




**LCI**  
Barcelona

BACHELOR'S DEGREE IN

**FASHION**



**DESIGN**



Our experiences make us who we are.

If people decide to study, it is to grow, both personally and professionally.

Therefore, a school is the place where dreams take shape, professionals are shaped.

A school is in constant operation, a never-ending work in progress,

**ALWAYS GROWING.**



## #WeAreLCI

LCI Barcelona is the most international school of design and visual arts in the Catalan capital thanks to the 23 campuses spread over the 5 continents of the Canadian network LCI Education, to which it belongs.

A reference in the field of education in design, animation, video games and photography, LCI Barcelona attracts year after year students from all over the world who want to become competitive professionals.

In June 2019, LCI Barcelona acquired the Seeway School to expand and consolidate its educational offer.





## THE LCI EDUCATION NETWORK



17.000 STUDENTS



3.000 PROFESSORS



100 NATIONALITIES



23 CAMPUSES



5 CONTINENTS

## NETWORK CAMPUSES

### THE AMERICAS:

Montreal, Canada · Vancouver, Canada · Monterrey, México · Bogotá, Colombia · Barranquilla, Colombia · San José, Costa Rica

### ASIA:

Jakarta, Indonesia · Surabaya, Indonesia

### AFRICA:

Casablanca, Morocco · Marrakech, Morocco · Rabat, Morocco · Tangier, Morocco · Tunis, Tunisia

### EUROPE:

Barcelona, Spain · Istanbul, Turkey

### OCEANIA:

Melbourne, Australia

# TECHNICAL SPECIFICATIONS



**DEGREE:** Higher Arts Education in Design, Fashion specialty



**CREDITS:** 240 ECTS



**COURSE LENGTH:** 4 academic years



**START DATE:** September



**LANGUAGES:**

- Spanish option
- English option



**ROUTES:**

- Design
- Pattern making
- Communication

# BACHELOR'S DEGREE IN FASHION DESIGN

**Program accredited by the Agència per a la Qualitat del Sistema Universitari de Catalunya**

The overall goal of the Higher Art Education in Design, majoring in Fashion, is the qualified training of designers capable of understanding, defining and optimizing fashion design products and services in their different fields; mastering scientific, technological and artistic knowledge and the corresponding methods and procedures. Our goal also includes generating values of artistic and cultural significance in response to the social and technological changes that are taking place.

The fashion designer is a professional capable of materially and formally configuring textile and clothing design products in different fields, attending to market needs and trends, creativity, innovation, and their technical-productive, economic, environmental and socio-cultural viability.

Backed by the 90+ years of teaching experience at Felicidad Duce, LCI Barcelona's School of Fashion Design, this degree offers students the training, technique and tools necessary to occupy the best jobs in the creative industries of the sector.



# STRUCTURE

## CORE CURRICULUM

Introductory subjects that will allow students to acquire the basic knowledge needed to take specialty subjects later in the program.

## COMPULSORY SPECIALTY SUBJECTS

Core degree subjects. The material in this group of subjects is more specific and the student will be asked to examine concepts more deeply and master design techniques.

## ELECTIVES

Always divided into three routes to choose from, this set of subjects represents the body of specialized classes in the program. Students will be asked for extra personal initiative for experimentation and the ability to innovate.

## COMPANY INTERSHIPS

These are essential for the student to acquire knowledge of the working world and experience the most advanced methodology and professional training first hand. We have signed collaboration agreements with multinational companies; national and international medium-sized companies; firms in design, communication, photography, corporate image, web pages, publications and commercial areas.

## FINAL PROJECT

Independent, individual project that each student must prepare under the supervision of a tutor and that is presented to a jury. It is a work in which the student can demonstrate the educational content learned and the degree-linked skills that have been acquired.

## MOBILITY PROGRAMS

Studying at LCI Barcelona provides unique and exceptional opportunities for international mobility. On the one hand, through the Erasmus+ Program of exchange with other European universities. And, on the other, thanks to the LCI Education International Mobility Program, which offers students the possibility to study at any of the 23 network campuses on 5 continents, in addition to doing internships in companies in those countries. LCI Education puts its network at the service of the student so that they can study with a global perspective and opportunities, opening the door to the world.





# YEAR 1

## 1<sup>ST</sup> SEMESTER

- Creativity and Techniques for Expressing Form I
- Graphic Representations and Styling
- Color Theory and Investigation
- Textile Structures and Treatments
- Pattern Making I
- Cutting and Assembly Workshop I
- History and Theory of Art and Design
- History of Clothing
- Digital Technology I
- Systems of Representation in Fashion Design

## 2<sup>ND</sup> SEMESTER

- Creativity and Techniques for Expressing Form II
- Graphic Representations and Styling
- Color Theory and Investigation
- Sociology of Design I
- Pattern Making I
- Cutting and Assembly Workshop I
- History and Theory of Art and Design
- History of Clothing
- Digital Presentation Techniques
- Systems of Representation in Fashion Design



# YEAR 2

## 1<sup>ST</sup> SEMESTER

- Graphic Investigation for Computer Media and Audiovisuals
- Principles of Design: Visual Perception
- Principles of Design: Visual Language
- Sociology of Design II
- Textile Products and Processes
- Knitting Machine Techniques and Processes
- Pattern Making II
- Cutting and Assembly Workshop II
- Business Management
- Fashion Design Projects I

## 2<sup>ND</sup> SEMESTER

- Graphic Investigation for Computer Media and Audiovisuals
- Principles of Design: Visual Perception
- Principles of Design: Visual Language
- Flat Technical Drawing and Description
- Ecological Materials
- Pattern Making II
- Cutting and Assembly Workshop II
- Business Management
- Digital Projects
- Fashion Design Projects with the Knitting Machine
- Fashion Design Projects I



# YEAR 3

## 1<sup>ST</sup> SEMESTER

- Printing Techniques and Processes
- Pattern Making III
- Cutting and Assembly Workshop III
- Fashion Marketing
- Digital Technology II
- Styling Projects. Creativity
- Fashion Design Projects II
- Interdisciplinary Projects: Sketchbook

## 2<sup>ND</sup> SEMESTER

- Printing Techniques and Processes
- Pattern Making III
- Cutting and Assembly Workshop III
- Art Direction and Styling
- Digital Technology III
- Styling Projects. Creativity
- Interdisciplinary Projects: Illustration
- ELECTIVES FOR EACH ROUTE
- INTERNSHIPS



# YEAR 4

## 1<sup>ST</sup> SEMESTER

- Application of Digital Pattern Making Techniques
- ELECTIVES FOR EACH ROUTE

## 2<sup>ND</sup> SEMESTER

- Communicating with Suppliers
- ELECTIVES FOR EACH ROUTE
- FINAL PROJECT

YEAR

1

### **CREATIVITY AND TECHNIQUES FOR EXPRESSING FORM I AND II**

Introduction to form, concepts and foundations, representation, expressive and communicative aspects and formal vocabulary. Experimentation with formal elements, graphic resources, and material and visual elements. Composition. Creativity: introduction to the creative process.

### **GRAPHIC REPRESENTATIONS AND STYLING**

Observation of nature, chiaroscuro. The space; study of the model in its setting. The human form, reading an image and the interpretations of style.

### **COLOR THEORY AND INVESTIGATION**

Physical characteristics of color. Definition, qualities and color variations. Psychological characteristics of color. Study of the visual sensations of color. Color interaction. Concept of trend, applications of color. Visual education of the color dynamic applied to design.

### **TEXTILE STRUCTURES AND TREATMENTS**

Introduction to fabric theory and the process for obtaining it. Natural fibers of plant and animal origin. Artificial chemical fibers. The textile processes for obtaining threads, spinning, thread twisting, the dyeing of fibers and threads and their classification.

### **PATTERN MAKING I**

Basics of pattern making for women, men and children.

### **CUTTING AND ASSEMBLY WORKSHOP I**

Introduction to the machinery used to create clothing, types of flat and overlock machines. Technical knowledge for clothing assembly, basic seams. Hand finishing, zippers, hems and pockets. Assembly of pieces.

### **HISTORY AND THEORY OF ART AND DESIGN**

Study of antiquity, the medieval and modern periods, and the contemporary period to the present. Designers of the late twentieth century. Up and coming designers. 21st century designers. Trend designers, contemporary trend designers and trend-setting designers.

### **HISTORY OF CLOTHING**

The culture of fashion and the ephemeral. Prehistory and antiquity. The Middle Ages and the Renaissance. The 17th, 18th and 19th centuries. The 20th century, from the Belle Époque to the 90s. The 21st century.

### **DIGITAL TECHNOLOGY I**

Introduction, structure and functions of the Adobe Photoshop program. Work with images, selection layers and adjustments. Job formats. Text tools. Filters. Import and export between applications. Creation of templates and illustrations. Textures for a design. Flat ink channels and color separation. Smart objects. Work processes.

### **SYSTEMS OF REPRESENTATION IN FASHION DESIGN**

Flat and descriptive geometry. Investigation into design concepts.

### **SOCIOLOGY OF DESIGN I**

Preliminary questions. Theories on design, sociology, anthropology and communication. Pierre Bourdieu, individual and society. Art, aesthetics and design.

### **DIGITAL PRESENTATION TECHNIQUES**

Presentations in PowerPoint. Knowledge of iMovie to create and edit films. Layout and interactive presentations with Adobe InDesign.





# YEAR 2

## GRAPHIC INVESTIGATION FOR COMPUTER MEDIA AND AUDIOVISUALS

Image syntax, image relationship codes and image montage. Editing with Final Cut and information on new technologies in the world of design and graphic interfaces.

## PRINCIPLES OF DESIGN: VISUAL PERCEPTION AND LANGUAGE

Visual perception, shape, background and color; specific, communicative and expressive relationships and applications. Space and form. Three-dimensionality as a creative factor perceptually applied to design. Anthropomorphic stylization. The human body as a representation of synthesis of form.

## SOCIOLOGY OF DESIGN II

Introduction and review of essential concepts. Production, consumption and social identity. The design system.

## TEXTILE PRODUCTS AND PROCESSES

Fabrics and the fashion sector. Dyeing technique, spinning and machinery. Weaving and weaving techniques. Fabric finishing processes. Recognition and classification of commercial fabrics.

## KNITTING MACHINE TECHNIQUES AND PROCESSES

Fabric as technology. The knitting machine. Creation of collections and construction of structure in knitting. Analysis and representation of knitted fabrics. Parameters and calculations.

## PATTERN MAKING II

Pattern making for women, men and children.

## CUTTING AND ASSEMBLY WORKSHOP II

Technical knowledge for making clothing.

## BUSINESS MANAGEMENT

The course consists of two parts. The first is dedicated to entrepreneurship and the preparation of a business plan. Through group work you learn to develop an innovative products or services company within the world of fashion. The second part, entitled Business Model You, is focused on personal branding through various analysis exercises and the preparation of a professional c.v. in line with the demands of the sector.

## FASHION DESIGN PROJECTS I

The beginning of a collection and its influences. Designing for diverse markets. Collection typology. Depth and breadth of a fashion collection. Collection planning.

## FLAT TECHNICAL DRAWING AND DESCRIPTION

Introduction to the technical specifications sheet. Composition, development and exposition of the spec sheet depending on the product and the country.

## ECOLOGICAL MATERIALS

Textile ecology and sustainability. Ecological materials, processes and systems. Natural dyes. Regulations, quality control and the environment. The scientific method and methods of analysis. Material recycling. Research and gathering ideas. Recycling trends in the design world.

## DIGITAL PROJECTS

Adobe Illustrator interface, menus and windows. Flat clothing drawing and editing. Filling objects. Symbols and brushes. Text and tables. Application of effects. Vectorization of images. Bitmaps. Export, formats and preparation for printing.

## FASHION DESIGN PROJECTS WITH THE KNITTING MACHINE

Introduction to knitwear design. Knitwear technical specifications sheet. Field research work. Experimentation and renewal of garment elements. Collection concepts.



YEAR

3

### **PRINTING TECHNIQUES AND PROCESSES**

Historical introduction to printing. Color theory. Print design and procedures. Main printing systems and machinery. Further treatments.

### **PATTERN MAKING III**

Introduction to the foundations of knitwear, corsetry and swimwear. Executing transformations and projects for women, men and children. Moulage.

### **CUTTING AND ASSEMBLY WORKSHOP III**

Manufacturing technology and technical details. Making garments for women, men and children.

### **FASHION MARKETING**

Introduction to branding, marketing and fashion communication. Fashion product segmentation, positioning and consumers. Market and brand research. Product, price, distribution and advertising communication policies. Promotion in the fashion world. Sales in horizontal fashion marketing and the marketing plan.

### **DIGITAL TECHNOLOGY II**

The work space. Drawing and editing vectors. Filling in objects. Symbols and brushes. Texts and tables. Effects and Filters. Vectorization of images. Vector illustration. Import and Export Formats. Preparation for printing.

### **STYLING PROJECTS. CREATIVITY**

Pattern-based garments with no stitching. Playing with volumes. Experimenting with emptiness. Positional gathers and random gathers. Decoration with textile embroidery. The magic of ruffles. Visual tricks. Optical effects on striped fabrics using pleats. The transmission of feelings through knots. Oversize concept. Accessory garments.

### **FASHION DESIGN PROJECTS II**

Weekly quick collections, collections with historical backgrounds, specific collections of a single type of garment, children's collections and conceptual collections. Outerwear collections using woven fabrics, circular knit and knitted fabrics.

### **INTERDISCIPLINARY PROJECTS: SKETCHBOOK**

Fashion trends. Trend notebooks. What's trendy and what's not. The ephemeral in the fashion world. Brief. Sketchbook: types and styles; bindings. Research and brainstorming elements. Primary and secondary sources. Interpretation of research.

### **ART DIRECTION AND STYLING**

What is a stylist and what is styling's function. The stylist as art director. Fashion and photography. Styling in the press, fashion campaigns, events, catalogs, advertising, film and television, music and new media. Other professions related to styling.

### **DIGITAL TECHNOLOGY III**

Interface and tools. Drawing and painting. Texts. The timeline; graphics, interactive and animation techniques. Video and sound, editing and export.

### **INTERDISCIPLINARY PROJECTS: ILLUSTRATION**

The representation of the sketch and the applications of graphic-plastic techniques for its illustration. Composition in sketching.

### **ELECTIVES FOR EACH ROUTE**

From the list provided later in this document, the student must choose a minimum of elective subjects to take the third year.

### **INTERNSHIPS**





# 4 YEAR

## APPLICATION OF DIGITAL PATTERN MAKING TECHNIQUES

Manual industrial grading, of basic patterns and transformed models. Computer grading with Launchpad. Gerber and its toolbar. Storage area. Advanced PDS functions; parameters and editors. Basic grading. Creation of markings and AccuMark explorer.

## COMMUNICATING WITH SUPPLIERS

Differentiation between suppliers. Production abroad. Characteristics of a production specifications sheet.

## ELECTIVES FOR EACH ROUTE

From the list provided later in this document, the student must choose a minimum of elective subjects to take the third year.

## FINAL PROJECT

The project consists of: the conceptual and supporting description, the project book (sketchbook, collection planning and spec sheets), the audiovisual presentation (lookbook, fashion film, campaign photos) and a collection of 8 complete outfits.







## ELECTIVE SUBJECTS\*

### DESIGN ROUTE

- 3D design for fashion
- Knitwear collections
- Swimwear collections
- Intimate apparel and homewear collections
- Sportswear collections
- Creativity in clothing items
- Print design: manual
- Jewelry design
- Ecodesign strategies
- Research into new materials

### PATTERN MAKING ROUTE

- Study of complex patterns
- Creation and moulage in clothing items
- Creativity in clothing items
- Specific patterns for knitwear
- Specific patterns for swimwear
- Specific patterns for intimate apparel and homewear
- Specific patterns for corsetry
- Sewing for tailoring
- Hat modeling

### COMMUNICATION ROUTE

- Window dressing and visual merchandising
- Communication and journalism in fashion
- Fashion photography
- Storyboard workshop
- Product management
- Web design and digital branding
- Research and innovation
- Trends in visual culture
- Speculative design

\*Only the itineraries with a minimum number of students will be taught



## ESTEL VILASECA

HEAD OF FASHION AREA

Graduated in Audiovisual Communication from Pompeu Fabra University (2000), she founded in 1999 *itfashion.com*, one of the first online fashion magazines. Since then, she has specialized in creating content and editorial plans online and offline, both for publications –*VEIN*, *El País*, *Telva*, *SModa*– and for brands –Absolut, Bershka, Stradivarius, TOUS Baby or Naf Naf–, as well as in the construction of intangibles for fashion firms. Currently she combines her work as a consultant and editor with the direction of the Fashion Design area of LCI Barcelona.



## CAREER OPPORTUNITIES

- Fashion and clothing design
- Coolhunting (trend research)
- Styling
- Creative direction
- Art direction
- Brand management
- Product management
- Theatrical and film costumes
- Accessories design
- Textile design
- Design and management of corporate image
- Business management of creative activities
- Customized or corporate designs
- Fashion and clothing design for specific activities
- Fashion illustration
- Tailoring and custom-made clothing
- Design, research and development of new concepts, materials, applications and products
- Research and teaching





# STUDENT SERVICES

## LIBRARY

A space for teaching support, study and research which aims to contribute to continuous development of learning, teaching and other activities in the School. Our library has an agreement with the University Union Catalogue of Catalonia, allowing access to the books of all participating university libraries.

## TECNOFAB

Multipurpose space that offers students and professors different tools to cover their work needs (3D printer, laser cutter, CNC milling machine, etc.).

## FOTOLABS

Fully equipped photo studios for our community to carry out their projects.

## AULALAB

All-day open classroom where students can work in groups or individually. It includes 3D printers, sewing machines, computers and a reprographic machine for printing, photocopying and scanning.

## OFFICE

An area equipped for students to partake in leisure time and rest. The space is set up for relaxation, eating, having a drink or simply chatting with classmates.

## OMNIVOX

A virtual campus that facilitates contact between professors and students through the exchange of materials, the consultation of grades, etc.

## SCHOLARSHIPS AND STUDY GRANTS

Advisory service for the processing of scholarships and grants granted by the Ministry of Education, as well as Scholarships for Academic Excellence awarded by LCI Barcelona to the best students of Higher Arts Education.

## CONTESTS

Information, orientation and guidance service directed at students wishing to present their projects in national and international contests.

## LCI BARCELONA CARD

Official accreditation from the School with which students can access all facilities and services. They can also link to the LCI Barcelona community to enjoy benefits and discounts in different establishments.

## LEFT-LUGGAGE OFFICE

A safe deposit service where students can keep work materials and their personal items.





## COMPANY VISITS

Our School encourages visits to companies in the creative sector so that students get to know the facilities, the technologies used and work processes in the industry first hand. In addition, these visits allow company managers to convey the challenges and projects of the immediate future.



# CAREER SERVICES AND PORTFOLIO PLATFORM

The Career Services Department offers personalised attention in all stages of career guidance and in looking for internships and employment. The aim is to advise the students, accompany them and share knowledge on effective strategies for looking for employment. The Department provides information on how to use the available resources of LCI Barcelona and its network, in proactively managing their professional development.

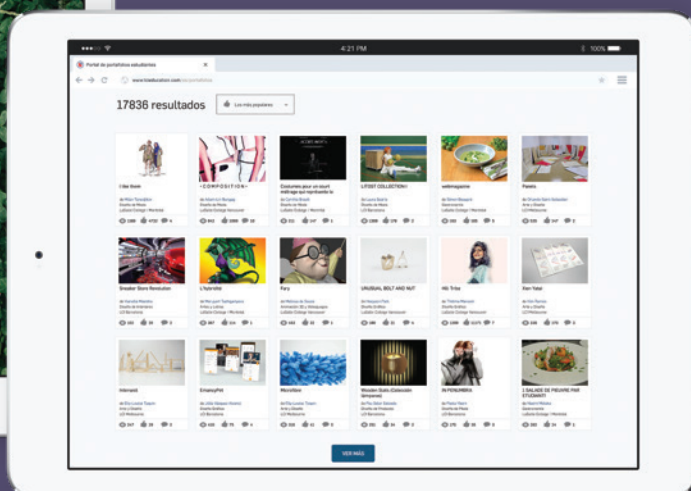
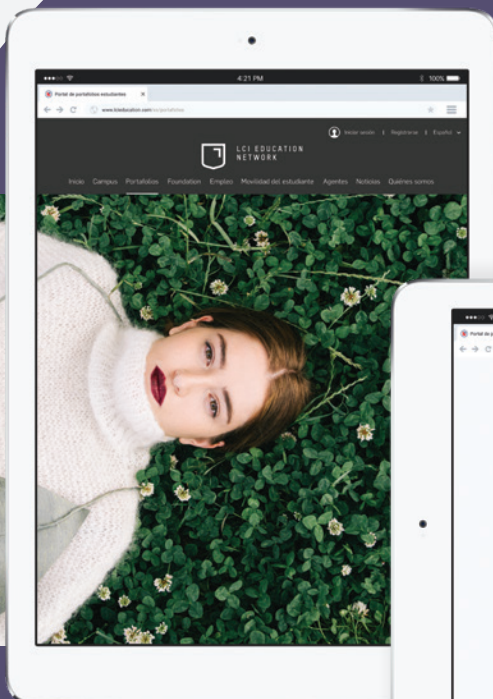
The School has an international employment exchange, thanks to the exclusive technological tool LCI Education Portfolio. It is an online platform which allows students and graduates in the network to publish their portfolios, giving visibility to their projects. It also lets them benefit from the job offers and internships from companies located in countries where the network has a campus and where talent is needed.

The platform means that:

- Up to 20 projects can be published.
- Visitors can be redirected to your LinkedIn page via your profile.
- The user can share the information on different social networks (Facebook, Twitter, etc.).
- The user has exclusive access to the job offers published.

LCI Education rewards the best portfolios, giving them a distinctive label. This means that the selected project has a greater diffusion across social networks, giving the candidate greater visibility and an increased opportunity for businesses in the sector to see his project.

[www.lcieducation.com/en/portfolios](http://www.lcieducation.com/en/portfolios)





# LCI BARCELONA AND COMPANIES

The School is in contact with a wide network of businesses, institutions and partners, spaces for our students to embark on their future professional development. In the last academic year, LCI Barcelona has created almost a hundred new agreements.

## SOME OF OUR MORE THAN 150 PARTNER COMPANIES



## PARTNER INSTITUTIONS



## WE ARE MEMBERS OF



## TECHNOLOGICAL PARTNERS





## FAQ

### **ARE THE BACHELOR'S DEGREES IN DESIGN EQUIVALENT TO UNIVERSITY DEGREES?**

Yes. They fall within the European Higher Education Area and constitute the first cycle or degree required in the EHEA, which provides access to official master's studies. You will be able to apply for government scholarships, do an Erasmus and, upon finishing your studies, your degree will be recognized throughout the European sphere, both academically and professionally.

### **DOES THEY HAVE THE SAME TEACHING STRUCTURE?**

Yes. They entail 4 academic years (240 ECTS). The study plan includes basic subjects, compulsory subjects for each specialty, electives, company internships and a final project.

### **WILL I BE ABLE TO APPLY FOR PUBLIC SCHOLARSHIPS?**

Yes. You can apply for the Ministry of Education scholarships that are convened every year, as well as applying for other national and international grants.

### **WILL I HAVE ACCESS TO THE ERASMUS PROGRAM?**

Yes. LCI Barcelona has had the Erasmus charter since 2007 and has numerous partner universities and schools throughout Europe.

### **WILL I HAVE THE EUROPEAN DIPLOMA SUPPLEMENT WHEN I FINISH MY STUDIES?**

Yes, with the same conditions as university students, as specified in the publication of the Official State Gazette, which establishes the regulations for the Degree in Design, BOE 1614/2009 art. 6.4.

### **WILL I HAVE ACCESS TO AN OFFICIAL MASTER'S DEGREE OR CIVIL SERVANT EXAMINATIONS WITH THE BACHELOR'S DEGREE IN DESIGN?**

Yes. The title will allow you to study an official master's degree and a subsequent doctorate. You can also take part in A1-group competitive examinations.

### **WILL I HAVE ACCESS TO A MASTER'S DEGREE IN THE EUROPEAN HIGHER EDUCATION AREA? WHAT ABOUT A MASTER'S DEGREE IN THE USA OR ANY OTHER COUNTRY OUTSIDE THE EHEA?**

Yes. You can do a master's degree in any country in the European Higher Education Area. In other countries it will depend on current regulations and the access requirements of each institution

# ACCESS ROUTES

Higher Art Education is regulated by Royal Decree 633/2010 of 14 May 2010 (BOE No. 137 - 05.06.2010). To enroll you need to:

- Have a secondary school diploma or equivalent.
- Have passed the university entrance exam for persons over 25 years old.
- Those over 18 years of age who do not have the required qualification will be able to enroll after passing a test accrediting their level of maturity in relation to the objectives of the Baccalaureate.

Likewise, the future student must pass a specific entrance test that will determine if they possess the knowledge, skills and aptitudes necessary to complete the program.

Candidates who already have the following can enroll directly:

- A Bachelor's Degree in Fine Arts (or equivalent degree in Fine Arts).
- An Advanced Technical Degree in Fine Arts and Design.





# SCHOLARSHIPS AND GRANTS

The student can apply throughout their training for scholarships and study grants of a general nature and for mobility offered by the Ministry of Education through the Departament d'Educació. The School provides the necessary documentation, as well as management of the procedure. In addition to these grants, LCI Barcelona awards scholarships for academic excellence.







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Generalitat de Catalunya  
**Departament d'Ensenyament**



LCI EDUCATION  
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