a high degree of professionalism, supported by entrepreneurial skills, creativity, motivation, self-sufficiency, and communication skills

CURRICULUM

FIRST YEAR

SEMESTER	COURSES	CFA
1	Fashion design 1	12
	Fashion and costume 1	6
	Historic pattern making	6
1	Textile design	12
	Textile lab	6
	Archives 1	6
1	Style, history of art and costume	6
TOTAL CREDITS 1ST SEMESTER		30
2	Fashion design 2	12
	Fashion and costume 2	6
	Archives 2	6
2	Pattern making	12
	Costume supplements	6
	Styling	6
2	Phenomenology of styles	6
TOTAL CREDITS 2ND SEMESTER		30
TOTAL CREDITS FIRST YEAR		60

SECOND YEAR

SEMESTER	COURSES	CFA
3	Fashion design 3	12
	Fashion and costume 3	6
	Tailoring lab 1	6
3	Project methodology of visual communication	6
	2 activities to be chosen by the student:	
	Multimedia languages	6
3	English for artistic communication	4
	Additional training activities: academic training/internship	6
	Additional training activities: cross disciplinary workshops, individual projects, conferences	6
TOTAL CREDITS 3RD SEMESTER		30*
4	Fashion design 4	12
	Fashion and costume 4	6
	Tailoring lab 4	6
4	Material culture	6
4	Thesis	12
TOTAL CREDITS 4TH SEMESTER		30
TOTAL CREDITS SECOND YEAR		60
TOTAL CREDITS MASTER OF ARTS		120

COURSES

FIRST YEAR

FASHION DESIGN 1	In this course the students approach costume design for specific events or performances, starting with a theme and a text. The students are invited to express their personal points of view through experimentation and the creation of physical and visual works that define the project identity in terms of ideas, narration, shapes, manufacture, choice of materials and technical drawing. The Historic pattern-making module will cover the topic of historic costumes and their construction.
TEXTILE DESIGN	This course aims at introducing the students to the textile world as a primary element in design, and makes them aware of how creativity in fashion and costume design is linked to a sound understanding of textiles and of their best use in functional and decorative terms. The topic of archives will be an opportunity for in-depth research in fashion and costumes.
STYLE, HISTORY OF ART AND COSTUME	This course leads to the understanding of different historic and contemporary aesthetic codes, thanks to elements of anthropology and semiotics. This course analyses the intersection of art, identity, politics, economy, and history from ancient times until today, with specific attention to the evolution of garments, accessories, shoes, and other body ornaments through the lens of historic, artistic, and social changes. Through the discovery of archives, costume and fashion, the students have a chance to broaden their vision to include useful research reference and to better define their inspiration.
FASHION DESIGN 2	Starting with the studies developed in the first semester, the Fashion and costume 2 module gives the students an opportunity to develop a project for cinema, defining a research method and a concept, the sources, setting and characters, the visual context and the narration, with an eye to the relation between cinema and fashion. Through the study of fashion archives, the students will get to understand a brand's or <i>couturier's</i> identity idea in their time, as well as their potential synergies with contemporary fashion.

PATTERN MAKING

This course investigates how aesthetic models linked to historic and contemporary iconography can be read and understood in fashion and costume. The Costume supplements module retraces the study and implementation of the fundamental and characteristic elements of costume and their specific features such as artistic-artisanal techniques. The Styling module will go in-depth on the creation of looks as related to a specific narration and interpretation.

PHENOMENOLOGY OF STYLES

This course guides the students in the identification of useful elements to create their personal narrative. Starting with a historic-aesthetic analysis in the field of fashion communication, the students investigate, through an analysis of phenomena, the flow of changes and contaminations that compose the contemporary fashion and costume language and its links with other media.

SECOND YEAR

FASHION DESIGN 3

In this course, the students' creative language is empowered so that they can develop a comprehensive fashion and costume project that represents and highlights their vision in terms of style, narration, shapes, techniques and materials. The project-related research will be crucial, to express an original language in a specific context or in the merger of costume and fashion.

PROJECT METHODOLOGY OF VISUAL COMMUNICATION

This course aims to create critical analysis skills related to elements and processes that define experimental projects in fashion communication. Through the study of aesthetic and visual formulas, the students are invited to question the dynamics of the post-contemporary society, in order to identify strategies and approaches to the new communication interfaces. The goal of this course is to understand the communication techniques used in the fashion and costume world, and the acquisition of a design system that is aimed at the creation of communication strategies for archives, fashion and costume.

MULTIMEDIA LANGUAGES

The course aims at providing the students with the necessary techniques to master the digital tools newly introduced into fashion professions. Through practical exercises and tutorials on digital software, the students become familiar with image editing and digital creation, compositing and rendering techniques.

FASHION DESIGN 4

This course is where the students have a chance to maximise the practice of what they have learned over the two-years. Starting with the design elements identified in Fashion design 3 course, the students will manage all the phases of the manufacturing process that, ending with the creation of prototypes and all those elements that are related to visual storytelling, will allow them to reach an outcome which is representative of their personality and professional skills.

MATERIAL CULTURE

This course aims at providing the necessary knowledge linked to the development of professional skills in the fashion and costume world. Through individual meetings focused on a visual representation of the projects, the students have a chance to create a book that will be a decisive tool to convey their ideas and competencies. Thanks to dedicated meetings, the students will get in contact with different fields of their professional world, and learn their specific dynamics.

THESIS

The highest point of the didactic path is the final degree project, where the students have to submit and defend their Thesis in front of a committee, made up by their lecturers and the Course Leader. The Master of Arts' Thesis takes the form of an in-depth research aimed at carrying out a project. The final document is constituted by a presentation of the research and of the final project documents, and aims at proving the critical, design and fulfilment competences acquired by the student over the MA. The development of the Thesis is something that every student carries out individually, independently and in complete autonomy. During the process, each student is supported by at least one Mentor ("Advisor"), who needs to approve the project proposition, guide the student in developing the research and, finally, approve the dissertation of the final Thesis work. The final dissertation is individual. Upon the Course Leader authorisation, the research can start as collective work carried out by a group of students, up to four participants. The final presentation of the project will necessarily be represented by a personal document, and the role of each student needs to be defined since the approval of the project proposal.

*If students select "English for artistic communication" among other activities, they will also need to add others for a further 2 CFA to reach the semester total credits. Please note that for Rome Campus the Erasmus+ opportunity is available even if it doesn't contribute to obtaining credits as additional activity.