

**MINISTRY OF SCIENCE AND HIGHER EDUCATION OF THE REPUBLIC OF KAZAKHSTAN
ABAI KAZAKH NATIONAL PEDAGOGICAL UNIVERSITY**



We train teachers who are able to anticipate the needs of modern education, based on advanced methods, national heritage and global approaches. We are increasing the prestige of the teaching profession and becoming a driver of human capital development.

EDUCATIONAL PROGRAM

6B02118 Fashion design

Department «Design»

№	Name of discipline	Short description of discipline	Cycle	Component	Credits
1	Academic painting I	The purpose of the discipline: the formation and development of artistic vision, three-dimensional vision of thinking. Content: The technique of watercolor painting, their specifics, properties, composition, as well as the materials necessary for the work. Raw technique "a laprima" in short-term studies. Academic lessirovochny approach	BD	UC	5
2	Academic drawing	The purpose of the discipline: mastering the laws, rules and techniques of visual literacy when depicting the surrounding world, its objects and a person, methods of conducting multi-session and short-term drawings. Contents: The laws of linear and aerial perspective.	BD	UC	5
3	Graphic language and visual culture	Purpose: Formation of principles and methods of information exchange with aesthetic methods. Content: concepts of various systems of expression of pictorial and symbolic information. Types of visual media graphic elements: - points, - lines, - straight and curved, contours. Planes and surfaces of curvature.	BD	UC	5
4	History of costume	IK 2207 Purpose: to familiarize students with an extensive field of theoretical knowledge on the history of costume. Content: Familiarization with the history of the costume of different countries, the development of aesthetic taste, understanding of decorative parts and forms of clothing, original features. Formed skills: The development of ideas about the shape, design, functions of the costume in the historical aspect and having aesthetic taste, able to sensitively perceive the beauty of the object world around us.	BD	UC	5
5	history of world fine arts	The purpose of the discipline: familiarization with the history and foundations of the theory of West European and Russian fine art in retrospect. Historical, sociocultural and iconographic features of all periods, creative personalities in the visual arts. Formed skills: apply the acquired knowledge in professional activities in the preparation of the author's design of printed materials.	BD	UC	5
6	Kazakh (Russian) language (B2)	The subject of the discipline - "Professional Kazakh language" is an interdisciplinary field of knowledge that includes the Kazakh language in the communicative and discursive aspect, the basics of the profession and specialty, the culture of business communication.	BD	UC	5

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7	Kazakh national costume	The national Kazakh clothing reflects the ancient traditions of the Kazakhs and the national experience of work. For the manufacture of clothing, Kazakhs used traditional materials of their own preparation	BD	UC	5
8	Composition	Знает и владеет ключевыми понятиями композиций. Умение составлять композиции и цветовых гамм. Приобрести навыки композиционной организации плоскости листа, творческой трансформации природы, свободного оперирования художественно-выразительными средствами языка искусства в процессе самостоятельной изобразительной деятельности для передачи конкретного замысла	BD	UC	4
9	Clothing design	Purpose: to study the methods of designing women's and children's clothing. Contents: measurement of women's and children's figures, additions for building clothes, methods of designing clothes, constriction of sleeves of various cuts, constriction of waist and outerwear.	BD	UC	5
10	Breadboarding	MaK 2220 Goal: Basic layout techniques. Simple and voluminous shapes. Layout of a complex clothing model Content: deepens knowledge, masters new methods of making clothes. With the help of layout, they develop constructive views, develop aesthetic tastes, systematically thinking through complex knots, edges, folds and lines, reliefs, various asymmetric details. Formed skills: to form students' skills and abilities to work with various plastic materials, to familiarize them with their properties for rational use in project activities;	BD	UC	5
11	materials science	The purpose of the discipline: mastering the principles and classification of basic chemical, physical properties and types of materials science. Contents: multifaceted interrelations of the visual and its material palette; classification, nomenclature and characteristics of materials, experience of their application in practice. Structure of materials: microstructure, macrostructure, internal structure of matter; properties of materials: mechanical, physical, chemical, technological; characteristics of materials by origin, manufacturing technology. Formed skills: knowledge and application of types of material in creativity, taking into account characteristics and classification.	BD	UC	5

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12	Advanced foreign language (English)	Purpose: advanced study of a foreign language. Content: Detailed reports on the subject. News and reports. Articles and reports on contemporary issues, modern fiction. Actively participate in the discussion on a familiar issue, explaining and defending your opinion. Statement of all arguments "for" and "against" on the current issue.	BD	UC	5
13	Photographs	Purpose: - mastering the theory and practice of developing an educational program of photography, mastering the skills of detail and grace. Content: Synthesis of photos, drawings and text. A graphic artistic image. The specifics of the photographic image.	BD	UC	5
14	Chromatics	The purpose of the discipline: the formation of a systematic knowledge about the properties of color and the laws of making harmonious color combinations. Content: The science of color. Basic, composite and additional colors, color characteristics, color contrasts, color mixing, color, color harmony, color language, color harmony and color culture	BD	UC	4
15	Abai Studies	The formation of a full-fledged, loving humanity, humane, tolerant citizen, imbued with the humanistic teachings of Abai. To cultivate a deep love for Abai's thoughts about eternal values: reading, education, science, art, education, morality, expressed in his poems and insights; to show the main sources that influenced the worldview of the poet-thinker;	BD	EC	3
16	Art education	To consider the role of art in the formation of the development of world religions. Content: basic knowledge about the main milestones of the formation and development of world art, artistic culture. Types of architecture, painting, printing in the service of religion. Islamic architectural monuments on the territory of Kazakhstan.	BD	EC	5
17	Architectonics	Purpose: to teach various techniques of working with paper. Content: Introduction to the conventional signs adopted in origami and the basic folding techniques. Basic forms. Instruction cards that demonstrate the folding process. Folding products based on simple basic shapes. Design of compositions with the received products (volume application).	BD	EC	5

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18	Engineering graphics (AutoCAD)	The purpose of the discipline: mastering the basic methods and principles of engineering graphics and design Content: Fundamentals of drawing. Reading and manual execution of drawings and diagrams-images of products. Fonts and inscriptions on drawings. The scale. A conditional image of the materials in the drawing. ESCD. Coordinates X,Y, Z. Axonometry. Formed skills:	BD	EC	5
19	Composition in the material	Goal: to master the educational program and the basics of collection development. Collecting the initial data before forming a set of working documentation. Ensuring a high level of design solutions.	BD	EC	5
20	Computer graphics	Familiarity with the interface. Methods and means of constructing and processing graphic images using modern graphic means of interactive computer graphics. Representation of graphical data. Types of computer graphics. Vector graphics. Raster graphics. Fractal graphics. Applied software tools of computer graphics. Hardware (technical) means of computer graphics.	BD	EC	6
21	Configuring materials	fabric confection for light women's clothing, fabric confection for women's outerwear, fabric confection for children's clothing, fabric confection for men's clothing.	BD	EC	5
22	Fundamentals of design	Goal: mastering the educational program of design, analysis of types and types of the design sphere. Contents: the Rule of the Golden section. Form. Proportion. Rhythm. Enormity. Color in the design. Basics of composition. Volume-spatial and depth-spatial composition. Fonts. Design of advertising. Psychology of visual information perception. Visual perception of form and space. Formed skills: free development of the specifics of the task performed on the basics of design, skills of using tools in design	BD	EC	5
23	Clothing modeling basics	Contents: first degree modeling. Modeling Moderate. Modeling of a complex degree.	BD	EC	5
24	Project schedule	The purpose of the discipline: mastering figurative patterns in drawing. Content: methods of the visual language of the image on the example of plaster casts, objects of wildlife, subject and spatial environment; Formed skills: development	BD	EC	6

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		of graphic abilities of students, to master the skills of the human figure using various graphic materials			
25	Professional computer programs	Purpose: to master an educational computer program, to get acquainted with the interface. Features of the professional computer program ArchiCAD. Content: The power of the computer-aided design system. A new approach to architectural design, a convenient and intuitive interface.	BD	EC	4
26	Branding in fashion design	purpose: creating your own brand content: working on your own logo, product quality, product production, product marketing and management, and drawing up a business plan	PD	UC	4
27	Writing and presentation of diploma work (project) or complex exam in the specialty or writing and Presentation	Implementation of a diploma project on the choice of subjects of special disciplines, which includes theoretical and practical parts.	PD	UC	12
28	Fundamentals of Academic Writing	Goal: to master the skills of the scientific style of presentation. Content: a presentation aimed at a critical and informed audience based on carefully reasoned and proven knowledge; to reinforce or challenge concepts, or arguments. Requirements for the structure of the text and its design; the use of a scientific style of presentation; the ability to argue and paraphrase; the ability to correctly insert references, make a list of references. Competencies: presentation of scientific papers in a concise and accessible form.	PD	UC	3
29	Special Painting I	Purpose: to master the educational program of architectural and artistic trends, styles and schools in modern painting. Content: creation of planar and three-dimensional works in monumental and decorative painting.	PD	UC	4
30	Special drawing	Objective: to form the principles of the main types and tools of linear graphics. The role of a special drawing in reading and real design. Content: tools and methods of tonal graphics. Methods and means of Assembly of flat, three-dimensional and spatial forms	PD	UC	5
31	Decoration technology	purpose: work with different materials and decoration of products content: work with leather, fur; features of their technology. decoration with different materials	PD	UC	5

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		and accessories. decoration of children's products, decoration of women's products, decoration of upper products.			
32	Digital technologies and databases	Purpose: training in basic skills of using and managing databases. Content: Digital technologies are a system for encoding and broadcasting information data that allows you to solve a variety of tasks in a relatively short period of time. A database (DB) is a collection of specially organized data stored in the computer's memory that is necessary for creating databases, keeping them up to date, and organizing the search for the necessary information in them. Competencies: the ability to use data simultaneously by multiple users within the same organization	PD	UC	5
33	Economics and management	The purpose of the discipline: familiarization with the basic principles and laws of the functioning of the market economy. Content: The concept of business. Types of entrepreneurial activity. The theory of property, social forms of management. Goods, money. Socio-economic system. The role of the state in business development	PD	UC	6
34	Designing and modeling of clothing	Goal: to master the program of pre-graduate design – a high degree of training of the future specialist and possession of professional skills. Content: solution of functional and ergonomic, structural and technical issues of designing design objects; Skills to be formed: to be able to navigate the current socio-professional issues, to conduct a conceptual pre-project study, to understand the problems of the organization of different types of environmental structures and to be able to choose the appropriate means of solving them.	PD	EC	4
35	Scientific research of the project	The purpose of the discipline: to study the methodology of the diploma project Content: work on the diploma project. Technologies for performing creative work. Sequence of work on the diploma project. Comparative analysis of analogs of the diploma project. The stages of the project from sketch to completion of the project. Sections of the explanatory note of the diploma project. Skills to be developed: master the methodology for completing and presenting a diploma project	PD	EC	5

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36	Fundamentals of Entrepreneurship	Typology of entrepreneurship; entrepreneurial decisions; external, internal environment of the company; organizational and legal forms of entrepreneurship; constituent documents; state registration, licensing; mechanisms of functioning; entrepreneurial risks; remuneration in entrepreneurship; culture of entrepreneurial activity; list of information to be protected; the nature and types of responsibility of entrepreneurs; methods of financial analysis; fundamentals of accounting for SMEs; taxation; indicators, methods of assessing the effectiveness of entrepreneurial activity.	PD	EC	3
37	Design Basics in Fashion Design	Goal: to master the educational program and the basics of collection development. Collecting the initial data before forming a set of working documentation. Ensuring a high level of design solutions. Content: Legislative acts, regulatory documents, technical specifications, standards, norms and rules. Main stages of the design stage: Formable skills: free application and use of terms and definitions. Development of project documentation. Preliminary design. Project. Working draft. Working documentation.	PD	EC	4
38	Pre-graduate design	Goal: mastering the program of pre-graduate design – a high degree of training of the future specialist and possession of professional skills. Content: solution of functional and ergonomic, structural and technical, landscape and environmental design issues of design objects; Skills being formed: be able to navigate the current socio-professional issues, conduct a conceptual pre-project study, understand the problems of organizations of different types of environmental structures and be able to choose the appropriate means to solve them.	PD	EC	6
39	Modern design	Goal: to form systematic information about modern design, to master the educational program, to mix different directions in modern architectural design. Content: design principles-achieve common goals and solve problems. The relationship between the present and the past, the reinterpretation of classic interiors and the most daring experiments. Convenience, ergonomics, comfort, meeting with partners, recreational areas, areas for privacy. Formed skills: free use of design methods in the process of creating new concepts, creating a	PD	EC	4

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		favorable working environment. Originality of the problem solution. Value and novelty of the result.			
40	Sewing technology	The main stages of manufacture of garments, types of work used in the manufacture of clothing. Stitches and stitches. Information about technical conditions. Basic devices for machine work. The WTO process wet-heat treatment of products. The entire range of garments, as well as technological processing of parts according to GOST 20521-75.	PD	EC	5
41	Ecodesign and technology	Направление экодизайн, его основы и тенденции развития. Возможности экодизайн в окружающей среде. Способы использования источников природы в модной индустрии. Владеть техникой и технологиями работы с материалами экодизайна. Сбор информации о красящих волокнах, из полученных от природы различные натуральные красоки применить их на практике.	PD	EC	4
42	Fashion design elements and processes-I	На данном курсе обучающиеся выполняют самостоятельную коллекцию всех костюмов по ассортименту одежды объекта модного дизайна. В ходе встречи были обсуждены основные направления и тенденции в мире моды, информация о сезонных моделях и собираются аналоги к источнику. На курсе ЭПОДМ-I комплект костюмов, относящихся к фактурам одежды, выполняет графический формат А4; А2.	PD	EC	4