## STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME IN <br> GARMENT DESIGN

Third Semester

| Sr. <br> No. | Subject | L | T | P | Total | Evaluation Scheme |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |  | Internal Assessment |  | External Assessment (Examination) |  |  |  | Total Marks |
|  |  | Periods/Week |  |  |  | Theory | Practical | Theory |  | Practical |  |  |
|  |  |  |  |  |  | Max. <br> Marks | Max. <br> Marks | Max. <br> Marks | Hrs. | Max. <br> Marks | Hrs. |  |
| 3.1 | Garment Design-1 | - | - | 4 | 4 | - | 50 | - | - | 100 | 3.00 | 150 |
| 3.2 | CAD in Garment Technology-1 | - | - | 3 | 3 | - | 20 | - | - | 30 | 1.50 | 50 |
| 3.3 | Industrial Garment Techniques | 4 | - | - | 4 | 20 | - | 80 | 2.5 | - | - | 100 |
| 3.4 | Textile Science-III | 4 | - | 2 | 6 | 25 | 50 | 80 | 2.5 | 20 | 1.50 | 175 |
| 3.5 | Pattern Making \& Draping | 2 | - | 4 | 6 | 25 | 50 | 50 | 2.5 | 100 | 3.00 | 225 |
| 3.6 | History of Fashions | 3 | - | - | 3 | 20 | - | 80 | 2.5 | - | - | 100 |
| 3.7 | Garment Construction-III | - | - | 6 | 6 | - | 50 | - | - | 100 | 3.00 | 150 |
| Industrial Exposure (Assessment at Inst. Level)+ |  | - | - | - | - | - | 25 | - | - | - | - | 25 |
| Disc/ Games/SCA/NCC/NSS \# |  | - | - | 4 | 4 | - | 25 | - | - | - | - | 25 |
|  | Total | 13 | - | 23 | 36 | 90 | 270 | 290 | - | 350 | - | 1000 |

+ 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.

### 3.1 GARMENT DESIGN - I

L T P
Periods/week - - 4

## 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 children (casual and formal and minimum one each) by using flat sketch technique
1.1 Frocks
1.2 Skirts and tops
1.3 Jump suits
1.4 Night wears
1.5 Trouser/shorts
1.6 Jackets
2. Designing garments for Teenager- casual, formal \& party wear (2 each)
2.1 Theme based designing
3. Designing garments for Adult- casual, formal \& party wear (2 each)
3.1 Theme based designing
3.2 Keeping season, colour, fabric, texture etc have to keep in mind while designing.
3.3 Attach suitable swatches on the design sheets.
4. Sourcing of suitable materials - The students should do a:
4.1 Market survey for the fabrics, colours and textures available in the market.
4.2 They are required to attach suitable fabric swatches on the design sheets.
4.3 Trimmings \& Accessories
4.4 Presentable collection of sourced material.

## RECOMMENDED BOOKS

1. Design for the Real World: Human Ecology and Social Change by Papanek
2. Repeat Patterns: A Manual for Designers, Artists and Architects by Phillips and Bunce
3. Textiles Designs 200 Years of Patterns for Printed Fabrics by Meller and Elffers

### 3.2 CAD IN GARMENT TECHNOLOGY - I

LT 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 usersby complementing their knowledge, skills, ability, creativity in the field of garmenttechnology 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 Corel Draw)

1. Study in detail the different tools of Corel Draw
2. Design a logo
3. Traditional \& contemporary motif
4. Composition of lines \& shapes
5. Nursurey print
6. Block figure front \& back

## RECOMMENDED BOOKS

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

### 3.3 INDUSTRIAL GARMENT TECHNIQUES

$\begin{array}{llll} & \text { L } & \text { T } & \text { P } \\ \text { Periods/week } & 4 & & \end{array}$

## RATIONALE

This subject informs the students about all the techniques followed in the cutting room, i.e. spreading, cutting and marker making. After going through this subject, they will be able to plan and schedule all the operations of cutting room. The final presentation of finished product matters a lot in garment trade and hence knowledge and skill regarding this subject is essential for the students of garment technology, so that they are able to perform finishing, pressing and folding, packing and sealing processes effectively.

## DETAILED CONTENTS

1. Spreading Techniques
1.1 Mode of fabric spreading
1.2 Spreading Equipment
2. Marker Making: Need and Importance
2.1 Mode of marker making
3. CUTTING:
3.1 Cutting Plan
3.2 Cutting Equipment
3.3 Cutting Defects
3.4 Preparation for sewing
3.5 Cutting report
4. Stain removal methods. Chemicals used.
5. Washing and dry cleaning -methods, equipment, and dry cleaning methods.
6. Informative Labelling - instructions and cautions.
7. Types, packing materials and methods, Hanger packing in wardrobe covering, transport cartons / containers its rapping methods and equipments, air worthy and sea- worthy packing, Sealing methods and cartons and bags
8. Presentation: Role of designs, attractiveness on packing cartons

## SUGGESTED DISTRIBUTION OF MARKS

| Topic | Time Allotted <br> (Period) | Marks Allocation <br> (\%) |
| :---: | :---: | :---: |
| 1 | 8 | 13 |
| 2 | 3 | 10 |
| 3 | 9 | 16 |
| 4 | 3 | 10 |
| 5 | 5 | 10 |
| 6 | 3 | 6 |
| 7 | 3 | 10 |
| 8 | 39 | 5 |
| Total |  | 80 |

### 3.4 TEXTILE SCIENCE - III

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\begin{array}{llll} 
& \text { L } & \text { T } & \text { P } \\
\text { Periods/week } & 4 & - & 2
\end{array}
$$

## RATIONALE

The knowledge and skills related to textile science is essential to provide a comprehensive insight into the basic knowledge about fibers, yarns and relevant properties affecting the ultimate performance and use of fabrics by the consumer, hence the subject is included in the curriculum.

## DETAILED CONTENTS

## FABRIC STRUCTURE AND PROPERTIES

1. (a) Weaving fundamentals samples made by using different methods of
1.1 Type of looms-basic loom and shuttless loom
1.2 Basic weaves-plain, twill, satin
1.3 Decorative weaves swivel, lappet, dobby, jacquard, pile of
1.4 Weaving defects Selvedge and their types: fused, available toped fringed
(b) Non-woven-felt
prepare a catalogue of fabric
construction
To identify the woven fabrics for:
(a) Warp and weft
(b) Face and Back
(c) Prepare a point-paper diagram
basic weaves and their variations
(d) Prepare a list of fabrics
under each category of weave
2. Woven and Non-Woven Textiles
of
Brocades, Chanderi, Paithani, Maheshwari, ,
Kanchiwaram, Patolas with various
Pochampalli, Ikat, Namdas and shawls of Kashmir.

Making samples
-Tie and dye techniques
-Batik
-Block printing

## 3. Printed Textiles of India

3.1 Sanganeri prints, Bagroo, Tie and Dye-Laharia and Bandhinis
3.2 To study in details the traditional Painted Textiles - Kalamkari
3.3 To study in details the traditional Knotted Textiles-Carpets
4. Knitting

## SUGGESTED DISTRIBUTION OF MARKS

| Topic | Time Allotted <br> (Period) | Marks Allocation <br> (\%) |
| :---: | :---: | :---: |
| 1 | 10 | 25 |
| 2 | 6 | 20 |
| 3 | 6 | 25 |
| 4 | 4 | 10 |
| Total | 26 | 80 |

### 3.5 PATTERN MAKING \& DRAPING

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\begin{array}{lccc} 
& \text { L } & \text { T } & \text { P } \\
\text { Periods/week } & 2 & - & 4
\end{array}
$$

## RATIONALE

The students are supposed to know how to adapt basic blocks to various garment designs, and layouts and skill of draping. Thus the subject deals with variations of pattern and styling of garments. After going through this subject, the students will be able to draft various components of the garments and express design ideas by a three dimensional process of pattern making.

## DETAILED CONTENTS

## THEORY

1. Preparation of fabric for cutting
1.1 Straightening the fabric
1.2 Shrinking the fabric
1.3 Ironing/pressing the fabric
2. Sequence of cutting

Laying out the pattern pieces, marking and transferring the pattern details, cutting
3. Handling of special fabrics while cutting and stitching
4. Fitting
4.1 Principles of good fit
4.2 Sequence of fitting
4.3 Alterations to achieve a good fit
5. Adaptation of adults bodice block to saree blouse
6. Adaptation of basic block into T-shirt
7. Adaptation of skirt block to various styles
8. Adaptation of plain sleeve to the following sleeves
8.1 Ruffle sleeve
8.2 Bishop sleeve
8.3 Kimono sleeve
8.4 Raglan sleeve
8.5 Dolman

## PRACTICAL EXERCISES

1. Drafting of adult's bodice block and sleeve
2. Adaptation of adults bodice block to saree blouse
3. Drafting of adult bodice block on sleeve for knit fabric
4. Adaptation of basic block into T-shirt
5. Drafting of adult's skirt block
6. Adaptation of skirt block to various styles
7. Adaptation of plain sleeve to the following sleeves
7.1 Ruffle sleeve
7.2 Bishop sleeve
7.3 Kimono sleeve
7.4 Raglan sleeve
7.5 Dolman

### 7.5 Dolman

8. Drafting of the following collars
8.1 Chinese band
8.2 Shawl collar
8.3 Stand and fall collar
8.4 Two piece notched collar
8.5 Rever
9. Built-up necklines - cowls
10. Introduction and demonstration of:
10.1 Equipment used
10.2 Grain
10.3 Seam allowances/ease
10.4 Preparation of fabric
10.5 Landmarks on a dress form
11. Preparation of basic Patterns by draping the following:
11.1 Basic bodice - front and back
11.2 Basic skirt - front and back
11.3 Bodice variation - princess line, yokes with gathers/pleats and cowls

## 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

## SUGGESTED DISTRIBUTION OF MARKS

| Topic | Time Allotted <br> (Period) | Marks Allocation <br> (\%) |
| :---: | :---: | :---: |
| 1 | 4 | 10 |
| 2 | 4 | 10 |
| 3 | 3 | 6 |
| 4 | 6 | 26 |
| 5 | 2 | 7 |
| 6 | 2 | 4 |
| 7 | 2 | 7 |
| 8 | 3 | 10 |
| Total | 26 | 80 |

### 3.6 HISTORY of FASHION

L T P<br>Periods/week 3 - -

## RATIONALE

The students of fashion design should be able to appreciate our ancient civilization, the fashion existing in the different periods, their contribution in shaping the present and promoting the future trends in the field of fashion.

## DETAILED CONTENTS

1. Origin of clothing: theories - protection, modesty, adornment
2. Ancient Indian Civilization
2.1 Indus valley civilization
a. Women's Costumes-dresses, jewellery, hairstyles, footwear
b. Men's costumes- dresses, jewellery, hairstyles, footwear
2.2 Mauryan and Sunga Period
a. Women's costumes-dresses, jewellery, hairstyle, footwear
b. Men's costumes- dresses, jewellery, hairstyles, footwear

### 2.3 Kushan period

a. Women's costumes-dresses, jewellery, hairstyle, footwear
b. Men's costumes- dresses, jewellery, hairstyles, footwear
2.4 Gandhara period
a. Women's costumes-dresses, jewellery, hairstyle, footwear
b. Men's costumes- dresses, jewellery, hairstyles, footwear
2.5 Gupta period
a. Women's costumes-dresses, jewellery, hairstyle, footwear
b. Men's costumes- dresses, jewellery, hairstyles, footwear
3. Medieval period
3.1 Mughal period
a. Women's costumes-dresses, jewellery, hairstyle, footwear.
b. Men's costumes- dresses, jewellery, hairstyles, footwear.
3.2 Traditional Costumes of India: Types of costumes for male and female, significance of culture and rituals: Jammu and Kashmir, Punjab, Rajasthan, UP, West Bengal, Assam, Maharashtra, Tamil Nadu
3.3 Egyptian costumes
a) Women's costumes-dresses, jewellery, hairstyle, footwear
b) Men's costumes- dresses, jewellery, hairstyles, footwear

### 3.4 Greek costumes

a) Women's costumes-dresses, jewellery, hairstyle, footwear
b) Men's costumes- dresses, jewellery, hairstyles, footwear
4. Roman period
4.1 Women's costumes-dresses, jewellery, hairstyle, footwear
4.2 Men's costumes- dresses, jewellery, hairstyles, footwear

5 Byzantine Period
5.1 Women's costumes-dresses, jewellery, hairstyle, footwear
5.2 Men's costumes- dresses, jewellery, hairstyles, footwear

SUGGESTED DISTRIBUTION OF MARKS

| Topic | Time Allotted <br> (Period) | Marks Allocation <br> (\%) |
| :---: | :---: | :---: |
| 1 | 2 | 4 |
| 2 | 8 | 15 |
| 3 | 4 | 10 |
| 4 | 5 | 14 |
| 5 | 5 | 7 |
| 6 | 5 | 10 |
| 7 | 5 | 10 |
| 8 | 5 | 10 |
| Total | 39 | 80 |

### 3.7 GARMENT CONSTRUCTION-III

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. Formal Frock (kids wear)
2. Jump suit
3. Boys shorts
4. Boys shirt
5. Four dart blouse (simple blouse)
6. T- shirt

## RECOMMENDED BOOKS

1. Pattern Making for Fashion design by Amstrong
2. Clothing Construction by Doongaji
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
