# Vak: Digital Fashion level 2 — credits: 5

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| **Vakcode** | GTVB26ELDF2 |
| **Naam** | Digital Fashion level 2 |
| **Studiejaar** | 2026-2027 |
| **ECTS credits** | 5 |
| **Taal** | Engels |
| **Coördinator** | M. Hellebrand |
| **Werkvormen** | Werkcollege |
| **Toetsen** | Digital Fashion level 2 - Overige toetsing |

**Leeruitkomsten**

For this elective level 2 students have to write 5 personal learning outcomes that adapt to their level, development needs and the CMGT competencies. The learning outcomes have to be approved by the lecturer of the course.

**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
CMGT Exchange Minor Game Design & Development 2

**School(s)**

Kunst, Ontwerp & Ruimte

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