GOVT. M. H. COLLEGE OF HOME SCIENCE & SCIENCE FOR WOMEN, (AUTONOMOUS) JABALPUR (M. P.)

NAAC Re-accredited 2019: B + Grade CGPA 2.64



Department of Clothing & Textile

SYLLABUS

ONE YEAR P.G.DIPLOMA IN FASHION DESIGNING SESSION- 2023-2024

Dr. Bhavana Sharma

Dr. Reena Bhairam

Ms Manju Barkhane

Dr. Ratna Sharma

Dr. Shipra Banerjee

Dr. Ranjana Trivedi

Mr. Sandeep Dubey

Dr. Rachna Agrawal

Dr. Neelam Agrawal

Dr. Abha Tiwari

Dr. Smita Pathak

or. Jvott Jainul

One year P.G.Diploma in Fashion Designing Scheme of Marks

S.No.		Paper	Max Mark	Min. Marks
1		Basic designing & Sketching	50	20
2		Clothing constructions	50	20
3	Theory	Apparel Merchandising	50	20
4		Fundamental of Computer	50	20
1		Sketching	100	50
2		Basic design	100	50
3		Ornamentation techniques	100	50
4	Practical	Design Ideas	100	50
5		Drafting & Stitching	100	50
6	+	Computer Designing	100	50
1		Project Work / Internship	150	_
2	Project	Viva	50	_
Total			1000	

Dr. Ratna Sharma Dr. Reena Bhairam Ms Mariar Barkhane
Dr. Ratna Sharma Dr. Shipra Bancriee Dr. Ranjana Trivedi
Mr. Sandeep Dubey Dr. Racima Agrawal Dr. Neelam Agrawal
Dr. Abha Tiwari Dr. Smita Pathak Dr. Jyoti Jain

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OUT LINE OF ONE YEAR P.G. DIPLOMA COURSE - FASHION DESIGNING-

A detail layout of the Examination pattern Objectives:

The objectives of this course are-

- · To provide comprehensive training to women from designing to final execution of proper constructed garment till the finishing process and quality control.
- To emphasize on skill proficiency as to enable them to provide support to related industry in future and thus contribute to the economic growth of the country.
- To maximize the production of high quality garments for exports and local market.
- · Apparel Export is the fastest growing industry in India offering many creative and the Dynamic job opportunity. It has created great demand of fashion designing in the trade.
- The course has been designed, to give an overall comprehensive exposure to all aspect of designing, sewing and cutting.

General Information:-

15 a. No. of Students

Graduate in any discipline b. Qualification

Specific Information:-

15000/- per year a. Fees

4 theories per week b. No. of Class

24 Practical per week

50 c. Marks in theory 100 d. Practical

200 e. Project work

Course structure:-

Academic Council 4 papers Theory Approved

6 Practical Practical

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Dr. Ranjana Trivedi

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Aires Dr. Abha Tiwari

Dr. Smita Pathak

Dr. Neclam Agrawal 2417 123 Dr. Jyoti Jam

Theory

The theory will comprise of four papers of 50 marks each. The whole paper will be divided into 5 units duration of each paper will be three hours. Student faces to solve one question for each unit.

Theory papers

- Basic designing & Sketching I.
- Clothing constructions II.
- Apparel Merchandising III.
- Fundamental of Computer IV.

Practical:

Practical will comprise of 6 group of 100 marks each of which 20 marks will be awarded for sessional, 20 marks for viva & remaining 60 will be for practical

S.No.	Practical	Duration	Marks
1	Sketching	4hrs	100
2	Basic Designing	4hrs	100
3	Design Ideas	4hrs	100
4	Drafting & Stitching	4hrs	100
5	Ornamental techniques	4hrs	100
6	Computer Designing	4hrs	100

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feen, Dr. Reena Bhairam Ms Manja Barkhane

Dr. Ratna Sharma

Dr. Shipra Banerjee

Dr. Ranjana Trivedi

Mr. Sandeep Dubey

RAGINALINA Dr. Rachna Agrawal Dr. Neelam Agrawall 17/23

Aires Dr. Abha Tiwari

Dr. Smita Pathak

Project Work / Internship

Topic of the project work or internship will be related to the above mentioned practical work

Job Opportunities-

After having completed the Diploma in fashion designing the student can be appointed in various textile Industries, Fashion Industries, Garment Industries As

- a. Fashion Designers
- b. Textile Designer
- c. Fashion Coordinators
- d. Fashion show Organizer
- e. Fashion writer
- f. Accessory Designer
- g. Pattern Maker
- h. Costume Designer
- i. Grader, Cutter Designer

Apart from this they have a very bright future in establishing their own garment units.

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Ms Marin Barkhane

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Dr. Neclam Agrawal

Paper - I

BASIC DESIGNING AND SKETCHING

Max. Mark: 50 Min. Mark : 20 Each unit has 10 marks Time: 3:00Hrs.

Objectives:

This module is essential for developing the appropriate Fashion Design process, which imparts the knowledge to develop design skills for creating aesthetically good design.

Outcomes:

Students will able to-

CO1.Understand the fashion figure of different positions to drape various style of dresses

CO2. Understand after mastering the female croquie, students learn to draw Child croquie in various fashion postures.

CO3. Understand the figure irregularities to help for suitable fashion components in the preparation of suitable regular functional dresses as well as fashion dresses.

CO4. Utilize different elements of design effectively for different characters and their situation.

CO5. Develop their creativity in traditional and decorative jewellery and other accessories which are correlate with apparel.

CO6. The concept of design elements and principles, as being both functional and aesthetic and as part of the creative design process, are studied within the field of textiles. Develop the skill to combine design Elements & Principles in Fashion Design.

UNIT-I

Sketching:

- Fashion block figure-12.5
- Fleshing of fashion figure
- Shading in nude figure
- 4. Child block figure & fleshing
- 5. Face block & fleshing- front view, back view, 3/4 view, side view

Ms Manju Barkhane Shew-Dr. Bhavana Sharma feers Dr. Reena Bhairam Dr. Ranjana Trivedi Dr. Shipra Banerjee Dr. Ratna Sharma Lave RAGRAWEL SIONDI Dr. Neelam Agrawal Dr. Rachna Agrawal Mr. Sandeep Dubey Sijwar Dr. Jyoti Jain Dr. Smita Pathak Dr. Abha Tiwari

UNIT-II

- 1. Hair style traditional, casual western
- 2. Different position : face , eyes, nose, foot
- 3. Action figure-12.5"
- 4. Stick figure-12.5"
- 5. Quick figure -12.5"

UNIT-III

 Figure irregularities - short figure, thin figure, slender figure, narrow shoulder, broad shoulder, large bust, large hips, large abdomen, large face, small face.

2. Draping & Designing

- a. Indian wear
- b. Western wear
- c. Indo western wear

3. Accessories

Occasional: Jewelry, shoes, belt, bags, hats, tie, Glasses

4. Draw the mono of boutique, garment unit, garment shop.

UNIT-IV

Basic Designing

- 1. Elements of Art
- 2. Principle of design
- 3. Method of designing, classification
- 4. Source maternal & inspiration
- Texture- Definition, Types- Shiny and dull, rough and smooth, thick and thin, stiff and pliable etc.
- Factor effecting texture fiber, yarn, fabric and finishing, Combination- relationship to colour and texture.
- 7. Method of texture creation
 - a. Mechanical
 - b. Self or Hand Made

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UNIT- V

- 1. Prepare composition using element of designing
- 2. Colour theories, value & intensity
- 3. Types of colour -warm, cool, polychromatic, pleasant, dull, real, clear. transparent, opaque

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4. Types of Colour schemes-

a. Harmony of related Colour- Monochromatic, achromatic, analogous.

 Harmony of contrast Colour- complementary, double complementary, split, triadic.

5. Selection of colour for seasons, occasions and different age groups

Psychological effect and parameters of colour. Colour affected by various conditions of sunlight, artificial light and individual perception

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CLOTHING CONSTRUCTION Paper - II

Max. Mark: 50 Min. Mark: 20 Each unit has 10 marks

Time: 3:00Hrs.

Objective s:

· Students will learn how to involve measurements derived from the sizing systems or accurate measurements taken on a person, dress or body form, incorporating ease allowances which is finally marked on paper and construction lines are drawn to complete the pattern.

· Drafting is used to create basic, foundation or design patterns. It prepares students to develop and apply intermediate and advanced construction techniques and couture sewing methods to new projects.

· Understanding commercial pattern guidelines for more complex construction projects and applying basic pattern alterations to these projects will be covered.

Outcomes:

Students will be able to -

CO1. Understand in taking different body measurements for different garments.

CO2. Learn the pattern making and construction of various types of garments

CO3. Learn different types of drafting, seams, stitches and its variations with sewing machine operations.

CO4. Design garments as per special requirements with different necklines, collars, sleeves, pockets, waistline, yokes and other shaping devices. Interpret and execute specific silhouettes, styles and market trends.

CO5. Recognize, evaluate, and execute diverse draping styles & create original designs and patterns.

CO6. Understand the drafting of different children's garments.

hamo. frem Ms Manju Barkhane Dr. Reena Bhairam Dr. Bhavana Sharma Dr. Shipra Banerjee Dr. Ratna Sharma

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Marke

Lave Dr. Neelam Agrawal

UNIT-I

- Principles of tailoring, Taking Body measurement, tools & equipments used in marking, cutting & sewing
- 2. Sewing machine parts, their uses & care
- Basic hand stitches- basting, hemming, back stitch, prick, overcasting & its variations
- 4. Types of machine seams & seam finishes

UNIT-II

- 1. Preparation of cloth
- 2. Estimation of cloth
- 3. Pattern layout
- 4. Dart Manipulation

UNIT-III

- Types of neck line : Round, Square, Matkas, V-neck, halter, drawstring, tube and portrait.
- Types of sleeve : Plain, Puff, Leg- O- Mutton, Magyar, Bush shirt, Ruffle, Kimono, Flair, Cape
- Types of collars : Peter Pen Ruffle, Cape Chines, Shirt Sailor, Bow &
 Tie, Bishop
- 4. Types of Pocket : Patch, Slit, Welt, Bound, Flap, Kurta, Cross
- Types of Tucks : Pin, Space, Released, Cross, Blind, Shell, Cord
- Types of waistline : High, Normal, Low
- 7. Types of Silhouettes : A line, Straight, Blossom, Princess,
- Types of Yokes : Saddle, Shirt, Asymmetric, Round, Sweet Heart, V
 Shape, U Shape, Square, Straight, Asymmetrical
- Types of Skirts: Gathered, Circular, Straight, Pleated Tulip, Novelty, Balloon, Divided Jumped, Layered.
- 10. Types of trousers : Jeans, Jodhpuri, Harem, Eastern, Parallel

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11. Types of Pleats: Knife Pleats, Fan Pleats, Box Pleats, Inverted Pleats, Kick Pleats, Sunrays, Accordion

UNIT-IV

- 1. Drafting of basic blocks- Bodice and Sleeve
- 2. Drafting of infant and children garment
 - a. Bib, janghia, nappies
 - b. Bloomer
 - c. Jhabala
 - d. Baba suit
 - e. Romper
- 3. Frocks- A- line, Simple, Baby frock, High & low waist line frock, Party frock.
- Drafting of collar:
 One Piece & Two Piece, Peter Pen Colour, Raised, Bishop, Sailor Chelesa, Chinese, Ruffle

UNIT- V

- 1. Drafting of Women's Garment
 - a. Kurta- Plain, Kalidar, Yoked
 - b. Salwar- Plain (With belt), Patiyala (Punjabi), Chudidar
 - c. Petticoat 4 Kali, 6 Kali, A Line d. Nighty- One piece, Two piece
 - e. Blouse- Plain, belt, choli, princess line
- 2. Drafting of Sleeves

Plain, its adaptation in puff, caps, bell, flair, kimono, raglan, ruffle

Monry frem 23 Ms Manju Barkhane Dr. Reena Bhairam Dr. Bhavana Sharma 2 Dr. Ranjana Trivedi Dr. Ratna Sharma Dr. Shipra Banerjee RAGRAWS Dr. Rachna Agrawal Dr. Neclam Agrawal Mr. Sandeep Dubey Himor Dr. Jyoti Jain Dr. Smita Pathak Dr. Abha Tiwari

PAPER - III

APPAREL MARCHANDISING

Max. Mark: 50 Min. Mark : 20 Each unit has 10 marks

Time: 3:00Hrs.

Objectives:

To provides the basic information about Textiles.

- · To develop knowledge of history, manufacturing process and their properties and the understanding various processes to apply on the
- To understand the concepts and basic features of fashion.
- To provide the knowledge of history of fashion and different costumes of India.
- To develop the creativity of various ornamentation techniques applied on textiles.
- To develop the skill of marketing and market concepts.

Outcomes:

Students will be able to -

CO1. Understand the various techniques and concepts related to the design, production and evaluation of textile and apparel products.

CO2. Understand the specialty of domestic and international designers.

CO3. Analyze market trends.

CO4. Develop their creativity in dress designing with reference to different aspects.

UNIT - I

Fiber Science

- 1. Classification of Textile Fiber
- 2. History, manufacturing process and properties-
- (a) Natural fiber Cotton; Flax, Silk, Wool
- (b)Manmade Fiber Rayon, Acrylic, Nylon, Polyester
- 3. Yarn- Definition, types, yarn twist.
- Weaves-Plain, twill, satin, sateen, dobby, jacquard, pile

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UNIT-II

Fashion

- 1. Meaning, Definition & Types.
- 2. Terminology.
- 3. Fashion Cycle
- 4. Fashion Theories
- 5. Factors affecting Fashion
- Impact of Fashion of Dress-Selection
- Fashion Forecasting: Meaning, Role of Forecaster, The precision of the Forecaster,
- 8. Factors affecting fashion forecasting, sources of fashion forecasting.
- 9. Introduction to fashion industry
- 10. Levels of fashion industry- Couture, ready to wear, mass production
- 11. Careers in fashion industry
- 12. Designers- International and Domestic: Role of fashion designer in fashion industry.

UNIT III

History of fashion

- 1. Indus valley civilization
- 2. Gupta
- 3. Greek
- 4. French

Indian Traditional Costume

- Western Region-Rajasthan, Maharashtra
- Eastern Region-West Bengal, Assam
- 3. Northern Region-Kashmir, Punjab
- 4. Southern Region-Karnataka, Keral

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UNIT-IV

Ornamentation Techniques

- Introduction & Definition.
- 2. Dyeing methods: Resist yarn & fabric dyeing
- 3. Printing Methods: Block, Stencil, Screen, Roller
- 4. Selection of Ornamentation for Different Categories of Garment.
- 5. Study of Different Types of Motifs.

UNIT - V

Introduction of Marketing

- Definition & Basic Elements of market.
- Marketing Principles
- Nature and Scope of Marketing
- 4. The Marketing Concept
- Market Segmentation
- 6. Pricing Policy.
- Promotion Techniques.
- 8. Market Research.
- 9. Retailing- Dept. store, apparel specialty store, discount retailing, franchise retailing, Malls, direct selling, internet selling, catalog selling etc

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Poem Dr. Reena Bhairam Ms Manju Barkhane

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Paper IV

FUNDAMENTAL OF COMPUTER

Max. Mark : 50 Min. Mark : 20 Each unit has 10 marks

Time: 3:00Hrs.

Objectives:

· To learn basic principles of using Windows operation system.

 To learn access the Internet, Worldwide Web, as well as use Internet directories and search engines, and locate www address and evaluate information on the Web

 To learn the basics of e-mail, such as sending, forwarding and receiving mail, attaching documents, creating mailboxes, filters, and address books.

 To learn basic word processing skills with Microsoft Word, such as text input and formatting, editing, cut, copy and paste, spell check, margin and tab controls, keyboard shortcuts, printing, as well as how to include some graphics such as pictures and charts.

 To develop an intuitive sense of how computers work and how they can be used to make your academic work more efficient.

Outcomes:

Students will be able to-

CO1. Understand the fundamental hardware components that make up a computer's hardware and the role of each of these components

CO2. Understand the difference between an operating system and an application program, and what each is used for in a computer.

CO3. Analyse the tools of different textile and fashion designing software.

CO4. Implementation of designing software in the field of fashion.

UNIT- I

Computer fundamentals scope, computer generation, classification of computer pc, micro, mini, main frame & their comparison, architect, block diagram of computer and functions of ALU, control unit, CPU, memory system: primary & secondary storage, RAM, ROM, hard Disk, Input / output device.

General introduction of elements of a typical personal computer (PC): power supply unit, micro processor, mother board.

Maryer STACIO. Pear Dr. Bhavana Sharma Ms Manju Barkhane Dr. Reena Bhairam Dr. Ranjana Trivedi Dr. Shipra Banerjee Dr. Ratna Sharma RAgrawa Dr. Racima Agrawal Dr. Neelam Agrawal Mr. Sandeep Dubey Liwan Dr. Jyoti Jain Dr. Smita Pathak Dr. Abha Tiwari

UNIT-II

: Role & its types, Booting Process, Operating system Comparison & Additional Features : Windows 95/98/2000/XP

: Main features & Application Windows

: Desk top, icons, Folder creation Parts of windows

: Paint Brush - Tools introduction and Accessories

application in fashion designing

UNIT- III

MS Office:

MS-WORD: Creating, Editing and Saving files and Application of word.

2. MS-Excel: Creating, Editing and Saving files and Application of Excel.

3. Power Point: Creating, Editing and Saving files and Application of Power Point.

UNIT - IV

Designing Software:

Corel Draw: Introduction, Various Designing Tools, Creating & Coloring of different designs using tools. Application of Corel Draw in fashion designing.

UNIT -V

Photo shop: Introduction to various tools. Image editing and application of different effects using these tools according fashion designing. Internet awareness- opening sites, working with home page in different web sites

Email: creating email - id, sending & receiving electronic mail

E card: send & receive E-cards

Surfing on different Fashion Designing site.

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Practical - I

SKETCHING

Max. Mark: 100 Min. Mark: 50 Time: 4:00Hrs.

Objectives:

- To develop the ability of sketch understanding the construction of garments.
- · To design fashion products in a productive way.

Outcomes:

Students will be able to-

CO1. Draw different fashion postures in relation to the garment.

CO2. Develop an understanding of natural forms, manmade objects, perspective and human figures, forming the basis of fashion drawing.
CO3. Drape Indian, Western, Indo-western wear with traditional and fashion

jewellery.

Contents-

- Tools or media used for sketching- pencil, soft pencils, crayon, pencil colours, sketch pens, coloured ink, water colours and poster colours
- 2. Sketching of human and fashion figure
- A. Fashion Block figure -12.5"
- B. Fleshing of fashion figure

i. Front view

ii. 3/4 view

iii. Side view

iv. Back view

A. Child Block Figure 43/4"

B. Fleshing

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3. Different pose or position

(a) Legs

(d) Nose

(b) Hand

(e)Lips

(c) Eyes

4. Face Block & fleshing

- (a) Front view
 - (b) 3/4 view
 - (c) Side view
 - (d) Back view

5. Hair style

(a) Traditional

(c) Casual

(b) Western

(d) Punk

- 6. Stick Figure 12.5
- 7. Action Figure 12.5
- 8. Shading in nude fashion figure with lead pencil
- 9. Quick Figure 12.5
- 10. Stylize Figure 12.5
- 11. Sketching of Indian Female Costume any 5 states with their traditional jewelry.

12. Draping

- a. Western wear with jewelry
- b. Indo western wear with jewelry
- c. Casual wear with jewelry
- d. Punk wear with jewelry
- e. Festival costume with jewellery
- f. Folk costume with jewellery

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Practical- II

BASIC DESIGNING

Max. Mark : 100 Min. Mark : 50 Time: 4:00 Hrs.

Objectives:

 To inculcate the ability to think design by nurturing the potential idea generation.

 To understand the design process and develop basic design attitudes and skills which is required to become a design professional, who is a creative thinker having developed perceptual abilities.

Outcomes:

Students will be able to-

CO1. Utilize different elements of design effectively for different characters and their situation.

CO2. Demonstrate the design process and develop the basic design attitudes and skills.

CO3. Portray foundational skills on how to plan, conduct, evaluate, and document ideas.

Contents-

- 1. Lines
- 2. Shape & forms
- 3. Composition
 - a. Lines
 - b. Shape with line
- 4. Design of circle or triangle
- Scrawly pattern
- 6. Nature study-Flora-leaves, flowers, lentils Fauns-bird, fish, animal shell, nature in texture and print

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- 7. Colour wheel
- 8. Key chart
- 9. Placement chart

10. Colour-

Introduction to colour- Primary, secondary, tertiary, opaque, transparent, Warm & cool colour, Rainbow Colour, Hue, Tint, Shade & tones

Colour Schemes - a. Achromatic b. Monochromatic c. Analogous
 d. Split e. Complementary f. constant g. Polychromatic

12. Embroidery patterns

- a. Single line with single fold
- b. Double line with double fold
- c. Single & Double line with Double fold
- 13. Enlargement of Design print
- 14. Mosaic Print
- 15. Mythological Design
- 16. All over print
- 17. Nursery print
- 18. Pastels & Dusty pastel colour
- 19. Tantric Design
- 20. Mask
- 21. Abstract
- 22. Replica
- 23. Opart

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24. Texture created by- thread pulling, Thread rolling, stencil, spray, blend texture, ink drop, blowing of colored ink, marble effect, rubbing method by pencil and pencil dust, crayon, candles, paper dabbing, wax drops, smoke, blade, leaf, flower, butterfly, lace, jute, thumb, matchsticks, sponge, cabbage, potato, onion, chilly, lady finger, leather, dry brush etc.

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Practical- III ORNAMENTATION TECHNIQUES

Max. Mark: 100 Time: 4:00Hrs.

Min. Mark: 50

Objectives:

- Define the term ornamentation techniques as used on innovative fashion products.
- Recognize the significance of surface embellishments on textiles as value additions.
- Explain the scope of surface embellishments on fashion and apparel products.
- · Recognize the different types and styles of paintings.
- · Classify the techniques of various ornamentation techniques.

Outcomes:

Students will be able to-

CO1. Understand the methods and techniques for ornamenting fashion garments.

CO2. Come to know about the basic and latest ornamenting techniques which will be of great use in future for budding fashion designers.

· Contents-

- 1. Fabric painting with different methods
- 2. Nozzle Printing- using various techniques highlights
- 3. Vegetable printing
- Block printing using one and more than one colour blocks -Border,
 Corner, Motif, Allover blocks placement
- Spray printing with different methods

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Dr. Neelam Agr

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- screen printing with different methods
- 7. Roller Printing with different techniques
- 8. Resist Printing-
 - (a) Tie and Dye using various techniques- knotting, binding, folding, clump tying, tucking, marbling etc make samples
 - (b) Batik
- 9. Embroidery stitches
 - and decorative Embroidery stitches- Basic & its a. Regular variation Article (any one)
 - b. Traditional and Indian Embroidery stitches : Article (any one)
 - c. Traditional Indian embroidery- Kashmiri, kantha, kasuti, phulkari, applique work, chikenkari, kachh & kathawar
 - d. Folk Embroidery- any one
- Drawn thread work 10.
- Knitting with various methods. 11.
- Crosia (crochet) with various methods. 12.

BShow. Dr. Bhavana Sharma 17123

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Practical -IV

DESIGN IDEAS

Max. Mark: 100 Min. Mark : 50

Time: 4:00Hrs.

Objectives:

To learn about the design elements of apparel and accessories.

To develop the skill of Designing of various garment with fabric swatches

Outcomes:

Students will be able to-

CO1. Understand the designing process of apparel details and accessories. CO2. Develop the Presentation skills of different elements of apparel through colour rendering techniques.

Contents-

1. Types of neck lines

Square neck line, Matka neck line, Boat neck line, Cowl neck line, Drawstring neck line, Halter neck line, Asymmetric neck line, Plunged neck line, Portrait neck line, Fishy neck line, Basket neck line, Tube neck line, Scoop neck line, Tube neck line

2. Types of Sleeves

Hanky sleeves, Tulip sleeves, Angle sleeves, Lantern sleeves, Melon sleeves, Kaptan sleeves, Cowl sleeves, Shirred sleeves, Victorian sleeves, Churidar sleeves, Kurta sleeves,

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3. Types of Collar

Bertha Collar, Chelsea Collar, Bow Tie Collar, Shawl Collar, Chinese Collar, Victorian Collar, Cowl Collar, Elizabeth Collar, Wing Collar, Layered Collar

4. Types of Pockets

Patch, Slit, Welt, Bound, Flap, Kurta, Cross

5. Types of Tucks

Pin tucks, Space tucks, released tucks, Cross tucks, Blind Tucks, Shell Tucks, Cord Tucks

6. Types of waistline

High waistline, Normal waistline, Low waistline

7. Types of Silhouettes

A line, Straight, Tent, Princes, Blossom, Princess, Tunic, Sand Clock

8. Types of Yokes

Saddle, Shirt, Asymmetric, Round, Sweet heart, Scalloped

9. Types of Skirts

Kick pleats, Circular (full), Circular (half), Knife plated, Gored, Hip-rider, Domes, Shirred, Pencil skirt, Balloon, Flounce, Hobble, Tulip, A-line, Peplum, Crinoline, Fish tell, Layered, Bustle, Tu-tu

10. Types of trousers

Jeans, Jodhpuri, Harem, Eastern, Punk, Parallel, Baggie, Bell-bottom

11. Types of Pleats

knife pleats, fan pleats, Box pleats, Inserted pleats, Inverted pleats, Cluster pleats, Kick pleats

12. Board and its types-Theme board, Mood Board, colour Board, Client

Laure strew. Dr. Bhavana Sharma 24 7 Ms Manju Barkhane Dr. Reena Bhairam Dr. Ranjana Trivedi Dr. Shipra Banerjee Dr. Ratna Sharma RAGRAWA = Chybr Dr. Neelam Agrawal Dr. Rachna Agrawal Mr. Sandeep Dubey MILES ! Dr. Jyoti Jain Dr. Smita Pathak Dr. Abha Tiwari

Board, Silhouette Board, Sketch Board, Story Board

- Appreciation of any five Indian fashion designers' collection and illustration of these Indian designers
- Designing of various garment with fabric swatches 2"X2"Size
- Apron
- · Casual frocks
- · Formal frocks
- · Skirts & top
- · Night wear
- · One piece dress
- 15. Trousouea collection- Wedding, Reception, Formal suit
- 16. Sport collection- Tennis & badminton, Ridding, Cricket, Swimming
- 17. Designing of Accessories- Shoes, belt, hats, buttons, bindi, tie.
- 18. Designing of Jewelry: Indian, Western, Indo western, casual

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Practical- V

DRAFTING & STITCHING

Max. Mark: 100 Min. Mark: 50

Time: 4:00Hrs.

Objectives:

· Students will learn how to involve measurements derived from the sizing systems or accurate measurements taken on a person, dress or body form incorporating ease allowances which is finally marked on paper and construction lines are draw to complete the pattern.

· Drafting is used to create basic, foundation or design patterns. It prepares students to develop and apply intermediate and advanced construction techniques and sewing methods to new projects.

Outcomes:

Students will be able to-

CO1. Learn different types of drafting, seams, stitches and its variation.

CO2. Understand different sewing machine operations.

Contents

- 1. Drafting of basic blocks -bodice and sleeve
- 2. Drafting of infant and children garment
- a) Bib

d) Baba suit

b) Bloomer

e) Romper

- c) Jhabala
- 3. Frocks-
- a) A line

c) Baby frock

b) Simple

d) Party

wear

frock

feer Ms Manju Barkhane Dr. Bhavana Sharma Dr. Reena Bhairam Dr. Ranjana Trivedi Dr. Ratna Sharma Dr. Shipra Banerjee PAgrawa SANDU Dr. Neclam Agar Dr. Rachna Agarwal Mr. Sandeep Dubey Arman Dr. Jyoti Jain Dr. Smita Pathak Dr. Abha Tiwari

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4. Skirts-

- a) A line
- b) full circular
- c) yoked

5. Women's Garment

- a) Petticoat(6 kali)
- b) Kalidar kurta
- c) Salwar (with belt)
- d) Churidar
- e) Nightly one piece or two piece
- f) Blouse-plain, belt, choli,

6. Drafting of Sleeves

- a) Plain-Puff
- b) cape bell
- c) flair
- d) Kimono

7. Drafting of collars

- a) Flat peter pen collars One piece & two piece
- b) Raised
- c) Bishop

8. Stitching

- a) Principle of tailoring
- b) Basic hand stitches
- c) Machine seams
- d) Neck line finishing
- e) Pleats

- d) pleated
- e) Layered
- f) designer skirt

princess line

- g) Designer Lehanga with choli & Duptta.
- h) Draping Draping of any one design by dart shifting method.
 - e) Raglan
 - f) Ruffle
 - g) Magyar
 - d) Sailor
 - e) Chinese
 - f) Ruffle
 - f) Smoking
 - g) Tucks
 - h) Yokes

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Ms Manju Barkhane

Dr. Ranjana Trivedi

Dr. Neelam Agrawa

Practical- VI

COMPUTER DESIGNING

Max. Mark : 100 Min. Mark : 50

Time: 4:00Hrs.

Objectives:

 To develop the skill to computer programs used in the field of fashion design software such as photo-shop, illustrator, paint brush, coral draw and their functioning.

Outcomes:

Students will be able to-

CO1. Create new designs on dedicated fashion softwares.

CO2. Understand the tools and application of MS office in the presentation of fashion related projects.

CO3. Understand the use of internet in fashion designing field.

Contents

1. Paint Brush

- (a) Create a quick front view of block figure.
- (b) Create Shapes with lines.
- (c) Create motif and design bed sheet.

2. MS Word

- (a) Create a table and use different formatting option of table.
- (b) Send invitation letter to 5 friends using Mail Merge.
- (c) Type your own resume.
- (d) Design Front page of project file.

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3. MS Excel

- (a) Create a list of fashion designers name, place, experience and style in alphabetical order.
- (b) Create a chart in MS Excel which shows progress of company for 5 years using graph.
- (c) Insert 10 students information like Rollno, name, marks of 3 subjects, total, per and also find name of that student who scored highest marks. List should be in alphabetical order.
- (d) Create mark sheet of a student in MS Excel

4. Power Point

- (a) Create a Power Point Presentation according to your project.
- (b) Create ppt using animation effects.

5. Corel Draw

- (a) Create a greeting card for Birthday/Dipawali/New Year.
- (b) Create a Placement Chart.
- (c) Design Front page of Fashion Magazine/project file.
- (d) Design a motif & fill on bed sheet/sari/any dress material.
- (e) Create 5 different necklines.
- (f) Create fashion block figure (front/back/ (3/4) view).

6. Photo shop(adobe)

- (a) Editing of image.
- (b) Use of different tools on images.
- (c) Combining different images into one.

7. Internet

- (a) opening web site and working with home page.
- (b) E- cards: send & receive E-cards.
- (c) Surfing: on different fashion designing sites.

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Dr. Jyoti Jain

Programme Specific Outcomes (PSO)

Competencies gained after completion of course: On completion of the course the trainees will be able

PSO1. To design eastern or western garments, make technical realization through pattern, cutting and sewing and finally keep up the quality.

PSO2. To make specification sheets; go through trend forecasting and process manufacturing in order to understand the production processes in the industry.

PSO3. Able to understand the designing process process.

PSO4. Understand the market process

PSO5. Recognize the different types of fabrics and their uses according to different aspects.

PSO6. Understand the colour rendering techniques

PSO7. Understand the dye applied on various types of historic and modified fibres.

PSO8. Understand the history of fashion and their application to develop innovative ideas for designing.

PSO9. Understand the process of motif development and various textile printing processes.

PSO10. Understand the surface ornamentation techniques.

PSO11. Understand various textiles and garment designing software and apply computer software for designing and presentations.

PSO12. Understand the drafting, cutting, stitching and finishing process of different traditional and fashionable garments.

PSO13. Run their own business as well as they have developed links with the fashion, garment and textile industry.

PSO14. Provide options in terms of colour combinations and colour ways.

PSO15. Understand the development of textiles in the world ranging from the ancient to the contemporary

PSO16. Appreciate the evolution of masterpieces of world textiles

PSO17. Aware of the contemparization of textiles in different parts of the world

PSO18. draw inspiration for developing designs

PSO19. Understand and illustrate importance of fashion designing.

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PSO20. Sketch fashion croquie of female and design garments with the help of elements using principles of design and colour scheme.

PSO21. Drape, illustrate fabric rendering and drawing texture.

PSO22. Apply Surface ornamentation with embroidery, dyeing, printing.

PSO23. Perform basic stitches, seams, edge finishes with opration of sewing machine.

PSO24. Identify different fabrics along with weaves and knits.

PSO25. Create and design garments and accessories in corel draw using tools and commands.

PSO26. Create bodice block set &patterns and construct samples of design details.

PSO27. Apply garment details in fashion illustration.

PSO28. Analyze different types of body couture.

PSO29. Analyze fashion merchandizing, Fashion scope and career prospects.

PSO30. Free hand Designing of fashion accessories as per latest trend.

PSO31. They can open their own cloth sewing centers and other sewing related work.

PSO32. Identifying employment opportunities

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