

CURRICULUM FOR THREE YEAR
(SIX SEMESTER)
DIPLOMA COURSE IN

=====
:FASHION DESIGN & GARMENT TECHNOLOGY:
: Effective from Session :
=====

=====
:Semester System :
=====

=====
UNDER DEVELOPMENT
=====

Prepared By

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: Curriculum Development Cell :
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INSTITUTE OF RESEARCH DEVELOPMENT
& TRAINING, U.P., KANPUR

APPROVED BY

=====
: BOARD OF TECHNICAL EDUCATION :
: U.P. LUCKNOW, :
:CORRECTED AS SYLLABUS COMMITTEE OF:
: B.T.E. MEETING HELD ON 04.05.2017:
=====

STUDY AND EVALUATION SCHEME FOR
THREE YEAR(SIX SEMESTER) DIPLOMA COURSE IN FASHION DESIGNING & GARMENT TECHNOLOGY
(Effective from session)

I Semester

STUDY SCHEME					S U B J E C T S	SCHEME OF EXAMINATION								
PERIOD PER WEEK						T H E O R Y				P R A C T I C A L				
Lect	Tut.	Pract	W/s	Total		Examination ----- Dur. Marks	Sessl Marks	Total Marks	Examination ----- Dur. Marks	Sessl Marks	Total Marks	Grand Total		
4	-	-	-	4	1.1 Funddamental Communication	2.5	50	20	70	-	--	--	--	70
4	2	-	-	6	1.2 Fashion Design Concept	2.5	50	20	70	-	-	-	-	70
4	-	-	10	14	1.3 Basic Design & Sketching	-	-	-	-	4	100	50	150	150
4	-	10	-	14	1.4 Drafting & Pattern Making-I	-	-	-	-	4	60	30	90	90
2	-	-	6	8	1.5 Computer Principle & Appli.	2.5	50	20	70	3	60	30	90	160
18	2	10	16	46	Total		150	60	210	-	220	110	330	540
												Games/NCC/Social & Cultural activities/Community Development Work + Discipline (15+10)	25	
												Total	565	

II Semester

6	-	6	-	12	2.1 Textile Science	2.5	50	20	70	3	40	20	60	130
4	-	8	-	12	2.2 Basic Stitching Techniques	-	-	-	-	6	70	30	100	100
2	-	8	-	10	2.3 Embroidery	-	-	-	-	5	60	30	90	90
4	-	8	-	12	2.4 Industrial Machine Tools and Equipment	2.5	50	20	70	4	60	30	90	160
16	-	30	-	46	Total		100	40	140	-	230	110	340	480
												Games/NCC/Social & Cultural activities/Community Development Work + Discipline (15+10)	25	
												Total	505	

Note :

1. Each period will be 50 minutes duration.
2. Each session will be of 16 weeks.
3. Effective teaching will be at least 14 weeks.
4. Remaining periods will be utilised for revision etc.

STUDY AND EVALUATION SCHEME FOR
THREE YEAR(SIX SEMESTER) DIPLOMA COURSE IN FASHION DESIGNING & GARMENT TECHNOLOGY
(Effective from session)

III Semester

STUDY SCHEME					S U B J E C T S	SCHEME OF EXAMINATION								
PERIOD PER WEEK						T H E O R Y				P R A C T I C A L				
Lect	Tut.	Pract	W/s	Total		Examination ----- Dur. Marks	Sessl ----- Marks	Total ----- Marks	Examination ----- Dur. Marks	Sessl ----- Marks	Total ----- Marks	Grand ----- Total		
2	-	8	-	10	3.1 Design Ideas	2.5	50	20	70	4	60	30	90	160
-	-	-	12	12	3.2 Drafting & Pattern Making-II	-	-	-	-	4	80	40	120	120
4	-	-	8	12	3.3 Fabric Selection & Identification	2.5	50	20	70	4	50	20	70	140
4	-	-	8	12	3.4 Leather Science	2.5	50	20	70	4	60	30	90	160
10	-	8	28	46	Total		150	60	210	-	250	120	370	580
Games/NCC/Social & Cultural activities/Community Development Work + Discipline (15+10)													25	
													Total	605
IV Semester														
4	-	-	-	4	4.1 Fundamental Communication	2.5	50	20	70	-	--	--	--	70
-	-	-	14	14	4.2 Garment Fabrication	-	-	-	-	6	100	50	150	150
6	-	-	8	14	4.3 Knitting	2.5	50	20	70	4	60	30	90	160
6	-	-	8	14	4.4 CAD For Costume-I	2.5	50	20	70	4	60	30	90	160
16	-	-	30	46	T O T A L	-	150	60	210	-	220	110	330	540
Games/NCC/Social & Cultural activities/Community Development Work + Discipline (15+10)													25	
													Total	565

Note:-

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4. Remaining periods will be utilised for revision etc.
5. After the Examination students of IV Semester shall have a 4 week hands on training in any concern engaged in Garment (Textile, Leather & Knitwears) manufacturing. The purpose of the visit is to enrich the students learning. Every student will submit the institution a report of his training engagement. The report will invariably contain the discription of his observations about (1) Products/Work/Design (2) Tools and Equipments Used (3) Packing, Dispatching of products. He will be evaluated by VI Semester project examiner for 50 marks--40 for viva and 10 for the report presented. See Annexure-II.

STUDY AND EVALUATION SCHEME FOR
THREE YEAR(SIX SEMESTER) DIPLOMA COURSE IN FASHION DESIGNING & GARMENT TECHNOLOGY
(Effective from session)

V Semester

STUDY SCHEME					S U B J E C T S	SCHEME OF EXAMINATION							
PERIOD PER WEEK						T H E O R Y				P R A C T I C A L			
Lect	Tut.	Pract	W/s	Total		Examination	Sessl	Total	Examination	Sessl	Total	Grand	
						Dur.	Marks	Marks	Dur.	Marks	Marks	Total	
-	-	4	-	4	5.1. Integrative Communication	--	--	--	3	40	20	60	60
6	-	-	10	16	5.2 CAD For Costume-II	2.5	50	20	70	4	60	30	90
5	-	-	10	16	5.3 Leather Garment Construction	2.5	50	20	70	3	60	30	160
5	-	-	-	6	5.4 Grading	2.5	50	20	70	-	--	--	70
-	-	-	8	8	5.5 Jewellery and Fashion Accessories	-	-	-	4	60	30	90	90
16	-	4	28	48	T O T A L	-	150	60	210	-	220	110	330
Games/NCC/Social & Cultural activities/Community Development Work + Discipline (15+10)												25	
												565	

VI Semester

4	-	-	-	4	6.1 Environmental Education *	2.5	50	--	--	-	--	--	--
Disaster Management													
6	-	6	-	12	6.2 Apparel Industry & Production Management	2.5	50	20	70	4	40	20	60
-	-	8	-	8	6.3 Dress Designing	-	-	-	4	50	25	75	75
8	-	-	-	8	6.4 Business organisation & Entrepreneurship Development	2.5	50	20	70	-	-	-	70
2	-	6	-	8	6.5 Fashion illustration & Model Drawing	3.0	50	20	70	4	50	25	145
-	-	-	8	8	6.6 Project	-	-	-	Viva	70	30	100	100
-	-	-	-	-	6.7 Field exposure II (4 weeks)	-	-	-	-	40	10	50	50
20	-	20	8	48	T O T A L	-	150	60	210	-	250	110	360

Games/NCC/Social & Cultural activities/Community Development Work + Discipline (15+10)

25

595

30% Carry over from I & II Semester
70% Carry over from III & IV Semester
100% Carry over from V & VI Semester

321

819

1160

2300

Note :

- Each period will be 50 minutes duration.
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- Remaining periods will be utilised for revision etc.
- The quality of education and learning is to be enhanced by frequent industrial visit, guest lectures, seminars and fashion exhibition in collaboration with industrial units by displaying students achievements. A live contact with industries is to be maintained for the purpose.
- (*) It is compulsory to appear & to pass in examination, But marks will not be included for division and percentage of obtained marks.

STUDY AND EVALUATION SCHEME FOR LATERAL AND ITI PASSED STUDENTS
THREE YEAR DIPLOMA COURSE IN FASHION DESIGNING & GARMENT TECHNOLOGY
(Effective from session)

III Semester

STUDY SCHEME					S U B J E C T S	SCHEME OF EXAMINATION								
PERIOD PER WEEK						T H E O R Y				P R A C T I C A L				
Lect	Tut.	Pract	W/s	Total		Examination Dur. Marks	Sessl Marks	Total Marks	Examination Dur. Marks	Sessl Marks	Total Marks	Grand Total		
2	-	8	-	10	3.1 Design Ideas	2.5	50	20	70	4	60	30	90	160
-	-	-	12	12	3.2 Drafting & Pattern Making-II	-	-	-	4	80	40	120	120	
4	-	-	8	12	3.3 Fabric Selection & Identification	2.5	50	20	70	4	50	20	70	140
4	-	-	8	12	3.4 Leather Science	2.5	50	20	70	4	60	30	90	160
10	-	8	28	46	Total		150	60	210	-	250	120	370	580
Games/NCC/Social & Cultural activities/Community Development Work + Discipline (15+10)												25		
Total												605		

IV Semester

4	-	-	4	4	4.1 Fundamental Communication	2.5	50	20	70	-	--	--	--	70
-	-	-	14	14	4.2 Garment Fabrication	-	-	-	6	100	50	150	150	
6	-	-	8	14	4.3 Knitting	2.5	50	20	70	4	60	30	90	160
6	-	-	8	14	4.4 CAD For Costume-I	2.5	50	20	70	4	60	30	90	160
16	-	-	30	46	T O T A L	-	150	60	210	-	220	110	330	540
Games/NCC/Social & Cultural activities/Community Development Work + Discipline (15+10)												25		
Total												565		

A. COMPULSORY SUBJECT OF I & II Semester FASHION DESIGNING & GARMENT TECHNOLOGY TO BE TAUGHT IN III Sem TO ITI PASSED STUDENTS

OF TRADES AS FOLLOWS :

I. DRESS MAKING AND FASHION TECHNOLOGY

1 YEARS 10 PASS(10+2 Scheme)

STUDY SCHEME					S U B J E C T S	SCHEME OF EXAMINATION								
PERIOD PER WEEK						T H E O R Y				P R A C T I C A L				
Lect	Tut.	Pract	W/s	Total		Examination Dur. Marks	Sessl Marks	Total Marks	Examination Dur. Marks	Sessl Marks	Total Marks	Grand Total		
4	-	-	-	4	1.1 Fundamental Communication (*)	2.5	50	-	50	-	--	-	--	50
4	2	-	-	6	1.2 Fashion Design Concept(*)	2.5	50	-	50	-	-	-	-	50
2	-	-	6	8	1.5 Computer Principal & Appli. (*)	2.5	50	-	50	3	60	-	60	110
10	2	-	6	18	Total		150	-	150	-	60	-	60	210

1. (*) It is compulsory to appear & to pass in examination, But marks will not be included for division and percentage of obtained marks.

2. (*) Two Years (Four Semester) of Extra Time will be given after diploma curriculum period

(If Required) to pass the above paper (1.1,1.2 & 1.5) examination (As Per G. O. No. 2221/16-Pra. Shi.-3-2009 Dated 28-08-2009) & Revised G.O. No. 2704/16-Pra.Shi.-3-2013-46(8)/2002 Dated 09-01-2013

Note:-

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6. (*) It is compulsory to appear & to pass in examination, But marks will not be included for division and percentage of obtained marks.
7. (*) Two Years (Four Semester) of Extra Time will be given after diploma curriculum period (If Required) to pass the above paper (1.1 To 1.2) examination (As Per G. O. No. 2221/16-Pra. Shi.-3-2009 Dated 28-08-2009) & Revised G.O. No. 2704/16-Pra.Shi.-3-2013-46(8)/2002 Dated 09-01-2013

STUDY AND EVALUATION SCHEME FOR LATERAL AND ITI PASSED STUDENTS
THREE YEAR DIPLOMA COURSE IN FASHION DESIGNING & GARMENT TECHNOLOGY
(Effective from session)

V Semester

STUDY SCHEME					S U B J E C T S	SCHEME OF EXAMINATION							
PERIOD PER WEEK						T H E O R Y				P R A C T I C A L			
Lect	Tut.	Pract	W/s	Total		Examination Dur.	Sessl Marks	Total Marks	Examination Dur.	Sessl Marks	Total Marks	Grand Total	
-	-	4	-	4	5.1. Integrative Communication	--	--	--	3	40	20	60	60
6	-	-	10	16	5.2 CAD For Costume-II	2.5	50	20	70	4	60	30	90
5	-	-	10	16	5.3 Leather Garment Construction	2.5	50	20	70	3	60	30	90
5	-	-	-	6	5.4 Grading	2.5	50	20	70	-	--	--	70
-	-	-	8	8	5.5 Jewellery and Fashion Accessories	-	-	-	4	60	30	90	90
16	-	4	28	48	T O T A L	-	150	60	210	-	220	110	330
Games/NCC/Social & Cultural activities/Community Development Work + Discipline (15+10)												25	
												565	

VI Semester

4	-	-	-	4	6.1 Environmental Education * Disaster Management	2.5	50	--	--	-	--	--	--
6	-	6	-	12	6.2 Apparel Industry & Production Management	2.5	50	20	70	4	40	20	60
-	-	8	-	8	6.3 Dress Designing	-	-	-	-	4	50	25	75
8	-	-	-	8	6.4 Business organisation & Enterpreneurship Development	2.5	50	20	70	-	-	-	70
2	-	6	-	8	6.5 Fashion illustration & Model Drawing	3.0	50	20	70	4	50	25	75
-	-	-	8	8	6.6 Project	-	-	-	-	Viva	70	30	100
-	-	-	-	-	6.7 Field exposure II (4 weeks)	-	-	-	-	-	40	10	50
20	-	20	8	48	T O T A L	-	150	60	210	-	250	110	360
Games/NCC/Social & Cultural activities/Community Development Work + Discipline (15+10)												25	
												595	
												819	
												1160	
												1979	

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C O N T E N T S

S.No.	Particulars	Page No.
	Study & Evaluation Scheme	
	LIST OF EXPERTS	1
	Need analysis	2
	Prologue to Revision	3
	Profile development	4 - 5
	Main features of the curriculum	6
1.	Job Potential	7 - 12
	1.1 Back ground information regarding fashion designing industry.	
	1.2 Assessment of job potential	
	1.3 Job opportunities	
2.	Activity analysis	13 - 15
3.	Course objectives	16 - 17
	4.1 Knowledge and skill	
	4.2 Aptitude	
	4.3 Deriving Curriculum Areas From Course Objectives	
I Semester		
	1.1 Fundamental Communication	18-22
	1.2 Fashion Design Concept	23-24
	1.3 Basic Design & Sketching	25-26
	1.4 Drafting & Pattern Making-I	27-28
	1.5 Computer Principle & Application	29
II Semester		
	2.1 Textile Science	30-33
	2.2 Basic Stitching Techniques	34-36
	2.3 Embroidery	37-38
	2.4 Industrial Machine Tools & Equipment	39-40
III Semester		
	3.1 Design Ideas	41-43
	3.2 Drafting & Pattern Making-II	44-45
	3.3 Fabric Selection and Identification	46
	3.4 Leather Science	47-48
IV Semester		
	4.1 Functional Communication	49-50
	4.2 Garment Fabrication	49-50
	4.3 Knitting	51-53
	4.4 Cad For Costume-I	54-55

V Semester		
5.1	Integrative Communication	56
5.2	CAD For Costume-II	56
5.3	Leather Garment Construction	57-58
5.4	Grading	59
5.5	Jwellery and Fashion Accessories	60-61
VI Semester		
6.1	Environmental Education & Disaster Mgt.	62-64
6.2	Apparel Industry & Production Management	65-66
6.3	Dress Designing	67-68
6.4	Buissness organisation & Enterpreneurship Development	69-70
6.5	Fashion illustration & Model Drawing	71-72
6.6	Project	73
6.7	Field exposure II	73
8.	Staff Structure	74
9.	Space requirement	75-76
10.	List of equipments	77-82
11.	Bibliography of Fashion Designing Books	83-87
12.	Learning Resource material	88
13.	Annexure 1 Community Development	89
14.	Annexure 2 Field exposure I Field exposure II	90
15.	Annexure 3 Questionnaire	91-93

LIST OF EXPERTS

List of the Honourable experts whose Consideration helped to develop the curriculum in Semester System of Three year (Six Semester) diploma course in Fashion Designing and Garment Technology.

1. Mohd. Asif Zaidi Lecturer GP,Varanasi
2. Shri Rajjan Lal Pal Lecturer(Fash.) G.G.P.,Lucknow
3. Sri Pankaj Yadav Professor IRDT, Kanpur

List of the Honourable experts whose Consideration helped to develop the curriculum in Semester System of Three year (Six Semester) diploma course in Fashion Designing and Garment Technology on dated 27.07.16 and 31.08.2016.

1. Shri Rajjan Lal Pal H.O.D. G.G.P,Lucknow
2. Dr. Ritu Pandey Asstt. Proff. C.S.A. Uni. Kanpur
3. Dr. Mrs. Ruchi Mittal Principal
Ruchi's Institute of Creative Arts
Allahabad
3. Smt. Chandrakanta Principal,S.J.P.M.L. Poly.Ghaziabad
4. Smt. Ranjana Mishra Lecturer,S.J.P.M.L. Poly.Ghaziabad
5. Shri V. K. Melhotra Ex. Associate Professor,UPTTI, Kanpur
6. Shri Amod Bajpai Industrilist In Textile, Kanpur
7. Smt. Kshama Mishra Asstt. Professor,I.R.D.T.,U.P.Knp.

N E E D A N A L Y S I S

Few years back the need of fashion designers in the country was relatively simple and limited to certain specific area of demand. With the development and progress of textile industry in the country it became essential for business houses to identify and develop new marketing techniques, through various media. By and by the task of a fashion designer became more complex and sophisticated. A fashion designer was expected to design fashions to meet the varying demands of all age groups, sex and occasions. He was also expected to organise fashion exhibitions, window display and writing articles in the fashion magazines.

Due to growing sophistications the need for trained personnel in the field of fashion designing has increased. To meet the pressing demands of user agencies State Govt. has decided to start the course in Fashion Designing and Garment Technology

PROLOGUE TO REVISION

A two year diploma course in Fashion Designing was designed and developed by the institute in 1991. The aim of the course was to develop Fashion Design professionals to meet their expected want in market in the coming years. With the liberalisation of economic policy of India, day by day many foreign Industries are entering into Indian market specially in the field of garment manufacturing. To face this invasion of Indian markets by foreign firms, local manufacturers and designers are to be made worthy of standing the challenges coming before them. The challenges include technological innovations, changes in design concept and knowledge and use of new materials. Keeping all this in view revision of the curriculum developed four year before becomes imperative, So a workshop of personnels engaged in this field was organised at the institute .

The participants were teachers, manufacturers and holders of sell outlets. There has been a day long brain storming on the contents of the previously developed curriculum and the following points has been collectively appreciated to be included in the curriculum.

1. Inclusion of knowledge, practice and use of computer in designing.
2. Inclusion of subject fashion illustration & model drawing instead of sketching & illustration.
3. Inclusion of subject Fashion Designing Concept instead of history of Fashion.
4. Inclusion of the subjects (i) Embroidery, (ii) knitting (iii) Jewellery & Fashion accessories.
5. The paper Textile theory has been replaced by a new paper "Textile Science": richer in contents in depth and breadth.

P R O F I L E D E V E L O P M E N T

The job of systematic design of the curriculum in Fashion Designing was under taken by the Institute of Research Development and Training Uttar Pradesh Kanpur. The Diploma course in Fashion Designing is proposed to be of two years duration and based on semester system. The qualification of the input to the course is proposed to be 10+2.

Following steps were taken in the design of curriculum.

1. An open session was held at I.R.D.T. Kanpur to identify avenues for fashion designers in India. The feed back from the students has been given due consideration in the development of curriculum.
2. An instrument for getting information about job potential/ opportunities, man power requirements and activities of diploma holder in fashion designing & garment technology has developed and sent to various fashion designing units / Personnels / Teaching Institutions.
3. Feed back from entrepreneurs, experts and other organisations was analysed and an idea of the profile of the fashion designing course was formulated.
4. The review of the feed back was done in a workshop held at I. R.D. T., Kanpur by a group of representatives from teaching, research & development institutes for finalisation of job opportunities and activities.

The curriculum was developed in a workshop held at I. R. D.T., Kanpur on 7 October and 9 November, 2003 by interactive process among participants adopting the following logical sequence.

- Listing job potential and activities done in various jobs.
- Analysing activities into knowledge and skill.
- Determining the course objectives.
- Deriving the subjects of study from course objectives.
- Horizontal & vertical Organisation of the curriculum.
- Development of detailed course content of each subject and determine time required keeping in view knowledge and skill requirement of each subject.
- Teaching and evaluation schemes.
- Determination of resources input in terms of human resources (staff requirement), physical resources (space, equipment) and information resources (Books, Magazines etc.).

The curriculum was finalised at Institute of Research, Development & Training, U. P., Kanpur through Interaction with the experts.

It is hoped that this curriculum on implementation in right spirit in polytechnic will produce competent and right type of middle level man power for fashion designing industry.

MAIN FEATURES OF THE CURRICULUM

Titlle of the Course	Diploma in Fashion Designing And Garment Technology
Duration	Three Years
Pattern of Course	Semester System
Entry Qualification	Passed High School with 35% Marks
Intake	60
Type of Course	Full time
Mode of Admission	State Joint Entrance Examination

1. JOB POTENTIAL

1.1 Background information regarding fashion Designing Industry.

Most of the industries in the field of Fashion Designing are in private sector. The Job designations are not standard. They change from firm to firm depending upon the size of firm and nature of work. In general the jobs for a diploma holder in Fashion Designing are available in the following areas:

- (i) Employment in a fashion designing organisation
- (ii) Self entrepreneurship
- (iii) Free lancer in different activities associated with fashion designing
- (iv) Marketing Division
- (v) Research and development.

1.2 Assessment of job potential

A questionnaire was sent to 25 different industries/experts dealing with different aspects of fashion designing. On the basis of information collected and discussions held during the visits to these industries & personnels the projected job potential was estimated.

An open session was also held at ONGC Mahila Samiti Polytechnic for women Dehradun for the assessment of projected job potential. The response derived has been a positive one.

1.3 Job opportunities

Three areas were identified in which a diploma holder in fashion designing can begin his/her carrier.

- (A) Employment
- (B) Entrepreneurship
- (C) Free Lancing

The detailed job description under each of the above fields may be summarised as below:

- (A) Employment :
 1. Fashion Merchandizing.
 2. Asstt. Designers.
 3. Sampling & Supervision.
 4. Fashion Accessories Design
 5. Fashion Design Institutions.
 6. Fashion Co-ordinator.
 7. Fashion Museums.
 8. Research & Development.
- (B) Entrepreneurship :
 1. Boutiques
 2. Fabricators
 3. Fashion Ancillaries.
 4. Designer Creations Exclusive.
 5. Fashion Design job-production.
 6. Large Scale Production
 7. Fashion Specialisation
- (C) Free Lancing
 1. Magazine Designers.

2. Fashion Exhibitions.
3. Window Display.
4. Consultancy
5. Fashion Shows.

2. ACTIVITIES /JOB DESCRIPTION

(A) Employment

1. Sales Representative:
 - a) Product Knowledge.
 - b) Sales Skill
 - c) Dynamism & Personality.
 - d) Marketing Techniques.
2. Assistant Designer
 - 1) Practicalities:
 - a) Climatic.
 - b) Market Availability
 - c) Fashion Cycle.
 - d) Consumer Demand
 - 2) Planning
 - a) Anthropometry.
 - b) Sketching.
 - c) Colour Scheme.
 - d) Fabric Selection.
 - e) Trimmings.
 - f) Pick-up Pattern.
 - 3) Drafting & Layout.
 - a) Equipment & Materials.
 - b) Basic Measurements.
 - c) Scale Choice.

3. Sampling & Supervision :
Sampling
 - i) Checking of Sizes.
 - ii) Fabric Deffects.
 - iii) Stitching.
 - iv) Tension.
Finishing:
 - i) Thread Cutters.
 - ii) Stains & Stops.
 - iii) Ironing.
4. Fashion Accessory Designs:
 - a) Footwear.
 - b) Belts
 - c) Jewellery.
 - d) Bags.
 - e) Head Gear.
5. Teacher:
Curriculum and related fields.
6. Fashion Co-ordinator:
Business Management
7. Research & Development:
 - a) History of Fashion.
 - b) Market Surveys.
8. Fashion Museums:
 - a) History.
 - b) Preservation
 - c) Collection
 - d) Display.

(B) Entrepreneurship:

1. Boutiques:
 - a) Market familiarity
 - b) Business management
 - c) Equipment
 - d) Designer Creations
 - e) Fabrication
 - f) Display
2. Fabricators:
 - a) Large Scale Production.
 - b) Small Scale Production.
 - c) Job Order Production.
3. Fashion Ancillaries:

Garment Ornamentation.
4. Specialisation:
 - a) Fashion trends
 - b) Fashion classification

(C) Free Lancing:

1. Magazine Designer:
 - a) Sketches.
 - b) Model Patterns.
 - c) Fashion Newswriter.
2. Exhibitions:
 - a) Market Trends

- b) Business management
- c) Designer Creations
- d) Ambiance
- e) Display

3. Fashion Shows:

As above under Exhibitions from (a) to (j)

- b) Live Display

4. Window Display

- a) Theme
- b) Colour
- c) Placement

2. ACTIVITY ANALYSIS:

Activity	Knowledge	Skill
Fashion Merchandising	Fabric its structure, appearance, and availability	Types of fabric. Recognition of different types of fabric Identification of yarns and fibers. Fabric defects. Market Survey Techniques.
Asstt. Designer	Anthopometry Nature/Culture Fashion Proportions Colour	Methods of measurement Stylization Sketching Techniques. Classification, mixing and Preparation.
	Fabric	Types of fabric. Recognition of different types of fabric Identification of yarns and forms. Fabric defects.
	Trimnings Pick-up Patterns Drafting and Layout	Selective approach -- do -- Use of equipment. Scale Drawings.
Sampling & supervision	Sizes. Fabric Defects	Basic Measurements. Recognition of different types of defects.
	Stiching Tension	— Equipment Adjustments. Fabric Classifications.
Finishing	Sizes Fabric defects Stamps and posts	Selection of appropriate techniques --do-- -- do--
Ironing		--do--
Fashion Accessory	Footwear Jewellery Belts Bags Headgear Materials.	Designing & Fabrication. --do-- --do-- --do-- --do-- Classification & Selection. Cont....

Activity	Knowledge	Skill
Teacher.	Curriculum & Related fields	Communication. Practical Applications.
Fashion Co-ordinator	Business Management	Personnel Management. Organisational capabilities Time Management.
Research & Development	History Market Survey	Anticipation & Prediction Innovation
Fashion Museums	Geography & History of Art. Preservation Collection Display	Techniques. --do-- --do-- --do--
Entrepreneurs:		
Boutiques	Market familiarity Equipment Business Management. Fabrication	Usage of Equipment. Production Skills.
	Designer Creations Display	Creative Application. Techniques.
Fabricators.	Types of Production	Techniques of Production, Marketing, administration Classification of types.
Fashion Ancillaries.	Garment Ornamentation	Application Techniques.
Specialisation	Fashion Trends. Fashion classification	Identification Techniques. Analytical techniques. Cont.....

Activity	Knowledge	Skill
Free Lancing	Sketches.	
Magazine Designer.	Trends. Model Patterns Fashion Newswriter	Techniques of Journalism.
Exhibition & Fashion Shows	Market trends, Business Management. Designer Creations Ambiance Display	Lighting & Sound effects. Techniques.
Window Display	Display	Techniques.
Live Presentations.	Modelling.	Modes of Presentation.

3. COURSE OBJECTIVES.

3.1 Knowledge and skill

The course is framed to fulfil the following objectives:-

1. To impart basic knowledge of human anatomy with anthropometric point of view.
2. To develop understanding of various types of fabrics, their selection and utility.
3. To impart working knowledge of handling, maintenance and care of the equipment and implements used in Fashion Design and Garment Technology.
4. To train the students to equip themselves fully with techniques of dress designing and dress making (drafting, cutting, tailoring & embroidery).
5. To acquaint the students with various techniques of business management to acquire the managerial and coordinating qualities.
6. To impart knowledge to the students in the field of entrepreneurship for economic self-sufficiency.
7. To widen the vision of the students in aesthetics, selection, implementation by outdoor exposure.
8. To develop the creativity of the students through study of history, culture and nature and its stvilization.

3.2 Aptitude

3.2.1 He/she should have open minded approach while designing a fashion.

3.2.2 He/she should have creative thinking.

3.2.3 He/she should be a keen observer of fashion trends.

3.2.4 He/she should have habit of reading technical literature and current magazines on fashion designing.

3.2.5 He/she should be good in communication.

3.3 DERIVING CURRICULUM AREAS FROM COURSE OBJECTIVES.

Course objectives, detailed knowledge and skills identified enable us to decide upon the curriculum areas. This step helps us to explain broadly why certain curriculum areas are included in the curriculum and this specify broadly the scope of each curriculum area.

The curriculum area has been catagorised as under

3.3.1 Basic Science humanities subjects.

3.3.2 Basic Engineering Subjects.

3.3.3 Core engineering subjects for fashion designing.

3.3.4 Specialised technology subjects.

Depending upon the above classification the curriculum areas were identified and a list of the subjects was derived.

**1.1 FOUNDATIONAL COMMUNICATION
SECTION "A" (ENGLISH)**

L T P
4 - -

TOPIC WISE DISTRIBUTION OF PERIODS

Sl.No.	Units	Coverage Time		
		L	T	P
Section A English				
1.	PARTS OF SPEECH	12	-	-
2.	VOCABULARY BUILDING	05	-	-
3.	Grammar	15	-	-
4.	DEVELOPMENT OF EXPRESSION (Composition)	12	-	-
Section B Hindi				
5.	Topic 5	2	-	-
6.	Topic 6	5	-	-
7.	Topic 7	5	-	-
		56	-	-

DETAILED CONTENTS

1. **PARTS OF SPEECH :**
 - a. Noun
 - b. The pronoun : Kinds and Usage
 - c. The adjective : Kinds and Degree
 - d. Determiner : Articles
 - e. The verb : Kinds
 - f. The Adverb : Kinds, Degree and Usage
 - g. Prepositions
 - h. Conjunctions
 - i. The Interjections
 - j. Subject: Verb Agreement (Concord)
2. **VOCABULARY BUILDING :**
 - a. Antonyms and Synonyms
 - b. Homophones
 - c. One word substitutions
 - d. Idioms and Phrases
 - e. Abbreviations
3. **Grammar**
 - a. Sentence & its types
 - a. Tenses
 - b. Punctuations
 - c. Active and Passive voice
 - d. Transformation of Sentences
 - e. Synthesis of Sentences
 - f. Direct and Indirect Narrations

4. DEVELOPMENT OF EXPRESSION (Composition) :

- a. Paragraph Writing
- b. Essay Writing
- c. Proposal Writing
- d. Letter Writing (Formal, Informal, Business, official etc.)
- f. Report Writing
- g. Note Making
- h. News Making
- i. Application Writing
- j. Minute Writing
- k. Invitation Letter Writing

SECTION "B" (Hindi)

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1.2 FASHION DESIGN CONCEPT

L T P
4 2 -

Rationale :

Importance of the paper lies in the fact that it enables the student to develop a proper concept of fashion and its trends.

TOPIC WISE DISTRIBUTION OF PERIODS

Sl.No.	Units	Coverage Time		
		L	T	P
1.	Introduction	8	4	-
2.	Fashion Terminology	8	4	-
3.	Distinguished Fashion Designers	10	5	-
4.	Fashion Illustration	10	5	-
5.	History of Fashion	10	5	-
6.	Waxing & Waning of Fashion	10	5	-
		56	28	-

DETAILED CONTENTS

1. INTRODUCTION :

Fashion, Fashion classification & types. Fashion Design & Fashion technology. Why Fashion? How to keep in touch with latest fashion ? Selecting Fashion for oneself. Fashion Industry & its Scope.

2. FASHION TERMINOLOGY:

Aquainting with Fashion terminology. Fashion industry language guide. Dictionary of Fashion terms.

3. DISTINGUISHED FASHION DESIGNERS :

Introduction to Fashion designers of National & International fame & their views. Future forecasting of Fashion trends - Analytical approach with respect to design & involvement of technology. Fashion designers & Technologist of Tomorrow. Know the famous labels & International producers of today.

4. FASHION ILLUSTRATION :

Definition, Importance & Role of Fashion illustration in today's competitive fashion world. Methods & their Application.

5. HISTORY OF FASHION :

A. BRIEF HISTORY OF INDIAN FASHION :

1. Garments and accessories worn during the Ancient Indian Period
 2. Garments and accessories worn during the Medieval Indian Period
 3. Garments and accessories worn during the Modern Indian Period.
 4. Garments worn in the Different Indian State-
Kashmir, Punjab, Rajasthan, Bengal, Uttar Pradesh, Maharashtra,
Eastern States, South India
- B. Western Fashions, Egyptian, Greek, Roman.
- C. Twentieth and Twenty First Century Fashion Trends.
6. WAXING & WANING OF FASHIONS:
Causes. Fashion occasions in social life, formal gatherings,
Fashion cycle.

1.3 BASIC DESIGN & SKETCHING

L T P
4 - 10

Rationale :

A student of fashion designing must have a well developed aesthetic sense to recognise beauty in objects and a capability to make best use of the experience in designing and developing fashion objects. The paper aims to develop such capability in the student by essential knowledge and practice.

Note :

The lecturer/demonstration will go along in the drawing room. Four periods in tutorial are to be utilised in practice of the problems relevant to topics in the paper plus problems depending upon teacher fancy. A half imperial size file is to be maintained for sketching, colouring, designs and drawings. At least 25 exercises. Student should be given demonstration on computer also in developing designs and taking out their prints.

TOPIC WISE DISTRIBUTION OF PERIODS

Sl.No.	Units	Coverage Time		
		L	T	P
1.	Introduction	4	-	-
2.	Elements & Principles of Basic Design	12	-	-
3.	Introduction to Negative & Possitive Space	12	-	-
4.	Practice of Following Arts Forms	12	-	-
5.	Concept of Illusion In Art Expression	8	-	-
6.	Sketches	24	-	-
		56	-	140

DETAILED CONTENTS

1. INTRODUCTION :
 - (a) Medium of Expression
Pencils. Inks. Crayons. Types of colours.
 - (b) Tools & Materials:
T.Square, Set Squares, Drawing Board. Compass. Liner & Equipments for creating Textures.
2. ELEMENTS & PRINCIPLES OF BASIC DESIGN :
 - (a) Dots. Lines-thick,thin, Straight, Curve, Wavy, Vertical, Horizontal & Diagonal Lines.
Shapes- Geometrical: Circle , Square, Triangle, Rectangle etc. & Natural shapes- Birds, Trees, Plants, Flowers, Leaves, Foilage etc. Shapes modified to diffrent design through Lines, form, Colour & Texture.

- (b) Tone. Colours - Primary, Secondary, Tertiary Colours. Warm & Cool Colours. Opaque & Transparent Colours. Tints & Shades. Colour mixing. Colour scheme & Colour Combination. Colour Theory.
 - (c) Proportion, Harmony, Relationship, Contrast, Balance, Variety, Unity & Rhythm in design.
3. INTRODUCTION TO NEGATIVE & POSITIVE SPACE :
- Space value, Geometrical designs showing Negative & Positive space.
4. PRACTICE OF FOLLOWING ARTS FORMS IN COLOUR :
- (a) Traditional & Modern
 - (b) Folk & Geometrical
5. CONCEPT OF ILLUSION IN ART EXPRESSION :
- Optical Illusion , Three Dimensional effect
6. SKETCHES :
- Following to be Sketched in different media, i.e.-
Pencil/Ink/crayons/Water colour.
- (a) Flowers & Twigs
 - (b) Trees foliage
 - (c) Vegetables & Fruits
 - (d) Human & Animal Figures
 - (e) Birds
 - (f) Landscape
 - (g) Motifs
 - (h) Designs for Embroidary

Rationale:

This paper will make students familiar with human anatomy, measurement methods, measurement charts, difference between paper pattern and drafting, figure types and figure defects. The student will also be equipped with the knowledge of operation of equipments used in drafting.

Sl.No.	Topics "	Coverage Time		
		L	T	P
1.	Scope and importance of drafting	6	-	-
2.	Human anatomy	12	-	-
3.	Measurement methods	8	-	-
4.	Patterns	8	-	-
5.	Paper pattern and drafting	8	-	-
6.	Figure Types & defects	8	-	-
7.	Types of Layout	6	-	-
		56	-	140

1. Scope and importance of drafting and pattern making, terminology, drafting equipment and its use, types of layout.
2. Human Anatomy:
Study of human body with reference to skelton, muscles, joints, organs, growth of body, various considerations in making of cloth.
3. Measurement methods:
Various methods of taking measurements on the body.
taking measurements of over garments. Sequence of recording measurements.
4. Measurement charts/Anthropometry:
Study of measurement charts, study of human proportions,

eight head theory, its principle and application.

5. Patterns, Types of patterns, Difference between drafting and patterns

6. Different figure types and figure defects.

7. Types of layouts, Principles of layout, Importance of layout

Drafting and Pattern Layout Practical

1. Exercise on observation of different types of bodies.

2. Practice in drafting, layout and estimation of different types of children wears. Body Panty, Jhabla, Sunsuit, Romper Frock, Umbrella Frock, Combination Suit.

3. Practice on:

a- Taking measurements directly from body.

b- Taking measurements from ready garments.

4. A. Child basic bodice Block and Sleeve Block.

B. Types of sleeves... Plain, Puff, Fancy Puff, Flared,, Leg O, Mutton, Cap, Magyar, Dolman, Butterfly and Kimono.

C. Types of Collars- Peter pan (Single and 2 Picece), Cape, Chines Band Tennis Collar, Sailors, Puritan.

D. Types of Skirts, Stright, Gathered, Flared, Panelled, Yoked, Pleated, Circular.

C

5. Practice on drafting, layout and estimation for Childern

Wears - Baby Panty, Slip, Sun suit, Baby Frock, Combination Suit,

Party Frock, Night Suit, Skirt Top.

1.5 COMPUTER PRINCIPLES AND APPLICATION

L T P
2 - 8

Rationale:

For any specific application of computer some basic knowledge about computer relevant to that specific use, is necessary. The present paper means the same for CAD.

Sl.No.	Topics	Coverage Time		
		L	T	P
1.	Basic trend in PC Technology	1	-	-
2.	Hardware Configurations Key Board, System Unit, V.D.U. etc.	2	-	-
3.	Component Organisation :CPU, Memory,	2	-	-
4.	Standard I/O	3	-	-
5.	Memory Organisation	3	-	-
6.	Communication	3	-	-
7.	Operation Systems	-	-	-
	Essential Commands of :			
	A. DOS	4	-	-
	B. Windows	4	-	-
8.	Graphics	4	-	-
9.	Internet & E-Mail	2	-	-
		28	-	112

COMPUTER PRACTICE

List of Practicals on computer working.

1. Commands of Dos & Windows, coreldraw ver. 10 or Latest Sketching
2. Creating documents using MS Word
3. Creating Presentations using MS power point
4. Creating Database & Spreadsheets using MS excel
5. Practice of scanning photographs
6. Practice of using Internet Explorer & Electronic-mail.

L	T	P
6	-	6

Rationale:

A diploma holder in Fashion Designing, has to interact with skilled labour on one hand and he/she has to assist his/her seniors in the procurement of raw materials and various types of fabrics on the other. Therefore he/she should be equipped with the technique of selecting textile and synthetic fibres by visual inspection and laboratory tests, processing of fabrics, dyeing of fabrics etc.

Sl.No.	Topics	Coverage		
		L	T	P
1.	Textile fibres	12	-	-
2.	Yarn construction	12	-	-
3.	Woven Fabric construction	12	-	-
4.	Survey of	12	-	-
5.	Textile Dyeing	12	-	-
6.	Textile Printing	12	-	-
7.	Study of	12	-	-
		84	-	84

1.	Textile Fibres
1.1	Classification of textile fibres and their general & essential properties.
1.1.1	Natural fibres
	- Animal
	- Vegetable
	- Mineral
	- Bast Fibres
1.1.2	Man made Fibres
	(a) Regenerated fibers.
	- Rayons (Viscose, Acetate, Cupramonium)
	(b) Synthetic fibers.
	- Nylon
	- Polyester (Terelene/Decron)
	- Acrylic (Orlon)
1.2	Identification of textile fibres
1.2.1	Visual inspection
1.2.2	Burning test
1.2.3	Microscopic identification
1.2.4	Chemical test (elementary)
1.2.5	Elementary knowledge of blends

2. Yarn Construction
 - 2.1 Classification of yarns and their types.
 - 2.2 Elementary knowledge of different processes involved in the conversion of fibres into yarn.
 - 2.3 Characteristic features of yarn, Yarn Count System, Twist (S or Z)

3. Woven Fabric Construction
 - 3.1 Classification of woven fabrics
 - 3.2 Elementary knowledge of different processes involved in the conversion of yarn into fabric.
 - 3.3 Weaves.
 - (ii) Types of weaves
 - A: Simple: weaves
 - Plain weave and its derivatives .
 - Twill weave and its different forms.
 - Satin weave, Sateen
 - B: Special weave
 - Diamond, Huck-a-back, Honey comb and crepe.
 - 3.4 Fabric count (Weight of fabric)

4. Survey of different commercial fabrics on the basis of:
 - 4.1 Methods of manufacturing: weaving, (woven) (simple, compound, looped, tufted, gauze, leno etc.) and knitting (knitted) (weft knitted, warp knitted etc.)
 - 4.2 Structure (weave): plain (Long cloth, Popline, Rubia, Casement, Cambric, Voile, Mulmul, Buckram etc.), Twill (Drill, Denim, Jean, Tweed, Serge, Gaberdine etc.), Satin, Crepe, Mockleno, Leno, Gauze, Bedford card, Welt, Pique, Terry, Velvet, Velveteen, Corduroy.
 - 4.3 Quality and Construction: (Coarse, Medium, Fine, Superfine, Based on EPI, PPI, Count & ply of wrap and weft yarn)
 - 4.4 Weight, Light, Medium, Heavy.
 - 4.5 Level of ornamentation: Dyed, Stripe, Check (Drop box) Figured-Tapestry, Brocade, Damask (dobby and jacquard etc.) and Printed.
 - 4.6 Use : Shirting, Suiting, Lining, Dress Material, Bed cover, Table cover, Curtain, Furnishing, Upholstery etc.)

5. Dyeing
 - 5.1 Classification of dyes
 - a : Natural Dyes

- Vegetable
 - Animal
 - Mineral
- b: Synthetic dyes
- Acetate
 - Acid
 - Basic
 - Direct
 - Sulphur
 - Vat
 - Pigments
- c: Ecofriendly dyes
- 5.2 Batik
- 5.3 Tie and dye
- 5.4 Factors which effect fading of dyed fabrics
- (i) Light
 - (ii) Humidity
 - (iii) Perspiration
 - (iv) Gas fumes
 - (v) Laundering
 - (vi) Heat
6. Surface Designs of fabrics
- 6.1 Printing
- a- Block printing
 - b- Screen printing
 - c- Roller printing
7. Study of different commercial fabrics. for their structure and construction.

TEXTILE SCIENCE PRACTICALS

1. Identification of fibres. (Natural & Man made fibres)
2. Market survey to study different types of commercial fabrics and their sample collection.
3. Study of fabric structure to identify basic weaves.
4. Study of fabric count (Weight of fabric).
5. Practical based on theory taught

2.2 BASIC STITCHING TECHNIQUES

L T P
4 - 8

Rationale:

The objective of this paper is to make students familiar with selection and matching the thread with fabrics, basic stitches, seams, decorative, stitches, different types of plackets, design and putting in different types of pockets, waist bands, sleeves, collars and fasteners etc.

Sl.No.	Topics	Coverage Time		
		L	T	P
1.	Selection and matching of thread with fabric	8	-	-
2.	Basic stitches	8	-	-
3.	Seams	8	-	-
4.	Decorative stitches	6	-	-
5.	Plackets	6	-	-
6.	Waist bands	6	-	-
7.	Pockets	4	-	-
8.	Sleeves	4	-	-
9.	Collars	4	-	-
10.	Fasteners	2	-	-
		56	-	112

1. SELECTION & MATCHING OF THREAD :

Selection and matching the thread and needle with the fabric. Selection of temperature and type of presses to be used for various fabrics.

2. BASIC STITCHES :

Basic stitches with hand and sewing machine, casting, marking, running, button hole, heming, individual heming, back stitch, half back stitch, blind stitch, cross stitch, padding, types of tacking, their use, construction and faults. Temporary stitches, Permanent Stitching and their use.

3. SEAMS :

Seams with hand and machine; plain, french, flat ,

lapped, crossed, curved, angled, pinking, overbase, binding, etc., finishing of seams.

4. DECORATIVE STITCHES :
Decorative stitches, their utility, selection of decorative threads.
5. PLACKETS :
Types of plackets.
6. WAIST BANDS :
Waist bands - Pleating measuring and making from modern selected garments.
7. POCKETS :
Pockets making up and putting in
8. SLEEVES :
Sleeves - Making up and putting in; different types.
9. COLLARS :
Collars - Basic types and fixing of collars.
10. FASTENERS
Putting in different types of fasteners.

LIST OF PRACTICALS

1. Demonstration on use of sewing machine.
2. Practice of making basic stitches by hand.
3. Practice of making basic stitches by sewing machine.
4. Making of different types of seam.
5. Practice of making decorative stitches.
6. Practice on fabrication of dresses studied in drafting and pattern making-I subject.

2.3 EMBROIDERY

L T P
2 - 8

Rationale :

Embroidery is a process of adding design and decoration to the fabric surface. It holds significant importance in fashion wears for children and women. so it can not be ignored in fashion designing curriculum.

Note :

Lecturer/Demonstration will go along followed by practice during practical periods. At least 20 exercises (Patterns) of different kinds relevant topics in the paper. Student should be given demonstration of these exercises on computer also.

TOPIC WISE DISTRIBUTION OF PERIODS

Sl.No.	Units	Coverage Time		
		L	T	P
1.	Introduction (Topics 1,2)	3	-	-
2.	Embroidary			
	I. Hand Embroidary	8	-	-
	II. Machine Embroidary	8	-	-
3.	Preparation of articles	9	-	-
		28	-	112

DETAILED CONTENTS

1. INTRODUCTION :

- A. Introduction of the appropriate tools, machines and materials for hand and machine embroidery work.
- B. Knowledge of tracing design on various types of embroidery materials.

2. EMBROIDARY :

Prepare a file of the following embroidery samples with their characteristics, special features and uses.

(I) HAND EMBROIDERY :

- (i) Basic stitches (Including variations) - stem stitch, Back stitch, Chain stitch, Buttonhole stitch, Satin stitch, Long & Short stitch, Herringbone stitch, french knots, Couching, Darning-stitch, Feather-stitch, Cross-stitch.

(ii) FANCY EMBROIDERY WORK :

- (a) Applique work (Blind, Net, lace, figure appliques)
- (b) Patch work (c) Bead work
- (d) Ribbon work (e) Punch work
- (f) Black work (g) Laid work
- (h) Zari work (i) Shadow work
- (j) Quilting (k) Smocking

(iii) TRADITIONAL INDIAN EMBROIDERY :

- (a) Kashmiri (b) Phulkari
- (c) Chicken Kari (d) Sindhi mirror embroidery
- (e) Kantha (f) Miscellaneous Embroidery

(II) MACHINE EMBROIDERY :

(i) BASIC STITCHES :

Running stitch, Round stitch, Eyelet stitch,
Cording, Satin stitch, Long & Short stitch

(ii) TYPICAL EMBROIDERY :

- (a) Quilting

3. PREPARATION OF ARTICLES USING ABOVE SKILLS

3.1 Preparation of basic stitches embroidery folder.

3.2 Prepare Traditional embroidery Folder.

Rationale:

The objective of this paper is to acquaint the students with different types of machines their attachments, adjustments and maintenance procedure. The students also become familiar with tools and equipments used in dress designing industry.

Sl.No.	Topics	Coverage Time		
		L	T	P
1.	Sewing Machines	8	-	
2.	Attachments	8	-	
3.	Machine adjustments	10	-	
4.	Maintenance & care of machines	10	-	
5.	Tools & equipments	10	-	
6.	Special Purpose Sewing Machine	10	-	
		56	112	

Sewing Machines:

- General purpose sewing machine
Construction and working of sewing machines-hand operated, treadle operated and electric motor operated. Function of each part of sewing machine, sewing machine feed mechanism.
- Attachment: (Elementary idea of operation)
Pressure foot, Folders, Seam Guide, Special Attachments.
- Principles of operation of special purpose/basic machines:
Lockstitch, chainstitch, overlock, blindstich, button hole, and button stitching machines, long stitching machine, zig zag machine double needle machine, double needle arm stitching machine, tacking machine, blind stitch machine, presses, fusing presses, cutting and laying up machines.

4. Machine adjustments and effect of these adjustments.

5. Maintenance of Machines:

Necessity for preventive, periodic and correcting maintenance. Cleaning and lubrication of ordinary sewing machines and special purpose basic machines. Type of lubricating oil used. Maintenance (ie cleaning lubrication and adjustment) schedules.

Common defects which occur in sewing machines, basic and special purpose machines.

Trouble shooting and rectification of minor defects.

Tools and Equipments:

1. Cutting equipments:

Use and care of scissors, shears, pinking scissors.

2. Sewing Tools:

Use and care of needles, pins, thimble, tape measure, ruler, square adjustable gauge, skirt marker, french curve.

3. Marking Tool:

Use of tracing paper, tracing wheel, tailors chalk.

4. Miscellaneous Tools:

Bobbin, button hole scissors, eyelits, electric iron, steam iron.

Industrial Machines Tools and Equipments Practicals

1. Operation, Cleaning, Lubricating and adjustment of sewing machine.

2. Operation, cleaning, lubrication and adjustments of overlock machine.

3. Operation, cleaning, lubrication and adjustments of button hole stitching machine.

4. Operation, cleaning, lubrication and adjustments of button stitch machine.

5. Operation, cleaning, lubrication and adjustments of double needle machine.

6. Operation, cleaning, lubrication and adjustments of zig zag machine.

7. Operation cleaning lubrication and adjustments of arm stitching machine.

Rationale:

The objective of this paper is to familiarise the students with the factors influencing fashion, garment construction according to the figure size, fashion accessories like neck lines, trimmings, collars, sleeves etc.

Sl.No.	Topics	Coverage Time		
		L	T	P
1.	Factors influencing	2	-	-
2.	Figure proportions	3	-	-
3.	Neck lines, trimmings	2	-	-
4.	Collars	2	-	-
5.	Fixing of Sleeves and Cuffs	3	-	-
6.	Positioning of pockets and yokes	3	-	-
7.	Lining and interlining	3	-	-
8.	Darts, tucks, pleats	3	-	-
9.	Skirts	3	-	-
10.	Bifercated Wear	3	-	-
		28	-	112

1. FACTORS INFLUENCING DESIGN OF DRESS :

Factors influencing fashion; age, sex, physical characteristics, geographical factors, environmental influences, occasion etc. child/adults/male/female.

2. FIGURE PROPORTIONS :

Proportionate figure, its characteristics, relation of height to girth. Garments balance as applied to normal, abnormal and deformed figure.

3. NECK LINES, TRIMMINGS :

Neck lines Types : Necessity, stitches, trimming used for different shapes.

4. COLLARS :

Collars :Types, Methods of attaching collars, selection of stitches, precautions for different types of collars, inspection, use of facing.

5. FIXING OF SLEEVES AND CUFFTS :

Sleeves: Types, Method of fabrication, precautions in fabrication, inspection of sleeve and its fitting.

Precaution and necessity of fixing cuffs, balls, precautions to be used their inspection.

6. POSITIONING OF POCKETS & YOKES :

Types, Positioning the pockets and yokes: Selection of stitches and threads, precautions in stitching and its inspection. This should be just different types of pockets and yokes

7. LINING & INTERLINING :

Types, Importance of lining and interlining, method of attaching with different types of garments, matching of lining and their inspection.

8. DARTS, TUCKS, PLEATS :

Types and Importance of darts, tucks and pleats for proper fitting, their use in different garments, precautions to be taken, checking and mode of alterations for proper fitting.

9. SKIRTS :

Types of skirts, method of fabrication.

10. BIFERCATED WEAR :

Types of bifercated wear, methods of fabrication.

PRACTICALS

1. Prepare folders of the following:
 - a- Lace folder
 - b- Button folder
 - c- Snap button folder
 - d- Hooks and eye holder
 - e- Zip folder
2. Design different types of midi dresses in colour on 1/2 imperial size drawing sheet.
3. Design 10 summer wear with water colours on 1/2 imperial size drawing sheets.
4. On 1/2 imperial size sheet for each group sketch the following:

Group a- Children wear

- (i) Casual
- (ii) Play time
- (iii) Formal
- (iv) Night wear

Group b- Men's wear

- (i) Sports wear
- (ii) Casual
- (iii) Formal

Group c- Women's wear

- (i) Night wear
- (ii) beach wear
- (iii) Salwar kameez
- (iv) Formal western
- (v) Winter wear (Pullovers/knitwear)
- (vi) Coats/Caps
- (vii) Sari blouse
- (viii) Choli blouse

3.2 DRAFTING AND PATTERN MAKING-II

L T P
- - 12

Rationale:

The objective of this paper is to acquaint the students with the correct use of equipments , draping cloth in to styles pattern making for commercial and individual designing.

Sl.No.	Topics	Coverage Time		
		L	T	P
1.	Toipcs 1	-	-	-
2.	Toipcs 2	-	-	-
3.	Toipcs 3	-	-	-
4.	Toipcs 4	-	-	-
		-	-	168

1. PATTERN MAKING :

Pattern for individual designing
Pattern for commercial use
Use of Fashion sketches for making pattern.

2. DRAFTING AND PATTERN MAKING OF COLLARS :

Drafting and Pattern layout of the following Collars (Drafting, pattern layout and fabrication of open and closed collar)

- I. Band Collar
- II. Rolled Collors
- III. Flat Collars
- IV. Combination Collors

3. DRAFTING AND PATTERN MAKING OF SLEEVES :

(Drafting, pattern layout fabrication of full and half sleeve according to garment).

- I. Set in Sleeve
- II. Non Set In Sleeve- Dolman, Raglam, Megyar, Kimono

4. OUTFITS :

Salwar (2 and 4 piece), Churidar, Dhoti Salwar, Patiala, Straight Pants, Plazzos Straight Kurta A- Line Kurts, B- Princess Line Kurta Anarkali, Nighty, House Coats, Evening Gown, Tops.

LIST OF PRACTICALS

1. Adult bodice Block For Ladies, Adult Sleeve Block.
2. Types of Sleeves - Plain, Raglan Sleeves, Tulip Sleeves, Full Sleeves with cuffs for Ladies, Lantern Sleeves Draft variation of Sleeves.
3. Types of collars- Standing collar, Shirt, Chelsea, Jabot, Funnel, Turtle Neck, Convertible, Gown, Draft variation of collars.
4. Drafting and Pattern Layout of Garments based on theory.

3.3 FABRIC SELECTION AND IDENTIFICATION

L	T	P
4	-	8

THEORY

1. General processing of fabrics (elementary treatment)
 - 1.1 Need for fabric processing
 - 1.2 Scouring
 - 1.3 Bleaching
 - 1.4 Mercerizing
 - 1.5 Sanforizing
 - 1.6 Tentering
 - 1.7 Calendering
 - 1.8 Beetling
 - 1.9 Napping
 - 1.10 Acid finish
 - 1.11 Crease resistance finish.
 - 1.12 Moth proof
 - 1.13 Flame proof
 - 1.14 Water proof
 - 1.15 Raising
 - 1.16 Milling
2. Selection of fabrics
 - 2.1 Suitability with respect to figure, fashion, climate, age, sex, profession
 - 2.2 Cost
 - 2.3 Care
3. Methods for their identification, properties and uses.
4. Quality assesment of different commercial fabrics.
 - Fabric Defects (Inspection Table)
 - EPI/PPI variability
 - Yarn regularity
 - Shrinkage
 - Fading of colour (if coloured)
 - Pattern continuity (if figured)
 - Design out
 - Weight/Colour/Width/Variation

PRACTICALS

Presentation of samples in a folder with technical details.

3.4 LEATHER SCIENCE

L	T	P
4	-	8

1. LEATHER STRUCTURE AND ITS SUITABILITY TO VARIOUS USES :
 - A. Animal use for leather garment, shoes and accessories.
 - B. Structure of various animal as Buffalo, Cow, Goat, Seep and Pig.
 - C. Structure of leather and chemical composition of Hi skin.
 - D. Suitability of different leather areas for specific garment part as front, back, armhole, etc.
2. LEATHER QUALITY :
 - A. General definition and recognition of quality within leather.
 - B. Defect of leather.
 - C. Shade, identification and sorting.
3. PROCESSING :
 - A. Understanding of leather processing.
 - B. Preservation curing, soaking, liming, pickling tannage, retannage, Fat, Liquoring, Dying, Finishing.
4. FASHION EFFECT :

Various fashion effect, Screen printing, Embossed/abraded pattern. Purling and purporating Embroidery, Zomping.
5. TESTING :
 - A. Testing and performance ie. elasticity/plasticity. Thermostatic property, tear strength, other relevant tests. International quality standards.
 - B. Colour fastness for dry cleaning.
 - C. Light fastness.
 - D. Colour fastness for rubbing, abrasion resistance, etc.
 - E. Performance of leather for garments international standards.
6. LEATHER CARE:
 - A. Treatment of leather garment before cleaning
 - B. Home care of leather garments should be complete by drys, apply telcom power also.
 - C. Care of unfinished or finished "Grain leathers".
 - D. Care of suede leather.
 - E. Implication of dry cleaning.

- F. Recoiling suede and grain leather.
- G. "Leaher garment care" labeling.
- H. Collecting samples of different kinds leather (Project).

LIST OF PRACTICALS

1. Measurement and the thickness of the leather sample (V.T & C.T.).
2. Determination of the density of the cylindrical leather sample.
3. Findout the tensile strenth of leather sample by tensile machine.
4. Findout hte stitch tear resitance of the leather sample (Double Hole).
5. Findout the tongue tear strenth byu tensile strenth.
7. Making of key bunch.
8. Hand gloves making, design and pattern cutting.
9. Making of different types caps and hats.
10. Making of wallets, pouches, belt, cluches, pen holders, coaster and others accessories.

4.1 Functional Communication

L	T	P
4	-	-

TOPIC WISE DISTRIBUTION OF PERIODS

Sl.No.	Units	Coverage Time		
		L	T	P
Section A English				
1.	On Communication	04	-	-
2.	Exploring Space	04	-	-
3.	Sir C.V. Raman	04	-	-
4.	Professional Development	04	-	-
5.	Buying a Second Hand Bicycle	04	-	-
6.	Leadership and Supervision	04	-	-
7.	First Aid	03	-	-
8.	The Romanance of Reading	03	-	-
9.	No Escape from Computers	03	-	-
10.	Bureau of Indian Standards	03	-	-
Section B Hindi				
1.	Topic 1	02	-	-
2.	Topic 2	02	-	-
3.	Topic 3	02	-	-
4.	Topic 4	02	-	-
5.	Topic 5	02	-	-
6.	Topic 6	02	-	-
7.	Topic 7	02	-	-
8.	Topic 8	01	-	-
9.	Topic 9	02	-	-
10.	Topic 10	02	-	-
11.	Topic 11	01	-	-
		56	-	-

Section "A" (English)

Text Lessons

Unit I.	On Communication
Unit.II	Exploring Space
Unit.III	Sir C.V. Raman
Unit.IV	Professional Development of Technicians
Unit.V	Buying a Second Hand Bicycle
Unit.VI	Leadership and Supervision
Unit.VII	First Aid
Unit.VIII	The Romanance of Reading
Unit.IX	No Escape from Computers
Unit.X	Bureau of Indian Standards

Section "B" Hindi

1& Lojkt:xlj
2& Hkkj rh; oKkfudka , oa rduhfd; ka dk Hkkj r ds fodkl ea ; kxnku
3& xkE; fodkl
4& i fjokj fu; kstu
5& l kektfd l l.Fkk; a
6& fu; kstu vlg tu dY; k.k
7& Hkkj r ea i kSj ffxdh ds fodkl dk bfrgkl
8& gfjr dkklur
9& i ; kbj.k , oa ekuo i nllk.k
10& Jfed dY; k.k
11& Hkkj r ea Jfed vllnksyu

4.2 GARMENT FABRICATION

L T P
- - 12

RATIONALE

The objective of this paper is to familiarise the student regarding fabrication of garments for children and various types of stitches, seams, trimmings, finishing of garments, different types of openings, plackets, fasteners, yokes and fittings etc.

Sl.No.	TOPICS	COVERAGE TIME		
		L	T	P
1.	Fabrication of garments	-	-	-
2.	Openings	-	-	-
3.	Fastners	-	-	-
4.	Yokes and trimmings	-	-	-
5.	Importance of fitting	-	-	-
		-	-	168

1. FABRICATION OF GARMENTS :

Studied in Drafting & Patternmaking II Subject.

2. OPENINGS :

Necessity of opening types - Plain, plackets, side placket, face placket, slit in front, continuous plackets, two part placket, precautions in fabrication of stitches to be used. Specific use of openings in different garments and their checking.

3. FASTNERS :

Necessity and selection of various fasteners, like snap, hooks, various types of fixing, Zips, button, eyelet, nighty fasteners. Use of Proper colour, size of thread and method of stitching and checking of fixing the fasteners.

4. YOKES & TRIMMINGS :

Necessity and method of fabricating, various types of yokes, use of trimmings, lace piping, smoking, honey comb, pleats

and gathers.

5. IMPORTANCE OF FITTING :

Importance of fitting, checking for fitting on figures and dummies. Alterations to be done for correct fitting.

Garment Fabrication -Practicals

1. Samples of opening in plain fabric, placket stitches.
2. Practice of fixing fasteners.
3. Fabrication of garments studied in Drafting & Patternmaking II Subject.
4. Mass Production:
 - Sketching of designs
 - Selection of design
 - Making its paper pattern
 - Mass cutting
 - Sticking and finishing

4.3 KNITTING

L T P
6 - 10

Rationale :

Knitted garments are quite in vogue and their acceptability is growing fast. The objective of the paper is to produce students trained in knitted products who can understand manufacturing technology and commercial influences on product development.

TOPIC WISE DISTRIBUTION OF PERIODS

Sl.No.	Units	Coverage Time		
		L	T	P
1.	Fundamentals of Knitting	12	-	-
2.	Knitting Terminology	12	-	-
3.	Knitting Elements	12	-	-
4.	Weft Knitting	24	-	-
5.	Warp Knitting	24	-	-
		84	-	140

DETAILED CONTENTS

1. FUNDAMENTALS OF KNITTING :
 - I. Origin and definition of art of knitting .
 - II. History of knitting.
 - III. Techniques of knitting.
2. KNITTING TERMINOLOGY :

To acquaint with all the terms related to knitting machine and knitted structures
3. KNITTING ELEMENTS :

To acquaint with various elements related to knitting machine.
4. WEFT KNITTING :
 1. Brief idea of weft knitting machine.
 2. Flat and circular knitted structures.
5. WARP KNITTING :

Brief idea of warp knitting machine, Raschal and Tricot and Knitted structures.

LIST OF PRACTICALS

1. Correct method of holding the Knitting needles, cast on and cast off stitch, Increasing and decreasing stitches finishing the raw edges.
2. Basic knitting by hand and machine.
 - a) Knit stitch, purl stitch, stocking stitch.
 - b) Rib - stitch, Moss or Seed stitch, garter stitch.
 - c) Slip stitch pattern, cable & cross stitch pattern & other fancy stitch.
3. Making ribbons, pom-poms, cords, buttons.
4. Making of different types of simple and fancy buttons holes.
5. Estimation of wool required for various types of garments.
6. Knitting
Socks, Booties, Cap, Sweaters.
 - a) Various types of neck lines.
 - b) Sleeves.
 - c) Pockets.
 - d) Plackets.
 - e) Collors.
 - Letter knitting
 - Figure knitting
 - Decorative motifs (Embriodery, beads, lace tec.)
7. Repair and alterations - Samples only. Hand and Machine
8. Design collection/Art portfolio.

4.4 CAD FOR COSTUME-I

L	T	P
6	-	8

1. MS PAINT :

THEORY :

Tools variations, Menubar, Screen Elements, Tools Line, Curve Line, Retanglular, Ellipse, Freehand, Select Tool, eraser Tool, Pick Colour Tool, Magnifier Tool, Paint Bucket, Text, Polygon, Air Brush, Preference Tool.

Commands :

Page setup, Undo, Cut, Copy, Paste, Clear Selection, Select All, Color Box, Status Bar, Zoom, Flip/Rotate, Strech/Skew.

Practicals :

Tools variations, Menubar, Freehand Sketching.

2. COREL DRAW:

THEORY :

- Introduction, Content of Menu Bar, Tools Variation.
- Screen Elements/Tools Pick Tools, Shape Tools, Pencil Tools, Rectangle, Ellipse, Fill, Outline, Text.

Commands :

Cut, Copy, Paste, Convert to curve, Trim, Weld, Group, Ungroup, Combine, Break a Part, Texture, Grid, Guide Line, Transform, Roll Up, Extrude, Roolup, Lens Rollup prespective Roll Up.

Practicals :

Block Figure, Flashing, Drafting, Tools Variations, Drapping, Freehand Sketching.

3. ADOBE PHOTOSHOP :

1. Opening Documents :

Understanding image resoulution, Importing images.

2. Drawing and Painting Tools :

Choosing colours, Drawing Tools, Gradient Tools, Shape Tools, Transform Tools.

3. Creation of Pattern.

4. Creation of Layer.
5. Creation and manipulation of text.
6. Image editing using PhotoShop

PRACTICALS :

Using the above technique, Draping of bodice block and editing scanned images.

4. 2D pattern making, Pattern alteration, Grading, Block fusing, Marker making, NC cut path optimizations, Plaid matching, Digital print block for sample cutting, Material spreading, Colour separation, repeats, Colour ways, Weaves, Knits, Jacquards, story boards, Types of notches, Darts, Pleats, Seams, Drill holes, Internal Colour.

PRACTICALS :

1. Create New Colours.
 2. Create Colour Ways.
 3. Create Story Boards.
 4. Create various types of notches, darts, plaets, seams, drill holes and internal countours.
 5. Design knits, Weaves and Jacquards.
 6. Design New Print.
 7. Change Existing Design.
-
5. Drarting and Pattern making- Marker making(layout) using Tukatech, Gerber, Magnum, Lectra or any other latest similar software

5.1 INTEGRATIVE COMMUNICATION

L	T	P
-	-	4

TOPIC WISE DISTRIBUTION OF PERIODS

Sl.No.	Units	Coverage Time		
		L	T	P
1.	Introduction to Personality Development	-	-	02
2.	Factors Influencing / Shaping Personality	-	-	02
3.	Self Awareness - 1	-	-	03
4.	Self Awareness - 2	-	-	02
5.	Self Awareness - 3	-	-	02
6.	Change Your Mind Set	-	-	02
7.	Interpersonal Relationship and Communication	-	-	03
8.	Non-Verbal communication Communication Skills	-	-	02
9 .	Communication Skills ACTIVITIES	-	-	06
10.	Body Language skills	-	-	03
11.	Leadership Traits & Skills	-	-	03
12.	Attitude	-	-	03
13.	Analyzing & Solving a Problem skills	-	-	02
14.	Time Management skills	-	-	03
15.	Stress Management Skills	-	-	02
16.	Interview Skills	-	-	04
17.	Conflict Motives	-	-	02
18.	Negotiation / Influencing Skills	-	-	02
19.	Sociability	-	-	03
20.	Importance of Group	-	-	03
21.	Values / Code of Ethics	-	-	02
		-	-	56

PERSONALITY DEVELOPMENT

1 Introduction to Personality Development

AIM, Skills, Types of Skills, LIFE SKILLS VS OTHER SKILLS, Concept of Life Skills. Ten core Life Skills identified by WHO

2. Factors Influencing / Shaping Personality :

Introduction, Physical and Social Factors Influencing / Shaping Personality (Hereditary, Self-Development, Environment, Education, Life-situations) Psychological AND Philosophical Factors Influencing / Shaping Personality (Past Experiences, Dreams and Ambitions, Self-Image, Values)

3. Self Awareness - 1

DIMENSIONS OF SELF AWARENESS (Self Realization, Self Knowledge or Self Exploration, Self Confidence, Self Talk, Self Motivation, Self Esteem, Self Image, Self Control, Self Purpose, Individuality and Uniqueness, Personality, Values, Attitude, Character), SELF REALIZATION AND SELF EXPLORATION THROUGH SWOT ANALYSIS AND JOHARI WINDOW,

4. Self Awareness - 2

SYMPATHY VS EMPATHY AND ALTRUISM, Importance of Empathizing with Others,

5. Self Awareness - 3

Self-Awareness through Activity, Body Image (What is Body

Image, What Decides our Body Image, What is Poor Body Image, What are the Harmful Effects of Poor Body Image), Tackling Poor Body Image(Enhance Self-Esteem, Build Up Critical Thinking, Build up Positive Qualities, Understand Cultural Variation, Dispel Myths, Utilize Life Skills)

6. Change Your Mind Set

What is Mindset, HOW TO CHANGE YOUR MINDSET (Get the Best Information Only, Make the best people your Role Model, Examine Your Current Beliefs, Shape Your Mindset with Vision and Goals, Find Your Voice, Protect Your Mindset, Let Go of Comparisons, Put An End To Perfectionism, Look At The Evidence, Redefine What Failure Means, Stop Worrying About What "People" Think)

INTERPERSONAL SKILLS

7. Interpersonal Relationship and Communication

INTERPERSONAL RELATIONSHIP , Forms of Interpersonal Relationship, Must Have in an Interpersonal Relationship, Interpersonal Relationship between a Man and a Woman (Passion, Intimacy, Commitment), Relationship Between Friends, ROLE OF COMMUNICATION IN INTERPERSONAL RELATIONSHIP (Take Care Of Your Tone And Pitch, Choice of Words is Important in Relationships, Interact Regularly, Be Polite, Try To Understand The Other Person's Point Of View As Well, Individuals Can Also Communicate Through Emails,

8. NON-VERBAL COMMUNICATION Communication Skills

Non-Verbal Communication, We Communicate with Our Eyes, Communication with Facial Expression, A Good Gesture, Appearance, Posture and Gait, Proximity and Touch), IMPORTANCE OF LISTENING, Characteristics of Good and Effective Listener(Is Attentive, Do Not Assume, Listen for Feelings and Facts, Concentrate on the Other Speakers Kindly and Generously, Opportunities)

9. Communication Skills ACTIVITIES -

Activities in Making Collages, Making Advertisements, PPT Preparation & Presentation, Speaking -Seminars, Group Discussions, Debates, Extempore Speeches, Listening to an audio clip and telling its gist, Answering a telephone call, Making enquiries, General tips- Pronunciation, Tone, Pitch, Pace, Volume, relevance, brief, simple Reading Newspaper, Magazines (Current Affairs, Economic magazines, Technical magazines), How to read a report, article, Writing- Resume Writing, Writing joining report, Notice writing, Report making, Proposal writing, Advertisement, Notice for tender, Minutes writing, E-Mail writing, Listening News, Listening to audio clips.(Lecture, poetry, speech, songs),

10. Body Language skills

Introduction, What is Body Language , Body Language Parts, Personal Space Distances (Intimate Distance, Personal Distance, Social Distance, Public Distance), IMPORTANT BODY LANGUAGE SIGNS AND THEIR MEANING

UNDERSTANDING OTHERS

11. Leadership Traits & Skills :

Introduction, Important Leadership Traits (Alertness, Bearing, Courage, Decisiveness, Dependability, Endurance, Enthusiasm, Initiative, Integrity, Judgment, Justice, Knowledge, Loyalty, Sense of Humour), Other Useful traits (Truthfulness, Esprit-de-corps, Unselfishness, Humility and sympathy, Tact without loss of moral

courage, Patience and a sense of urgency as appropriate, Selfconfidence, Maturity, Mental including emotional stability)

12. Attitude

Types of Attitude, Components of Attitudes (Cognitive Component, Affective Component, Behavioral Component), Types of Attitudes (Positive Attitude, Negative Attitude, Neutral Attitude, Rebellious Attitude, Rational and Irrational Attitudes, Individual and Social Attitudes), Kinds of Attitude, ASSERTIVENESS, How to Develop Assertiveness (Experiment and Try New Things, Extend Your Social Circle, Learn to Make Decisions for Yourself, Indulge in Knowledge, Admire Yourself & Others), Negotiation (Be Sensitive to The Needs Others, Be Willing To Compromise, Develop Your Problem-Solving Skills, Learn to Welcome Conflict, Practice Patience, Increase Your Tolerance For Stress, Improve Your Listening Skills, Learn To Identify Bottom-Line Issues Quickly, Be Assertive, Not Aggressive)

PROBLEM SOLVING

13. Analyzing & Solving a Problem skills

Critical Thinking, Creative Thinking, Decision Making, Goal Setting & Planning, Problem Solving

14. Time Management skills

Need of Time Management, TIME WASTERS (Telephone, Visitors , Paper work, Lack of Planning & Fire Fighting , Socializing , Indecision , TV , Procrastination), PRINCIPLES OF TIME MANAGEMENT - Develop a Personal Sense of Time (Time Log , value of other people's time), Identify Long-Term Goals , Concentrate on High Return Activities , Weekly & Daily Planning (The Mechanics of Weekly Planning , Daily Planning), Make the Best Use of Your Best Time , Organize Office Work (Controlling Interruptions , Organizing Paper Work), Manage Meetings, Delegate Effectively, Make Use of Committed Time, Manage Your Health,

15. Stress Management Skills

INTRODUCTION, Understanding Stress and its Impact, Expected Responses (Physical, Emotional, Behavioral), stress signals(thoughts, feelings, behaviors and physical), STRESS MANAGEMENT TECHNIQUES (Take Deep Breath, Talk It Out, Take A Break, Create a Quiet Place in Your Mind, Pay Attention to Physical Comfort, Move, Take Care of Your Body, Laugh, Manage Your Time, Know Your Limits, Do You Have To Be Right Always, Have A Good Cry, Look for the Good Things Around You, Talk Less, Listen More), UNDERSTANDING EMOTIONS AND FEELINGS-through Activity

16. Interview Skills (2 sessions from Industry Expert is Compulsory)

Curriculum Vitae (When Should a CV be Used, What Information Should a CV Include, personal profile, Covering Letter, What Makes a Good CV, How Long Should a CV Be, Tips on Presentation), Different Types of CV (Chronological, Skills-Based), BEFORE THE INTERVIEW , CONDUCTING YOURSELF DURING THE INTERVIEW , FOLLOWING THROUGH AFTER THE INTERVIEW , Interview Questions To Think About , MOCK INTERVIEW - Activity (MOCK INTERVIEW EVALUATION - NON-VERBAL BEHAVIORS, VERBAL BEHAVIORS, General Etiquettes to face the Board , Telephonic interview

17. Conflict Motives -Resolution

Motives of Conflict(Competition for Limited Resources, The Generation Gap and Personality Clashes, Aggressive

Personalities, Culturally Diverse Teams, Competing Work and Family Demands, Gender Based Harassment), Merits and Demerits of Conflict , Levels of Conflict (Interpersonal Conflict, Role Conflict, Inter-group Conflict, Multi-Party Conflict, International Conflict), Methods of Conflict Resolution (The Win-Lose Approach, The Lose-Lose Strategy, The Win-Win Approach), Techniques for Resolving Conflicts (Confrontation and Problem Solving Leading to Win-Win, Disarm the Opposition, Cognitive Restructuring, Appeal to Third Party, The Grievance Procedure)

18. Negotiation / Influencing Skills

Why Influencing, What Is Influencing, TYPES OF INFLUENCING SKILLS (Probing And Listening, Building Rapport, Sign Posting, Pacing, Selling, Assertiveness), LAWS AND PRINCIPLES OF INFLUENCE, The Six Laws of Influence (The Law of Scarcity, The Law of Reciprocity, The Law of Authority, The Law of Liking, The Law of Social Proof, The Law of Commitment and Consistency), Influencing Principles (Making a Start, Buy Yourself Thinking Time, Dealing With Disagreement, Difficult And Sensitive Situations)

19. Sociability : Etiquettes And Mannerism & Social Skills

Need for Etiquette , Types of Etiquettes (Social Etiquette, Bathroom Etiquette, Corporate Etiquette, Wedding Etiquette, Meeting Etiquette, Telephone Etiquette, Eating Etiquette, Business Etiquette, E-Mail Etiquettes,), MANNERISMS, HOW TO IMPROVE YOUR SOCIAL SKILLS (Be Yourself, Be Responsible, Be Open & Approachable, Be Attentive, Be Polite, Be Aware, Be Cautious)

20. Importance of Group / Cross Cultural Teams / Team Work skills

Introduction, Types and Characteristics of Groups (Definition of a Group, Classification / Types of Groups, Friendship Group, Task Group, Formal Groups, Informal Group, Effective Group), Importance of a Group, Characteristics of a Mature Group, TYPES AND CHARACTERISTICS OF A TEAM (Definition of a Team, Types of Teams, Functional Teams, Problem Solving Teams, Cross - Functional Teams, Self - Managed Teams), Importance of a Team, Characteristics of a Team

21. VALUES / CODE OF ETHICS

Meaning, A FEW IMPORTANT VALUES (Honesty, Integrity, Purity, Discipline, Selflessness, Loyalty, Fairness, Equality, Trust, Support, Respect, etc)

Note : One Orientation module for the faculty is must.
Involvement of Industry Experts is necessary for Interview Skills

5.2 CAD FOR COSTUME-II

L	T	P
6	-	10

1. AUTOCAD :

THEORY :

- a. Drawing Tools : Line, Arc, Circle, Polygon, Multiline, Solid, Rectangle, Polyline Point.
- b. Editing Tools : Erase, Copy, Move, Mirror, Stretch, Scale, Fillet, Chamfer Extend, Trim.
- c. Hatch Block, Page setup, Printing and Plotting
- d. Dimensioning, Linetype, Layer.

Practicals :

1. Using above commands to create bodice block, Geometrical figures, Drafting of various stitched items.
2. REACHCAD/LATEST FASHION SOFTWARE
 1. Practical based on above software- Creating three dimensional Human figures and its fit a design onto the form and make Necessary changes in style of cuffs, collars and sleeves (which are stored in data bank for future reference) and finalise a design. Draw basic designs, stick figures, Bodice Block and flesh figures on computer and producing their prints for file collection. Reproducing colours in patterns (From strips or plaids to figurative designs) in fabrics (such as wool, tweed or cotton twill) under different light conditions (Natural, Incandescent or flouresent) with different days with different textures (adding three dimensional depth to colour) and on different types of colothings (showing how finished product will look without needing to assemble). Taking out prints of above exercises for file.
 2. Smart sketch
 3. Corel draw
 4. MS Paint
 5. Autocad

5.3 LEATHER GARMENT CONSTRUCTION

L T P
6 - 10

Rationale :

Leather Garments are now well accepted articles of fashion and utility. Knowledge of their construction techniques is essential for any modern fashion technologist.

Sl.No.	Units	Coverage Time		
		L	T	P
1.	Introduction	10	-	-
2.	Pattern Making	18	-	-
3.	Garment Fabrication	18	-	-
4.	Equipment & Machinery	18	-	-
5.	Project	15	-	-
		84	-	140

1. INTRODUCTION :
 - A. Classification of leather garment based on material design usage and fashion.
 - B. Choice of leather kind for various type of garment and their parts.
 - C. Types of lining and padding material
 - E. Types of fastners and gaindries.
2. PATTERN MAKING :
 1. Block pattern development front size charts and specifications.
 2. Three Dimensional development via darts and seam lines.
 3. Princess line blocks and development of flair.
 4. Types of collar, sleeves, pocket and pleasts, etc.
 5. Techniques of leather cutting.
 6. Effective placement of pattern to minimise of leather waste
 7. Cutting room practice - ie. sorting, selecting and cutting.
 8. Development of leather cutting skills.
 9. Silhouette development and hole setting.
 10. Complex style readings and proportion judgment.
 11. Mens wear pattern cutting for tailored jackets and coats ie.

SB., DB. etc. and trousers.

12. Children wear pattern cutting for variety of smart and casual styles.
13. Leather fitted garments for evening wear.
3. GARMENT FABRICATION :
 1. Machinery : Control, Threading, Adjustments.
 2. Garment Assembly Sequences.
 3. Types of Threads, Needles, stitch and Seam.
 4. Fusible and non fusible inter linings.
 5. Adhesives.
 6. Techniques of sleeves and collar and hood setting.
 7. Making specific garment.
 8. Garment Specification.
 9. Recovery waste and its utilisation in fabrication various small items of fashion and utility such as HandGloves, HeadWears, Covers for Key bunch, spectacles and Purses, etc to name a few.
4. EQUIPMENT AND MACHINERY :

Study of sewing machines including needle feed types, cutting machines, Button hole and button stitching machines, Ironing press, Heat tools - Cutting measuring marking, etc. special features furniture and layouts. Dummies for checking fittings.
5. PROJECTS :

Collection of designs, professional standards of cut and fits and interpretation of the range.

LIST OF PRACTICALS

1. Designing, drafting, pattern cutting
2. Menswear garment.
3. Ladieswear garment.
4. Childrenwear garment.

5.4 GRADING

L T P
6 - -

1. Pattern manipulation - Shifting and relocating of Drafts, Yoke manipulation different style- Pivot, Slash and Measurement method.
2. PRINCIPLES OF GRADING :
 - A. Women's Sizing and Surveys :

Study of basic size charts, height analysis, height grade, choice of bust and waist size, Area increment charts.
 - B. Women's Grading Increments :

Covering all types of basic block - three dimensional grade, two dimensional grade.
 - C. Area Commentaries :

Part by part examination of the body increments and the problem arising in each area - Height and Weight.
 - D. Selecting Grading System & Techniques Grading System :

Three dimensional grading two dimensional system - Grading Technique - The draft grade, the track grade.
3. GRADING TECHNIQUES :

Draft grading basic block - back bodice- height and girth grading front bodice, grading the set-in-sleeve, grading the skirt block.
Selecting Zero Point - Methods selecting a zero point - draft grading using different points.
4. WOMEN'S STYLE GRADING :

The grading of a complete style - grading specification size chart, size range, height/girth/length, Proportioning, Types of Grade, Zero point front, Zero point back zero point sleeve, Categories of Fit.

Men's Grading :
Trousers Grading, Shirt sizing grading.

5.5 JEWELLERY AND FASHION ACCESSORIES

L T P
- - 8

Rationale :

Changes in designs of apparel, jewellery and fashion accessories keep the fashion vibrant and dynamic. Their demand in society is always in unison with the pace of changes. Jewellery and fashion accessories and their designing are well established professions. Due use of computer in development of designs be emphasized.

Note :

Lecturer/Demonstration will go along with the practice in tutorial classes. Sufficient collections of designs drawing during the session is to be appreciated. Due use of computer in development of designs be emphasized.

TOPIC WISE DISTRIBUTION OF PERIODS

Sl.No.	Units	Coverage Time		
		L	T	P
1.	Basics	-	-	-
2.	Gems Identification	-	-	-
3.	Jewellery	-	-	-
4.	Fashion Accessories	-	-	-
5.	Style of fashion accessories	-	-	-
6.	Market Survey	-	-	-
		-	-	112

DETAILED CONTENTS

1. **BASICS :**
 Jewels- their shapes. Forms and types. Techniques.
 Creations. Inspiration. Elements - Studed gold, plain gold, and other metals.
2. **GEMS IDENTIFICTION :**
 Cuts, Sizes, shapes, using different identification techniques.
3. **JWELLARY :** Accessories, styles and their creative uses.
4. **FASHION ACCESSORIES :**
 Fashion accessories and their creative uses Hats, Bags Shoes, Umbrellas, Bags, Purses, Wallets .
5. **STYLES OF FASHION ACCESSORIES :**
 Styles and variation in Fashion accessories. Desising and

orientation/various aspects of different fashion accessories. Materials used for Fashion Accessories, Suitability of fashion accessories according to figure type

6. Market surveys and Research for proper selection of accessories.

PRACTICALS

1. Preparation and collection of designs and their analysis.
2. Preparation of folder and presentation.
3. Prepare 2 articles of different types of accessories.
4. Prepare 5 sets of jewellery with 5 items using different Materials

VI Semester

6.1 ENVIRONMENTAL EDUCATION & DISASTER MANAGEMENT

L T P

4 - -

RATIONALE:

A diploma student must have the knowledge of different types of pollution caused due to industrialisation and construction activities, so as he may help in balancing of eco-system and control pollution by providing controlling measures. They should be also aware of the environmental laws for effectively controlling the pollution of environment. The topics are to be taught in light of legislation Para-3.

TOPIC WISE DISTRIBUTION OF PERIODS:

SL. NO.	TOPIC	L	T	P
1.	Introduction	6		
2.	Pollution	4		
2.1	Water Pollution	8		
2.2	Air Pollution	8		
2.3	Noise Pollution	4		
2.4	Radio Active Pollution	6		
2.5	Solid Waste Management	6		
3.	Legislations	4		
4.	Environmental Impact Assessment	4		
5.	Disaster Management	6		
TOTAL		56	-	-

DETAILED CONTENTS

1. INTRODUCTION :

- Basics of ecology, Ecosystem, Biodiversity Human activities and its effect on ecology and eco system, different development i.e. irrigation, urbanization, road development and other engineering activities and their effects on ecology and eco system, Mining and deforestation and their effects.
- Lowering of water level , Urbanization.
- Biodegradation and Biodegradability, composting, bio remediation, Microbes .Use of biopesticides and biofungicides.
- Global warning concerns, Ozone layer depletion, Green house effect, Acid rain,etc.

2. POLLUTION :

Sources of pollution, natural and man made, their effects on living environments and related legislation.

2.1 WATER POLLUTION :

- Factors contributing water pollution and their effect.
- Domestic waste water and industrial waste water. Heavy metals, microbes and leaching metal.
- Physical, Chemical and Biological Characteristics of waste water.
- Indian Standards for quality of drinking water.
- Indian Standards for quality of treated waste water.
- Treatment methods of effluent (domestic waste water and industrial/ mining waste water), its reuse/safe disposal.

2.2 AIR POLLUTION :

Definition of Air pollution, types of air pollutants i.e. SPM, NOX, SOX, CO, CO₂, NH₃, F, CL, causes and its effects on the environment.

- Monitoring and control of air pollutants, Control measures techniques. Introductory Idea of control equipment in industries i.e.
 - A. Settling chambers
 - B. Cyclones
 - C. Scrubbers (Dry and Wet)
 - D. Multi Clones
 - E. Electro Static Precipitations
 - F. Bog Fillers.
- Ambient air quality measurement and their standards.
- Process and domestic emission control
- Vehicular Pollution and Its control with special emphasis of Euro-I, Euro-II, Euro-III and Euro IV.

2.3 NOISE POLLUTION :

Sources of noise pollution, its effect and control.

2.4 RADISACTIVE POLLUTION :

Sources and its effect on human, animal, plant and material, means to control and preventive measures.

2.5 SOLID WASTE MANAGEMENT :

Municipal solid waste, Biomedical waste, Industrial and Hazardous waste, Plastic waste and its management.

3. LEGISLATION :

Preliminary knowledge of the following Acts and rules made thereunder-

- The Water (Prevention and Control of Pollution) Act - 1974.

- The Air (Prevention and Control of Pollution) Act - 1981.

- The Environmental Protection (Prevention and Control of Pollution) Act -1986. Rules notified under EP Act - 1986 Viz.
 - # The Manufacture, Storage and Import of Hazardous Chemical (Amendment) Rules, 2000
 - # The Hazardous Wastes (Management and Handling) Amendment Rules, 2003.
 - # Bio-Medical Waste (Management and Handling) (Amendment) Rules, 2003.
 - # The Noise Pollution (Regulation and Control) (Amendment) Rules, 2002.
 - # Municipal Solid Wastes (Management and Handling) Rules, 2000.
 - # The Recycled Plastics Manufacture and Usage (Amendment) rules, 2003.

- 4. ENVIRONMENTAL IMPACT ASSESSMENT (EIA) :
 - Basic concepts, objective and methodology of EIA.
 - Objectives and requirement of Environmental Management System (ISO-14000) (An Introduction).

- 5. DISASTER MANAGEMENT :

Definition of disaster - Natural and Manmade, Type of disaster management, How disaster forms, Destructive power, Causes and Hazards, Case study of Tsunami Disaster, National policy- Its objective and main features, National Environment Policy, Need for central intervention, State Disaster Authority- Duties and powers, Case studies of various Disaster in the country, Meaning and benefit of vulnerability reduction, Factor promoting vulnerability reduction and mitigation, Emergency support function plan.

Main feature and function of National Disaster Management Frame Work, Disaster mitigation and prevention, Legal Policy Frame Work, Early warning system, Human Resource Development and Function, Information dissemination and communication.

6.2 APPAREL INDUSTRY AND PRODUCTION MANAGEMENT

(Common With P. G. Diploma In Fashion Technology)

L	T	P
6	-	6

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.

TOPIC WISE DISTRIBUTION OF PERIODS

Sl.No.	Units	Coverage Time		
		L	T	P
1.	Origin of Indian Apparel Industry	9	-	-
2.	Cutting Production Analysis	15	-	-
3.	Swing Production Management	15	-	-
4.	Finishing	9	-	-
5.	Cost & Cost Control	9	-	-
6.	Quality Control	9	-	-
7.	Competetion & Automation	9	-	-
8.	Factory visit	6	-	-
		84	-	84

1) ORIGIN OF APPAREL INDUSTRY

- Strength, weakness, threats and opportunities to industry.
- Present status of industry.
- Types of manufacturing system -
 - * Subcontract
 - * Whole garment
 - * Assembly

2) CUTTING ROOM PLANNING:

Planning, cutting, sorting, conditions for cutting room layout, manpower, machines, tools and equipments.

Marker making, Marker mode.

Spreading Techniques,

Symmetry, assymetry of fabrics and garments.

Different types of fabrics and special care to be taken for spreading and cutting, sorting, bundling.

Inventory Control.

Lab Sessions.

Project - cutting room analysis, cutting room layout, cut plans.

3) SEWING PRODUCTION MANAGEMENT:

- * Stitch classifications, seams and their effect on elasticity, strength, slippage.
- Definition
- Time and motion study
- Importance of time and motion study
- Fatigue, delays, effect on efficiency
- Output
- Using video cassettes for time & motion study.
- For quality and quantity analysis
- Documentation, control forms
- Flow charts.
- Production control systems.
- Definition, types, criteria, planning and layout.

Lab Session : Study of lockstitch machine, quality inspection of stitches on different fabrics

Project : Layout for assembly line and different machine analysis

4) FINISHING

- Shaping
- Pressing, Processes, Equipments (Irons, Presses, others)
- Qualitative and quantitative analysis
- Control.
- Removal of different stains.

5) COST AND COST CONTROL

- Definition, types and expenses.
- Production cost control and cost reduction.
- Break even & charts.

6) QUALITY CONTROL

- Definition, scope.
- Establishing Raw material quality control and their procedure.
- Establishing processing quality control and their procedure.
- Quality control for finished garments.
- Quality control for packaging.
- Industry wide quality standards.
- Standards and specifications, ISO inspection methods, different types of quality control

7) COMPETITION AND AUTOMATION FOR APPAREL MANUFACTURING

Introduction, side by side we will see use of automation in the industry and its various aspects like cutting, sewing, finishing etc.

8) FACTORY VISIT

6.3 DRESS DESIGNING

L T P
- - 8

Rationale :

Designing is the first activity in the process of manufacturing a product. For garment making too designing is equally important. This paper deals specially with mens wears. Due use of computers in these exercises be emphasized.

Note :

Lecturer/Demonstration will go along with practice in tutorial classes. All exercises relevant to topics in paper shall be done. Due use of computer in these exercise be emphaseie.

TOPIC WISE DISTRIBUTION OF PERIODS

Sl.No.	Units	Coverage Time		
		L	T	P
1.	Introduction	-	-	-
2.	Skecthes (Topic 1,2)			
	Topic 1	-	-	-
	Topic 2			
	(i) Casual Wears	-	-	-
	(ii) Parity Wears	-	-	-
	(iii)Sports Wears	-	-	-
	(iv) Office Wears	-	-	-
3.	Skectches - Pockets & Plackets	-	-	-
4.	Story Board Developments	-	-	-
5.	Market Research	-	-	-
6.	Design Projects	-	-	-
7.	Interpretation of drawing	-	-	-
8.	visual & Verbal Analysis	-	-	-
		-	-	112

DETAILED CONTENTS

Introduction of dress design, fashion & style and different dress materials.

Preparation of a file (1/4 imperial size) :-

1. Line sketches of human figures (Gents,ladies and children) with pencil or ink, Introduction of dress design, fashion style and different dress materials. Sketch different types of neck lines, collars, sleeves, yokes, tie, bow with ink.
2. Sketch following garment designs (Boys & Men) in different

mediums (ink, pencil, water colour, poster colour) and write special features of the dress and suitable fabric material & clothing accessories.

- (i) CASUAL WEAR : Design different types of casual dresses according to different age groups, seasons and climate with the use of different types of fabric prints, checks, textures etc.
 - (ii) PARTY WEAR : Design different types of dresses for parties, Festival-party, Cocktail-party, Marriage-party) for different age groups.
 - (iii) SPORTS WEAR : Design different types of sports dresses (Tennis, Jogging, Swimming, Horse riding, Sailing Cricket). for different age groups.
 - (iv) UNIFORM WEAR : Sketch various design related to office, school and industrial wears.
3. Sketch different types of pockets, plackets, belts with ink.
 4. Story board development
 - (i) Colour presentation
 - (ii) Verbal presentation
 5. MARKET RESEARCH - Design identification, development of strong Leather garment theme.
 6. Design projects for various garment categories.
 - (i) Leather (ii) Textile (iii) Knit (v) Embroidery
 7. Interpretation of drawings into garments by various pattern techniques.
 8. Visual and verbal analysis and assessment of finished garments.

6.4 BUSINESS ORGANISATION & ENTREPRENEURSHIP DEVELOPMENT.

L T P
6 - -

Rationale:

The objective of this paper is to make the students familiar with entrepreneurship development, small scale industries, financial management, marketing techniques, industrial management, banking and postal information etc.

Sl.No.	Topics	Coverage Time		
		L	T	P
1.	Entrepreneurship	8	-	-
2.	Small scale industries	12	-	-
3.	Financial management	12	-	-
4.	Marketing Techniques	12	-	-
5.	Industrial management	12	-	-
6.	Project identification	8	-	-
7.	Export management	8	-	-
8.	Government Rules	8	-	-
9.	Merchandising	4	-	-
		84	-	-

1. Entrepreneurship :

Entrepreneur, entrepreneurship, its meaning & importance, qualities of an entrepreneur, entrepreneur motivation training, achievement planning.

2. Small scale industries :

Role and importance of small scale industries, village industry, tiny industry, small scale and ancillary industry. General principles of organisation and management nature, types and functions.

3. Financial Management :

Estimating and costing, financial institutions for land, infrastructure, machinery and raw materials.

4. Marketing Techniques :

Project selection based on market survey, demand and supply estimation product life cycle. Basic concept of marketing

and salesmanship.

5. Industrial Management :
General cleanliness and supervision, preparing salaries and wage bills, proper stores, studying purchase requirements, maintenance of stock and stock books, receipt and issue of stock. Working capital management, personnel management, Book keeping, balance sheet, break even analysis.
6. Project identification, analysis and report writing.
7. Export Management : Documentation, Procedures and brief introduction of export promotion organization.
8. Government Rules and Regulation, Policies, Single story Vs Multi Story layout
9. Merchandising

6.5 FASHION ILLUSTRATION AND MODEL DRAWING

L T P
2 - 6

Rationale :

Without an understanding practice and experience in "Fashion Illustration and Model Drawing" a fashion designer/technologist can never achieve success. The course has been graded in four successive parts to achieve the desired objectives.

Achieve basic knowledge and skill in drawing the fashion figure and how it is used for fashion design.

Be aware of major design details and have skill in representing them graphically.

Understand the theory of various colour treatments, colour co-ordination in sketching.

Understand the concept of flats, specksheets, placing of swatches etc.

Use the appropriate terminologies of different styles, design cuts etc.

Note :

Lecturer/Demonstration will go along with practice in tutorials. A file of exercises is to be maintained. At least 20 exercises relevant to the topics in the paper to be done. Computer use in these exercises - where applicable be demonstrated and exercised.

TOPIC WISE DISTRIBUTION OF PERIODS

Sl.No.	Units	Coverage Time		
		L	T	P
1.	Part-I	7	-	-
2.	Part-II	7	-	-
3.	Part-III	7	-	-
4.	Part-IV	7	-	-
		28	-	84

DETAILED CONTENTS

PART I

1. To understand the difference between normal figure and fashion figure.
2. Eight head and ten head theory with appropriate terminologies.
3. Front view, back view, 3/4 view.
4. Project work for above study. (Home Assignment or class work).

PART II

1. Working from photos and fashion drawings converting photos into stylised figure.
2. Shaping of the different parts of human figures - hands, feet, shoes etc.
3. Studying the face and different types.
4. To draw different fashion accessories - hats, gloves, hand bags, shoes, earring, neckless etc.
5. Project work from above studies. (Home Assignments)

PART III

1. Design details - various types of collars, sleeve parts, gaththers, flaxes, drapes etc .
2. Project work by using inspiration and story line.
3. Collecting pictures of inspiration and filing them.

PART IV

1. Creation of original designs, interpretation of fashion sketches.
2. Final projects for fashion shows.

6.6 PROJECT

L T P
- - 8

Project paper should be given to students well in advance. The basic theme of the course is design and fabrication of Fashion articles and also to learn processes affecting fashion indirectly viz Printing, Dyeing, Embroidery Embossing and Kintting. The paper should contain two problems from every section of the course Viz Costume design and Fabrication, Dyeing and Printing, Knitting, Embroidery and Jewellery design. The student shall select any three problems at least one from each section. The problems should have renovating use of design, fabrication and machines system and process. The total marks allotted to paper is 100. Break up marks is as given below -

Sessional Exam

- | | |
|-------------------------------------|----------------|
| 1. Apparel Design & Fabrication | 10+25(10+10+5) |
| 2. Dyeing and Painting | 10+25(10+10+5) |
| 3. Knitting, Embroidery & Jewellery | 10+20(8+8+4) |

6.7 FIELD EXPOSURE-II (4 Weeks)

Diploma in Fashion Designing And Garment Technology

STAFF STRUCTURE

Intake of the Course		30
Pattern of the Course		Semester Pattern
1. Principal	1	As Per Service Rule
2. H.O.D.	1	By Promotion through Selection Committee for amongst officers of Sl. No. 5 or 6 with 5 year experience at the post of Lecturer
3. Lecturer C.T.	1	As Per Service Rule
4. Lecturer Leather Garment Technology	1	Degree in Leather Garment Technology with 55% marks or Minimum First Class 3 Years Diploma In Leather Garment Technology/Leather Design with 6 Years Relevant Experience
5. Lecturer Fashion Design	1	Degree in Fashion Design with 55% marks or First Class 3 Years Diploma In Fashion Technology/Fashion Design/Garment Technology with 6 Years Relevant Experience
6. Lecturer Garment Manufacturing	2	Degree In Garment Manufacturing Technology with 55% Marks Or First Class 3 Years Diploma in Fashion Technology/Fashion Design/Garment Technology with 6 years relevant experience
7. Lecturer Textile Technology	1	Degree In Textile Technology with 55% marks as per service Rule
8. Lecturer Computer Engineering	1	Degree In Computer Engg. with 55% Marks as per service Rule
9. Steno Typist	1	
10. Accountant/Cashier	1	
11. Student/Library Clerk	1	
12. Store Keeper	1	
13. Class IV	8	
		As lab/shop attendents and other works
14. Sweeper		Part time as per requirement
15. Chaukidar & Mali		as per justification

Note :

1. Services of other discipline staff of the Institute may be utilized if possible

2. Qualifications of Staff : as per service rule

Staff Structure Approved By B.T.E. Letter No. Praship/CDC/2006/249 Dated 04.04.2006

9. SPACE REQUIREMENT

TOTAL LAND AREA	NO	M2
A. Administrative Block		
1. Principal's Room	1	30 m2
2. H.O.D. Room	1	15 m2
3. Faculty Room (Per Teacher)	1	10 m2
4. Steno Room	1	6 "
5. Confidential Room	1	15 "
6. Main Office Room	1	200 "
7. Library (Comman with other disciplines)	1	150 "
8. Staff Common Room	1	50 "
9. Class Rooms	3	180 "
10. Store	1	100 "
11.. Model room	1	90 "
B. Laboratories / Workshops		
a) Costume Design & Fabrication Drafting & Pattern layout shop	1	120 "
b) Textile Fabrics dying & Printing house	1	120 "
c) Basic design/Design Ideas room 2 x 60	1	120 "
d) Fashion & Illustration & Model room (Drawing hall)	1	150 "
e) Fabrication shop	1	120 "
f) Computer Lab (Air Conditioned, glass partition and special type PVC flooring and false ceiling.	1	120 "
g) Embroidery and Knitting shop	1	120 "
C. Common Facilities		
1. Dispensary	1	75 "
2. Canteen	1	50 "
3. Parking space/ Cycle stand with Garrage	1	50 % students 200 "
4. N.C.C. Block	1	70 "
5. Girls Common Room	1	50 "
D. Residential Facilities		
1. Hostel for Students	1	for 60 girls
2. Staff Quarters		
Principal	1	Type IV
HOD/Warden	2	Type IV
Sr. Lect./Lect.	2	Type IV
Technical/ Ministerial Staff	2	Type II
Class IV	6	Type I

3. Play ground (Comman with other disciplines) 1 -

10. LIST OF EQUIPMENTS

TEXTILE FABRICS (DYEING & PRINTING HOUSE)

S.No.	Name of Equipment	No.	@ Rs.	Amt.in Rs.
1.	Dye Bath For Experimental Work	10	500	5000
2.	Spray, Block and Screen Systems of Printing	10 Set	1000	10000
3.	Spray Printing Machine With Compressor	1	450000	450000
4.	Electrically Operated Lab Stirrers			
	A. Fixed Type	10	15000	15000
	B. Movable Type	10	15000	15000
5.	Lab Model of Hank Dyeing Machine	05	5000	25000

NOTE:

1. Indian make working laboratory models for the costly equipment be purchased if available.
2. For facilities not available in the lab, frequent industrial visits for demonstration recommended

TEXTILE GARMENT SHOP
LIST OF EQUIPMENTS

S.No.	Specification of Equipment	Quantity.	Cost
Pattern Making/Fabrication			
1.	Drafting Tables 1 X 1.5 Meters	30	300,000.00
2.	Stools	60	50000.00
3.	Thimble	60	6000.00
4.	Pressing Board	15	15000.00
5.	Dressing Mirror 4.5' X 1.5' (with frame & stand)	10	10000.00
6.	Squares Art, Plastic	30	5000.00
7.	Hangers General	12 Doz.	5000.00
8.	Hangers Wooden	30	4000.00
9.	L Squares 12" X 24" (Plastic, Celluloid)	30	10000.00
10.	Long Scale of 1 meter	30	3000.00
11.	Seam Openers	30	3000.00
12.	Shapers for upper and lower garments	60	10000.00
13.	Pressing Table different shapes & plain	30	100000.00
14.	Spray Gun (For removal of stains)	10	100000.00
15.	Electric Cutter	4	32000.00
16.	Electric Iron Press (automatic)	10	15000.00
17.	Dummies (Ladies,Gents & Children) Upper and Lower Sizes	30	300000.00
18.	Iron Press heavy	4	4000.00
19.	Steam press	4	10000.00
20.	Scissors 9", 10",11" (20+20+20)	60	10000.00
21.	Button hole scissors 8"	4	600.00
22.	Trimming Scissors 8"	4	500.00
23.	Picking Scissors 10"	4	500.00
24.	Display Board 6' x 4'	10	15000.00
25.	Pico machine	4	20000.00
26.	Interlocking Machine	4	20000.00
27.	Straight Knife Machine	4	120000.00
28.	Round Knife Machine	4	100000.00
29.	Misc Equipments. (viz Measuring Tapes, Tracing Wheels etc.)	Lump Sum	25000.00
DRAWING HALL			
1.	Drawing Table With Board	60	4,80,000.00
2.	Set Squares	60	12,000.00

3. Misc Equipments. Lump sum 50,000.00

COMPUTER & CAD CENTRE

S.No.	DESCRIPTION	QTY.	APPROX. COST (in Rs.)
1.	Core-2 Quad Processor, 4GB RAM 1 GB SATA HDD, 19" TFT Mointor OS-Windows 2007/2008/Latest Version	02 Server	1,20,000=00
2.	General Desktop Computer-Intel i5 60 node or Higher, 2GB RAM, 320 GB SATA HDD, 17" TFT/LCD/LED Monitor, DVD Wirter Multi Media Kit with Key Board- Multimedia, Mouse- Optical Scrool or Latest, 32 Bit PCI ETHERNET CARD (10/100) Mbps, Internet Modem, Pen Drive 16 GB, Pre loaded latest Anti Virus with Life time Subscription, Licence Media and Manual with UPS 660 VA OR Computer of latest Specification		36,00,000=00
3.	Software :		
i.	MS OFFICE 2010		LS LS
ii	COMPILER 0 'C', C++, JAVA-7		LS LS
iii.	Adobe Photoshop, Corel Draw -Graphic Suite Corel Draw- Technical Suite, Adobe Photo Shop, Lectra, Reach, PPS, Reach CADD, Tukatech, Deco Studio		LS LS
iv.	Personal Web Server, HTML, IIS		LS LS
4.	Hardware		4,50,000.00 LS
i.	Switch-32 Port		02
ii.	Router		02
iii.	Hub		04(8 Port)
iv.	Ext. Modem		02
v.	Wireless N/W Adaptor		02
vi.	Series Access Point		02
vii.	LAN Cable Meter		05
viii.	LAN Cable Analyzer		05
ix.	Crimping Tool and all other accessories related to Networking		15
5.	Scanner- Flat Bed A4/Auto Lighter (Bit depth 48)	02	20,000
6.	132 Column 600 CPS or faster 9 Pin dot matrix printer with 500 million character head life	02	50,000
7.	Laser Jet-A4 All In one 20 page per min (2 Each)	04	50,000
8.	Desk Jet-A4 Photo Smart (2 Each)	04	40,000

9.	5 KVA on line UPS with minimum 30 minute battery backup along with sealed maintenance free batteries. Provision for connecting external batteries with network connectivity.(For 2 Labs)	04	8,00000
10.	Split Air Conditioner 1.5 tones capctity with ISI mark alongwith electronic voltage stablizer with over viltage and time delay circuit	08	35,0000
11.	Room preparation and furniture	LS	
12.	19" rack, 24-port switch. connector RJ-45 Cat-6 cabling for network	LS	10,0000
13.	2 KVA Inverter Cum UPS	02	6,0000
14.	Fire Extinguisher (2 Kg.)	04	15000
15.	Fire Extinguisher (5 Kg.)	04	25000
16.	Vaccum Cleaner	02	25000
17.	LCD Projector 3000 Lument with all accessories	02	350000
18.	Pen Drive 16 GB	10	10000
19.	DVD Writer External	02	10000
20.	HDD External 500 GB	02	15000
21.	PAD (Latest Configuration)	02	15000
22.	Boardband For Internet(Speed Min. 8mbps)	04	LS
23.	USB Modem	02	8000
24.	Generator 15 KVA Water Coolent	01	450000

EMBROIDERY AND KNITTING SHOP

Sl.No.	Name of Equipment	Qty Regd.	Unit Cost
1.	Frame Different Size (6", 9",10", 1 steel 1 plastic)	60	12,000.00
2.	Salma Adda (4'x3'15', 3'x2'x1.5')	30	12,000.00
3.	Zig Zag Embroidery sewing Machine Model - Motorised	15	300,000.00
4.	Sewing machine Traddle	30	240,000.00
5.	Stools	60	60,000.00
6.	Electric Iron automatic	10	15,000.00
7.	Flat Bed Knitting Machine	5	100,000.00
8.	Embroidery Scissors 4" plate and pointed	30	5,000.00
9.	Embroidery scissors 9"	10	2000.00
10.	Iron Table 5'x3'x2'	10	10,000.00
11.	Sewing machine for stitching of knitted Fabric/Industrial Machine	5	250,000.00
12.	Automatic Multipurpose Sewing Machine For Embroidery (Built-In Stitch Patterns, Stitch Functions, 4 step button holer, Piccot and Stretch Stitch Free Arm for Circular Stitching, Top Drop-In Bobbin, Snap-On Presser Feet, Variable Needle Position, Adjustable Stitch Length & Width, Easy Pattern Selection with Dial, Built-In Thread Cutter In Presser Bar, Built in Motor Accessory Storage In Extension Table)	15	450,000.00
13.	Lockstitch Machine	5	25,000.00
14.	Button Stitch & Button Hole (4 M/C each)	8	8,00,000.00
15.	Hand Charkha for Winding	5	35,000.00
16.	Leather Garment Stitching Machine	5	1,50,000.00
17.	Misc (small equipments & latest Machinery)	Lump sum	2,00,000.00

NOTE :

Comparatively cheap but reliable equivalent Indian make be preferred, if available.

12. BIBLIOGRAPHY OF FASHION DESIGN BOOKS

Name of Book	Author	Publisher	Cost
1. Drawing & Designing Mens Wear	Patric John Ireland	B.T. Bostford Ltd Landon, Fizeharelina Street.	
2. Fashion Extras:	Marshall Cavendish	Marshall Cavendish Books Ltd. London Street.	95.00
3. Jasmine Arts	Designer Sharad Pd.	98-Ghadiol Gully M.J.Market, Bombay	95.00
4. The Book of looks	Lorraine Johnson	Michael Joseph Ltd. 44 Bedford Square, London	391.00
5. Lady Fashion	Thiama Distributor	Printed in Japan E.D. Galgohia & Sons	72.00

DRAFTING & PATTERN MAKING

1. Encyclopedia of Dress Making.	Marshall Cavendish	Marshall Cavendish Books Ltd. 58 Old Cambton Street.	391.00
2. Basic Fashion Wordrobe	Pamelalee	Singer Co., (U.K.) Ltd.	70.00
3. Dress Making	Ronkelty Terry Evon	Himalayan Publishing Group LTD. Landon	138.00

COSTUME FABRICATION

1. Cross Stitch Design	Ondori (Collection)	Ondori Japan Publication	180.00
2. A manual of Children Clothing	Savita Pandit	Orient Longmans Ltd., Bombay	7.50
3. Newlook	Darshan	Jasmine, 98-ghadial Gully, M.J. Market Bombay	60.00
4. Embroidery	Meena Srivastava	Hind Pocket Books	10.50
5. Hobby Craft Series	Collective Matter	E.D.Galgohia & SMS 17-B Cannaught Place New Delhi	45.00

6.	Soft Toys	Sheela Nair	Hind Pocket Books	
7.	Tiny	Mukesh Mistry (Photos) Vinay Chikedikar	Beau & Belle Creation	50.00
8.	Children's Clothes	Designer Robbylee Phelan	Australian Consoli- dated Press	85.00
9.	Patch Work	By the editor	Ray Ramsay Book Division	65.00
10.	Embroidery & Cross Stitch	Onderi	Printed in Japan E.D. Galgohia & Sons	79.00
11.	Lovely Cross Stitch	Yal Makamura	Nihon Vogue	67.00
12.	Needle Point Letters	Donna Redy	Dubledery Company	137.00
13.	Pettes Toilettes.		Publications Hundial Apartade	35.00
14.	Hundred Designs Pin & Thread	Raymond	Associated Territories Actopus Book	114.00
15.	Embriodery for Engineers	Onderi	Onderi	67.00
16.	Embriodery Pattern	Onderi	Onderi	90.00
17.	Women's Fashion Doriwork Special	Fashion	Landeris Press	60.00
18.	Veema	Vijay Trading	Dilkush Joshi bombay	100.00
19.	Veema Creations	Vijay Trading	Dilkush Joshi Bombay	80.00
20.	Kid Special Fashion	Variety Book	variery Book, N. Delhi	120.00
21.	Women's Fashion	Veema & creation	Pioneer Books, bombay	60.00

BUSINESS MANAGEMENT

1.	Marketing Management (Business Administration)	Philip Kotler		75.00
2.	Mass Communication and Journalism in India (Business Administration)	D.S.Mehtab	Allied Publisher	30.00
3.	Advertising	James S. Narris	Meinemannl London	95.00
4.	Theory and Practice of Business Correspondence (Communication Skill)	B. Singh	H.P.J. Kapoor	35.00
5.	Foundation of Advertising Theory (Business Administration)	Chuna Walla Sethia	Himalaya Publisher House	60.00
6.	Management Made Simple	Frank Jefkins	-do-	25.00
7.	Advertising Made Simple	G.K. Puri	I.M.S. Publication	30.00
8.	Public relation for all (Business Administration)	G.K. Puri	Rupa and Cen.	25.00
9.	Marketing research (Business Administration)	Boyd Wartfall	Richerd Press	75.00
10.	Public Relation for all (Business Administration)	G.K.Puri	Gopal K. Puri	30.00
11.	Hand Book of Public (Business Administration)	D.S. Mehta	Allied Publisher	75.00
12.	Advertising Management (Business Administration)	David A.A. Aaker	Prentice hall of India.	30.00

COMMUNICATION TECHNIQUE

1.	A Practical English Grammar ICs	A.J. Thomas	Exford University Press	27.00
2.	A Practical English Grammar II (CS)	A.J. Thomas	-do-	27.00
3.	High School English and Composition	Wren And Martine	Dethichand and Co	30.00
4.	Effective Communication (CS)	E.C. Eyre	Rupma and Co.	30.00
5.	30 Days better English (CS)	Dr. Wilfered Fremk	Pocket Book	30.00
6.	30 Days better English (More powrful) (CS)	Norman Lewis	Junior Publication	30.00

MAGAZINES FOR REFERENCE

1. Elle
2. Vogue
3. Cosmopolitin
4. Simplicity
5. Cladrag
6. Glamour
7. Discover India
8. Lady Fashion
9. Flair
10. Trends
11. Teenager
12. Book of Look
13. Ancient Indian costomer (History of Fahsion)
Author Rashon Alkaz. Pres
Publisher : Rajinder Paul Press
New Delhi.
14. Visual Designs : (Basic Design)
15. Classic India Textiles
16. Classic India Handicrafts

XV. LEARNING RESOURCE EQUIPMENT

1.	LCD Projector with Screen	1	--	20000
2.	Handicam	1	--	30000
3.	Cutting, Binding & Stitching equipment.	1	--	30000
4.	Desk Top Computer with Internet Core i5/i7- 760, Processor, Genuine Windiw 7, Professional 18 inch HD, Flat Panel Monitor Optical Mouse, Key Board & all related media or latest version	1	--	40000
5.	Home Theater Support Disc type CD. CDR/CDRW DVDR/DVDRW, VCD Supported with USB Port Support-DIVX/JPEG/MP3	1	--	25000
6.	Commerical P A System 16 W-220W output, AC & 24V DC Operated, 5 Mic. & 2 Auxilary input, Speaker output 4 Ohm, 8 Ohm, 17 V & 100 V	1	--	20000
7.	Interactive Board	1	--	50000

ote :

1. This center will be only one at the institute level irrespective of all branches.

13. ANNEXURE I

COMMUNITY DEVELOPMENT WORK

For Community Development work two 15 days camps will be organised during the session in identified villages. The students shall stay in the camps and under the supervision of concerned faculty members shall undertake/execute the assigned works in the following fields.

1. To launch and sustain functional literacy programmes.
2. To train the rural youth in different trades/skills.
3. Training by innovating and improving the efficiency of household gadgets.
4. To control and reduce pollution affecting the social fabric of rural life i.e.
 - Construction of Soak Pits and Sanitary Latrines, Tree Plantation, Social Forestry, Installation of Smokeless Chulhas.
5. To disseminate information on sources of non conventional energy. Installation and maintenance of Solar Street Lights, Solar Photovoltaic Pumps, Wind Mills, Bio Gas Plants etc shall be undertaken.
6. Transfer of appropriate Technology/Demonstration of cheap houses by use of locally available material, treatment of mud walls innovation of mud floor, treatment of thatch roofs etc shall be taken with provisions for training to the villagers.
7. Training and demonstration of new agricultural implements, household gadgets and appliances of non conventional energy.
8. To help the rural youth in preparing project reports to set up industrial units and entrepreneurial development.
9. All community polytechnics shall render repair and maintenance of agricultural implements, appliances of non conventional energy, household gadgets etc and train the rural youth in such skills.

14. ANNEXURE - II

FIELD EXPOSURE - I

I Year students will undergo a four week Industrial Exposure, in a medium/small scale units leather or textile dyeing and printing. During the session it will be arranged and supervised by the institute staff. They will incorporate following points in their reports.

If inconvenient after Examination, the industrial exposure can be arranged during second half of the session before the exam.

FIELD EXPOSURE - II

II Year students will undergo a four week Industrial Exposure, in a medium/small scale units leather or textile dyeing and printing. During the session it will be arranged and supervised by the institute staff. They will incorporate following points in their reports.

If inconvenient after annual exam, the industrial exposure can be arranged during second half of the session before the exam.

1. Name & Address of the unit
2. Date of
 - i. Joining.
 - ii. Leaving.
3. Nature of Industry
 - i. Product.
 - ii. Services.
 - iii. Working Hrs.
4.
 - i. Names of the sections of the unit visited.
 - ii. Number of person engaged.
 - iii. Activities in the section.
 - iv. Name of tools/machines/equipments/instruments used.
their simple sketches showing their salient features. Section layouts
Brief description of processes involved.
 - v. Source of power.
5.
 - i. What is learnt. (Give on separate sheet)
 - ii. What interested him most. (Give details)

15. ANNEXURE - III

INSTITUTE OF RESEARCH, DEVELOPMENT AND TRAINING U.P. KANPUR -208024

SUBJECT: Questionnaire for ascertaining the job potential and activities of diplomaholder in Fashion Designing & Garment Technology.

PURPOSE: To design and develop diploma curriculum in Fashion Designing & Garment Technology

NOTE: 1. Please answer the questions to the points given in the questionnaire.
2. Any other point or suggestion not covered in this questionnaire may be written on a separate paper and enclosed with the questionnaire.

1. Name of the organisation: _____

2. Name & Designation of the officer _____
filling the questionnaire _____

3. Name of the department/section/
shop _____

4. Important functions of the _____
department/section/shop _____

5. Number of diploma holder employees
under your charge in the area of _____
Fashion Designing & Garment Technology.

6. Please give names of modern equipments/machines handled by a
diploma holder in Fashion Designing & Garment Technology in your
organisation.

1.	2.	3.
4.	5.	6.

7. What proficiencies are expected from a diploma holder in
Fashion Designing & Garment Technology.

1.	2.	3.
4.	5.	6.

8. Mention the approximate percentage of the following desired in
Diploma teaching.

1. Theoretical knowledge	-----%
2. Practical knowledge	-----%

3. Skill Development -----%

9. Do you think " on the job training" / Industrial training should form a part of curriculum. (Yes/ No)

if yes then

- (a) Duration of training -----
(b) Mode of training 1. Spread over different semesters
2. After completion of course
3. Any other mode

10. What mode of recruitment is followed by your organisation.

1. Academic merit
2. Written test
3. Group discussion
4. Interview
5. On the job test.

11. Mention the capabilities/ Qualities looked for while recruiting diploma holder in Fashion Designing & Garment Technology.

- (a) Technical knowledge -----
(b) Practical skill -----
(c) Etiquettes and behaviour -----
(d) Aptitude -----
(e) Health habit and social background -----
(f) Institution where trained -----

12. Does your organisation have any system for the survey of beauty trends of different countries/States. Yes/No

13. Does your organisation conducts field survey to know users views regarding. Yes/No

1. Fashion trends for different age groups and sex.
2. Effect of climatic conditions
3. Any other

If yes ; please give brief account of each.

14. Which type of assignment do you suggest for an entrepreneur in Fashion Designing & Garment Technology.

15. In which types of organisations can a diploma holder in Fashion Designing & Garment Technology get employment.

- | | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |

16. Job prospects for the diploma holder in Fashion Designing the next ten years in the state / country.

17. In your opinion what should be the subjects to be taught to a diploma student in Fashion Designing & Garment Technology.

Theory

Practical

18. Kindly mention particulars regarding topics/areas which should be given more emphasis in the curriculum .

Theory

Practical

19. Kindly state whether your organisation can contribute towards improvement of curriculum in above field. Yes/ No
If yes : Please give names of experts in your organisation to whom contact.

20. Kindly give your valuable suggestions for being considered at the time of finalisation of curriculum.

21. What changes in technologies or to be incorporated in the development of curriculum on Fashion Designing & Garment Technology.

(Signature)

Kindly mail the above questionnaire duly filled to:-

Dr. Kshama Mishra
Assistant Professor
Institute of Research, Development & Training, U.P.
Govt. Polytechnic Campus
Kanpur-208024

(Please note that all information in this survey is confidential for the use of curriculum design only)