

# STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME IN GARMENT DESIGN

## Third 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.	
3.1	Garment Design-I	-	-	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

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 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

L T P  
Periods/week 4 - -

#### **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