WILSON SCHOOL OF DESIGN

BACHELOR OF DESIGN
Fashion & Technology

Program Model

To many, it's a piece of fabric. To you, it's a blank canvas just waiting to be brought to life. Make your mark in the world of fashion with the longest-running four year degree program in Western Canada. The Wilson School of Design's Bachelor of Design, Fashion & Technology program has an international reputation for building tomorrow's fashion leaders. Our unique, industry-focused curriculum gives students the designs skills, business acumen and marketing savvy they need to compete in the global fashion marketplace.

YEAR ONE		YEAR TWO		YEAR THREE		YEAR FOUR	
Fall	**Spring**	**Fall**	**Spring**	**Fall**	**Spring**	**Fall**	**Spring**
Fundamentals of Fashion Design FASN 1100	**Fundamentals of Digital Communication** FASN 1205 *OR* **Introduction to Digital Studio** DESN 1240	**Fashion Design Theory & Process I** FASN 2100	**Fashion Design Theory & Process II** FASN 2201	**Surface Design** FASN 3100	**Manufacturing Methodology** FASN 3121	**Collection: Design Development** FASN 4101	**Professional Promotion** FASN 4211
The Apparel Industry FASN 1116	**Textiles & Technology I** FASN 1215	**Fashion History I** FASN 2116	**Style Production II** FASN 2221	**Apparel Product Development** FASN 3101	**Innovative Apparel Practices** FASN 3220	**Apparel in the Gobal Economy** FASN 4151	**Collection Production** FASN 4221
Fundamentals of Apparel Pattern Drafting and Construction FASN 1125	**Fundamentals of Apparel Production** FASN 1225	**Style Production I** FASN 2121	**CAD Drafting Methodology** FASN 2241	**Advanced Technical Apparel Design & Production** FASN 3110	**Draping Methodology** FASN 3131	**Elective**	**Elective**
Introduction to Professional Communications CMNS 1140	**Fundamentals of Fashion Drawing** FASN 1231	**Textiles and Technology II** FASN 2215	**Fashion History II** FASN 2216 *OR* **Fashion Forecasting** FASN 2115	**Digital Clothing and Avatar Creation for Diverse Body Types** FASN 3111	**Industry Experience** DESN 3630	**Elective**	
	Introduction to Marketing MRKT 1199	**Introduction to University Writing** ENGL 1100		**Elective**	**Elective**		

The 5 electives (15 credits) must include: At least 3 credits from a course outside of FASN at the 3000 level or higher, and at least 3 credits from a course designated as Quantitative. Note: A single elective course may count as both Quantitative and fulfill the 3000-level requirement at the same time.

How to Apply

Admission Requirements:

» English 12 with a min C+ *(or equivalent)*

» Entrance Package *(including portfolio)*

» Interview may be required

Application Dates & Deadlines

» Apply between October 1 and March 1

» For current portfolio submission deadlines visit **kpu.ca/design/fashion/portfolio-requirements**

APPLY ONLINE kpu.ca/apply

Please contact the Future Students' Office for questions about applying to KPU. For additional information regarding Admissions, visit **kpu.ca/admission**. For current course descriptions, visit **kpu.ca/courses**.

10/01/2024

Entrance Package Requirements

The Fashion Design and Technology Program is a selective-entry program. Once you have applied to KPU, you will receive a link to upload the following components onto an online portal:

Sewing Requirements

Document 2 garments that you have sewn by machine as specified below. Both garments should be clean, and pressed. Uploaded images should include: front, back, inside front, inside back, and close-up photos focusing on details.

Garment 1 (Shirt): This garment should be a classic button up shirt featuring:

» 2 piece collar (collar and collar stand)

» Centre front buttons and button hole closure with placket

» Set in sleeves with cuffs and plackets

To meet the requirements for this garment we recommend working with the Cameron Shirt (view A) pattern by Helen's Closet Patterns: **helensclosetpatterns.com/product/cameron-button-up**. Choose a fabric that best shows off your sewing and construction skills.

Garment 2 (Applicant Choice): Share a garment of your choice that you have constructed. This may be a pair of pants, a skirt, jacket, dress, etc. and may contain sewing techniques such as zippers, buttonholes, pockets, linings, working with a difficult fabric, etc. We are looking to gain a sense of your sewing skills.

Design/Art Components

Art/Design Examples: Submit any two pieces of your art or design work. Include a brief description of each piece and a rationale of why you included these two pieces. Examples could be painting, sculpture, jewellery, textile art, photography, knitting, etc.

Sketchbooks: We are looking to see 8-10 current pages from your sketchbooks. Work should show an exploration of (fashion) design concepts, evidence of how frequently you draw, how much you experiment with ideas and materials, and how you develop your ideas.

Sketchbook examples will give us a sense of how you work; content can include drawings, garment ideas, writing, photos, fabric swatches, colour chips, and other items of inspiration. Remember to date all work and show your written thoughts and analysis of your work.

We would prefer to see your experimentation, drawing out of ideas, and reflecting on your concepts rather than seeing skillfully drawn "finished" images. Show us all your sketches, drawings, and "rough" work!

Video Introduction

Applicants must include a short video with their entrance package.

Requirements

» Video must feature and be created by the applicant

» Maximum length - 5 minutes

» Format: video file - maximum 500 mb

Guidelines

» Introduce yourself, tell us a bit about you.

» Why have you chosen to pursue further education in fashion design and technology?

» What is your background interest in fashion and creative pursuits?

» Describe your goals and aspirations for a career in the apparel industry. What would you like to do with a fashion education?

» Why have you decided to apply to the fashion and technology program at the Wilson School of Design at KPU?

» If you aren't from the Vancouver area, why are you hoping to study fashion here?

Résumé/CV

In addition to paid employment, also indicate volunteer and extra-curricular activities. Touch on your current skills, including specific computer applications, handcrafts, fine arts and any prior experience in the apparel industry. Preference will be given to applicants with prior fashion experience, paid or volunteer.

kpu.ca/fashion

⊙ 𝕏 ❙ **WilsonDesignKPU**

Contact Us
Please contact **design@kpu.ca** for program inquiries.