

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