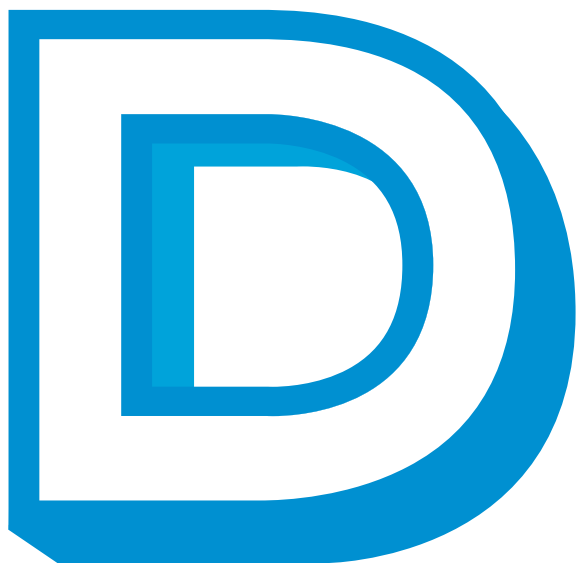


Bachelor's in Design • Bachelor's in Fashion Design •
Master's in Design • PhD in Design



DESIGN



DESIGN

WHAT IS DESIGN?

Design is the conception, creation and development of industrially produced two- and three-dimensional objects. It is an activity that involves designing on a human scale with the aim of resolving human problems associated with objects, systems of objects and systems of objects and services, which may include equipment, communication objects, clothing, environments etc.

DESIGN TRAINING OBJECTIVES

The Design courses aim to train professionals who have the ability to resolve problems associated with material culture and the world of products and services. The training aims to recognise and encourage relationships with other areas of knowledge, without which it would be impossible to find adequate responses to the complexity and specificity of a great number of problems that concern present-day societies. A further training objective is to foster awareness of ethically responsible professional practices that are committed to the well-being of the human population.

WHO IS THIS COURSE DESIGNED FOR?

The degree courses are designed for young people who feel motivated and committed to conceptualising, creating and designing two- and three-dimensional products and services, taking the well-being of the human population and the sustainability of the planet into consideration.



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THE SCHOOL

The Faculty of Architecture (FA) offers courses leading to the award of the Bachelor's, Master's and PhD degrees in Architecture, Urbanism and Design. It also offers non-degree courses which provide further training for professionals who wish to extend their knowledge. This broad training offer makes the FA the largest and most diversified school in the country in its specialist areas, with an intake of approximately 3,000 students. It is also the school with the largest number of foreign students, who come from Europe as well as other continents where the FA has exchange agreements. In addition, it is the oldest school in Portugal, with a history dating back to the 16th. century.

The main feature of this Faculty is the training offered through design studio project work in the 1st and 2nd cycles, in which the knowledge acquired in all subject areas is applied to the design of a broad range of possible objects, from small-scale to territorial. However, the aim of the FA is to train a wider range of professionals to work as consultants, researchers and public sector staff in areas associated with the built environment, culture and industry.

It is, without doubt, these combined objectives which have ensured that over 95% of its graduates find employment within a year of completing their courses.

The FA is currently investing in training professionals who can work in Portuguese society and help increase its potential for innovation, competitiveness and exports. For this reason, special emphasis is placed on the development of final projects and dissertations produced in collaboration with public and private entities, encouraging entrepreneurialism and creating future opportunities for students. Training in the 3rd cycle is directed towards advanced research in the three subject areas of the FA within the framework of the CIAUD, a research centre classified as Excellent by the Portuguese Foundation for Science and Technology. A service provider centre, technology transfer office and business incubator have recently been created. As a modern school which aims to combine tradition and innovation, the FA is a leading institution providing professional training for architects, urban planners and designers, and recognised in the field of specialist interdisciplinary research.

DESIGN AT THE FA

The teaching of design began at the Faculty of Architecture in 1992 with the creation of licentiate first degree courses in Product Design and Fashion Design lasting six years (five academic years + traineeship).

To date, there have been three curriculum restructurings, as part of an ongoing process of adapting to changes in markets and lifestyles and refining certain aspects of the course contents. The changes were made within the framework of the principles of the Bologna process, which envisages a more participatory and flexible form of education, facilitating mobility between Schools and promoting the exchange of knowledge and practices.

Nowadays the curriculum structure for first degree courses in Design is linked to the Master's courses and has been designed to link the training between the two complementary courses, with increasing levels of specialization and depth.

On all the degree courses the Project is seen as the core discipline, drawing on knowledge from other subject areas such as technology, theory and history, management and sociology essential to the correct framing and development of work in the design studio.

The Bachelor's degree in Design provides skills in both product and graphic design, enabling graduates to work as professionals in the field or pursue further studies in any of the three subject areas.

TRAINING IN DESIGN

Bachelor's in Design (3 years)

Bachelor's in Fashion Design (3 years)



Master's in Product Design (2 years)

Master's in Communication Design (2 years)

Master's in Fashion Design (2 years)



PhD in Design (3-5 years)

ACCESS

1 • Students applying via the *Concurso Nacional de Acesso ao Ensino Superior* (National Application Scheme for Admission to Higher Education)

Design Course Code: 0802/9069

Fashion Design Course Code: 0802/9071

Consult the DGES site for information on procedures and number of places:

www.dges.mctes.pt

DGES > Estudantes > Acesso > Concurso Nacional Público

Entry requirements. One of the following combinations:

03 Drawing + 10 Descriptive Geometry

or

10 Descriptive Geometry + 16 Mathematics

or

10 Descriptive Geometry + 12 Art and Cultural History

2 • Students enrolled in higher education courses in Portugal or abroad

Consult the FA site for information on applications for re-entry, transfers and changing courses

www.fa.ulisboa.pt FA > Estudar > Candidaturas

3 • Students holding a Bachelor's degree awarded in Portugal or abroad

Consult the FA site for information on applications for the 2nd cycle and special candidatures (holders of higher or post-secondary courses)

www.fa.ulisboa.pt FA > Estudar > Candidaturas

4 • Students aged over 23

Consult the FA site for information on applications for students aged over 23

www.fa.ulisboa.pt FA > Estudar > Candidaturas

APPLICATIONS AND ENROLMENT

The FA site may be consulted for information on dates and enrolment procedures immediately after the DGES publishes the results of applications.

www.fa.ulisboa.pt FA > Estudar > Candidaturas

FEES

The FA site may be consulted for information on dates and enrolment procedures immediately after the DGES publishes the results of applications.

www.fa.ulisboa.pt FA > Estudar > Propinas



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© ANA BEATRIZ FERNANDES

MATERIAL RESOURCES

The FA offers students a wide range of support facilities for the various stages of academic life including the Library, Audiovisual Centre, reprographics service, 24-hour workshop (a space where students can work on their assignments), Publications Centre, Multimedia Centre, Cartography Lab, IT centre, Fashion Atelier, workshops, Rapid Prototyping Centre, Colour Laboratory, Photography and Image Synthesis Laboratory, 3D Digitalisation Laboratory, Intellectual Property and Knowledge Transfer Office and the FA Incubator.

ACADEMIC INITIATIVES

Various academic initiatives are offered during the Master's course. These include: study visits to companies, museums and exhibitions; conferences and workshops involving professionals and leading Portuguese and foreign teachers; exhibitions of students' work and their presentation in different forums; opportunities for students to attend courses in schools in Europe as part of the Erasmus programme and in Brazilian and other South American schools through protocols established between the institutions in question.

MOBILITY PROTOCOLS

- 99 agreements under the Erasmus programme
- 22 agreements with universities in Latin America
- 1 agreement with a Canadian university
- 2 agreements with universities in Israel
- Involvement of the FA in a European-Japanese exchange network
- Involvement of the FA in an Eastern European exchange network

Through various mobility programmes, the FA offers its students the opportunity to study abroad for one or two semesters. Students may be eligible to study in Europe under the Erasmus programme or in other countries such as Brazil, Argentina, Colombia or Canada via protocols established directly with a number of international universities.

Via the University Central Services, the Faculty of Architecture is a party to the protocol agreed with the Santander Bank which offers mobility support grants for study in Latin America through the Santander Bolsas Luso-Brasileiras and Bolsas Ibero-Americanas programmes. In addition, it is involved

in a European-Japanese exchange network via the AUSMIP programme.

The FA is a partner in two other programmes: the Erasmus Mundus EURMED – Master's Degrees in Urban Studies in Mediterranean Regions, and TEMPO (the Trans-European Mobility Project on Education for Sustainable Development). Students are also eligible to apply to the Erasmus Placement and IAESTE programmes for traineeships in companies and research centres.

PRIZES

1st. cycle

Bachelor's in Design

Bachelor's in Fashion Design

Best Overall Grade:

Professor Daciano da Costa Prize (300€)

2nd. cycle

Master's in Communication Design

Master's in Product Design

Master's in Fashion Design

Best Overall Grade:

Professor Daciano da Costa Prize (300€)

3rd. cycle

PhD in Design (CDD)

Annual award for a minimum of 10 dissertations competed and eligible within one academic year or, if this condition cannot be met, a biennial award for a set of dissertations completed and eligible with a period of two consecutive academic years.

Best Dissertation (highest mark):

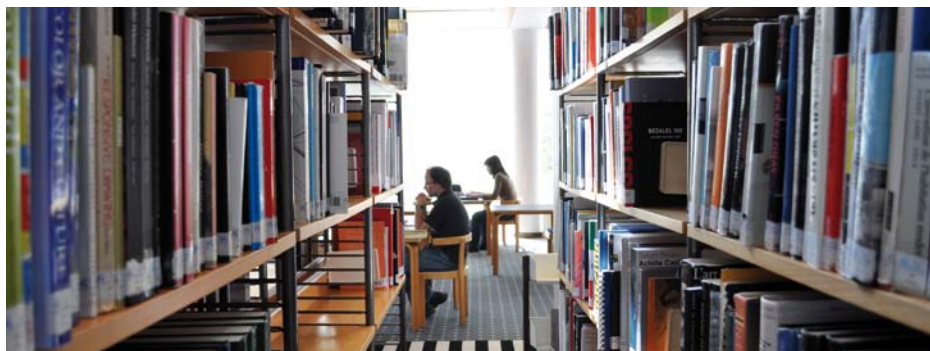
Professor Daciano da Costa Prize (500€)

Consult the FA portal for further information.

www.fa.ulisboa.pt

FA > Estudar > Bolsas de estudo

Bachelor's in Design



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The Bachelor's degree course in Design aims to provide a structured and consistent training based on a study plan which focuses on project work and consists of a set of integrated curricular units, coordinated by groups within the FA subject areas, including technologies, social sciences, drawing and visual communication, history and theory.

The study cycle covers six semesters within which there is a focus on the complementarity of subject areas, curricular units and the contents of the respective course programmes and exercises. The course aims to provide a broad knowledge base essential to the field of design and a "practical culture" appropriate both for further specialist studies in product and services design and communication design, or for working as effective, quality professionals.

Design graduates from the Faculty of Architecture will be design professionals with a mastery of research, representation and communications methods, who use their knowledge and creative imagination to identify and resolve problems involving control of the human environment.

PROFESSIONAL OPPORTUNITIES

Junior designers working in teams to develop products and services in industry, advertising and communication and services companies and in central and regional government organisations.

TEACHING STAFF

The teaching staff on the Bachelor's courses in Design includes professionals with a wide experience of projects, and teachers from other subject areas associated with design training who deliver the specific contents of each curriculum unit from an integrated perspective linked to an overall vision of the degree course and the skills that are to be acquired.

STUDY PLAN →

1st YEAR		
1st semester	HCS	ECTS
Design I	9	12,5
Drawing I	6	7
Descriptive and Conceptual Geometry	3	3,5
History of Contemporary Art	3	3,5
Design Materials	3	3,5
2nd semester		
Design II	9	12,5
Drawing II	6	7
Digital Representation Systems in Design	3	3,5
Anthropology and Design	3	3,5
History of Design	3	3,5
2nd YEAR		
3rd semester		
Design III	9	12,5
Graphic Design I	6	7
Drawing III	3	3,5
Ergonomics	3	3,5
Design Technologies I	3	3,5
4th semester		
Design IV	9	12,5
Graphic Design II	6	7
Drawing IV	3	3,5
Design Theory	3	3,5
Sociology of Communications and Consumption	3	3,5
3rd YEAR		
5th semester		
Design V	9	12,5
Graphic Design III	6	7
Design Technologies II	3	3,5
Parametric Modelling and Digital Prototyping in Design	3	3,5
History of Design in Portugal	3	3,5
6th semester		
Design VI	9	12,5
Graphic Design IV	6	7
Design Technologies III	3	3,5
Design and Innovation Management	3	3,5
Service Design	3	3,5

ECTS European Credit Transfer
System units

HCS Weekly contact hours

Curricular Units



1st year • 1st semester

Design I

This is a project-based curricular unit which aims to provide active training through simulations of problems that represent both real and utopian situations, ranging from simple to complex and from fragment to coherent whole, without the need to reproduce real-life cases. Students learn to think through practice and undertake a life project which advances in increasingly complex stages, in order to accomplish their training in the design process.

Drawing I

Recognising and using drawing based on observation as a rigorous method for analysing and representing objects on a small scale. Understanding drawing and its language, methods and techniques as selective, purposeful visual communication processes.

Descriptive and Conceptual Geometry

Fostering awareness of the of explicit aspects of the relationship between geometry and design, namely the geometric parameters of representation and volumetric-formal structuring; providing students with the knowledge required to execute and control perspective, namely reference points, direction, dimension and position; creating structured reasoning skills, enhancing the value of perspective in the context of the conceptual process

and acknowledging the inherent flexibility of degrees of rigour; categorising, analysing, systematising and applying the morphogenetic principles of plane geometry/patterns.

History of Contemporary Art

Applying the methodology specific to introductory studies in art history; characterising artistic movements within the context of the modern and contemporary age; understanding continuities and ruptures and identifying short and long-term artistic cycles; relating design to the visual arts.

Design Materials

This course aims to provide students with a basic knowledge of materials, with a particular emphasis on wood and metals, in order to develop an up-to-date knowledge of the increasing number of materials which are available, as well as the role of materials and manufacturing in product design. This will involve practical exercises carried out in workshops, which offer students direct contact with materials, using examples that enable them to experiment with different tools, machines and shaping operations.

1st year • 2nd semester

Design II

This curricular unit follows on from Design I. Students are expected to: develop their creative skills by exploring the processes of reasoning through project work and the use of geometric rules; experiment with shape syntax through the practical design of matrixes and grids for two-and three-dimensional work; master the concept of the syntactic aspects of sign, surface and object, as well as the concepts of model and type. The pedagogical perspective is based on the interaction between the human environment and the design process.

Drawing II

Developing the skills of observation, critical analysis and creative imagination. Developing graphic representation based on observation as a method of analysis, and plastic techniques for recording and expressing the human figure and objects to the scale of the human body.

Digital Representation Systems in Design

Presenting the Internet as an undifferentiated network; URL composition; mastering representations of projects based on vector graphics: production and printing of representations using graphic differentiation; publishing digital images using bitmaps; mastering publication of on-line images.

Anthropology and Design

Providing an understanding, from an anthropological perspective, of the main theoretical and methodological proposals for analysing socio-cultural phenomena and their links to the practice and process of design. Stimulating the capacity to problematise, discuss and debate topics of particular relevance to pluri- and multicultural societies, in order to enable students to improve and adapt their solutions. Providing critical and creative access to the culture of objects which students can incorporate into the design process.

History of Design

Understanding the history of design: recognising its importance in terms of informed practice; understanding key movements and themes; contextualizing design in Portugal.

2nd year • 3rd semester

Design III

Through project work, this course adopts a thematic approach to real-world cases of human needs in different habitable environments, with a significant emphasis on the material aspects of disciplines associated with the project. The semester focuses on the current social and economic context in terms of equipment for housing, identifying and highlighting the technical-productive factors involved in traditional industries.

Graphic Design I

The aim of this curricular unit is to familiarise students with the basic concepts and techniques of graphic design. In addition to project work and training exercises, students will gradually be introduced to the use of a vector graphics programme suitable for problem-solving.

Drawing III

Exploring the graphic and expressive potential of different materials and specific techniques applied to interpretation and transformation exercises through the practice of drawing – simulation, illustration, visualisation and sketching – with the aim of developing an individual graphic vocabulary.

Ergonomics

This curricular unit is fundamental to the training of designers, introducing students to the field of ergonomics and its importance in design. It aims to develop an awareness of ergonomics through the acquisition of knowledge fundamental to design, providing students with experience of various situations in which ergonomics plays a central role and seeking to achieve a marked improvement in objects and environments.

Design Technologies I

This curricular unit will extend students' knowledge of materials and the role of materials and their transformation in product design, with a particular emphasis on the way in which the materiality of an object (what it is made from and how it is made) may be manipulated to create a product. It will include some notions of applied statics relating to the strength of everyday objects.

2nd year • 4th semester

Design IV

The aim of this curricular unit is for students to acquire, process and apply increasingly complex information in an ongoing effort to achieve a synthesis of the subjects involved in the design process at each level, with a view to achieving a critical perspective and an overall training that will enable them to work professionally on different scales in the near future.

Graphic Design II

This curricular unit aims to develop projects of a professional nature that demand high-level results, both in terms of conceptualisation and execution. Rigorous technical specifications and scale models will be required. Through project work and training exercises, students will continue to learn to use the appropriate computer program for problem-solving in graphic design.

Drawing IV

Fieldwork – based on urban space and the interior and exterior built environment, equipment, exhibitions and events – using drawing as a tool for the visual collection and analysis of study options and themes, which may refer to form, culture, objects or other options, as defined by the student. Development of graphic skills in the studio, based on work executed on-site.

Design Theory

Recognising the importance and applicability of theory in reflective practice; applying fundamental concepts; developing verbal and written communication skills; understanding how to construct a theoretical approach to designing.

Sociology of Communications and Consumption

This course aims, on the one hand, to introduce students to a sociological approach to the main socio-economic changes in consumption and lifestyles and also to discuss communications as a socio-cultural phenomenon, highlighting the links between communication processes and public space and the effects of communication on design practices. One of the main objectives will be to provide theoretical and methodological tools to enable students to interpret a range of socio-cultural situations and apply this knowledge to problem-solving in research and design.

3rd year • 5th semester

Design V

This course aims to introduce increasing demands into project work by deepening the theoretical design matrix and training in methodologies and design techniques that form the material and intellectual base acquired in previous years. It is directed towards professional work and addresses the socio-cultural training of designers, adjusted to the characteristics of a constantly evolving employment market, particularly in the field of products and equipment systems for architecture.

Graphic Design III

The main objective of this curricular unit is to link the concepts and knowledge acquired in Graphic Design I and II to integrated projects, preferably and whenever possible, in conjunction with the Design V curricular unit. In addition to providing support in terms of theory, project work and training exercises, students will continue to receive support in the use of appropriate computer programmes.

Design Technologies II

Students will extend their knowledge of materials, focussing on the properties of polymers, rubber, elastomers and various types of composites, as well as shaped, moulded and standard textures, standard sheet metal models, paints and varnishes. Sustainable design and ecodesign will be studied, including non-toxic, sustainably produced or recycled materials with a low environmental impact, or those which require less energy to manufacture.

Parametric Modelling and Digital Prototyping in Design

Specifying, systematising and exemplifying the application of geometric paradigms in spatial-formal morphogenesis associated with design; providing students with an analytical-comprehensive theory base organised from a geometric-conceptual perspective to enhance and optimise conceptual work on parameterisation and digital manufacturing; developing geometric-visual reasoning skills applied to design, combined within the broad concept of fine regulating lines; introducing, encouraging and enhancing the use of parameterisation and prototyping for digital models, as applied to design.

History of Design in Portugal

A synchronic and diachronic approach to design in Portugal, addressing the links between art, crafts, manufacturing, decorative arts, architecture and design: from the pre-standardisation period of the naval and construction industries to postmodernist cosmopolitanism: authors, industries, works and publics.

3rd year • 6th semester

Design VI

In this course students will focus on furniture systems for the city. A critical approach will be adopted towards the city, the urban environment and landscape and their relationship to urban furniture systems and elements of living space. All projects will explore concrete technical-design objectives, whilst maintaining a critical attitude to the proposed problem, drawing on contributions from theoretical subjects.

Graphic Design IV

This course continues to develop the content established in Graphic Design III. One concern is to combine the content, preferably and whenever possible, with the Design VI curricular unit. In addition to support in terms of theory, project work and training exercises, students will continue to receive support in the use of appropriate computer programmes.

Design Technologies III

The aim of this course is to make students aware of the problems they may face in designing three-dimensional objects on the scale of a shelter or small exhibition room. It covers notions of resistance in materials applicable to design, including: tension and distortion; the mechanical properties of materials; load bearing in axial bars; traction and compression; sheer stress; axial torsion; bending in beams; elastic curve; buckling; stress and strain points; applications in modelling technological objects; light structures.

Design and Innovation Management

Discussing the functions of design management in organisational structures on three levels: i) strategic; ii) tactical; iii) operational; understanding the role of innovation in more active company management; discussing the concept of innovation in terms of product, process and business model. These issues will be approached through the use of strategic business management tools.

Service Design

This is a key curricular unit in designer training which aims to introduce students to best practices, providing the fundamental principles for the implementation of services in companies from a new design perspective. Business services models, network ecosystems, software systems and sustainable ITC innovations are leading to new post-industrial economies and the increasing need to provide added value through network solutions based on innovative business models and platforms. ●

STUDENT PROJECTS

- 1 Drawing • Joana Jesus, 2nd year
- 2 Drawing class I • Isabel Alves, 1st year
- 3 Digital model • Damien Gaspar, 3rd year
- 4-5 Book mock-up • João Casaca, 3rd year
- 6 Prototype urban equipment • Andriy Yasynetsky, Damien Gaspar, 3rd year
- 7 Prototypes • Rui Tomás, 2nd year
- 8 Book cover • Joana Jesus, 3rd year



1



2



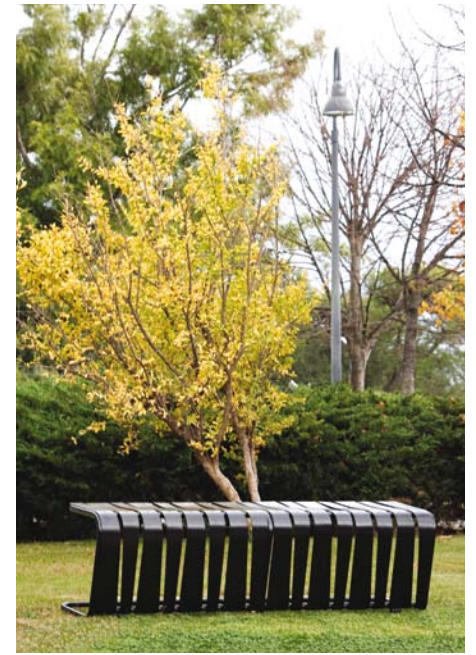
3



4



5



6



8



7

TESTIMONIALS

Although I have never worked professionally as a product designer due to a growing interest in interactive and multimedia digital design, my degree course at the UTL Faculty of Architecture was essential to developing my skills. The five-year study programme provided me with endless knowledge, experience and tools which still support my way of thinking, conceptualising and implementing solutions today.

Manuel Lima

Bachelor's in Architectural Design, FA, 1996-2002

Senior UX Design Lead at Microsoft and founder of the site

VisualComplexity.com: A visual exploration on mapping complex networks.



Looking back at my training on the Design course at the FA, I realise that I received an excellent education that clearly broadened my horizons and was not restricted to dogma. There was an important focus on technical training, combined with a broad view of the aims of project work, and this produced some great professionals, right from the outset.

Henrique Ralheta www.henriqueralheta.com

Bachelor's in Architectural Design, FA, 1993-1999

Creative director of equipment and environments at Brandia Central



In the end the important thing is to make the best of your path... learn from mistakes and from the people involved in your life... so that you can go further! Nowadays, I can say that my experience and course(s) at the Faculty of Architecture were some of the most decisive moments in my professional and personal life which, due to the multidisciplinary approach, made me a better person and designer. (...) I take a pride in looking back at the important references that helped me get to where I am today.

Pedro Gomes www.pedrogomesdesign.com

Bachelor's in Design, FA, 2005-2010

Founder of the Pedro Gomes Design Studio



I believe that the Faculty's main asset is its teachers, who serve as professional role models and are the pillars of our ongoing learning and professional careers. In this stimulating and challenging environment I developed skills that were recognised in my international traineeship.

Manuel Damião Ferreira mdamiao.designmanagement@gmail.com

Bachelor's in Design, FA, 2004-2009

Master's in Product Design, FA, 2009-2010

Working for Almadesign

MERCHANDISING AND BOOK. EXHIBITION IN ETHNOGRAPHIC MUSEUM.

With the Indians of the Upper Xingu.

People and items from Amazonia.

Master's in Communication Design, 2013

Mariana Gonçalves, detail from book



Bachelor's in Fashion Design



The first cycle of studies in Fashion Design is characterised by a pragmatic approach to a broad spectrum of theoretical and practical content that aims to respond to current challenges and needs in the various professional areas related to the fashion industry.

During this three-year course, the interdisciplinary nature of the programme contents is supported by “umbrella” concepts – namely identity, function and materialisation – which combine to develop the following skills:

- an understanding of the historical, cultural and economic contexts of fashion and their possible interconnection;
- establishing connections between the theory and practice of fashion design;
- the application of methodologies/pragmatic project planning strategies;
- consolidation of a personal vision of the world of fashion through the creation of concepts and their materialisation in the form of clothing, accessories, costumes and styling;
- individual/team interrelational and work organisation skills; the capacity to create and communicate marketing strategies.

PROFESSIONAL OPPORTUNITIES

Junior fashion designers eligible to work in teams to develop fashion products and clothing in industry, companies in the sector and fashion media.

TEACHING STAFF

The teaching staff on the Bachelor's degree course in Fashion Design includes professionals with a wide range of project experience, and teachers from other subject areas associated with the course who deliver the specific contents of each curriculum unit from an integrated perspective linked to an overall vision of the course and the skills that are to be acquired.

COURSE PLAN

The structured and consistent training on the Fashion Design course is based on a study plan that provides a coherent and integrated set of curricular units coordinated by groups in the subject areas within the Faculty of Architecture which offers a wide range of knowledge in the specific area of fashion design and a “practical culture” appropriate for future work as effective, quality professionals.

1st YEAR

1st semester	HCS	ECTS
Fashion Design I	9	12,5
Drawing I	6	7
Digital Representation Systems in FD	3	3,5
History of Contemporary Art	3	3,5
History of Fashion	3	3,5
2nd semester		
Fashion Design II	9	12,5
Drawing II	6	7
Fashion Theory	3	3,5
Fashion Illustration	3	3,5
Fashion Materials I	3	3,5

2nd YEAR

3rd semester		
Fashion Design III	9	12,5
Drawing III	3	3,5
Ergonomics	3	3,5
Fashion Workshop I	3	3,5
Techniques for Stimulating Productive Thinking	3	3,5
Fashion Materials II	3	3,5
4th semester		
Fashion Design IV	9	12,5
Drawing IV	3	3,5
Anthropology of Contemporary Worlds	3	3,5
Accessories Design	3	3,5
2D Pattern Design I	3	3,5
Fashion Workshop II	3	3,5

3rd YEAR

5th semester		
Fashion Design V	9	12,5
Parametric Modelling and Digital Prototyping in Fashion Design	3	3,5
Fashion and Society	3	3,5
2D Pattern Design II	3	3,5
Fashion Production Systems	3	3,5
Fashion Workshop III	3	3,5
6th semester		
Fashion Design VI	9	12,5
Costume Design	3	3,5
Fashion Marketing	3	3,5
Fashion Design Publishing	3	3,5
3D Pattern Design	3	3,5
Fashion Workshop IV	3	3,5

ECTS European Credit Transfer System units

HCS Weekly contact hours

Curricular Units



1st year • 1st semester

Fashion Design I

An introduction to the practice of fashion design. Acquisition of a wide-ranging visual culture and a broad fashion vocabulary; identifying the fashion capitals of the world and fashion cycles, and characterising the industry sectors (haute couture, ready-to-wear, High Street, etc.).

Drawing I

Recognising and using drawing based on observation as a rigorous method for analysing and representing objects on a small scale. Understanding drawing and its language, methods and techniques as selective, purposeful visual communication processes.

Digital Representation in Fashion Design

Presenting the Internet as an undifferentiated network; URL composition; mastering representations of projects based on vector graphics: production and printing of representations using graphic differentiation; publishing digital images using bit-maps; mastering publication of on-line images.

History of Contemporary Art

Applying the methodology specific to introductory studies of art history; characterising artistic movements within the context of the modern and contemporary age; understanding continuities and ruptures and identifying short and long-term artistic cycles; relating design to the visual arts.

History of Fashion

Understanding the history of clothing and fashion; understanding movements and terms of reference; a critical approach to contemporary trends.

1st year • 2nd semester

Fashion Design II

Identifying target markets and the conditions which determine them. Stimulating absorption of information which enables major changes in tastes and future market demands to be perceived intuitively and experimenting with translating them into fashion projects.

Drawing II

Developing the skills of observation, critical analysis and creative imagination. Developing graphic representation based on observation as a method of analysis, and plastic techniques for registering and expressing the human figure and objects on the scale of the human body.

Fashion Theory

Understanding the phenomenon of fashion and dress; acquiring pure and applied research skills.

Fashion Illustration

Exploring graphic techniques and means of communicating ideas and proposals through fashion

illustration, involving both drawing and traditional processes as well as digital manipulation. Working critically, using observation, research and expression to develop an individual visual vocabulary within the field of fashion illustration.

Fashion Materials I

This subject serves to support and provide a theoretical basis for concepts linked to the materials which feature in students' practical projects produced during the Fashion Design course. It aims to study basic concepts of textiles, classifying the different types of fibres according to characteristics and properties and providing a notion of basic textile structures (taffeta, serge and satin), the different structures and their commercial names, as well as the weaving technologies associated with the production of these projects.

2nd year • 3rd semester

Fashion Design III

Bringing flexibility to project design through different creative processes (collages, mind maps and mood boards). Developing conceptual projects based on cross-referencing. Organising individual and group collections exploring the concept of usability: form/function.

Drawing III

Exploring the graphic and expressive potential of different materials and techniques applied to design interpretation and transformation exercises – simulation, illustration, visualisation and sketching – with the aim of developing an individual graphic vocabulary.

Ergonomics

Developing an awareness of ergonomics through the acquisition of knowledge fundamental to task of planning, providing students with experience of various situations in which ergonomics plays a central role and in order to optimise fashion projects.

Fashion Workshop I

Developing the knowledge that will enable students to plan and stitch basic items of clothing. Initially focussing on learning to use the sewing machine, followed by dressmaking and manufacturing items to be applied to items of clothing.

Techniques for Stimulating Productive Thinking
Understanding and experimenting with various pragmatic approaches designed to boost links between the various forms of thinking about projects.

Fashion Materials II

This curricular unit aims to extend the study of textile materials and the technologies associated with them. It includes: the study of colours and the main colorimetric systems applied to textiles; dyeing technology, notions and applied processes; print technology, principles and applied processes; introduction to the study of finishings and textile treatments; applications; non-conventional textile surfaces.

2nd year • 4th semester

Fashion Design IV

Understanding and experimenting with the fundamental elements and principles of design. Organising individual and group collections based on an exploration of line, silhouette, texture, colour and chromatic combinations. Exploring drawings of items of clothing in various styles and typologies

Drawing IV

Fieldwork – based on urban space and the interior and exterior built environment, equipment, exhibitions and events – using drawing as a tool for the visual collection and analysis of study options and themes, which may refer to form, culture, objects or other options defined by the student. Development of graphic skills in the studio, based on work executed on-site.

Anthropology of Cotemporary Worlds

Contextualisation of the emergence of anthropology within the social sciences and a brief outline of the history of the subject. Common areas and differences between anthropology and other social sciences. Fieldwork as the main tool of anthropology. Analysis of three key concepts: culture, alterity and identity. An anthropological “look” at certain features which characterise our age: the media, political ritual, the body, spectacle etc.

Accessories Design

Introduction to the design of lines of shoes, bags, scarves, hats, jewellery, glasses, etc., taking into account their specific features, as well as current

trends and the different types of market and respective targets. Exploring this area through rapid prototyping of conceptualised accessories.

2D Pattern Design I

Exploring the two-dimensional system for producing patterns for clothing in fabric and knitwear, with a focus on the lower part of the female body. Developing patterns for skirts and trousers by manipulating basic patterns constructed for these two types of clothing. Observing the drape, volume, proportion and style of prototypes on dummies and live models.

Fashion Workshop II

Continuing training in cutting and stitching basic items of clothing, including assembling and making one complete garment. The course aims to enable students to develop sufficient techniques to allow them to plan and execute the different construction phases, as well as the different types of finishings.

2nd year • 5th semester

Fashion Design V

Consolidation of the creative methodologies required to produce design projects of different kinds following a conceptual logic of *Think It + Draw It + Do It*. Individual and group projects will be assessed internally and externally.

Parametric Modelling and Digital Prototyping in Fashion Design

This course aims to provide students with the skills required to produce photoreal simulations of coordinates, with the aid of algorithmic applications and knowledge, either by image manipulation or three-dimensional modelling. Students will also acquire parameterisation and prototyping skills for vector models and 2D and 3D raster maps which will enable them to print onto fabrics in actual sizes from their own patterns or design on fabrics using laser, with highlighting. In addition, they will learn how to produce small 3D models directly from their digital 3D models. There is a focus on customising skills for projects coordinated to the body of the models who will wear them, via 3D model digitalisation.

Fashion and Society

This course aims to offer an outline of certain aspects which characterise contemporary society, and Portuguese society in particular. The relationship between fashion and society will be analysed on the basis of two movements which inspire fashion: legacy and variation (Georges Simmel). Taking everyday life as a starting point, it aims to show the importance of fashion in contemporary society from the basis of the “social roles” played by each individual, the social class they belong to and the interplay between “appearance” and “reality” which constitute life in society.

2D Pattern Design II

Extending the two-dimensional system to producing patterns for clothing in fabrics and knitwear with a focus on the upper part of the female body. Developing patterns for tops and dresses by manipulating basic torso and sleeve patterns. Observing the drape, volume, proportion and style of prototypes on dummies and live models.

Fashion Production Systems

Linking planning, organisation and production in a series production system. Learning to classify each type of production system. Understanding and knowing how to define the tasks to be carried out by each department in a series production system. Executing a project, such as the manufacture of a garment, using a series production system.

Fashion Workshop III

Learning the assembly and stitching operations required to produce a basic blouse. Experimenting with finishings, components or even prototypes for the project. Previously acquired knowledge should therefore be applied and consolidated, in order to develop future models.

3rd year • 6th semester

Fashion Design VI

In order to complete the project work in the first design study cycle, the main objective of this curricular unit is to stimulate individual creativity in order to enrich the development of a unique designer project which will explore all the knowledge acquired throughout the degree course. The project will be physically produced and presented internally and publically.

Costume Design

Understanding and experimenting in an alternative professional field. Developing creative, practical and productive skills in the area of costume design and applying previously acquired knowledge to various performance genres and types of productions.

Fashion Marketing

The aim of the fashion marketing course is to immerse students in the “fashion business”, combining design and business aspects with a solid understanding of the notion of fashion. This is achieved by exploring the fashion industry cycle, from product development to the consumer, investigating the relationship between design, consumer and market trends, and the tools used to create a market strategy. The approach focuses on case studies and exercises that recreate strategies of excellence.

Fashion Design Publishing

Consolidating the skills required for organising portfolios which enable students to professionally express all the knowledge they have acquired in relation to the design of clothing and accessories, ranging from the creation of mood boards, collection alignment, illustrations of coordinates, drawings of items, chromatic and materials palettes, to styling.

3D Pattern Design

Introducing the basic principles of draping in garments. Extending technical skills through the direct manipulation of toile on a static model. Developing items with basic silhouettes and observing drape, volume and proportion.

Fashion Workshop IV

Providing a practical foundation for the final projects designed by students on the Fashion Design degree course. Initially involves learning to manufacture a woman's jacket, providing students with notions of different types of finishings and materials used in jackets, such as interfacings, padding, braiding, tape, etc. , followed by developing students' work, using the appropriate techniques and methodologies for the structure and type of items produced. ●

1-2 *Rothko* • João Caldas, 2nd year
3-4 *Do it yourself* • Carlota Ferrão, 1st year
5 *Knitwear* • Teresa Carvalheira, 3rd year
6 *Puzzle* • Maria Firmino, 3rd year

3-4 Do it yourself • Carlota Ferrão, 1st year

5 Knitwear • Teresa Carvalheira, 3rd year

6 Puzzle • Maria Firmino, 3rd year



TESTIMONIALS

The Bachelor's degree in Fashion Design provided me with various tools, in educational terms, and the opportunity to experiment with certain specific approaches on a creative level in the projects I was able to work on. I can say that some of the teachers on the degree course were particularly important to my professional development and remain mentors and individuals whose opinion is still very important and useful to me in all the projects in which I am involved.

Ana G. Sousa

Bachelor's in Fashion Design, FA, 2008

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The training we received at the FA gave us the knowledge we needed to create and develop "Travellers", in addition to helping us to understand the various stages involved in producing a collection. We design and produce each item and also manage the brand financially. The fact that we are different designers gives us a more comprehensive view of the current market demand.

Ana Lebasi, Badjinca Carvalho and Catarina Soares

facebook.com/travellers.design

Bachelor's in Fashion Design, FA, 2012

•

The Faculty not only taught me the basics and the necessary rigour required in this industry but also made me confront many of the adversities inherent to working in design. Moreover, it supported and guided me towards the many career paths that exist.

Fernando Domingues (O Simone)

facebook.com/osimone.contact

Bachelor's in Fashion Design, FA, 2012

DEMO 2013

MUDE - DESIGN AND FASHION MUSEUM

Presentation of student collections
from the FA Master's in Fashion Design.

Renata Bernardo, Knitwear Baboon





© RITA LOPES

Master's in Design

The FA Master's courses in Design follow on from the various forms of training areas offered in the first study cycle. Professional opportunities include design work, research and teaching, in close collaboration with institutions and the economic fabric.



Orion Vehicle: integrated mobility project • Ana Luísa Silva, Ariana Rupp, Sofia Malato, 2013

MASTER'S IN PRODUCT DESIGN

The objective of the Master's course in Product Design is to enable students to acquire knowledge and analytical, reflective, problemising and critical skills extended "broadband-style" within a broad, multipurpose framework that addresses current needs and expectations in the professional fields associated with this area of knowledge. It aims to develop and deepen the training of professionals capable of working in the various different fields of product design – design projects, education, theoretical research and cultural events.

In the search for innovation and excellence, it draws together the concepts of global and strategic design and recognises the importance of branding which characterises, distinguishes and presents successful products and services. In the post-industrial age, the scope of design (in its broadest sense and assuming globalisation as a given) is that of humanising the framework for social life, without threatening biodiversity or the well-being of future generations. Rather than knowing what to design or how to achieve this, designers should aim to know for whom, with whom, for what purpose and/or why they do so.

Daytime timetable ☀

Official duration:

2 years

4 semesters

34 weeks of classes per year

120 ECTS credits

For updated information, consult the FA site:

www.fa.ulisboa.pt

FA > Estudar > Cursos > Mestrados



Merchandising products for exhibition • Mariana Gonçalves, 2013

MASTER'S IN COMMUNICATION DESIGN

The Master's course in Communication Design aims to develop and extend the training of professionals equipped to work in the specialist area of Communication Design in the fields of design, education, research and cultural events who can respond to current needs. In the ongoing search for quality and excellence, interactive design is encouraged, within a vision of global design which is inclusive and socially responsible.

Skills to be acquired:

- Various scales and dimensions of advanced design skills (conceptual, cultural, social, technological, production, organisational);
- technological skills in the area of pre-printing and digital final artwork;
- research skills orientated towards the development of a Master's dissertation (theoretical, theoretical-practical or practical);
- coordination skills for disciplinary and interdisciplinary teams.

Daytime timetable ☀

Official duration:

2 years

4 semesters

34 weeks of classes per year

120 ECTS credits

For updated information, consult the FA site:

www.fa.ulisboa.pt

FA > Estudar > Cursos > Mestrados



Two, Menswear collection (Portugal Fashion, Espaço Bloom) • Iuri Coelho, 2011

MASTER'S IN FASHION DESIGN

The Master's course in Fashion Design aims to develop a personal vision of the world of fashion by consolidating knowledge and project skills, paying attention to emerging needs in the field of fashion design. As a continuation of the objectives of the first fashion design study cycle, it aims to develop and extend the training of professionals equipped to work in various fields, including design project planning, concept creation, forecasting, draping, communication strategies, etc.

The most important fashion and design themes covered in the Master's course are: concepts and trends; design; draping; textile studies; surface and texture drawing; development of collections; updating products, designs and visualisations. Professional products explored during the course may include separates, coordinates, individual and group collections, accessories design, portfolios of research and sources of inspiration, illustrations, photo sessions and presentation of concepts.

Daytime timetable ☀

Official duration:

2 years

4 semesters

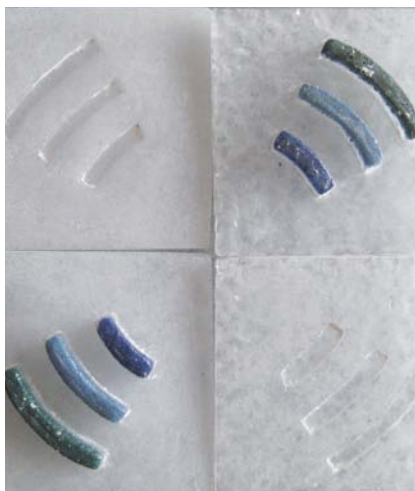
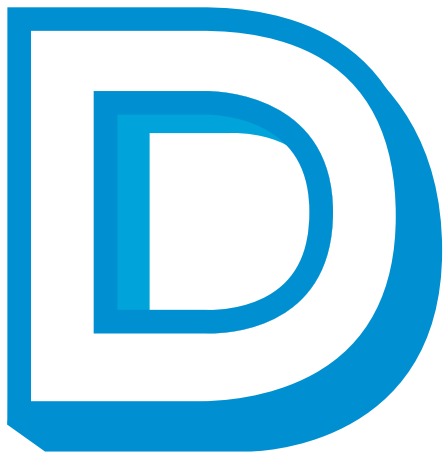
34 weeks of classes per year

120 ECTS credits

For updated information, consult the FA site:

www.fa.ulisboa.pt

FA > Estudar > Cursos > Mestrados



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PhD in Design

PHD COURSE IN DESIGN (CDD)

The study cycle leading to the award of the PhD includes the following:

- completion of the PhD course, composed of various curricular units, in accordance with the course study plan;
- the preparation of an original thesis produced especially for this purpose, which is appropriate to the field of knowledge or specialist area in question and contributes towards extending the boundaries of current knowledge.

It aims to foster a multidisciplinary relationship between the three courses, both in terms of the common obligatory and the optional curricular units.

The taught component includes two obligatory curricular units and two options. After completing the curricular component, students may request a diploma for advanced studies in the area of specialisation in which they are enrolled. They may also apply for an Academic Assessment Test by submitting a thesis proposal which, if approved, will give them access to the research component of the course.

COURSE OBJECTIVES

In an ongoing search for excellence, the PhD course in Design aims to develop advanced skills in the area of design, namely in the conception, implementation, realisation, management and assessment of policies and projects in this field, in addition to preparing researchers equipped with the skills to undertake autonomous research work in the field of design. It promotes a research culture for design project planning within the major lines of research of the course, namely product design, communication design and fashion design.

Graduates of the PhD course in Design are eligible to work as teachers in higher education, supervise Master's and PhD students, and coordinate or work in research teams. They may also work in business, industry or services as coordinators in specialist areas.



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APPLICATIONS

Applications should be submitted using the appropriate form (which can be downloaded from the FA portal), which contains information on the obligatory and optional documents required for the enrolment procedure. Documents should be submitted to the Postgraduate Office after paying the enrolment fee at the FAUD Treasury.

TUTOR / SUPERVISOR

Applicants may state a preference for a particular Tutor during the admission process or may opt for a Tutor appointed by the Academic Committee for the course in the first year. At the end of this period, in order to be eligible for the Academic Assessment Test (*Prova de Aferição Científica – PAC*), students will have to name a supervisor and coordinator (if applicable).

3rd cycle Office
Cláudia Barros, Marta Marques, Cláudio Ribeiro
Tel: +351 21 361 5818 / 21 361 5082
sec_prograduacao@fa.ulisboa.pt
cd_design@fa.ulisboa.pt

OFFICIAL DURATION

3 years
6 semesters
14 Weeks of classes per year
180 ECTS credits

TIMETABLE

Classes will take place on Fridays between 9am – 1pm and 2pm – 8pm.



Address

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Fax +351 213 625 138
geral@fa.ulisboa.pt
www.fa.ulisboa.pt

GPS coordinates

38 42.778N
9 11.688W

Transport

Bus 723 • 729 • 742 • 760

Undergraduate Office (1st and 2nd cycles)

Building 2 / Opening hours
Mon, Wed, Fri • 9h30 - 12h30
Tues • 13h30 - 16h30
Thurs • 13h30 - 16h30 / 17h - 19h
sec_graduacao@fa.ulisboa.pt
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Tel. +351 213 615 027

Postgraduate Office (3rd Cycle)

Building 5 / Opening hours
Mon, Wed • 9h30 - 12h30
Tues, Thurs • 13h30 - 16h30
Fri • 9h30 - 12h30 / 13h30 - 16h30
Enrolments
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Bachelor's in Design

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Bachelor's in Fashion Design

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PhD in Design

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STUDIES IN DESIGN

1ST CYCLE • Bachelor's in Design •
Bachelor's in Fashion Design

2nd CYCLE • Master's in Product Design •
Master's in Communication Design •
Master's in Fashion Design

3rd CYCLE • PhD in Design

CONTINUING EDUCATION

Short courses, specialist courses
and advanced studies

