

POSTGRADUATE PROGRAMMES / TEXTILE DESIGN



CURRICULUM

INTERNATIONAL ACADEMY  
OF ART & DESIGN

design  
mundo  
afora

NABA  
NUOVA ACCADEMIA  
DI BELLE ARTI

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master of arts in

# TEXTILE DESIGN

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**AREA**  
Fashion Design

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**AREA LEADER**  
**Milan | Rome**  
Colomba Leddi

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**COURSE LEADER**  
**Milan**  
Luca Belotti

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**LANGUAGE**  
Italian - English

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**CAMPUS**  
Milan

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**DEGREE AWARDED**  
Second Level  
Academic Degree

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**CREDITS**  
120 CFA

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**LENGTH**  
Two years

The MA in Textile Design (Second Level Academic Degree in Fashion and Textile Design) trains professional figures to manage creative processes in the fields of textile and knitwear design. Thanks to the collaboration with companies of the Italian system, the course offers innovative and sustainable workshops as well as cultural contents that provide thorough knowledge of the subject, and of its expressions in the fashion and art fields. Our lecturers, all industry professionals, guide the students in the search for their own vision that will be expressed in a very personal portfolio.

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**CAREER OPPORTUNITIES**

Textile designer

Knitwear designer

Innovative textile designer

Sustainable textile designer

Fiber and textile researcher

Brand director

Creative director

Merchandiser

Fabric visual merchandiser

Trend researcher and forecaster

Fiber and textile artist

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**LEARNING OBJECTIVES**

To analyse textiles and knitwear as distinct visual languages, interpreting and translating ideas into projects with an innovative, responsible and sustainable spirit

To employ proper methodologies to the design process and its representation and communication, manifesting a professional mastery of knowledge and applications

To learn an integrated approach to the textile world, exploring the values and needs of a new, global humanity with consciousness and responsibility

# CURRICULUM

## FIRST YEAR

SEMESTER	COURSES	CFA
1	<b>Fashion design 1</b>	<b>12</b>
	Knitwear 1	6
	Draping 1	6
1	<b>Textile design</b>	<b>12</b>
	Textile lab 1	6
	Textile culture	6
1	<b>Style, history of art and costume</b>	<b>6</b>
<b>TOTAL CREDITS 1<sup>ST</sup> SEMESTER</b>		<b>30</b>
2	<b>Fashion design 2</b>	<b>12</b>
	Knitwear 2	6
	Draping 2	6
2	<b>Pattern making</b>	<b>12</b>
	Textile lab 2	6
	Digital printing	6
2	<b>Phenomenology of styles</b>	<b>6</b>
<b>TOTAL CREDITS 2<sup>ND</sup> SEMESTER</b>		<b>30</b>
<b>TOTAL CREDITS FIRST YEAR</b>		<b>60</b>

## SECOND YEAR

SEMESTER	COURSES	CFA
3	<b>Fashion design 3</b>	<b>12</b>
	Knitwear 3	6
	Textile lab 3	6
3	<b>Project methodology of visual communication</b>	<b>6</b>
	2 activities to be chosen by the student:	
	<b>Multimedia languages</b>	<b>6</b>
	Additional training activities: erasmus	<b>6</b>
3	Additional training activities: academic training/internship	<b>6</b>
	Additional training activities: cross disciplinary workshops, individual projects, conferences	<b>6</b>
<b>TOTAL CREDITS 3<sup>RD</sup> SEMESTER</b>		<b>30</b>
4	<b>Fashion design 4</b>	<b>12</b>
	Knitwear 4	6
	Textile lab 4	6
4	<b>Material culture</b>	<b>6</b>
4	<b>Thesis</b>	<b>12</b>
<b>TOTAL CREDITS 4<sup>TH</sup> SEMESTER</b>		<b>30</b>
<b>TOTAL CREDITS SECOND YEAR</b>		<b>60</b>
<b>TOTAL CREDITS MASTER OF ARTS</b>		<b>120</b>

# COURSES

## FIRST YEAR

**FASHION DESIGN 1** This course introduces the students to the world of knitwear, teaching them basic hand-knitting techniques, creating handwork with knitting and crochet needles in the Knitwear 1 module. Upon understanding the behaviour and construction of knitting, students will be able to change its structure to develop a unique and original approach to their samples. In the Draping 1 module, students will learn and use draping techniques, studying and becoming familiar with how fabric shapes and models itself working directly on the three dimensions of the human body.

**TEXTILE DESIGN** This course introduces students to the world of textiles as a primary element in the design of fashion collections and textiles, and making them aware of how creativity in fashion is linked to a sound understanding of materials and of their final use, developing a conscious and responsible sensitivity. The Textile culture module favours a theoretical/project-based approach to the understanding of fibres and textiles, with in-depth study of the textile supply chain, the value of the Italian know-how, and of research in terms of design thinking, innovation, and sustainability. The Textile lab 1 module enables students to explore various textile structure and handling techniques.

**STYLE, HISTORY OF ART AND COSTUME** This course studies and examines fabrics in terms of cultural geography, tracing through the history and travels of fabrics that defined as the "weft of the world", exploring the intersections of art, costume and fashion, and historical, political, economic and socio-cultural changes. Through these explorations students are able to broaden their vision to include different useful research reference, and better define their inspiration, including in terms of innovation, technology and sustainability.

**FASHION DESIGN 2** The course complements and further develops the skills acquired by students in the previous semester in the fields of knitwear. The Knitwear 2 module introduces students to the design of knitwear, applying and developing typical industry-specific methodologies, verifying instructions for use and feasibility criteria, analysing and interacting with the market and companies of reference. The Draping 2 module introduces students to industrial knitting techniques, exploring the application of yarn and production of knitted textiles using professional machines and experimenting new industrial technologies, including through participation in specific projects with companies.

**PATTERN MAKING** The course enables students to define and create three-dimensional textile models and to understand the industrial processes through participation in specific projects with companies. During the Textile lab 2 module, students will learn textile handling and decoration techniques, creating personal and experimental textile work, processing images and drawings, and applying textile printing methods and techniques. The Digital printing module guides students to create a collection of computer-processed digital prints for a specific sector, using personal themes to create prints, patterns, and their variations.

**PHENOMENOLOGY OF STYLES** This course guides students in the identification of useful elements to create their personal storytelling. Starting with a historical and aesthetic analysis in the field of fashion communication and Fiber and Textile Art, students will investigate, through an analysis of phenomena, the flow of changes and contaminations forming the contemporary language of fashion and textile art and its intertwining with other media.

## SECOND YEAR

**FASHION DESIGN 3** By strengthening their own creative language, students design a textile and knitting collection that represents and gives prominence to their individual visions in terms of style and materials. The Textile lab 3 module allows students to invent, design and set up a personal, original and applicable collection of textile samples that can be applied to fashion design projects, as a pure aesthetic and artistic expression in the field of Fibre and Textile Art. The Knitwear 3 module focuses on the design of an experimental knitwear collection with a tricot-couture feel through the application of previously acquired technical and manual competences (drawing of stitches, use of knitting and crochet needles, manual and industrial machines) and targeted cooperation with companies from the sector.

**PROJECT METHODOLOGY OF VISUAL COMMUNICATION** This course enables students to acquire critical analysis skills in relation to elements and processes that define the representation of fabric and knits for traditional and digital communication methods. Through the study of aesthetic and visual formula, students question post-contemporary society dynamics, in order to identify original strategies and approaches for new communication interfaces. The course aims at providing an understanding of communication forms linked to the textile and knitwear sectors and design systems, in order to facilitate the forming of communication strategies promoting textile products.

**MULTIMEDIA LANGUAGES** The goal of this course is to provide the students with techniques to thoroughly understand the new digital tools that have become part of the fashion professions. Through practical exercises and tutorials on digital software, the students familiarise with the image editing and digital creation, compositing and rendering techniques for textile.

**FASHION DESIGN 4** Maximising the practice of what learned over the two-year path and starting with the design elements identified in the Fashion design 3 course, students will manage all the manufacturing process phases to reach an outcome representative of their personality and professional skills. The Textile lab 4 module guides students in the creation of a textile samples collection for the industrial world, complemented by the conception of shapes and prototypes that can be applied to the three-dimensions of the human body, that is to the creation of ideas and settings that investigate the languages of Fibre and Textile Art. The Knitwear 4 module develops the knitwear collection designed during the previous semester to a more concrete level in terms of prototyping, execution and representation, applying an intuitive, manual and industrial approach.

**MATERIAL CULTURE** This course aims at providing necessary knowledge linked to the development of professional skills in the world of textiles and knitwear. Through a series of individual meetings focused on the visual representation of their collections, students will be provided with the opportunity to create a visual book as a decisive tool to convey their ideas and skills. Through a series of dedicated meetings, students will also be able to interact with various professionals and companies in the sector in order to learn the specific dynamics of the textile supply chain.

**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.