

STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME IN GARMENT DESIGN

Fourth Semester

Sr. No.	Subject	L	T	P	Total	Evaluation Scheme						Total Marks
						Internal Assessment		External Assessment (Examination)				
						Theory	Practical	Theory		Practical		
						Max. Marks	Max. Marks	Max. Marks	Hrs.	Max. Marks	Hrs.	
4.1	Garment Construction-IV*	-	-	6	6	-	100	-	-	100	3.00	200
4.2	Garment Design-II	-	-	5	5	-	50	-	-	100	3.00	150
4.3	CAD in Garment Technology-II *	-	-	4	4	-	50	-	-	70	1.50	120
4.4	Productin Machinery & Management	4	-	3	7	50	25	80	2.5	25	1.50	180
4.5	Pattern Making & Grading*	-	-	6	6	-	100	-	-	100	3.00	200
4.6	History of Costume-II	4	-		4	20		80	2.50	-	-	100
	Industrial Exposure (Assessment at Inst. Level)+	-	-	-	-	-	25	-	-	-	-	25
	Disc/ Games/SCA/NCC/NSS #	-	-	4	4	-	25	-	-	-	-	25
	Total	8	-	28	36	70	375	160	-	395	-	1000

* Common with Fashion Design

+ Industrial visit compulsory to minimum 2 industries or Departments.

General Proficiency will comprise of various co-curricular activities like games, hobby clubs, seminars, declamation contests, extension lectures, NCC, NSS and cultural activities etc.

Six week project based industrial training as per details specification in major project syllabus, out of six week, four weeks during vacation after 4th semester & two weeks after 5th semester till commencement of 6th semester industrial oriented training cum major project work will be evaluated in 6th semester by as examiner from industry.

4.1 GARMENT CONSTRUCTION-IV

L T P
Periods/week - - 6

RATIONALE

The diploma holders in garment technology are supposed to fabricate the garments for kids; as per the layouts and specifications. Hence this subject has been included in the Curriculum in order to develop such competencies.

DETAILED CONTENTS

Practical Exercises

Construction of:

1. Salwar : simple, Patiala , dhoti Salwar
2. Churidar Pyjama
3. Kameez(Ladies suit)
4. Kalidar Kurta – Lady’s
5. Choli cut blouse & Belt Blouse
6. Night wear for women

RECOMMENDED BOOKS

1. Pattern Making for Fashion design by Armstrong
2. Clothing Construction by Doongaji; Raj Parkashan, Delhi
3. System of Cutting by Zarakar
4. Clothing Construction by Evelyn A Mansfield, Houghton Mifflin Co., Boston
5. Creative Sewing by Allynie Bane; McGraw Hill Book Co., Inc., New York
6. How You Look and Dress by Byrta Carson; McGraw Hill Book Co., Inc., New York.
7. Complete Guide to Sewing by Reader’s Digest

4.2 GARMENT DESIGN - II

	L	T	P
Periods/week	-	-	5

RATIONALE

The students should be able to design garments and accessories for different age groups, and occasions with proper selection of fabrics. After going through this subject, the student will be able to design garments appropriately to customers satisfaction and need.

DETAILED CONTENTS

Practical exercises

1. Designing garments for (Back ground & presentation of sheet is compulsory)
 - 1.1 Executive Wear
 - 1.2 Bridal Wear
 - 1.3 Night wear
 - 1.4 Beach wear
 - 1.5 Evening Wear
 - 1.6 College Wear
 - 1.7 Sports Wear
 - 1.8 Saree drapes
 - 1.9 Suits (Designer)
 - 1.10 Sports Wear

2. Portfolio collection (note: showing different effects of fabric by different colour mediums like satin , silk, net, tissue, georgette, bandhani, etc.)
 - 2.1 Illustration of designs on a given theme.
 - 2.2 Accessories and garment sketch in detail.
 - 2.3 Design draped on the fashion figure in colour.
 - 2.4 Suggesting swatches and cost calculation.

RECOMMENDED BOOKS

1. Fashion Drawing Designs; Magazine of Thailand
2. Pattern Designs for Haute Couture Volume – I
3. Fashion Drawing – The Basic Principles by Anne Allen and Julion Seaman
4. Latest Fashion Style by Winter Hiver
5. Jasmine’s “New Look, On Indian Fashion Scene”
6. Lifestyles: Fashion Styles by Katheryn Samuel

4.3 CAD IN GARMENT TECHNOLOGY - II

L T P
Periods/week - - 4

RATIONALE

The term CAD has found its way into all major disciplines that have got anything to do with designing or drafting techniques. The objective of the subject is to expose professionals and to meet the needs of the users by complementing their knowledge, skills, ability, creativity in the field of garment technology and their application in the industry. A lot of flexibility is available with the use of different software e.g. color blending, mixing, fabric construction, figure illustration, development of the motif and prints, background treatment, presentation, special effects can be simulated and printed out with absolute accuracy.

DETAILED CONTENTS

PRACTICAL EXERCISES

(Software: Use of Photoshop)

1. Study in detail the different tools of **Photoshop**
2. Editing of images
3. Different textures & weaves
4. Masking

RECOMMENDED BOOKS

1. Literature from the supplier of each software can be consulted
2. Adobe Photoshop - BPB Publication

4.4 PRODUCTION MACHINERY & MANAGEMENT

L T P
Periods/week 4 - 3

RATIONALE

The students are expected to know various types of machinery and equipment used in manufacturing of garments. They should be able to operate and maintain the machinery and rectify the common defects. The subject intends to develop such skills in the students.

DETAILED CONTENTS

PART A

1. The main types of stitching machinery and their uses in garment assembly (industry setup).
2. Attachments: Tuckers, hemmer, seam, guide, binders, button hole, folders and trimmers.
3. STITCHES: definition, properties, types & application.
Elementary knowledge of following machines and their components:
 - 3.1 Lock stitch machine
 - 3.2 Chain stitch machine
 - 3.3 Over lock machine
 - 3.4 Button hole machine
 - 3.5 Zig-zag machine
 - 3.6 Double needle lockstitch machine
 - 3.7 Bar-tacking machine
 - 3.8 Blind stitch machine
 - 3.9 Flat lock machine
4. Common defects of sewing machine
5. Fedral stitch standards – various stitch types as per international standards – class 100, 300, 400, 500, 600.

PART B

PRODUCTION MANAGEMENT

1. Introduction to Basic Production Terms
Production, productivity, work in process, time study, motion study, work study, ergonomics
2. Pre-Production Planning
 - 2.1 Types of production processes, job, batch and mass production
 - 2.2 Raw material planning and allocation
 - 2.3 Process planning and process sheet
 - 2.4 Methods of production control
3. Types of Production System
 - 3.1 Making through garment system
 - 3.2 Batch system
 - 3.3 Assembly line system
 - 3.4 Progressive bundle system
 - 3.5 Production systems – Their advantages and disadvantages

PRACTICAL

1. Designing of layout for the following:
 - a) High fashion
 - b) Basic garment
2. Study of improvement w.r.t.
 - a) Methods
 - b) Time study and work study
3. Study of production system w.r.t. selection of production system and productivity
 - a) Makethrough
 - b) Assembly line
4. Identification of different types of stitches (file preparation)
5. Exercises on fusing and pressing of garments

SUGGESTED DISTRIBUTION OF MARKS

Topic	Time Allotted (Period)	Marks Allocation (%)
1	3	8
2	4	16
3	4	8
4	3	7
5	3	7
6	3	10
7	4	16
8	4	8
Total	26	80

4.5 PATTERN MAKING AND GRADING

L T P
Periods/week - - 6

RATIONALE

The students are supposed to perform the jobs of pattern maker when engaged in garment manufacturing. After going through this subject, students will be able to manipulate different darts and increase or decrease any pattern proportions

DETAILED CONTENTS

Practical Exercises

1. Dart manipulation by:
 - 1.1 Slash and spread method
 - 1.2 Pivot method
2. Dart manipulation into:
 - 2.1 Single dart series
 - 2.2 Two dart series
 - 2.3 Multiple dart series
 - 2.4 Single lines – princess and empire
 - 2.5 Yokes
3. Control of fullness through
 - 3.1 Pleats
 - 3.2 Darts
 - 3.3 Gathers
 - 3.4 Tucks
 - 3.5 Additional fullness
4. Developing patterns for children garments
 - 4.1 frocks
 - 4.2 Rompers/Jump suits
 - 4.3 Skirts and tops
5. Introduction to:
 - 5.1 Track grading
 - 5.2 Nest grading
 - 5.3 Grading basic bodice block and skirt block

RECOMMENDED BOOKS

1. Pattern Making for Fashion Design by Helen Joseph Amstrong
2. The ABC's of Grading by Murray Sacheir
3. Pattern Making for Fashion design by Amstrong
4. Basic Pattern Skills for Fashion Design by Bernard Zamkoff
5. Designing Apparel through the Flat Pattern by Ernestine Kopp

4.6 HISTORY OF COSTUME-II

L T P
Periods/week 4 - -

RATIONALE

The students of fashion design should appreciate fashion developments of the western civilization to draw the inference on their influence on costume of the world.

DETAILED CONTENTS

(THEORY)

1. Victorian period
 - (a) Detailed study of dates , significant developments,
 - (b) Women's costumes- dresses ,jewellery, hairstyles, footwear
 - (c) Men costumes- dresses ,jewellery, hairstyles, footwear
2. French revolution
 - a) Detailed study of dates, significant, developments
 - b) Women's costumes- dresses, jewellery hairstyles footwear
 - c) Costume- dresses jewellery, hairstyles, footwear.
3. 20th century fashion
 - (a) Significant development period wise-decade wise
 - (b) Designers –important Indian and international designers and their Contribution development of fashion industry and its role.

RECOMMENDED BOOKS

1. 20th century fashion by peacock J
2. Fashion Memoir by Yves Saint Laurent, Pieme Berge
3. A history of Costume in the West by Boucher
4. Costume 1066-1990's by peacock
5. World costume
6. The concise history of fashion

SUGGESTED DISTRIBUTION OF MARKS

Topic	Time Allotted (Period)	Marks Allocation (%)
1	11	30
2	11	30
3	11	20
Total	33	80