

STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME IN FASHION 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	CAD-IN Fashion Design-II *	-	-	3	3	-	50	-	-	70	3.00	120
4.2	Pattern Making & Grading *	-	-	6	6	-	70	-	-	100	3.00	170
4.3	Fashion Illustration-IV	-	-	6	6	-	70	-	-	100	3.00	170
4.4	Drapping & Craft Documentation	-	-	6	6	-	70	-	-	100	3.00	170
4.5	History of Costume-II	4	-	-	4	50	-	100	2.5	-	-	150
4.6	Garment Construction-IV *	-	-	7	8	-	70	-	-	100	3	170
Industrial Exposure (Assessment at Inst. Level)+		-	-	4	-	-	25	-	-	-	-	25
Disc/ Games/SCA/NCC/NSS #		-	-	-	-	-	25	-	-	-	-	25
Total		4		32	36	50	380	100	-	470	-	1000

* Common with Garment Technology

+ 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 CAD IN FASHION DESIGN - II

	L	T	P
Periods/week	-	-	3

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

4.2 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 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 line-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 Zamkoft
5. Designing Apparel Through the flat pattern by Ernestine kopp

4.3 FASHION ILLUSTRATION-IV

	L	T	P
Periods/week	-	-	6

RATIONALE

The skill in fashion illustration is essential for the students of garment technology so as to develop in them to creativity. After going through this subject, the student of garment technology will be able to illustrate different type of figures and dresses in different colour media

DETAILED CONTENTS

PRACTICAL EXERCISES

1. Projects.
2. Different types of fabric rendering on male croquets.
 - 1.1 Sports wear for men and women.
 - 1.2 Knit wear for men and women.
 - 1.3 Traditional Indian embroideries and their rendering on croquets.
 - 1.4 Surface ornamentation techniques and visual mapping of the same on garment specifications
 - 1.5 Introduction to transferring the same on CorelDraw and Adobe.
3. Research on 5 major designers and maintaining a file.
4. Research on various trends and maintaining a file.
- 5.

RECOMMENDED BOOKS

1. Fashion Drawing Designs from Magazine of Thailand
2. Fashion Drawing- The Basic Principles by Anne Allen and Julion Seaman
3. Fashion Illustration by Bina Abling

4.4 DRAPING AND CRAFT DOCUMENTATION

	L	T	P
Periods/week	-	-	6

RATIONALE

The skill in draping is essential for the diploma holders in fashion design that they are able to express design ideas by a three dimensional process of pattern making. The craft documentation will make the students understand in detail the local crafts and relate them to contemporary situations.

DETAILED CONTENTS

PRACTICAL EXERCISES

1. Introduction to:
 - 1.1 Equipment needed
 - 1.2 Grain
 - 1.3 Seam allowances/ease
 - 1.4 Preparation of fabric
 - 1.5 Dress form/dummies

2. Preparation of basic Pattern by draping the following:
 - 2.1 Basic bodice- front and back
 - 2.2 Basic skirt- front and back
 - 2.3 Bodice variation- [princess line, yokes with gathers/[pleats and cowl

3. Dart manipulation for bodice
4. Preparation of a torso / dress
5. Preparation of princess dress
6. Skirt variations – a line, flared, princess, circular gathered peg skirt
7. Evolution of crafts of any identified region.
8. Understanding the material characteristics (raw materials)
9. Relating craft to contemporary situation

4.5 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
 - 1.1 Detailed study of dates , significant developments,
 - 1.2 Women's costumes- dresses ,jewelry, hairstyles, footwear
 - 1.3 Men costumes- dresses ,jewelry, hairstyles, footwear
2. French revolution
 - 2.1 Detailed study of dates, significant, developments
 - 2.2 Women's costumes- dresses, jewelry hairstyles footwear
 - 2.3 Costume- dresses jewelry, hairstyles, footwear.
3. 20th century fashion
 - 3.1 Significant development period wise-decade wise
 - 3.2 Designers –important Indian and international designers and their Contribution development of fashion industry and its role

RECOMMEND 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	24	36
2	24	36
3	16	28
Total	64	100

4.6 GARMENT CONSTRUCTION-IV

	L	T	P
Periods/week	-	-	7

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 Zarapkar
4. Clothing Construction by Evelyn A Mansfield, Hougutan Miffin 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