

M.C. COLLEGE

FASHION & APPAREL DESIGN

DIPLOMA PROGRAM INFORMATION

Mission

M.C. College inspires passion for our industry, nurtures creativity and cultivates financially rewarding careers.

This twelve month program is designed to provide students with the necessary skills for careers in fashion design and apparel production. Students graduating from this program may be employed as independent designers, pattern drafters, pattern graders and design assistants. Students will also design and create their own collection by completion of the program. Their collection will be showcased in our Graduate Fashion Show.

The Fashion Design and Apparel Production program is delivered over three terms consisting of 16 weeks each for a total of 48 weeks. Each student must complete a practicum of 160 hours of unpaid work experience. The terms are delivered as follows:

Term	Course Name	Hours
I	Fashion Creation I (Drafting/Sewing)	208
	Fashion Sketching I	120
	Professional Image	18
	Fashion Seminar	16
	Design and Color Theory	32
	Textiles	48
	Total Hours	442
II	Fashion Creation II(Drafting/Sewing)	208
	CAD	44
	Fashion Sketching II	56
	Fashion Industry Overview	80
	Design and Color Theory	56
	Draping	16
	Historic Costume	32
Total Hours	492	
III	Fashion Creation III (Drafting/Sewing)	224
	Fashion Sketching III	56
	Fashion Merchandising	16
	Introduction to Small Business	48
	Portfolio Development	56
Total Hours	400	



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Term I

Fashion Creation I

Pattern Drafting

This class will introduce the student to the drafting of basic block patterns and pattern manipulations. Students will learn to draft basic blocks for skirt, shirt and pant. In addition to learning the basic blocks, students will design and draft their own skirt and shirt projects.

Fashion Construction

The students will learn selected construction techniques in sample form. Students will be instructed in the use of industrial sewing machines, serger and pressing equipment. Sample sewing techniques will include: seams, seam finishes, zippers, hems, vents, sleeves, collars, pockets, button holes, flys. Students will also produce their original skirt and shirt designs.

Fashion Sketching I

Students will be introduced to figure drawing and developing a croquis, studying proportions, balance and structure of the figure. They will be introduced to drawing, composition and perspective as it relates to Fashion Illustration. Students will begin illustrating technical sketches both manually and with Adobe Illustrator.

Design and Colour Theory I

This course provides an introduction to the elements and principles of two and three-dimensional design as they apply to fashion, both in terms of production and illustration. Students will learn the various elements of design including: Line, Form, Space, Movement, Light, Texture, Proportion and Balance. Students will gain an understanding of how artists/designers use color to enhance elements and principles in design.

Fashion Seminar

This course will expose the students to the concept of fashion as utilized by the designer and the merchandiser. Specific topics will include the fashion cycle, fashion forecasting and selected theories regarding the psychology and sociology of fashion. The course will also include a survey of noted designers, both contemporary and historical. The importance of target market to both designer and merchandiser will also be discussed.

Textiles

This course offers a fundamental understanding of textiles - their properties, care and use in the fashion industry. Topics covered will include: naturally regenerated and synthetic fibers, yarns, fabric construction, coloration, finishing and labeling.

Professional Image

This course is designed to assist students in defining their strengths within the scope of the program and in setting realistic career goals. The importance of professional image within the field and the factors involved in creating that image will be discussed. Topics to be covered will include personal management skills, communication skills in the workplace and grooming, and personal presentation in job interviews, business/social functions and meetings.

Term II

Fashion Creation II

Pattern Drafting

This course will continue to develop the student's pattern drafting skills. The students will develop block patterns for a dress, sleeves, jacket and pant. Students will also be introduced to drafting for menswear designs. There will be continued growth in the area of pattern manipulations and fittings for these new blocks. The students will develop full-scale patterns for sewing. These include their own designs of a princess line dress, jacket and corset.

Fashion Construction

This course is a continuation of Fashion Creation I, in which the students will sew and evaluate a variety of construction details. The major focus of the course will be on industrial tailoring construction and its application to both tailored and non-tailored garments. Students will learn to compare and evaluate industrial, couture and traditional construction techniques for appropriateness to fabric, costs, time constraints, etc. and will utilize proper production sequencing and concepts of industrial sewing. Students will also produce their original dress, jacket and corset designs.

Draping

Students will study a method of pattern making that utilizes fabric as the means for creating a pattern. Students will learn the basics of fabric preparation, tools and the draping of basic patterns and design details. Students will also learn to drape with knits and develop a knit block.

Computerized Pattern Drafting

In this course the student will develop pattern drafting and pattern manipulation skills on the computer. They will also learn file management skills and the electronic plotting of patterns.

Fashion Sketching II

This section introduces the students to the skills specific to illustrating garments. The focus will be on the development of drawing skills with application to garment interpretation and an introduction to color rendering. Students will continue to develop their illustrating skills in the production of technical sketches both manually and using Adobe Illustrator.

Design and Colour Theory II

The students will be given practical problems for the application of color and design theory in fashion. Application of design principles and elements in the selection, coordination and presentation of clothing and accessories will be applied to a series of collections.

Fashion Industry Overview

This course details the role and function of the designer in the fashion industry and explores the relationship of the designer with buyers, sales representatives, etc. The course also develops the student's business skills with regard to their own designs. Students will explore subjects such as target market, catalogue development and costing. Students will begin the development of their own collection which must include eight complete outfits of original design.

Historic Costume

This course involves the study of costume from earliest times to the present day. The focus of the course will be to identify specific design elements of costumes and show their influence on historical, present and future clothing. The social, economic and historical events that influenced the fashion of the day will also form a part of the course.

Term III

Fashion Creation III

Pattern Drafting

In this course, the students will draft their complete collection. The student is required to create eight complete designs for their final collection. The students are required to prepare and follow their own production schedule for the drafting of their collection. Students will use the blocks developed in Fashion Creation I and II to help develop the patterns for their final collection.

Pattern Grading

In this course, the students will learn the principles of pattern grading. Manual and machine grading techniques are used for increasing or decreasing the size of the original pattern. The students do the grading on full scale, from patterns they have developed in pattern drafting. Students will also be introduced to computerized pattern grading.

Marker Making

Students will learn the basic principles of marker making for cost effective fabric use in production.

Fashion Construction

Students will sew their final collections again following a production schedule they have created. Sample sewing exercises may be assigned as needed.

Fashion Sketching III

Students will develop their fashion illustration skills further with an emphasis on the use of color and rendering of fabrics.

Portfolio Development

Students will learn the elements necessary for the creation of a professional portfolio. Students will use their illustrated fashion designs as well as photographs of the designs they have constructed.

Merchandising Practices

This course is an overview of the key components of fashion merchandising, advertising, promotion, display and buying. Inventory control and management principles as they relate to the selling of apparel will also be discussed. Presented as a lecture series, students will experience a variety of guest speakers from the fashion retail industry.

Introduction to Small Business

This course covers the basics of starting and operating a small business. Students will run a small business of their choosing on paper. Students will plan location and store layout, apply for business licenses, etc, and run the financial end of the operation of their business (accounting, taxes, cash flow etc.) through simulation.

Practicum

Students will gain practical experience in the application of classroom skills through participation in actual work situations. Each student will research a minimum of five companies they are interested in completing a practicum with. Based on availability and suitability, students will be placed in a practicum situation for a period of 160 hours of unpaid work experience. Completion of the practicum is a requirement for successful graduation.

Program Prerequisites

- 1 Applicants must have a high school diploma with passing grades in Grade 12 level English, Math and Social Studies. If the applicant does not meet this requirement, he or she may apply for admittance under mature student status. Mature Students must be a minimum of 19 years old and must successfully complete qualifying exam.
- 2 Applicants must fulfill a Sewing Proficiency requirement. Applicants must submit three garments sewn by the applicant. Garments may be any type of article of clothing such as skirts, dresses, pants, shirts or jackets. Any combination of garment types is acceptable.
- 3 Applicants will also be required to submit a portfolio as outlined below.

Portfolio Presentation

- 4a Present a three dimensional design (sculpture, jewellery, etc.)
- b Choose a season and illustrate 5 outfits to serve as a wardrobe for that season. Draw your ideas using color. Present each design on an 8 ½" by 11" sheet of paper. Front views only are required.
- c Construct a collage showing what you believe to be current fashion trends using magazine photographs. On one side, show casual wear that may include sportswear, club wear or career clothing, on the other side show eveningwear. Use poster size Bristol board to present the collage.
- d Include (Minimum 5, Maximum 8) pieces of your art and design related work. The work presented should demonstrate general ability in drawing, color and design, and any specific interests. These drawings need not be fashion related. Photographs may be accepted if specifically requested.

September 6, 2012 - August 16, 2013

Tuition	\$10,000.00
Registration Fee	\$100.00
TCF	\$100.00
Text Books/Supplies	\$750.00

Students should be aware that they will be required to purchase their own supplies outside the college. This will include sketching supplies and fabric for projects and final collection. As fabric costs can vary greatly depending on amounts and types of fabric purchased, students should budget for an additional \$1000 - \$2000 for these other supply costs.