

Bachelor's Degree in Textile Material Design

TWO FIELDS OF SPECIALIZATION:

Colors and Materials Design.

Drawing & Motif Patterns Design.

The **Colors & Materials** specialization leads to careers and professions in tint – dye fabric design. The Specialist designer conceptualizes and realizes ranges of colors, materials and surfaces. Expertise in colors and materials design meets an increasingly high demand and opens doors to a wide range of spheres from the world of design: spatial & interior design, product design, event design ... to name but a few. The specific required training and qualifications are operational in and around traditional as well as innovative expertise. The growth of colors and materials design is part and parcel of our local research & development plan.

The **Drawing & Motif Patterns** specialization leads to careers and professions in textile design. The textile designer conceptualizes and realizes ranges of textile pieces and motifs used in many fields: fashion, accessories, homes and habitats, furnishing, sports, transportation and also public spaces. Textile design skills and talents operate in and around diverse creative contexts from unique pieces of fabric (luxury items, artifacts and accessories, high-class making - up and handicraft, jewelry) – to industrial mass - production

Educational organization

The degree's curriculum enables students to develop a whole set of conceptual and creative methods and techniques that are conducive to a sentient, cultural, technical and professional approach and exploration in the domain of Textile Material Design. "Touch & feel" are prerequisites in the field. The course requires and aims to develop a sound practical and theoretical knowledge of drawing, colors, materials and textile, as well as thorough acquaintance with traditional and innovative know - hows: knitwear, weaving, printing, dyeing, finishing, graphics, digital tools and techniques operating in the use and implementation of materials. And a pointed perception and understanding of past and current fashion trends is essential! Teaching and training in textile materials also involve a keen awareness of the esthetic, technical, economic and environmental constraints and challenges linked to design project research, exploration, realization and completion.

The Textile Materials Design course is rooted in a cultural and historical heritage dating back from the industrial revolution which marked the growth of the textile industry characteristic of this region of northern France (Hauts – de - France), and which has imbued it with a robust sense of tradition and innovation in the field of the textile arts, techniques and technologies.

YEAR 1. Semesters 1 & 2.

Students in both specializations follow the same studies along the first year of their degree course. They acquire and strengthen basic artistic, conceptual and technical skills and knowledge. This teaching and practice is all the way fostered by classes in general subjects focusing on arts and culture, sciences, business, law and management, and is furthermore enriched by attending lectures and conferences, and by visits to art-galleries and museums, exhibitions and expositions, catwalk shows and parades, as well as by on-site discoveries of renovated or revamped buildings so characteristic of our industrial and cultural heritage. Constant workshop practice multiplies technical experimentations in relation to textile creation – silkscreen – printing, knitting, weaving, finishing Toward the end of academic year a two-week training course enables a fieldwork implementation of basics and fundamentals.

Furthermore, specific workshop intervals, rhythmically interspersed through the school year, lead to fruitful collaborative work with students from the diverse design departments of our institution.

General Tuition. UE 1 & 5.

S1 EC 1.1 / S2 EC 2.2 Humanities & Philosophy.

Lecture – based course 1 – hour weekly.

Initiation to a philosophy centered upon events notions and concepts, focusing upon the multiple categories of objects. Identification of present – day social, technical and esthetic challenges in design pertaining to textile and material creations.

S1 EC 1.2 / S2 EC 5.2 Culture of the Arts, Design and Techniques.

Lecture –based course 2 – hours weekly.

- Study of significant chronological landmarks in the history of the arts and the evolution of techniques.
- Acquisition of methods of analysis about art - works and textile design creations.
- Development of critical thinking from variegated documentation pertaining to the sphere of the textile arts and creations.
- Codes of understanding images and objects in relation to art- works and textile creations.
- Arousal of constant cultural awareness.
- Study and assimilation of lexical terms and phrases specific to the language of textile fabrics and materials.
- Taking into account of the fluid movement through the links and connections through the arts, craftsmanship, artistic decoration and industry.

Transdisciplinary Teaching and Training. UE 2 & 6.

S1 EC 2.1 / S2 EC 6.1 Tools for Creative Exploration and Realization.

Lecture – based course 5 hours weekly. Practical follow – though 2 hours weekly.

- Knowledge acquisitions of basic tools and media related to creative processes, and discovery and examination of modes of research and experimentation.
- Application of the above acquisitions to drawing, plastic expression, lights and colors, types of materials, photography.

The transdisciplinary approach leads to the production of micro-projects that enable students to adopt their own stance on creative processes.

S1 EC 2.2 / S2 EC 6.2 Materials and Technology.

Lecture – based course 1 hour weekly.

Practical follow – through 2 hours once every 2 weeks in department of Sciences laboratory.

After Implementating techniques related to textile materials include various experimentations, observation sessions and case studies, students subsequently examine the functions and impacts of those techniques on multiple materials, dyes and colorings.

They furthermore learn the basic technical principles that govern light and lighting as well as those that regulate the characteristics of natural and synthetic fibers. Scientific techniques are moreover applied to the identification and study the microscopic structures of textile materials.

S1 EC 2.3 / S2 EC 6.3 Digital Tools and Software Languages.

Practical follow – through 2 hours weekly.

- Study of fundamentals and undertaking of progression endeavors leading to the mastery of basic software tools Computer – Aided Publishing / Computer- Aided Design - CAP / CAD - and computer languages that enable image manipulations and retouching.
- Vector image drawing.
- Basic notions in handling 3D software.

Professional Acquisitions, Practice & Implementations. UE 3 & 7.

S1 EC 3.1 / S2 EC 7.1 Techniques and Know - How.

Practical follow – through 1 hour weekly.

Four workshops focus on knowledge acquisitions and hands - on implementing of techniques in textile creation, silkscreen printing and volume making and & build - up.

Workshop in weaving: from thread to fabric the workshop conveys theoretical and hands – on knowledge of the basic weaves produced by the loom.

Workshop in stitch, knitting and knitwear: the workshop explores the steps and stages that go from handknitting, the operating of knitting machines to the making – up of a sample catalog of knit structures.

Workshop in silkscreen printing & finishing: in this workshop the course encompasses pre – pressing, insolation, framing and the making – up of ranges of color pigments.

Workshop in volume making & build-up: the workshop offers a rhythmic approach to the diverse techniques that creation in thread, ribbon and textile fabrics demand.

S1 EC 3.2 / S2 EC 7.2 Design Project Practice and Implementation through Information & digital Media.

S1 Practical follow – through 5 hours weekly.

S2 Lecture - based course 1 hour weekly. Practical follow – through 5 hours weekly.

The course deals with techniques, strategies and stratagems required for written work, accounts and reports as well as oral presentations and performances, including live briefs. Codes and modes of written and oral communication are to be gradually mastered.

S1 EC 3.3 / S2 EC 7.3 Design Project Research / Commitment & Strategies.

Practical follow – through 2 hours once every two weeks.

This teaching class offers students the opportunity to highlight their own creative personalities, competencies as well as their personal professional design project through material modes of communication and digital media. The course calls for a constant vigilance as regards vistas, evolutions and prospects in all aspects of culture, trends and fashion.

UE 4 & 8 Grounding and Guidance in Specialist Studies, Careers & Professions.

S1 EC 4 / S2 EC 8 Prospects and Perspectives for Specialist Study Pursuits and Career Routes in Fashion, Textile and Printing Design.

Lecture –based course 2 hours every two weeks.

- Students are informed about the professional fields linked to careers and professions in the arts, art & design, trends & fashion and related industries. They get acquainted with the ethical and environmental challenges that confront textile creation. They define, determine and set up their own choices of routes and developments through their studies and toward their future careers.

- A short observation training course takes place at the end of academic year (semester 2).

YEAR 2. Semesters 3 & 4.

The second year of studies in the **Textile Materials Bachelor's** Degree concentrates specifically on the in-depth use of previously acquired methods, know-how and knowledge. Students are presented with diverse creative problematic situations. They are therefore requested to respond to fictitious textile design projects encompassing real-life partnerships and situations that directly place the students within a professional framework.

During the fourth semester the students have to actively engage in a three-month professional internship whose validation is integral part of graduation.

General Tuition. UE 9 & 13.

S1 EC 1.1 / S2 EC 2.2 Humanities & Philosophy.

Lecture - based course 1h30 weekly.

Students delve further into the philosophy of fabrics as concepts and notions as well as into the social roles and usages of Fashion and Furniture design. The following processes of object, equipment and fashion creation are covered during course of study: manufacturing, creation, production, merchandizing, usage & function, form & material, management & responsibilities, assets & resources.

S3 EC 9.2 / S4 EC 13.2 Culture of the Arts, Design and Techniques.

Lecture -based course 2 - hours weekly.

The course aims to convey theoretical, historical, esthetic, sociological and technical knowledge. Students examine and analyze the ways and means by which art, craftsmanship and design complement one another and articulate together.

Transdisciplinary Teaching and Training. UE 10 & 14.

S3 EC 10.1 / S4 EC 14.1 Tools for Creative Exploration and Realization.

Lecture -based course 5 hours weekly. Practical follow - through 2 hours weekly.

- Knowledge acquisitions of basic tools and media related to creative processes, and discovery and examination of modes of research and experimentation.

- Application of the above acquisitions to drawing, plastic expression, lights and colors, types of materials, photography.

International as well as local implementations of creative tools are studied and commented upon so students can further identify and define their own stance and individual strategies as regards researches and investigations.

S3 EC 10.2 / S4 EC 14.2 Materials and Technology.

Practical follow - through 2 hours once every 2 weeks in department of Sciences laboratory.

After implementing techniques related to textile materials include various experimentations, observation sessions and case studies, students subsequently examine the functions and impacts of those techniques on multiple materials, dyes and colorings. They furthermore learn the basic technical principles that govern light and lighting as well as those that regulate the characteristics of natural and synthetic fibers. Scientific techniques are moreover applied to the identification and study of the microscopic structures characteristic of textile materials.

The second year of studies brings focus on color and textile materials, additive and subtractive syntheses and complementary colors, diagrams of chromatic scales. The course also deals with dyeing and painting on lighting appliances as well as the chemistry of colorings and mordants, the application of physics and chemistry used in dyeing processes is observed and put into practice

S3 EC 10.3 / S4 EC 14.3 **Digital Tools and Software Languages.**

Practical follow – through 1.30 hours weekly.

- Development of technical competencies in the use of software enabling graphic textile creation.
- Study of fundamentals and sound progression leading to the mastery of basic digital tools (CAP / CAD, Adobe Illustrator, Photoshop, InDesign) and computer languages that enable image manipulations and retouching.
- Progression in handling 3D software. Passage and fluidity from 2D to 3D.

Professional Acquisitions, Practice & Implementations. UE 11 & 15.

S3 EC 11.1 / S4 EC 15.1 **Techniques and Know – How.**

Practical follow – through 3 hours weekly.

Workshop in weaving: students carry out methods of research and experimentation, which leads to the realization of individual micro – collections.

Workshop in stitch, knitting and knitwear: realization of a catalog of samples in knitted structures.

Workshop in silkscreen printing & finishing:

- Sampling of variegated printing pastes with the view of creating a personal cookery book with recipes.

- Optic mixing of colors through graphics and methods of superimposition.

Workshop in volume making & build-up: sampling, methods and experimentations through rhythmic progression.

S3 11.2 / S4 EC 15.2 **Design Project Practice and Implementation through Information & Digital Media.**

Practical follow – through 4 hours weekly.

- Implementation of a rigorous set of methods leading to fruitful creation in the vast sphere of the textile arts.

- Making of wide - ranging collections that combine the diverse techniques previously acquired.

- Students learn how to bring pertinent responses to the issues inherent in textile creation, to customers' needs and demands, to specific contexts.

S3 EC 11.3 / S4 EC 15.3 **Design Project Research / Commitment & Strategies.**

Practical follow – through 1 hour week

S3 EC 11.4 / 15.4 **Design Project Research / Commitment & Strategies.**

Practical follow – through 1 hour weekly.

Students are taught how to make the most of their work, assets, knowledge and know - how through social networks, photo shoots, montages and video editing. The course enhances the developments of skills in sharing information and transmitting it.

Grounding and Guidance in Careers & Professions. UE 12 & 16.

S3 EC 12 / S4 EC 16 **Prospects and Perspectives for Specialist Pursuits of Studies and Career Routes in Fashion, Textile and Printing Design.**

Lecture –based course and practical follow – through 1 hour weekly.

- Students learn how to skillfully complete application letters and curriculum vitae / résumés that highlight their creative and professional assets and personality.

- Students are requested to write a detailed report on their professional internship. This report is to be placed online within portfolio.

YEAR 3. Semesters 5 & 6.

Throughout third year students realize and complete their final - year personal and professional design project, which consists of a written article and a personal professional major project assignment in which all the previously acquired knowledge, skills and competencies are to be creatively effected and actualized.

General Tuition. UE 17 & 21.

S1 EC 1.1 / S2 EC 2.2 Humanities & Philosophy

Lecture – based course 1 hour weekly. Practical work 1 hour weekly in work groups.

Practical follow – through 2 hours weekly.

Students are provided with individual guidance along their dissertation / research article in stage and events design. They are moreover taught how to adopt a critical approach toward their personal project, and they re-inforce the acquired ways and methods of confronting design issues and facing creative challenges.

S5 EC 17.2 / S6 EC 21.2 Culture of the Arts, Design and Techniques.

Practical follow – through 2 hours weekly.

Students gain sound knowledge and mastery of the major currents, modes and trends in the history of the arts and in the evolution and development of techniques and technology.

Transdisciplinary Teaching and Training. UE 18 & 22.

S5 EC 18.1/ S6 EC 22.1 Tools for Creative Exploration and Realization.

Practical follow – through two hours once every two weeks.

The course objective is to insure the full development and maturation of students' individualized stance on their creative strategies. They furthermore develop abilities and stratagems to give verbal accounts and presentations of their unique creative approach and pathway.

S5 EC18.2 / S6 EC 22.2 Materials & Technology.

Lecture –based course 1 hour weekly.

After implementating techniques related to textile materials include various experimentations, observation sessions and case studies, students subsequently examine the functions and impacts of those techniques on multiple materials, dyes and colorings. They furthermore learn the basic technical principles that govern light and lighting as well as those that regulate the characteristics of natural and synthetic fibers. Scientific techniques are moreover applied to the identification and study the microscopic structures of textile materials.

During third year previous knowledge acquisitions are injected into their personal professional projects. That implies rounded study of technical textiles, natural materials, optic fiber and connected fabrics. Thermochromatic colorings and photochromatic colorings are probed into; innovative techniques related to textile fiber finishing are thoroughly explored.

S5 EC 18.3 / S6 EC 22.3 Digital Tools and Software Languages.

Practical follow – through 2 hours weekly.

- Practice and implementation of digital tools and computer languages requisite for design projects and responding to the needs of each student in their personal professional design projects.

- Implementing edition, planning and media.

- Gaining full proficiency in the use of Adobe Illustrator, Photoshop, Scripts and Javascript.

- *Fablab* handling and operating.

Professional Acquisitions, Practice & Implementations. UE 19 & 23.

S5 EC 19.1 / S6 EC 23.1 **Techniques and Know – How.**

Practical follow – through 5 hours weekly.

Workshop in weaving: beyond the acquisitions of warp - weft (US filling) techniques on handlooms and electronic looms, the course follows through the full development of the students' personal professional project in close relation to real - world artistic practices, careers and professions, the realm of art & design and the sphere of industry.

Workshop in stitch, knitting and knitwear: beyond and thanks to the acquisitions in straight and simple stitching and double – knit fabrics, creative and innovative implementations foster the development of the students the students' personal professional projects.

Workshop in silkscreen printing & finishing: students build their own creative universe that will identify, determine and define their own specific research theme.

Workshop in volume making & build – up: sampling, methods and experimentations through rhythmic progression.

S5 EC 19.2 / S6 EC 23.2 **Design Project Practice and Implementation through Information and digital Media.**

Practical follow – through 5 hours weekly.

Students identify, define and appropriate their personal professional projects that respond to the challenges of textile design creation.

S5 EC 19.3 / S6 EC 23.3 **Design Project Practice and Implementation through Information and Digital Media.**

Lecture –based course and practical follow – through 2 hours weekly.

Students concentrate on the modes of communication – printed materials and digital media - related to their personal professional projects. To highlight their creative stance and vision, they manipulate tools for photography and film animation.

Grounding & Guidance in Specialist Studies, Careers & Professions. UE 20 & 24.

S5 EC 20.1 + EC 24.1 / S6 EC 20.2 + EC 24.2 **Prospects and Perspectives for Pursuits of Studies and Career Routes in Fashion, Textile and Printing Design. Professional internship.**

Lecture –based course and practical follow – through 1 hour weekly.

Students receive in - depth information and knowledge about careers and professions deriving from textile design tuition and training. Back from internship students compose in writing a detailed account in which they express their questions and feelings of surprise arising from their initiation and immersion into the professional world.