

Vak: Digital Fashion

credits: 5

Vakcode	GTVB26ELDF
Naam	Digital Fashion
Studiejaar	2026-2027
ECTS credits	5
Taal	Engels
Coördinator	M. Hellebrand

Werkvormen	Werkcollege
Toetsen	Digital Fashion - Overige toetsing

Leeruitkomsten

This course has five Programme Learning Outcomes.

LOL B Level 2 - The student can make use of relevant visualization techniques for a complex context.

LOL C Level 2 - The student can construct concepts and relates these to relevant theory and complex context.

LOL C Level 2 - The student compares and selects appropriate technical solutions to satisfy complex problems.

LOL E Level 2 - The student can construct and justify technical solutions informed by relevant concepts and industry requirements.

LOL F Level 2 - The student is aware of the industry network and builds connections with the purpose of obtaining relevant knowledge and defining requirements.

Inhoud

During the fashion elective, you will challenge your creativity by bridging the gap between game technologies and the fashion industries. You will define your industry focus and expectations whether in product design, game apparel, animation, or other fashion-adjacent industries. Throughout the elective, you will develop a small fashion collection presented through digital 3D renders

You will learn fashion industry design and research methods that integrate physical and digital experimentation, enabling you to set and achieve self-defined standards. The final submission will consist of a design book that includes your research, workflow, and completed renders.

Opgenomen in opleiding(en)

Creative Media & Game Technologies
Minor Game Design & Development
CMGT Exchange Minor Game Design & Development 2
CMGT Exchange Minor Game Design & Development

School(s)

Kunst, Ontwerp & Ruimte