



UTTARAKHAND BOARD OF TECHNICAL EDUCATION
JOINT ENTRANCE EXAMINATION AND TRAINING, RESEARCH DEVELOPMENT CELL, DEHRADUN
STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME

BRANCH NAME– FASHION DESIGNING

SEMESTER – V

Subject Code	Subject	L	T	P	T O T	EVALUATION SCHEME						Total Marks	Credit Point
						Internal		External					
						Theory		Theory		Practical			
						Max Marks	Max Marks	Max Marks	Hrs.	Max Marks	Hrs.		
105004	Indian Apparel Industry & Production Management	3	-	-	3	50	-	80	2.5	-	-	130	3
105005	Pattern Making & Grading	-	-	5	5	-	40	-	-	100	3.0	140	6
105002	Fashion Illustration - V	-	-	6	6	-	40	-	-	100	3.0	140	6
105006	Minor Project Work	-	-	5	5	-	40	-	-	100	3.0	140	5
105003	Garment Construction - V	-	-	5	5	-	40	-	-	100	3.0	140	5
105001	CAD - III	-	-	3	3	-	40	-	-	80	3.0	120	3
105052	Industrial Exposure (Assessment at Inst. Level) +	-	-	4	4	-	25	-	-	-	-	25	1
105053	Industrial Training	-	-	3	3	-	40	-	-	100	1.5	140	5
015054	General Proficiency (Disc/Games/SCA/NCC/NSS) #	-	-	4	4	-	25	-	-	-	-	25	1
Total		3	-	35	38	50	290	80	-	580	-	1000	35

+ Industrial visit compulsory at minimum 2 industry or department.

It will comprise of co-curricular activities like games, hobby clubs including photography, seminars, declamation contests, library studies, extensions lectures, field visit NCC, NSS, cultural activities etc.

Note :- Eight weeks project based industrial training as per details specified in major projects syllabus, out of eight weeks, four weeks during vacations after 4th semester and four

weeks after 5th semester till commencement of 6th semester. industrial oriented training cum major project work will be evaluated in 6th semester by an expert / examiner from industrial.

Branch Code - 10



**FIFTH SEMESTER
FASHION DESIGN**

INDIAN APPAREL INDUSTRY AND PRODUCTION MANAGEMENT

Subject Code : 105004

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RATIONALE

A Fashion Technologist involved in dress making should have idea of market, ready made garments industry and its scope, strength and threats to it. He should be able to control the industry's managerial and technological aspects. The paper aim to fulfill this objective.

PART A

A) ORIGIN OF INDIAN APPAREL INDUSTRY

- How and when it started
- Strength, Weakness, Threats and
- Opportunities to industry
- Present status of industry
- Sub contract
- Whole garment
- Assembly line
- International competitiveness of Indian Apparels Industry ie.
- Competition and Threats.

PART B

B) PRODUCTION MANAGEMENT

- Introduction to Basic Production Terms
- Production
- Productivity
- Work in process
- Motion study
- Production planning and control
- Types of production process ,Mass production
- Job production, Batch production

C) Plant layout

- Definition ,Types ,Criteria, planning layout
- Government Rules and Regulations.
- Policies of layout
- Labeling Act

PART C

D) Quality Control

- Definition, scope
- Quality control for finished garments
- Quality control for packaging
- Industry wide quality standard
- Industrial Machines
- Lock Stitch Machine
- Chain Stitch Machine
- Button hole Machine
- Embroidery Machine
- Federal Stitch Types

RECOMMENDED BOOKS

- Managing Quality by SK Bhardwaj and PV Mehta: New Publisher, Delhi
- ISO 90001-Textile Committee Manual

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Subject Code : 105005

RATIONALE

In today's fashion industry, the designs need to be developed into a workable pattern for mass production. So for this the apparel manufactures need trained pattern makers. In this subject we make the students learn the necessary specialized skills of pattern making and grading techniques.

DETAILED CONTENTS

1. Introduction

- a) Track grading
- b) grading
- c) Grading basic bodice block and skirt block

2. Drafting of blouse

3. Drafting of bottoms

- Pants
- Plazzo

4. Drafting of Choli blouse

5. Drafting of Kalidaar

- Lucknowi style
- Gored

6. Nightwear

RECOMMENDED BOOKS:

1. How to make swing pattern by Donald H.McCunn
2. Pattern making for fashion design by Helen Joseph Armstrong
3. Draping for apparel design by Helen Joseph Armstrong
4. Principles of flat pattern design by Nora MacDonald
5. The art of manipulating fabric by Colette Wolff

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Subject Code : 105002

RATIONALE

As students have practiced the basic of illustrations they need to acquire expertise in the advance rendering techniques and stylization in their illustration in this semester. Be aware of major design details and have skill in representing them graphically. Understand the concept of flats, speck sheets, placing of swatches etc. use the appropriate terminologies of different styles, designs, cuts etc. With the help of this subject students become sensitive in learning and interpreting the trends and aesthetic lines.

DETAILED CONTENT

1. Stylization of figures- working from photos and fashion drawings converting photos into stylized figures
2. **Creation of mood board –**
 - a) Using different colour mediums and materials – (Theme based)
 - b) Using graphic representation – (Theme based)
3. Different types of prints and their effect when draped into dresses (stripes, checks, floral, abstract)
4. Rendering of different Indian embroideries.
5. Use of stippling art of style in fashion figures
6. Preparing a Production sheet- concept of flat sketches, speck sheet, placing of swatches, measurements etc.
7. Sketching of accessories in order to select those that are most suitable for the garments. E.g. Footwear, handbags, jewellery, Hats etc. in order to use them to complete the collection.

RECOMMENDED BOOKS:

1. Fashion illustration inspiration and techniques by Anna Kiper.
2. Big book of Fashion illustration by Martin Dober.
3. Fashion sketch book by Bina Abling.
4. Fashion portfolio: design and presentation by Anna Kiper.
5. Contemporary fashion illustration techniques by Naoki Watanabe.

MINOR PROJECT WORK

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Subject Code : 105006

Minor project work aims at exposing the students to industrial/field practices so as to have an appreciation of size, scale and type of operations; and work culture in the industries. Also the students will be able to comprehend concepts, principles and practices taught in the classroom and their application in solving field / industrial jobs.

For effective planning and implementation of this practical training, it is suggested that polytechnic should:

- a) Identify adequate number of industrial/field organizations where students will be sent for visits.
- b) Prepare a workbook (Which can be used by students) for guiding students to perform definite task during the practical training.
- c) Identify teachers who would supervise the students and provide guidance during practical training.

The teachers along with industry personnel will conduct performance assessment of students. The criteria for assessment will be as below:

- a) Punctuality and regularity 15%
- b) Initiative in learning new things 15%
- c) Relationship with workers 15%
- d) Report Writing 25%
- e) Presentation/Seminar 30%

Suggested themes

Hypothetical theme oriented towards market e.g.
casual/sports/corporate wear etc.

It is required to be a group of minimum 4-5 students and each group would pick up a concept as following:

- i. Individually the students would design/complete outfit each (e.g. upper, lower, over garment, head gear, footwear & all others)
- ii. However they are required to make a group presentation of one complete collection of 5 outfits.

Note: Team spirit/group activity is to be given importance and understanding each other's potential to create a collection. Fabric/colour/detailing has to be in continuation as one collection.

RECOMMENDED BOOKS:

1. Felt fashion: Couture projects from garments to accessories by Jenne Giles.
2. The fashion designer survival guide by Mary Gehlhar (Foreword by Fursten Berg)

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Subject Code : 105003

RATIONALE

The diploma holders in fashion design are supposed to fabricate the garment so it is very essential that they should be able to fabricate various garments as per the layout and specifications. Hence this subject has been included in the curriculum in order to develop such competencies.

DETAILED CONTENT

1. Construction of simple saree blouse.
2. Construction of simple choli blouse.
3. Construction of simple night wear.
4. Construction of simple pant.

RECOMMENDED BOOKS

1. Pattern making for fashion design by Armstrong
2. Clothing construction by Doongaji; Raj Prakashan, Delhi.
3. System of cutting Zarapkar
4. Clothing Construction by Evelyn A Mansfield, Hougutam Miffin Co., Boston
5. Creative Sewing by Allynie Bane; McGraw Hill Book Co., Inc., New York
6. How You Look and Dress by Bytra Carson; McGraw Hill Book Co., Inc., New York
7. Complete Guide to sewing by Reader's Digest

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Subject Code : 105001

RATIONALE:

The term CAD has found its way into all major disciplines that have got anything to do with designing or drafting techniques. The major objective of this course is to expose the students to different softwares available in the field of garment technology, so that they are able to use those software in the design and construction of various garments.

DETAILED CONTENTS

PRACTICAL EXERCISES

To create prints, textures, repeats, color ways and drapes using fashion studio software

PRACTICAL EXERCISES

- To draw 3 geometrical folk design with coral draw.
- Create different textures for background and design motifs/natural objects
- Make 3 woven design for shirting material using different stripes, checks, dots.
- Scan a 10 inch X 15 inch design and learn to sketch making a single image.
- Creating flowers digitally using a tablet.
- Draw stick, block, flesh fig. with garment details.

RECOMMENDED BOOKS

- Coral and Photoshop.

Note: Teacher can introduce new software as per the requirement of syllabus the students should be allowed to use and operate any one software for development of pattern. The teacher may arrange expert lectures/demonstration on CAD exercises by inviting professionals from the garment industry.

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Subject Code : 105053

RATIONALE

The students of fashion design should be able to visualize the practical workflow in the industry and shall be in a position to set up their own enterprise at culmination of the course.

Suggested tasks

1. Understanding of domestic/export garment industry.
2. Working of various departments i.e. from sampling to production of garments.
3. Understanding the company profile.
4. Work load of various departments including layout plan.
5. Working conditions.
6. Approximate turn over.
7. Finance requirement in setting up of the company

Note:

- i) Students are required to select an industry as per their specialization.
- ii) At the end of the training, the students are required to prepare two garments and also a report which has to be submitted.

INDUSTRIAL TRAINING/FIELD EXPOSURE

L	T	P
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Subject Code : 105054

- 1) i) Name of Student
- ii) Branch & Year/Semester
- iii) Minor & Major Project & its Detail
- 2) i) Date of Joining
- ii) Date of Leaving
- 3) Name of Industry
 Address
- Tel No..... Fax..... Email.....
- 4) Detail of Industry
 - a) Product, Brand name.....
 - b) Services
- 5) Section of the industry visited and activities there in different departments.
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- 6) Details of machines/Tools & Instruments Manufacturer's name with specification, model no. & Sr no. used in different departments of the industry.
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- 7) Work procedure in the section visited.
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- 8) Specification of the product of the section and materials used
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- 9) Status of repair and maintenance cell
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- 10) Details of the different shops related to production, repair and maintenance work.
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- 11) Name of checking and inspecting Instruments manufacturer's name with specs model no. and Sr. no and their details with Quality control measures taken.
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- 12) Description of any breakdown and its restoring
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13) Use of Computer – if any

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14) Visit of unit's store, manner of keeping store items, their receiving and distribution. Details of format for requisition indent book, stock entry register.

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15) Safety measure & installed equipment's on work place & working conditions in general comfortable, convenient & hygienic.

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LEARNING OUT COMES AND MEANS OF ASSESSMENT

BRANCH NAME – FASHION DESIGN

SEMESTER – V

S.NO.	Title of Subject/Unit	Learning Outcomes	Means of Assessment
1	Indian Apparel Industry And Production Management	To make them aware of the fashion market fashion industry and its scope, strength and threats, to learn to control the industry' managerial and technological aspect	Lectures, market visits, industrial visits, machinery know how.Class tests, mid-terms and end-term written tests, samples and practical work, sketches, exercises and viva-voce. Report writing presentation and viva-voce.
2	Pattern Making And Grading	Acquire technical knowledge on fashion garment creations, adapting them to contemporary fashion trends, apply building skills when translating creative ideas into 3-D shapes, makes them aware of cutting and draping techniques	Assignments of Making of patterns, layouts of different designs, adaptations on sheetwork, drafting files.Class tests, mid-terms and end-term written tests, samples and practical work ,sketches , exercises and viva-voce. Report writing presentation and viva-voce.
3	Fashion Illustration - V	To have command over drawing to communicate effectively with clients through artist statements, good presentation skills.	Assignments based on various themes, sketches, folders.sheet work mood boards swatches, client boards.Class tests, mid-terms and end-term written tests, samples and practical work ,sketches , exercises and viva-voce. Report writing presentation and viva-voce.
4	Minor Project	To be able to comprehend concepts taught in the classroom and their application in solving field /industrial jobs.	Viva voce, assignments based on minor project of a brand study, class test, mid term and end term, etc.
5	Garment Construction V	to learn to fabricate the garments as per the layout and specifications, to turn the two dimensional drawing into a successful garment, to learn sewing hand sewing and machine operations	Assignments of constructing garments of different designs for children and ladies.basic stitches and embroidery folder.Class tests, mid-terms and end-term written tests, samples and practical work ,sketches , exercises and viva-voce. Report writing presentation and viva-voce.

6	Cad III	To expose professionals to different softwares available in the field of garment technology, to implement the cad softwares in the design and construction of garments	Assignments and Quiz/Class tests, mid-terms and end-term written tests, models/prototype making/Actual laboratory and practical work, model/prototype making, assembly and disassembly exercises and viva-voce. Software installation, Report writing presentation and viva-voce. Theme based designing, on core/draw and photoshop.
7	Industrial Training	To visualize the practical work flow in the industry and be in a position to set up their own enterprise at culmination of course.	Assignment based on comprehensive study and detailing put in to the development during their visit to the industry. Viva voce, end term presentation.