



**NUNAVUT**  
**INUIT LANGUAGES AND CULTURES**  
Fur Design and Production

PROGRAM REPORT

700  
Fur Production & Design

**Start Term:** No Specified Start Date

**End Term:** No Specified End Date

**Program Status:** Approved

**Action Type:** N/A

**Change Type:** N/A

**Discontinued:** No

**Latest Version:** Yes



## Program Details

700 - Fur Production & Design

**Start Term:** No Specified Start Date

**End Term:** No Specified End Date

### **Program Details**

**Code**

700

**Title**

Fur Production & Design

**Start Term**

No Specified Start Date

**End Term**

No Specified End Date

**Total Credits**

**Institution**

Nunavut

**Faculty**

Inuit Languages and Cultures

**Department**

Fur Design and Production

### **General Information**

**Eligible for RPL**

No

**Description**

The Fur Design & Production Program offers students the opportunity to develop the knowledge, skills and confidence to be successful in the sealskin fur garment industry. The holistic program aims to develop skills by incorporating both Inuit and Western knowledge placed in a learning environment that develops skills through practice, effort and action (Pilimmaksarniq). The first year of the program focuses on traditional Inuit methods and technologies to prepare skins, design, and sew garments, as well as on commercial and contemporary methods for fur design and production. Students may exit the program with a certificate upon successful completion of year one. The second year offers students the opportunity to expand their knowledge and skills in a studio environment, combining theory, research and practical assignments. Students will focus on developing the skills to work independently as fashion designers and producers of fine seal skin garments which meet the market demands for quality, consistency, and beauty. The program is designed to be delivered in a modular format, with courses varying in length from two to six weeks. This enables a student to be accepted on either full time or part time basis.



### **Inuit Qaujimaningit**

Inuit knowledge is integrated into this program in the following ways: - Inuit leadership perspectives- Research on circumpolar and local clothing design, use, and symbolism - Learning activities and projects pertaining to the traditional design and production- Some components will be taught in Inuktitut

### **Career Opportunities**

Graduates of this course may find employment with organizations and related businesses which support clothing manufacture and purchasing, as well as film (costume), cultural products for tourism, fashion, and small businesses as producer or buyer.

### **Program Learning Outcomes**

#### **Program Objectives**

Students in this program will:

- develop skills in preparing, cutting, and sewing skins using both traditional and contemporary methods.
- develop an understanding of the history and influences of fashion.
- become aware of the tradition of design in Inuit culture.
- develop skin/fur design and construction skills.
- produce personal skin/fur garments to fit.
- develop small business and marketing skills both for the cottage industry and small business.
- increase skill levels for those already working in the garment industry.
- be introduced to traditional and contemporary fashion design.
- understand the role of Nunavut in the fur fashion market.
- develop the skills to organize a creative public display of final products.
- understand increased options in the sewing/fur industry.
- explore the production aspects of the commercial skin/fur fashion industry



- demonstrate skills in creating and marketing a minimum of three contemporary seal skin garments
- research and analyze traditional Inuit clothing and contemporary international fashion trends in order to develop their own unique designs.
- develop a design portfolio

### **Program Delivery Model**

Classroom

### **Admission Requirements**

### **Program Eligibility**

Applicants wishing to apply to this program must:

- be 17 years of age
- have a Grade 12 Diploma or equivalent
- equivalencies include the Grade 12 General Education Diploma (GED), or ABE 140 in Math and English

Applicants without the educational qualifications who are 19 years or older may be accepted as mature students, based on experience and individual suitability.

### **Applicant Assessment**

Students applying to this program must submit the following:

- a letter of support from someone in the garment industry
- a 'portfolio' of work containing samples of work completed in the field of fashion, design or fine arts
- a letter outlining why they would like to enroll in this program
- a completed Nunavut Arctic College application form

Full time students will be required to attend an interview with the Instructor of the Program.



## Program Admission

Applicants will be admitted to this program based upon the program eligibility requirements and applicant assessment results. Admission to this program depends upon space availability.

Students may be accepted for individual modules, and do not have to apply for the entire program.

## Program Information

The Fur Production and Design Program is a two year diploma program with an option to exit with a Certificate after the first year.

Year One is delivered over ten months over three semesters, and includes a Studio Practicum in the final semester.

The first semester will focus on traditional methods to prepare skins, design, and sew garments. Second semester will focus on commercial and contemporary methods for design and production. In the spring Studio Practicum students will complete a six week program which will culminate in a presentation of a Collection/Fashion Show of completed Fur Fashions. The first year of the program will be delivered in a modular format, with courses varying in length from two to six weeks. Students will be accepted on full time and part time basis.

The second year balances theory and practice and is delivered in two semesters, resulting in a design portfolio and a studio collection of work.

## Selection Process

Application| English Assessment Testing| Inuinnaqtun Testing| Inuktitut Testing| Letter of Intent| Math Assessment Testing| Reference Letter(s)| Transcripts

## Practicum or Work Experience

### Credential

#### Certificate

Yes

#### Length of Program

#### Degree



**Length of Program**

**Diploma**

Yes

**Length of Program**

**ROA**

**Length of Program**

**ROP**

**Length of Program**

**Graduation Requirements**

**Graduation Requirements**

To receive a Certificate or Diploma students must complete all courses as specified in the Program Outline including all course assignments and field placements. A cumulative average of 60% must be maintained to be eligible to receive a Certificate or Diploma.

**Graduation Eligibility**

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**Mandatory**

**Mandatory**

**Certificate Core Courses:**

700-001 Traditional Sealskin Preparation



- 700-002 Pattern Making 1 - Traditional
- 700-003 Sewing Techniques 1 - Traditional
- 700-010 Design 1 - Arctic Clothing Design
- 700-004 Sewing Techniques 2 - Commercial
- 079-210 Portfolio Development
- 700-007 Design 2 - Contemporary Fashion Design
- 700-005 Commercial Sealskin Preparation
- 700-012 Math for Fur Production
- 700-011 Drawing for Fashion Design
- 700-008 Pattern Making 2 - Commercial
- 700-006 Cutting Techniques
- 700-009 Design - Studio Project

**Diploma Core Courses:**

- 700-201 Theory One
- 700-202 Studio One
- 700-203 Theory Two
- 700-204 Studio Two



## **Electives**

### **Electives**

## **Course Descriptions**

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#### **Year One**

#### **700-001 Traditional Sealskin Preparation - 3 Credits - 45 Hours**

Students will learn the traditional methods of preparing seal skins for use in garments. Topics will include identification, different types of animals and methods of skin preparation for each. This is a practical course to prepare skins using traditional Inuit methods and technology.

#### **700-002 Pattern Making 1: Traditional - 3 Credits - 45 Hours**

Students will learn the techniques of draping and sizing (grading) using traditional Inuit methods. Topics will include hand, string and eye measurements, and draping on a three dimensional figure. Students will complete patterns for garments and accessories and construct out of muslin.

#### **700-003 Sewing Techniques 1: Traditional - 3 Credits - 45 Hours**

Students will be introduced to traditional Inuit hand sewing and finishing techniques for working with furs, using traditional cutting methods and traditional designs. Additional topics include taping, and basting. Students will complete small pieces that may be used in a Spring Collection.

#### **700-010 Design 1: Arctic Clothing Design - 3 Credits - 45 Hours**

This course will explore the historical, social, economic and environmental factors influencing Inuit clothing. Skin preparation and skin clothing techniques will be demonstrated. Students will become aware of the historic regional variations and symbolism found in traditional Inuit fashions.

#### **700-004 Sewing Techniques 2: Domestic - 3 Credits - 45 Hours**

This course will give students an introduction to the basic techniques of sewing by machine, specifically for furs. Students will gain experience on basic home machines, sergers, and industrial machines. Basic techniques for care of the machine will be included. Students will be required to complete small practical projects.





### **700-012 Math for Fur Production - 3 Credits - 45 Hours**

In this course, students will be introduced to the mathematical concepts needed for fur production. Students will be given the opportunity to apply these concepts in practical application to pattern/cutting/sewing and costing projects throughout the module. Upon the successful completion of this course, students should be able to demonstrate they have the required mathematical skills and knowledge, and be able to apply those skills to their production.

### **700-011 Drawing for Fashion Design - 3 Credits - 45 Hours**

In this course, students will learn the basic principles of human figure drawing, with a focus on life drawing and depicting clothing for the fashion industry. Students will learn the basics of contour line, gesture drawing, and drawing the human form using various shading techniques. The application of materials such as granite, pen and ink, ink wash, watercolour, charcoal, and coloured pencils will be explored. Emphasis will be placed upon exploring fashion drawing styles, with a focus on human movement, proportion, colour, texture, and pattern. Students will maintain a sketchbook throughout this course, demonstrating an on-going practice of life drawing.

### **700-005 Commercial Sealskin Preparation - 3 Credits - 45 Hours**

Students will be given an introduction to commercial skin preparation. Topics include commercial tanning, dressing and dyeing processes, national and international fur markets, market trends, and the anti-fur movement. Students will study the differences between home and commercial tanning. Methods of stretching, blocking, repair of damaged skins at various stages of the production of a garment will be introduced.

### **700-006 Cutting Techniques - 3 Credits - 45 Hours**

Students will be introduced to cutting methods for different types of materials and skins. Topics include material selection, proper placement of patterns, pattern/cutting techniques, safe cutting procedures, appropriate tool usage. Introduction to cutting methods for fur including - *Let Out* techniques. Students will develop safe and efficient cutting techniques through hands on experience.

### **700-007 Design 2 - Contemporary Fashion Design - 3 Credits - 45 Hours**

Students will be introduced to the development of fashion in the 19th & 20th centuries through topics including the study of period dress, fashion terminology, design trends, seasonal cycles, and key historical dressmakers and fashion designers. Students will complete fashion designs building upon drawing skills introduced in Design 1.

### **700-008 Pattern Making 2 - Commercial - 6 Credits - 90 Hours**

This 'hands-on' course will focus on design and pattern development of garments and accessories of skin/fur. Students will focus on accuracy, tracing and selection of suitable patterns. Topics include proper use of tools, material selection, traditional, modern and creative pattern creative pattern making. Students will focus on the basics in sizing and measurement practice used in the fur garment industry. Students will incorporate



techniques, values and traditional designs learned in *'Design 1 - Skin Preparation and Clothing Design'* with modern techniques, skills and fashion to design and create patterns for skin/fur clothing. Practical projects will enhance the student's knowledge of accuracy and measurement.

### **700-009 Design 3 - Studio Project - 9 Credits - 135 Hours**

The Spring Semester is a six week Studio Project where students will design and construct garments, which will be shown as a part of a Nunavut Collection. Each student will work in a studio/work environment to collaboratively create and construct a collection of sealskin fashion garments. Each student will produce the design, pattern, and produce two - three garments. Students will participate in a public fashion show at the end of the semester. The semester also includes such topics as Fashion modeling, events organization, and digital documentation of final projects.

### **079-210 Portfolio Development - 3 Credits - 45 Hours**

Learners will work to create a prior learning portfolio that identifies and provides evidence of the skills, knowledge, and attitudes that they have learned from all areas of their lives. This will be accomplished by reflecting on formal and informal education experiences related to all areas of life, including family, community, land, traditional activities, work experiences, and education/training. Portfolio documentation will vary from learner to learner, depending on their specific life experiences, but it usually includes narratives, samples of work, photographs, transcriptions of oral commentary, certificates, letters of reference or verification, and other presentations of information about learners' life experience.

## **Year Two**

### **700-201 Theory 1 - 3 Credits - 45 Hours**

Students will research the differences in garment design for the three regions of Nunavut. They will then conceptualize a marketable, creative contemporary garment that will incorporate design elements from one of the regions. Topics include different materials and furs used, as well as specific garment construction, needle work, and finishing treatments. The course will include a review of sewing techniques for different closures. Students will work in groups to conduct their research and then create individual garment (a bunting bag). Each student will be required to submit a written report and give a visual and oral presentation of their findings and their work.

### **700-202 Studio 1 - 12 Credits- 180 Hours**

Through demonstration and hands on projects the students will learn how to make a basic woman's pattern from personal measurements. They will be introduced to the manipulation of darts, ease for fit, seam allowances, and practice these variations on cloth to understand the relation between a two dimensional pattern versus a three dimensional garment. They will design and make a jacket which will include elements of contemporary design presented by the instructor and related to the findings of their own research in Theory 1. They will learn how to price their garment for retail and organize a fashion event. Students are required to keep a learning journal to reflect and document the knowledge acquired through this studio course.

### **700-203 Theory 2 - 3 Credits - 45 Hours**



This course will introduce the analysis of contemporary international fashion trends and how designers use them to create new styles. Applying these concepts students will design and create a man's jacket along with a story board that will indicate their source of inspiration. Students are introduced to the drafting of a basic sloper for man's jacket, basic stand collar, tailor collar and raglan sleeve.

#### **700-204 Studio 2 - 12 Credits - 240 Hours**

Students will demonstrate and apply all knowledge acquired from the program: research, design, illustration, pattern drafting, draping, cutting, blocking, sewing, finishing, pricing, promoting, and selling. In agreement with and under the supervision of the instructor the students will design and sew a fur piece of their choice that will represent their acquired skills. They will price the garment for direct sale and retail; organize and participate in a fashion event exhibiting their product; and keep a learning journal which will reflect the knowledge acquired during this course.

#### **700-011 Drawing for Fashion Design 1 - 3 Credits - 45 Hours**

Students will learn the basic principles of human figure drawing, with a focus on life drawing and depicting clothing for the fashion industry, including contour line, gesture drawing, and drawing the human form using various shading techniques. The application of materials such as graphite, pen and ink, ink wash, watercolour, charcoal, and coloured pencils will be explored. Emphasis will be placed upon exploring fashion drawing styles, with a focus on human movement, proportion, colour, texture, and pattern. Students will maintain a sketchbook throughout this course, demonstrating an on-going practice of life drawing.

**Document of Recognition:** Certificate in Fur Production and Design - 48 Credits

Diploma in Fur Production and Design - 78 Credits