Faculty of Design and Art

ODD SEMESTER		
No	**Subjects**	**Competency**
1	Fashion Fabrics Design	• Understand the theories and the principal of fabrics material • Understand the stages of preparation in designing fashion products and are able to apply them in the design process. • Understand how to draw and read patterns • Able to read the picture • Able to create patterns • Understand the procedure of applying the pattern in the material • Understand the procedure of cutting the cloth • Able to apply the pattern on the material • Able to cut the patterned fabric • Understand the elements of the clothing • Able to add the design of the element to the design • Understand the types of stitches • Able to determine the type of stitches in the design • Understand manual sewing techniques • Able to sew manually • Understand sewing techniques using sewing machines • Able to sew by using sewing machines • Able to sew by using sewing machines • Able to maximize the use of existing features in the sewing machine • Understand the technique for fitting • Able to do fitting • Able to evaluate the design and production process • Understand the finishing techniques for fashion design with fabrics material • Able to apply the finishing process to their design work • Understand the drapping technique and are able to apply simple drapping techniques to the design objects • Able to develop drapping techniques on dessain works • Able to apply the finishing process to their design work • Able to present their design process • Able to comment on other designs
2	Fashion metal and wood design	• Able to understand the principle of processing wood and metal material for fashion accessory design • Understand the type and character of wood material for fashion industry • Able to understand the wood material processing techniques for the fashion industry • Able to create moodboard and design the fashion industry product with wood material • Able to make wood material processing for fashion industry products • Able to apply etching and caking technique to wood material for

		fashion industry product • Able to assemble and refine wooden design work for fashion industry products • Understand the type and character of wood material for fashion insudtry • Able to understand the metal material processing techniques for the fashion industry • Able to create moodboard and design the fashion industry product with Metal material • Able to apply thread press technique to metal material for fashion industry product • Able to apply etching techniques on metal materials for fashion industry products • Able to apply the press engraving technique on metal material for fashion industry product • Able to assemble and refine metal design work for fashion industry
3	Drawing Shape	• Able to know the basic drawing techniques • Able to explain the role of ergonomics in supporting the function of space in the media images • Able to use the image media properly • Able to practice interior design presentation techniques
4	Fashion Illustration	• Able to understand the nature and function of fashion illustration in the development of contemporary design • Able to apply ideal models and anatomical details to fashion illustrations • Have skills in applying staining and styling techniques in the form of fashion illustrations • Able to develop personal style (personal style) in the form of fashion illustration • Able to apply the form of manual and digital manufacture as supporting a fashion design concept
5	Decorative Interior Design	• Able to accommodate the customer desire • Able to give style to a room that has been formed, without changing the existing structure • Able to provide details on the room and supporting accessories • Able to understand design styles, color theories globally and can create themes in space • Able to utilize the science of interior decoration to be applied to the event deoration (party events) • Able to understand the electrical mechanical layout that can support decoration • Able to present and convince customer
6	Aesthetic Design	• Able to understand the flow of classical aesthetic concepts, modernism and post modernism • Able to understand the philosophical flow of western aesthetic concepts. • Able to understand the philosophical flow of eastern aesthetic concepts • Able to understand the philosophical flow of eastern aesthetic concept of Indonesia

		• Able to understand and know the psychology of form, order, scale and proportion • Able to describe the aesthetic form and aesthetic expression inside the interior space • Able to practice the aesthetics of color psychology, form, and lighting in a work of interior design projects

EVEN SEMESTER		
No	**Subjects**	**Competency**
1	Batik Design	• Understand the basic theory of batik technique • Understand the variety of Yogyakarta and Solo batik • Understand the variety of Pesisiran batik (Pekalongan) • Understand the variety of batik of East Java and West Java • Understand the variety of batik Sumatra • Understand the variety of batik Papua (New Style) • Understand the variety of batik of the City • Understand the stages and can make batik motifs • Be able to develop batik patterns • Be able to do simple batik • Be able to make batik with pattern / pattern • Be able to color batik • Be able to color batik • Be able to develop batik for product design purposes
2	Woodcut and screen printing techniques	• Understand the technological developments of screen printing techniques • Understood the theories and principles of screen printing on t-shirts • Understand the tools and materials used in screen printing • Understand the types of screen printing techniques • Able to make a negative cliche for a 1-color filter • Able to practice the screen printing technique for 1 color • Able to set the color spot cliches (for 2-4 colors) • Able to practice the screen printing technique for 4 colors • Participants of industrial product lectures using screen printing techniques • Understand the theory and principles of print technique in etching and its application in design • Understand the tools and materials used in the etching technique in (etching) • Able to create in-print techniques (etching) • Able to practice the inner printing technique (etching) • Understand the theories and principles of the high print technique (cukil) and its application in product design • Understand the tools and materials used in high printing techniques (cukil) and their application in product design • Able to practice high printing technique (cukil)
3	Illustration	• Able to know about the development of illustration and its role in visual communication media • Able to explain the meaning of illustration and its limitations

		• Able to explain the types, styles and techniques in the creation of illustrations • Understand the procedures and media pendukukng in the creation of illustrations • Able to manage information into a story or illustration as a visual communication media needs • Able to customize the media with the information needs to be illustrated • Able to manage software as alayt in realizing illustration of information as supporting media • Capable of capturing information and transforming into illustrations • Work effectively as needed through in-depth analysis
4	Batik Pattern Design	• Able to understand the nature and function of fashion illustration in the development of contemporary design • Able to apply the proportion of ideal models and anatomical details to fashion illustrations • Have skills in applying staining and styling techniques in creating fashion illustrations • Able to develop personal style (personal style) in creating fashion illustrations • Able to apply the skills of illustration of fashion in the form of manual and digital as supporting a fashion design concept
5	Batik Interior Design	• Understand the basic theory of batik technique • Understand the variety of Yogyakarta and Solo batik • Understand the variety of Pesisiran batik (Pekalongan) • Understand the variety of batik of East Java and West Java • Understand the variety of batik Sumatra • Understand the variety of batik Papua (New Style) • Understand the variety of batik of the City • Understand the stages and can make batik motifs • Be able to develop batik patterns • Be able to simple batik • Be able to make batik with pattern / pattern • Be able to color batik • Be able to color batik • Be able to develop batik for product design purposes
6	Exhibition and Visual Merchandiser Design	• Able to explain the elements of the exhibition and its contribution in the design • Able to explain the application of elements in the design of the exhibition design • Able to identify the kinds of activities and their levers on a booth stand • Able to explain the role of ergonomics in supporting the function of display and showroom • Able to assess the activity on the showroom circulation • Able to practice drawing techniques of exhibition design design • Able to practice design presentation techniques of exhibition design