

CERTIFICATE/ DIPLOMA IN FASHION DESIGNING

Objective: The course aims to provide fashion designers a clear perspective on creativity and its application in innovative fashion design.

Duration of the Course:

Certificate: 6 months

Diploma: 1 Year

Eligibility: Any student enrolled in the degree program of the college.

Subjects covered under Certificate Course are Sr No. 1, 2 and 3	
Name of Paper	Credits
GC-FD-01P Pattern Making & Draping	06 (Lab Only)
GC-EM-02T Fashion Illustration and Fashion Concepts GC-EM-02P Fashion Illustration and Fashion Concepts Lab	06 (4Th +2 lab)
GC-EM-03P Garment Construction & Surface Ornamentation	06 (Lab Only)
Subjects covered under Diploma Course are sr. no.1, 2, 3, 4, 5 and 6	
GC-EM-04P Fashion Illustration	06 (Lab Only)
GC-EM-05T Fundamentals of Textile GC-EM-05P Fundamentals of Textile Lab	06 (4Th +2 lab)
GC-EM-06P CAD in Fashion	06 (Lab Only)
GC-EM-07P Project	06

PATTERN MAKING AND DRAPING (PRACTICAL)

Total Marks: 100

External: 70

Internal: 30

Credits: 6

Pass: 40%

Objectives: To impart knowledge about: i) Different aspects of pattern making. ii) Commercial pattern making.

Section A

UNIT: I

1. Preparation of the basic pattern for the following:
 - i) Female bodice block & sleeve block,
 - ii) Childs bodice block & sleeve block.
2. Introduction to draping:
 - i) Basic block – front & back.
 - ii) Skirt – front & back
 - iii) Bodice variation: princess line, cowl neck line.

UNIT:II

3. Adaptation of the following sleeves:
 - i) Set in sleeves: Puff, Petal, and Cap sleeve, Leg‘o’ mutton, Cowl, Dolman.
 - ii) Extended bodice: Magyar, Kimono
 - iii) Part bodice in-sleeve: Saddle, Raglan
4. Basic skirt block-circular, Gored skirt, skirt with yoke.

Section B

UNIT:III

5. Adaptation of the following collars:
 - i) Sailor, Cape and Peter Pan collar, Stand & Fall, Mandarin, Convertible, Shawl.
 - ii) Cowl and Built Up Neckline

UNIT: IV

6. Dart manipulation by:
 - i) Slash and Spread Method.
 - ii) Pivot Method.
7. Dart manipulation into:
 - i) Single dart series.
 - ii) Two dart series.
 - iii) Multiple dart series.
 - iv) Princess and Empire line.
 - v) Yokes.

FASHION ILLUSTRATION AND FASHION CONCEPTS

Total Marks: 100
External: 70
Internal: 30
Credits: 4
Pass: 40%

INSTRUCTIONS FOR THE PAPER SETTER /EXAMINER:

The syllabus prescribed should be strictly adhered to.

1. The question paper will consist of three sections: A, B, and C. Sections A and B will have four questions from the respective sections of the syllabus and will carry 10 marks each. The candidates will attempt two questions from each section.
2. Section C will have fifteen short answer questions covering the entire syllabus. Each question will carry 3 marks. Candidates will attempt any ten questions from this section.
3. The examiner shall give a clear instruction to the candidates to attempt questions only at one place and only once. Second or subsequent attempts, unless the earlier ones have been crossed out, shall not be evaluated.
4. The duration of each paper will be three hours.

INSTRUCTIONS FOR THE CANDIDATES:

1. Candidates are required to attempt any two questions each from the sections A and B of the question paper and any ten short questions from Section C.
2. They have to attempt questions only at one place and only once. Second or subsequent attempts, unless the earlier ones have been crossed out, shall not be evaluated.

Section-A

1. Definition: Fashion, fad, style, classic fashion, trends, mass fashion, high fashion.
2. Theories of fashion adoption.
3. Fashion cycle & factors affecting it.

Section-B

1. Fashion forecasting.
2. Elements of design and principles related to clothing.
3. Factors affecting clothing choices for different age groups.

FASHION ILLUSTRATION AND FASHION CONCEPTSLAB

Total Marks: 100

External Marks: 70

Internal Marks: 30

Credits: 2

Pass Percentage: 40%

Instruction for the paper setters:

- i) Three questions to be set.
- ii) Internal choice may be given.

Objectives: To enable students to understand:

- i) Figure sketching.
- ii) Illustration techniques for various fashion details.

UNIT:I

1. Color wheel
 - i) Color schemes: Complementary, Analogous and Monochromatic.
 - ii) Intensity and Value chart.

UNIT:II

2. Basic block figure.
 - i)Fleshing of blockfigure.
 - ii)Fashion figure in different poses.

UNIT:III

3. Fashion details: Gathers, Frills and Flounces, Tucks, Shirring, Smoking, Embroidery, Appliqué Work, Patch Work, Pleats.

UNIT:IV

4. Designing kids wear by taking inspiration from various sources.
5. Style read the design; suggesting suitable fabric and layout.
 - i) A-line frock.
 - ii) Formal wear.
 - iii) Nightwear.

GARMENT CONSTRUCTION & SURFACE ORNAMENTATION

TotalMarks:100
ExternalMarks:70
InternalMarks:30
Credits:6
PassPercentage:40%

Objectives: To impart knowledge about: i) Various construction techniques. ii) Applying these techniques in garment construction

Section A

UNIT: I

1. Making samples of:
Handstitches
 - i. Even, uneven, diagonal tacking.
 - ii. Visible, invisible hemming
 - iii. Backstitch
 - iv. Blanket stitch
 2. Machine seams
 - i. Plain seam
 - ii. Run'n'fell
 - iii. French seam
 3. Counter seam Plackets
 - i. Two piece
 - ii. One piece
 - iii. Zip placket
 4. Pockets
 - i. Patch pocket
 - ii. Cross pocket
 5. Sleeves
 - i. Plain
 - ii. Puff
 - iii. Petal
 - iv. Magyar
 6. Saddle Collars
 - i. Peterpan
 - ii. Cape collar
 - iii. Sailor collar
- Necklines
- i. round neckline with binding
 - ii. Vneck line with shaped facing

UNIT:II

- Needle Craft
- i) Basic 10 stitches.
 - ii) Patchwork and Quilting
 - iii) Appliqué
 - iv) Smocking

- Dyeing And Printing
- i) Screen printing
 - ii) Stencil printing
 - iii) Fabric painting

Section B

UNIT:III

Construction of following garments

I Kids Wear i. A-Line ii. Party wear iii. Nightwear II Salwar-kameezii. Sari blouse

UNIT:IV

Construction of following garments

- i. Ethnicwear
- ii. Westernwear
- iii. Trousers

FashionIllustration

Total Marks:100

External Marks:70

Internal Marks:30

Credits:6

Pass Percentage:40%

Objectives:To enable students to understand: i) Figure sketching. ii) Illustration techniques for various garment details.

SectionA

1. Creating different fabric texture using different colour medium and techniques: Denim, Nets, Chiffon, Velvet, Fur, Corduroy, Satin.
2. Illustration of figure with dresses: Casual wear, Sports wear, Beach wear, Night wear, Party wear, Bridal wear, Ethnic wear, Western wear.

SectionB

3. Designing jewellery for casual and formal wear. (3 sheets each). Accessories- Shoes, Bags, Purses, Belts, Hats. (3 sheets each)
4. Designing women wear by taking inspiration from various sources: Style read the design, suggest the suitable fabric and layout. i)Salwarkameez.ii)Sariblouse.iii)Ethnicwear iv)Western wear(formal) vi) Trousers

Fundamentals of Textile

TotalMarks:100

ExternalMarks:70

InternalMarks:30

Credits:4

PassPercentage:40%

Section A

Unit-I

1. Introduction to textile and its importance in fashion design.
2. Classification of textile fiber

Unit-II

3. Textile fibers: properties & manufacture of (a)Natural: Cotton, Linen, Silk, Wool.
(b)Man-made: Acetate, Nylon, Spandex

Section B

Unit-III

4. Classification of yarns (a)Simple, (b)novelty, (c)bulk.
5. Fabric construction (a)Felting, (b)bonding, (c)weaving, (d)knitting

Unit-IV

6. Traditional fabrics of different states of India. a)Kashmir-shawls b)Bengal-baluchar, jamdani c)UP-brocades d)Gujarat-patola e)Rajasthan-bandhani f)Andhra Pradesh-pocchampali/ kalamkari g)MadhyaPradesh-Chanderi.

Fundamentals of Textile Lab

Total Marks:100

External Marks:70

Internal Marks:30

Credits:2

Pass Percentage:40%

1. To develop one sample each for the following Traditional Embroideries i) Phulkari, ii)Kantha iii)Kashmiri iv) Chikankar v) Kathiawar vi) Chamba Rumal vii)Kasuti
2. Dyeing and Printing i)Tie & Dye ii)Batik iii)Blockprinting iv)ScreenPrinting v)fabricpainting
3. Incorporate atleast one technique in a garment

CAD in Fashion

TotalMarks:100

ExternalMarks:70

InternalMarks:30

Credits:6

PassPercentage:40%

Objectives:To impart knowledge about: i)Coreldraw and Photopaint. ii) CAD based application in fashion designing.

Section A

UNIT-I

1. i)Introduction to computers. ii)Using internet.

UNIT-II

2. Corel Draw
 - i) Study tools in detail.
 - ii) Create a composition: Geometrical,Abstract.
 - iii) Create prints: Traditional, Nursery, Floral.
 - iv) Create texture: Denim, Leather, Corduroy, Net.
 - v) Draw three profiles of female figure (front,back,three-fourth).

Section B

UNIT-III

3. Photopaint i)Study tools in detail. ii)Draping simulation.

UNIT-IV

4. Corel Draw: Design ten sheets of female wear; working on different activities. (casual, sporty, ethnic, western, executive, night, formal, gown.)

Project

Total Marks:100

External Marks:70

Internal Marks:30

Credits:6

Pass Percentage:40%

1. Visit to fashion house/ Export house/ Boutique/ Textile industry.
2. Designing and construction of Two female dresses.

References:

1. Elaine Stone, "The Dynamic of Fashion", Fairchild Publications (2008).
2. Craik, J., "The Face of Fashion", New York: Routledge, 1994.
3. Frings G.S. (1982), "Fashion from concept to consumer", Prentice Hall Inc., Englewood cliffs, New Jersey.
4. Flugel, J., "The Psychology of Clothes", London: Hogarth Press.
5. Brathes, R., "The Fashion System", New York: Hill and Wang, Farrar, Straws and Giroux
6. Baker E, Loui A and Punchcard V (1976) Complete Guide to Sewing. The Reader's Digest Association Inc, New York.
7. Doongaji and Deshpande R (1991) Basic Process of Clothing Construction. Raj Park Ashan, New Delhi.
8. Mullick PL (2002) Garment Construction Skills. Kalyani Publishers, New Delhi.
9. Bride M Whelan, "Color Harmony", Rockfort Publishers, 1992.
10. Goldstein, "Art in Everyday Life", IBH Publishing Co, Calcutta, 1992.