

Curriculum
Costume Design And Garment Technology
Duration: THREE YEARS (Six Semester)
For The State of Uttar Pradesh



PREPARED & COMPLIED BY:
INSTITUTE OF RESEARCH DEVELOPMENT & TRAINING,
UTTAR PRADESH, KANPUR

APPROVED IN CDC COMMITTEE MEETING OF BTE,UP,LKO DATED:26-09-2021 @RASHMI SONKAR

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PREFACE

An important issue generally debated amongst the planners and academician's world over is how technical education can contribute to sustainable development of the societies struggling hard to come in the same bracket as that of the developed nations. The rapid industrialization and globalization have created an environment for free flow of information and technology through fast and efficient means. This has led to shrinking of the world, bringing people from different culture and environment together and giving rise to the concept of world turning into a global village. In India, a shift has taken place from the forgettable years of closed economy to knowledge based and open economy in the last few decades. In order to cope with the challenges of handling new technologies, materials and methods, we have to develop human resources having appropriate professional knowledge, skills and attitude. Technical education system is one of the significant components of the human resource development and has grown phenomenally during all these years. Now it is time to consolidate and infuse quality aspect through developing human resources, in the delivery system. Polytechnics play an important role in meeting the requirements of trained technical manpower for industries and field organizations

In order to meet the requirements of future technical manpower, we will have to revamp our existing technical education system and one of the most important requirements is to develop outcome-based curricula of diploma programmes. The curricula for diploma programmes have been revised by adopting time-tested and nationally acclaimed scientific method, laying emphasis on the identification of learning outcomes of diploma programme.

The real success of the diploma programme depends upon its effective implementation. However best the curriculum document is designed, if that is not implemented properly, the output will not be as expected. In addition to acquisition of appropriate physical resources, the availability of motivated, competent and qualified faculty is essential for effective implementation of the curricula.

It is expected from the polytechnics to carry out job market research on a continuous basis to identify the new skill requirements, reduce or remove outdated and redundant courses, develop innovative methods of course offering and thereby infuse the much-needed dynamism in the system.

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1. Salient Features of Diploma in Costume Design and Garment Technology

- 1) Name of the Program : Diploma in Costume Design and Garment Technology
- 2) Duration of the Program : 3 Years (Six Semesters)
Entry Qualification : Matriculation or equivalent NSQF Level as Prescribed by State Board of Technical Education, UP (in any Discipline)
- 3) Intake : 60 (or as prescribed by the Board)
- 4) Pattern of the Program : Semester Pattern

- 5) NSQF Level : Level 5
- 6) Ratio between theory and Practical : 40:60(Approx.)
- 7) Student Centered Activities:

A provision of 2-3 periods per week has been made for organizing Student Centered Activities for overall personality development of students. Such activities will comprise of co-curricular activities such as expert lectures, self-study, games, hobby classes like photography, painting, singing etc. seminars, declamation contests, educational field visits, NCC, NSS and other cultural activities, disaster management and safety etc.

8) **Internship & Project**

- During the First Year, students are supposed to go for the Academic Tour in the cities with Heritage Textiles and Clothing Museums, for e.g.
 - Jaipur: City Palace-Textile & Clothing Museum.
 - Bhuj: Anokhi Textiles & Craft Museum
 - Ahmedabad: Calico Museum
 - Bhopal: Indira Gandhi Mankind Museum
- After completion of the Second Year, students are supposed to go for the internship for 30 days with a Theatre group in summers.
 - After completion of Summer Internship, students are supposed to prepare a detailed project report based on the work they have done in their internship.
- After completion of Final Year, students are supposed to go for Internship of 2 months preferably under a Costume Designer.

2. Employment Opportunities of Diploma Holders in Costume Design and Garment Technology

Employment Opportunities:

1. Assistant Costume Designers with Bollywood
2. Design assistants with T.V. serials, dramas, plays, advertisement, movies, etc.
3. Stylist for Designers, Models and Fashion shows.
4. Stylist, quality inspectors, fashion illustrators, merchandisers.
5. Pattern makers and Designers.
6. Designer with Buying and Design house.
7. Accessories Designer.
8. Teaching Institute – ITI, RVTI, Polytechnic and Colleges High school and Inter School.
9. Examiners for skill development programs.

Industry:

1. Film Industry
2. Television Industry
3. Fashion Industry
4. Accessory Industry
5. Boutiques/Design Studio
6. Online E-Commerce
7. Buying House & Export House
8. Retail Market of the Fashion Industry

Self-Employment:

1. Job Work
2. Boutiques/Design Studio
3. Exhibition and sales
4. Small scale cottage industry for making simple garments and accessories.
5. Making Uniforms for Schools, Dresses for functions, Linen for Hospitals etc.

3. LEARNING OUTCOMES OF THE PROGRAMME

S.No.	Learning Outcomes
After due completion of the course, a. Diploma holder in Costume Design and Garment Technology will be able to:	
1.	Communicate effectively in the field of Costume Design for Entertainment Industry.
2.	Able to apply basic elements of designs.
3.	Able to apply basic principles of designs.
4.	Prepare designs for Characters of Cinema, Television, OTT platforms, Theatre and personal clients.
5.	Design outfits based on requirement of the script.
6.	Appropriate knowledge of color schemes according to occasions.
7.	Able to draft garments according to design.
8.	Able to fabricate garments according to designs.
9.	Able to design fashion accessories.
10.	Able to design costume jewelry.
11.	Full knowledge of different types of embroideries and their application.
12.	Knowledge of embroidery stitches and their variations.
13.	Designing variation of outfits and different stages of life.
14.	Fabrication of outfits in different stages of life
15.	Quality control of garments
16.	Major knowledge of fabric identification.
17.	Major knowledge of fabric dyeing.
18.	Major knowledge of fabric printing techniques.
19.	Major knowledge of fabric yarn and fabric constructions.
20.	Major knowledge of fabric stain removals.
21.	Designing for events like marriages, etc.
22.	Knowledge of good fits in garments and their alterations.
23.	Basic Knowledge of computer designing.
24.	Basic knowledge of E-Commerce.

STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME IN COSTUME DESIGN AND GARMENT TECHNOLOGY

FIRST SEMESTER

Sr. No.	SUBJECTS	STUDY SCHEME			Credits	MARKS IN EVALUATION SCHEME										Total Marks of Internal & External
		Periods/Week				INTERNAL ASSESSMENT			EXTERNAL ASSESSMENT							
		L	T	P		Th	Pr	Tot	Th	Hrs	Pr	Hrs	Tot			
1.1	History of Cinema	6	-	-	5	20	-	20	50	2 ½	-	-	50	70		
1.2	Costume Design	2	-	6	5	20	10	30	50	2 ½	20	3	70	100		
1.3	Basic Principles of Garment Technology	-	-	6	5	-	40	40	-	-	60	3	60	100		
1.4	Fashion Illustration & Application	-	-	6	5	-	40	40	-	-	60	3	60	100		
1.5	Digital Tool – I *	4	-	4	4	20	10	30	50	2 ½	20	3	70	100		
1.6	Communication skills*	4	-	4	4	20	10	30	50	2 ½	20	3	70	100		
#Student Centred Activities (SCA)		-	-	4	1	-	30	30	-	-	-	-	-	30		
Total		16	-	30	29	80	140	220	200	-	180	-	380	600		

*** Common with Craft Technology**

Student Centred Activities will comprise of co-curricular activities like extension lectures, self-study, games, hobby clubs e.g., photography etc., seminars, declamation contests, educational field visits, N.C.C., NSS, Cultural Activities, disaster management and safety etc.

**STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME IN COSTUME DESIGN AND GARMENT TECHNOLOGY
SECOND SEMESTER**

Sr. No.	SUBJECTS	STUDY SCHEME			Credits	MARKS IN EVALUATION SCHEME									Total Marks of Internal & External
		Periods/Week				INTERNAL ASSESSMENT			EXTERNAL ASSESSMENT						
		L	T	P		Th	Pr	Tot	Th	Hrs	Pr	Hrs	Tot		
2.1	Design Thinking & Idea Generation	6	-	-	5	20	-	20	50	2 ½	-	-	50	70	
2.2	Costume Design for Cinema	2	-	6	5	20	10	30	50	2 ½	20	3	70	100	
2.3	Accessory Design	-	-	8	5	-	40	40	-	-	60	3	60	100	
2.4	Drafting Adaptation & Clothing Construction	-	-	8	5	-	40	40	-	-	60	3	60	100	
2.5	Digital Tool – II *	4	-	4	4	20	10	30	50	2 ½	20	3	70	100	
2.6	English*	4	-	2	4	20	10	30	50	2 ½	20	3	70	100	
#Student Centred Activities (SCA)		-	-	2	1	-	30	30	-	-	-	-	-	30	
Total		16	-	30	29	80	140	220	200	-	180	-	380	600	

* Common with Costume Design and Garment Technology

Student Centred Activities will comprise of co-curricular activities like extension lectures, self-study, games, hobby clubs e.g. photography etc., seminars, declamation contests, educational field visits, N.C.C., NSS, Cultural Activities, disaster management and safety etc.

**STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME IN COSTUME DESIGN AND GARMENT TECHNOLOGY
THIRD SEMESTER**

Sr. No.	SUBJECTS	STUDY SCHEME			Credits	MARKS IN EVALUATION SCHEME										Total Marks of Internal & External
		Periods/Week				INTERNAL ASSESSMENT			EXTERNAL ASSESSMENT							
		L	T	P		Th	Pr	Tot	Th	Hrs	Pr	Hrs	Tot			
3.1	Costume Design for Theatre	2	-	6	4	20	10	30	50	2 ½	20	3	70	100		
3.2	Pattern Grading [^]	-	-	6	5	20	-	20	50	2 ½	-	-	50	70		
3.3	Pattern Exploration	-	-	8	5	-	40	40	-	-	60	3	60	100		
3.4	Computer Aided Fashion Design I	-	-	8	5	-	40	40	-	-	60	3	60	100		
3.5	*Environmental Studies	3	-	2	3	20	10	30	50	2 ½	20	3	70	100		
3.6	French - I	6	-	2	4	20	10	30	50	2 ½	20	3	70	100		
#Student Centred Activities (SCA)		-	-	2	1	-	30	30	-	-	-	-	-	30		
Total		11	-	34	27	80	140	220	200	-	180	-	380	600		

[^] Common with Apparel Design and Fashion Technology

* Common with other diploma courses

Student Centred Activities will comprise of co-curricular activities like extension lectures, self study, games, hobby clubs e.g. photography etc., seminars, declamation contests, educational field visits, N.C.C., NSS, Cultural Activities, disaster management and safety etc.

**STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME IN COSTUME DESIGN AND GARMENT TECHNOLOGY
FOURTH SEMESTER**

Sr. No.	SUBJECTS	STUDY SCHEME			Credits	MARKS IN EVALUATION SCHEME										Total Marks of Internal & External
		Periods/Week				INTERNAL ASSESSMENT			EXTERNAL ASSESSMENT							
		L	T	P		Th	Pr	Tot	Th	Hrs	Pr	Hrs	Tot			
4.1	Draping [^]	-	-	6	5	-	40	40	-	-	60	3	60	100		
4.2	Apparel Production & Quality Control	6	-	-	5	20	-	20	50	2 ½	-	-	50	70		
4.3	Computer Aided Fashion Design II	-	-	8	5	-	40	40	-	-	60	3	60	100		
4.4	Fashion Styling	4	-	4	5	20	10	30	50	2 ½	20	3	70	100		
4.5	French -II	4	-	2	4	20	10	30	50	2 ½	20	3	70	100		
4.6	Aesthetics	6	-	-	4	20	-	20	50	2 ½	-	-	50	70		
#Student Centred Activities (SCA)		-	-	4	1	-	30	30	-	-	-	-	-	30		
Total		20	-	24	29	80	130	210	200	-	160	-	360	570		

[^] Common with Apparel Design and Fashion Technology

Student Centred Activities will comprise of co-curricular activities like extension lectures, self study, games, hobby clubs e.g. photography etc., seminars, declamation contests, educational field visits, N.C.C., NSS, Cultural Activities, disaster management and safety etc.

**STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME IN COSTUME DESIGN AND GARMENT TECHNOLOGY
FIFTH SEMESTER**

Sr. No.	SUBJECTS	STUDY SCHEME			Credits	MARKS IN EVALUATION SCHEME									Total Marks of Internal & External
		Periods/Week				INTERNAL ASSESSMENT			EXTERNAL ASSESSMENT						
		L	T	P		Th	Pr	Tot	Th	Hrs	Pr	Hrs	Tot		
5.1	Pattern Development & Construction I (Women's wear)	-	-	8	5	-	40	40	-	-	60	3	60	100	
5.2	Pattern Development & Construction II (Menswear)	-	-	8	5	-	40	40	-	-	60	3	60	100	
5.3	Digital Costume Library	-	-	8	5	-	40	40	-	-	60	3	60	100	
5.4	Enterprise Management	6	-	-	5	20	-	20	50	2 ½	-	-	50	70	
5.5	Photography *	4	-	2	4	20	10	30	50	2 ½	20	3	70	100	
5.6	Sustainable Concepts*	4	-	-	3	20	-	20	50	2 ½	-	-	50	70	
#Student Centred Activities (SCA)		-	-	4	1	-	30	30	-	-	-	-	-	30	
Total		14	-	30	28	60	160	220	150	-	200	-	350	570	

* Common with Costume Design and Garment Technology

Student Centred Activities will comprise of co-curricular activities like extension lectures, self study, games, hobby clubs e.g. photography etc., seminars, declamation contests, educational field visits, N.C.C., NSS, Cultural Activities, disaster management and safety etc.

**STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME IN COSTUME DESIGN AND GARMENT TECHNOLOGY
SIXTH SEMESTER**

Sr. No.	SUBJECTS	STUDY SCHEME			Credits	MARKS IN EVALUATION SCHEME										Total Marks of Internal & External
		Periods/Week				INTERNAL ASSESSMENT			EXTERNAL ASSESSMENT							
		L	T	P		Th	Pr	Tot	Th	Hrs	Pr	Hrs	Tot			
6.1	Portfolio Development	-	-	15	10	-	80	80	-	-	120	-	120	200		
6.2	Range Development	-	-	20	15	-	80	80	-	-	120	-	120	200		
6.3	Professional Practices	6	-	-	3	20	-	20	50	2 ½	-	-	50	70		
#Student Centred Activities (SCA)		-	-	4	1	-	30	30	-	-	-	-	-	30		
Total		6	-	39	29	20	190	210	50	-	240	-	290	500		

Student Centred Activities will comprise of co-curricular activities like extension lectures, self study, games, hobby clubs e.g. photography etc., seminars, declamation contests, educational field visits, N.C.C., NSS, Cultural Activities, disaster management and safety etc.

5. GUIDELINES FOR ASSESSMENT OF STUDENT CENTRED ACTIVITIES (SCA)

It was discussed and decided that the maximum marks for SCA should be 30 as it involves a lot of subjectivity in the evaluation. The marks may be distributed as follows:

- A) i. 10 Marks for general behavior and discipline
(by HODs in consultation with all the teachers of the department)
- ii. 5 Marks for attendance as per following:
(by HODs in consultation with all the teachers of the department)
 - a) 75 - 80% 2 Marks
 - b) 80 - 85% 4 Marks
 - c) Above 85% 5 Marks
- iii. 15 Marks maximum for Sports/NCC/Cultural/Co-curricular/ NSS activities as per following:
(by In-charge Sports/NCC/Cultural/Co-curricular/NSS)
 - a) 15 - State/National Level participation
 - b) 10 - Participation in two of above activities
 - c) 5 - Inter-Polytechnic level participation

Note: There should be no marks for attendance in the internal sessional of different subjects.

1.1 History of Cinema

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Course Objectives:

The objective of this module is to impart knowledge of the golden history of Cinema.

Course Contents/Syllabus:

Module	Session
Module I: Historical Background of Indian Cinema	
Descriptors/Topics Introduction to the basic evolution of cinema. Journey of Cinema worldwide over several decades and centuries.	18
Module II: Hollywood	
Descriptors/Topics About Cinema of Hollywood, Study of popular Director, Houses, Designers, Costumes	18
Module III: Bollywood	
Descriptors/Topics About Cinema of Bollywood, Study of popular Director, Houses, Designers, Costumes	18
Module IV: Tollywood	
Descriptors/Topics About Cinema of South India, Study of popular Director, Houses, Designers, Costumes	15
Module V: Regional & Parallel Cinema	
Descriptors/Topics About Parallel Cinema and movies of other regional languages, Study of popular Director, Houses, Designers, Costumes	15

Student Learning Outcomes:

At the end of the course the students will develop ability to:

- Develop understanding of Cinema worldwide

Pedagogy for Course Delivery:

- Blended learning
- Informed learning
- PowerPoint presentations and lectures
- Demonstrations

Lab/ Practical's details, if applicable:

List of Experiments:

- Documentation
- Watching movies
- **Experiments will be conducted according to the module content.**

Text Reading:

- Costume Design by Bhanu Athaiya

1.2 Costume Design

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Course Objectives:

This is an intermediate module designed for students to learn the basic understanding of the principles of theatrical design and intensive study of costume design and the psychology of clothing. Students develop designs that emerge through a process of character analysis, based on the script and directorial concept. Through this, the students will be trained to understand the intricacies of visual media and to know the concept of designing costumes for films, television and theatre.

Course Contents/Syllabus:

Module	Session
Module I: Anatomy of Cinema:	
Storyline, Characters, Background, Art Direction, Production House, Direction, Music & Choreography	25
Module II: Understanding the Characters (Through Movies)	
Basic study of various Characters and their behavior Study the connection of characters with the background Basic requirement of the look.	25
Module III: Costume Design for Film and Television	
How the system works, Cheat Sheets, Clothing Kit Check Sourcing and renting	20
Module IV: Preparation of the Shoot	
Using storyboard to communicate visually, Ironing/Steaming Clothing, Shoot Etiquettes, Keeping Track of Clothing	24
Module V: Terminology	
ABC's of Fashion, Design terms, Terminology of the Shoot	18

Student Learning Outcomes:

- Students will be able to design garments as per special requirements.
- They will be able to utilize different elements of design effectively for different characters and their situation.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'
- PowerPoint presentations and lectures
- Demonstrations
- Movies

Lab/ Practical's details, if applicable:

- Watching Movies and creating costumes sketches
- **Experiments will be conducted according to the module content.**

Text Reading:

- Costume Design by Bhanu Athaiya

1.3 Basic Principles of Garment Technology

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Course Objectives:

Embroidery and Garment construction is an integral part of the fashion design process. This module provides students a basic knowledge and understanding of principles, techniques, terminology and functioning of garment technology.

Course Contents/Syllabus:

Module	Session
Module I: Garment Manufacturing	
A brief overview of garment Manufacturing (design study, sample garments, costing of products). Terminologies of garment manufacturing. Measuring & Drafting tools Bodylines, System chart, the 8 head theory, measuring devices, marking devices, Cutting tools	15
Module II: Drafting & Pattern making	
Drafting & Pattern making techniques, Paper Pattern, Pattern Terms, and Pattern Grain lines Marker planning (lay-out), Sewing machine & its components (types of machines, components & uses), Stitches & Seams (machine & hand) and their uses.	15
Module III: Basic Blocks	
<u>Drafting of Basic Blocks:</u> - Child & Adults bodice, Sleeve, Skirt, Trouser blocks. <u>Upper garment</u> Bodice Block: - Child bodice block, Adult bodice block (1/4 scale), A line kurta. <u>Lower garment</u> Skirt blocks: - Straight skirt, Half circular skirt, full circular skirt. Trouser: - Types of trouser length, trouser block, Churidar, Salwar. Sleeve blocks: - Loose sleeve, fitted sleeve, fitted sleeve with dart.	18
Module IV: Basic hand stitches	
<u>Basic hand stitches</u> - Even basting, Uneven basting, Hemming, Over casting, Blanket stitch, Open herring bone, and types of fringes, Ten types of Smocking, <u>Basic Machine seams</u> -Flat Seam, Bound Seam, Lapped Seam, French Seam etc..	18
Module V: Basic product operations	
<u>Basic product operations:</u> - Quilting, Darts, Tucks, Pleats, Gathers, Shirring, Ruffles, Facing, Plackets, Interlacing, Piping etc. <u>Additional product Operation:</u> - Pockets, Belts & Bands, Cuffs, Closures: - Zippers, Buttons & Holes, Hooks & Eye, Snaps, Fasteners).	18

Student Learning Outcomes:

- Students will learn different types of drafting, seams, stitches and its variations with sewing machine operations

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'
- PowerPoint presentations and lectures
- Demonstrations
- Experimentation

Lab/ Practical's details, if applicable:

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List of Experiments:

- Working on various material's
- Innovating on various materials
- Documentation
- **Experiments will be conducted according to the module content.**

Text Reading:

- **Garment technology for Fashion Designers** (Gerry Cooklin).
- **Sewing for the apparel industry** (Claire Shaeffer).
- **Pattern making for fashion design** (Helen Joseph- Armstrong).
- **Apparel making in fashion design** (Injoo Kim Mikyung Uh).

1.4 Fashion Illustration & Application

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Course Objectives:

It prepares students for a career in fashion illustration and related fields through the exploration of a wide range of traditional and contemporary approaches to drawing and image creation. They will develop their drawing skills and experiment with different medium and have the opportunity to learn a wide range of illustration and visual communication skills.

Course Contents/Syllabus:

Module	Session
Module I: Drawing Men	
Male fashion figure-front, back, three-fourth & side views, Stick figures Male facial Features- eyes, nose, lips, ears etc..... Male hairstyles Co ordination of Male & Female figures	15
Module II: <u>Fabric Representation</u>	
<u>Fabric Representation</u> -rendering different fabrics and solids, prints, checks, stripes, floral, dots...	15
Module III: <u>Drawing & Rendering</u>	
<u>Drawing & Rendering Various Clothing Categories</u> including their specifications with color, fall, fit, fabric, and proportion- such as, Casual wear, Formal wear, Ethnic wear, Beach wear, Lounge wear, Functional wear (uniforms etc.)	18
Module IV: <u>Presentation-</u>	
Based on Fashion Seasons: Spring-Summer & Autumn-Winter <ul style="list-style-type: none"> • Report on forecast • Report on Designer's Collection • Creation & rendering of new designs 	18
Module V: <u>Crouqies</u>	
Drawing Flats & Specs Stylized Crouqies Marking large cut outs	18

Course Learning Outcomes:

- After mastering the female croque, students learn to draw male croque in various fashion postures.
- Various types of fabrics are rendered with different techniques and color mediums.
- Drawing of flats and specs for production drawing will help students in building a professional approach to design.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning
- PowerPoint presentations and lecture
- Demonstrations
- Market survey

Lab/ Practical's details, if applicable:

- **List of Experiments:**

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- **Experiments will be conducted according to the module content.**

Text Reading:

- Illustrating Fashion Concept to creation by Steven Stipel man, 2nd edition, Fairchild Publications, Inc. New York
Publication Year – 2005

1.5 Digital Tools – I
(Common with Diploma in Craft Technology)

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Course Objectives:

The paper is designed to cover the aspects of Internet, social media and smart phones that are most relevant to day-to-day life and to make students aware of how to use it to the optimum.

Course Contents/Syllabus:

Module	No. of Sessions (Theory/ Practical)
Module I: Internet Surfing & Email	
Descriptors/Topics Introduction to the basic social media platforms and other internet surfing tools including emails.	20
Module II: Social Media (Social Networking Sites) & Micro Blogging	
Descriptors/Topics Introduction to the commercial social media platforms and their promotion tools and micro blogging	20
Module III: Mastering Search Engines (Ad words Advertising)	
Descriptors/Topics Training of Ad words advertising for promotion of one's business	24
Module IV: Mobile Marketing	
Descriptors/Topics Marketing on mobile based apps for Domestic and International Market	24
Module V: Making Presentation	
Descriptors/Topics Making presentations for marketing on various social media platforms	24

Student Learning Outcomes:

At the end of the course the students will develop ability to:

- Students will be able to perform the basic functions related to Net Surfing, Social Media & its utility in professional world.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'
- PowerPoint presentations and lectures
- Demonstrations

Lab/ Practical's details, if applicable:

- Experiments will be conducted according to the module content.

Text Reading:

- **New media: Technique and trends**, by Ashwin Rajdan, Vitasta Publishing Pvt. Ltd.

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1.6 Communication Skills
(Common with Diploma in Craft Technology)

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Course Objectives:

To prepare students in effective communication skills with modern communication techniques. The students will be exposed to various forms of personal and professional communication. The self-learning tasks designed will facilitate to enhance effective communication skills in a modern, globalized context.

Course Contents/Syllabus:

Module	No. of Sessions (Theory/ Practical)
Module I: <u>Communication: The basics</u>	
Descriptors/Topics Definition of Communication; Function and purpose of Communication; Process of Communication; Barriers of Effective Communication; Types of communication, Verbal communication, on-verbal communication; The Impact of Communication on Performance	20
Module II: <u>Business Communication</u>	
Descriptors/Topics Communication in Organizations: Internal Communication; Stake Holders in Internal Communication; Channels of Internal Communication; External Communication; Stake Holders in External Communication; Channels of External Communication. Communication Network: Scope and Types of Communication Network; Formal and Informal Communication Network; Upward Communication; Downward Communication; Horizontal Communication; Diagonal Communication.	24
Module III: <u>Employment Communication</u>	
Descriptors/Topics Resume: Contents of Good Resume; Guidelines for Writing Resume; Different Types of Resumes; Reason for a Cover Letter to Apply for a Job-Format of Cover Letter; Different Types of Cover Letters, Job Interview: Importance and Factors Involving Job Interview; Characteristics of Job Interview; Job Interview Process; Job Interview Techniques- Manners and etiquettes to be maintained during an interview; Sample Questions Commonly asked During Interview	24
Module IV: <u>e-Communication</u>	
Descriptors/Topics Basics of Computers, usage of Short cut keys, taking out print outs, page set ups, making of presentation & other related functions <u>Making and Delivering Presentations</u> Conversations, interviews, speeches and presentations. Answering questions, giving speeches, giving presentations, <i>key messages</i> 15	24
Module V: <u>Language and Communication</u>	
Descriptors/Topics General Principles of Writing; Improving Writing Skills, Essentials of good style, Expressions and words to be avoided; Grammar and Usage	20

Student Learning Outcomes:

At the end of the course the students will develop ability to:

- Develop understanding of various Indian crafts.
- Develop understanding of factors effecting crafts

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'
- PowerPoint presentations and lectures
- Demonstrations

Lab/ Practical's details, if applicable:

List of Experiments:

- Documentation
- Presentation & Viva

Text Reading:

Skills Foundation Book by John Jackman, Wendy Wren, Nelson Thornes

2.1 Design Thinking & Idea Generation

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Course Objectives:

This module is designed to inculcate the ability to think design by nurturing the potential of Idea generation. Students will be able to understand the design process and develop basic design attitudes and skills, which is required to become a design professional, who is a creative thinker having developed perceptual abilities. The module introduces foundational skills on how to plan, conduct, evaluate, and document idea generation in the form of brainstorming sessions, collaborative whiteboard sketching and diagramming, idea sorting, concept mapping, scenario development, personae development, co-design and participatory design, and design concept definition.

Course Contents/Syllabus:

Module	Session
Module I: Introduction to Design Thinking & Idea Generation	
Descriptors/Topics Mind mapping, Examples & case studies. Techniques of Idea Generation Scamper technique, Brainstorming, Understanding human needs.	18
Module II: Design process	
Descriptors/Topics Design brief, Analysis, Research, Specification Problem solving, conceptualizing & documenting, Presentation Development ,Testing ,Implementation ,Evaluation and conclusion Constructive criticism, Redesign	18
Module III: Approaches to Design	
Descriptors/Topics Various approaches to design	18
Module IV: Methods of Designing	
Descriptors/Topics Exploring ,Redefining, Managing ,Trend spotting	15
Module V: Presentation	
Descriptors/Topics Final presentation: class presentations of Final projects	15

Student Learning Outcomes:

- Students will be able to demonstrate the design process and develop basic design attitudes and skills.
- Students will be able to portray foundational skills on how to plan, conduct, evaluate, and document ideas.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'
- PowerPoint presentations and lectures
- Demonstrations

Text Reading:

- **The Dynamics of Fashion** (Elain Stone) by Fairchild.

2.2 Costume Design for Cinema

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Course Objectives:

This is an intermediate module designed for students to learn the basic understanding of the principles of theatrical design and intensive study of costume design and the psychology of clothing. Students develop designs that emerge through a process of character analysis, based on the script and directorial concept. Through this, the students will be trained to understand the intricacies of visual media and to know the concept of designing costumes for Cinema. They will be trained for National as well as International Cinema.

Course Contents/Syllabus:

Module	Session
Module I: Anatomy of Cinema: Bollywood	
Storyline, Characters, Background, Art Direction, Production House, Direction, Music & Choreography	22
Module II: Understanding the Characters (Through Movies)	
Basic study of various Characters and their behavior, Study the connection of characters with the background, Basic requirement of the look.	22
Module III: Costume Design for Bollywood	
Designs for characters from Cinema of Bollywood, How the system works, Cheat Sheets, Clothing Kit Check, Sourcing and renting	24
Module IV: Costume Design for Hollywood	
Designs for characters from Cinema of Hollywood, How the system works, Cheat Sheets, Clothing Kit Check, Sourcing and renting	22
Module V: Costume Design for Television	
As Television has emerged as the strongest medium, students will be trained for Televisions shows as well	22

Student Learning Outcomes:

- Students will be able to design garments as per special requirements.
- They will be able to utilize different elements of design effectively for different characters and their situation.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning
- PowerPoint presentations and lectures
- Demonstrations

Lab/ Practical's details, if applicable:

Experiments:

- Innovation in material
- Form development
- Documentation
- **Experiments will be conducted according to the module content.**

Text Reading:

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- Costume Design by Bhanu Athaiya

2.3 Accessory Design

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Course Objectives:

The students will be introduced to the world of accessories and its appropriate terminology and language. The module provides an understanding of the relationship between accessories and garments in order to create the overall look. It will make students well informed about all aspects of accessories, ranging from the raw materials used to the actual designing, production, matching, costumer use and marketing.

Course Contents/Syllabus:

Module	Session
Module I: Introduction to Accessories	
Importance of Accessories, Terminology of Accessories <u>Components of accessories:</u> Gems & Settings, Laces & Braids, Leather, Fur, Feather, Straw and Straw like materials, other components of Accessories	22
Module II: Accessories	
(History & Significance to Fashion, Anatomy & types) Belts, Eyewear, Footwear, Gloves, Handbags, Headwear, Hosiery, Handkerchiefs, Jewelry, Luggage, Shawl, Scarves &, Ties & Neckwear, Umbrella, Handkerchiefs, Veils, Watches, Wigs & Hairpieces etc.	24
Module III: Costume Jewelry	
Introduction, concept & idea generation and prototype	22
Module IV: Handbags	
Introduction, concept & idea generation and prototype	22
Module V: Headgears	
Introduction, concept & idea generation and prototype	22

Student Learning Outcomes:

- Students will understand and demonstrate their ability to communicate original design ideas and technical information utilizing a variety of methods appropriate to the accessory design industry
- Students will learn to apply theoretical understanding into a practical application.
- Students will be able to use alternative materials to construct aesthetic and functional prototypes.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'
- PowerPoint presentations and lectures
- Demonstrations
- Experimentation

Lab/ Practical's details, if applicable:

List of Experiments:

- Working on various stationary material's
- Drawing

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- Documentation
- Visits to places for perspective drawing
- **Experiments will be conducted according to the module content.**

Text Reading:

1. Encyclopedia of Fashion Accessories- Phyllis Tortora
2. A Jeweled Splendour- Asha Rani Mathur
3. Costume Jewellery- Caroline Behr
4. Making Leather Handbags- Ellen Goldstein-Lynch, Sarah Mullins and Nicole Malone

2.4 Drafting Adaptation and Clothing Construction

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Course Objectives:

In this module students will learn how to involve measurements derived from the sizing systems or accurate measurements taken on a person, dress or body form, incorporating ease allowances which is finally marked on paper and construction lines are drawn to complete the pattern. Drafting is used to create basic, foundation or design patterns. It prepares students to develop and apply intermediate and advanced construction techniques and couture sewing methods to new projects. Understanding commercial pattern guidelines for more complex construction projects and applying basic pattern alterations to these projects will be covered.

Course Contents/Syllabus:

Module	Session
Module I: Dart Manipulation	
Introduction to Dart Manipulation and it's uses on Different Garments Types of Dart Manipulation, Types of Dart Position, Types of Princess Line Types of Bodice Style	22
Module II: Collars & Sleeves	
Types of Basic Collars- Convertible Collar: Peter Pan Collar, Round Collar, Sailor Collar, Square Collar. Non-Convertible Collar: One Piece Shirt Collar, Two Piece Shirt Collar, Stand Collar, Mandarin Collar & Chines Collar (Nehru Collar). Introduction to Sleeve Types and Sleeve Lengths: Bishop Sleeve, Leg-O- Mutton Sleeve, Puff Sleeve, Cap Sleeve, Bell Sleeve, Cowl Sleeve & Patel Sleeve	24
Module III: Basic Adult Bodice Block	
<u>Basic Adult Bodice Block Variation & Garment Construction:</u> - Bodice Style, Basic Female Shirt (Positioning Buttons, Button Holes & Plackets), Neckline Shaping, Facing, Princess Line Bodice, Halter Top, Waist Top, Dress Block, Cowl Top. Basic Jacket Blocks Drafting	22
Module IV: Drafting of Collar & Sleeve	
Basic Collar Drafting & Construction: - Collar: - Peter Pan Collar, Round Collar, Sailor Collar, Square Collar, Two Piece Shirt Collar, One Piece Shirt Collar, Mandarin Collar (Nehru Collar, Stand Collar). Basic Sleeve Drafting & Construction: - Basic Sleeve Block, Semi- Fitted Sleeve Block, Tightly Fitted Sleeve Blocks Construction. Set- In Sleeve Variation: - Bishop Sleeve, Leg-O- Mutton Sleeve, Puff Sleeve, Cap Sleeve, Bell Sleeve, Cowl Sleeve.	22
Module V: Basic Skirt Drafting & Construction	
<u>Basic Skirt Drafting & Construction:</u> - different skirt Types: Circular Skirt, Semi Circular Skirt, Four Gore Skirt, Eight Gore Skirt, Princess Line Skirt, Skirt with Flounce, Skirt with Inverted Pleats, Skirt with Box Pleats, Skirts with Knife Pleats, Skirt with Yoke Skirt with Set in Pleats <u>Basic Trouser Block</u>	22

Course Learning Outcomes:

- Students will be able to learn the pattern making and construction of various types of garments

Pedagogy for Course Delivery:

- Blended learning

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- Informed learning
- PowerPoint presentations and lecture
- Demonstrations
- Market survey

Lab/ Practical's details, if applicable:

List of Experiments:

- Experiments will be conducted according to the module content.

Text Reading:

- Garment Technology for Fashion Designers (Gerry Cooklin).
- Sewing for the Apparel Industry (Claire Shaeffer).
- Pattern Making for Fashion Design (Helen Joseph- Armstrong).
- Apparel Making in Fashion Design (Injoo Kim Mikyung Uh).

2.5 Digital Tools – II
(Common with Diploma in Craft Technology)

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Course Objectives:

The objective is to create an understanding of various design specific soft-wares and their functioning.

Course Contents/Syllabus:

Module	No. of Sessions (Theory/ Practical)
Module I: Corel Draw	
Descriptors/Topics Introduction to Corel Draw, Terminology & Concept, Overview of the software Object, Drawing, Vector Graphic, Bitmap, Flyouts, Artistic Text, Paragraph Text, Title Bar, Menu Bar, Toolbar, Toolbox, Drawing Window, Property Bar, Editing Tools, Curve a Line, Closed Objects, Mirror, Rotate, Pen Tool, Outline Tool, Drawing Rectangles and Squares, Drawing Ellipses, Circles, Arcs, Drawing Polygons And Stars, Drawing Spirals, Drawing Grids, Drawing Predefined Shapes, Digitization of products, Shaping Objects, Basic & Advance Shapes, Drawing Shapes.	20
Module II: Designing Tools	
Descriptors/Topics Working With Filling Objects, Symbol, Colors Applying Uniform Fills, Fountain Fills, Pattern Fills, Texture Fills, Postscript Texture Fills, Using Symbols In Drawings, Managing Collections And Libraries, Sharing Symbols Between Drawings, Choosing Colors, Creating Custom Color Palettes, To Choose a Color Using a Fixed Or Custom Color Palette, Adding Three Dimensional Effects to Objects, Changing the Transparency of Objects, Adding & Formatting Text, Shifting And Rotating Text, Fitting Text To A Path, Theme Based Conceptualization of Croquie and Corresponding Jewelry Set, Four Theme Based Croquie, Female Croquie with Help of Measurement, Jewelry, Gold Shading, Kundan, Stones, Diamond, Rings, Necklace, Earrings	24
Module III: Photoshop	
Descriptors/Topics Photoshop terminology & concept , Over view of the software, Creating a new document, Opening an image to edit, Cropping an image, Using brush & pencil, Adding & creating gradient, Making different shapes, Making selection with different selection tools, Elliptical marquee, Rectangle marquee, Lasso Tool(Polygonal & Magnetic Lasso tool), Magic wand, Add to Selection, Subtract from selection, Intersect with selection & Feathering.	20
Module IV: Layers	
Descriptors/Topics Working with layers, Creating new layer (Layer via cut & copy), Duplicate layer, renaming a layer, deleting layer, Rearranging layers, Advanced Practice of Layers, Layer style, Merging Layers (merge down, merge visible), Linking layers, flatten image, Locking & unlocking background layer, Blending modes, Changing opacity of layers, Creating layer set, Attributes of an Image (Sizing & transforming images)	24
Module V: Repairing & Retouching Tools	
Descriptors/Topics	24

Healing Brush, Patch tool, Clone stamp, Pattern stamp, Eraser Tool, Dodge, Burn & Sponge tool, Warping text, Rasterizing text layer, Changing the transparency of objects. Creating Pattern like Khadi, Silk, Denim, Jute, Cotton etc. Collage Making, Poster Making, Composition & Calendar, Applying makeup on a face. Setting up the Project Database, Assigning and Copying Object Data, Viewing an Object Data Summary, Making Composition & Posters based on various themes.	
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Student Learning Outcomes:

- Students will be able to perform the basic operation of fashion design like making fashion croquies, creating motifs and designing jewelry through the computer.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning
- PowerPoint presentations and lectures
- Demonstrations

Lab/ Practical's details, if applicable:

- Experiments will be conducted according to the module content.
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Text Reading:

- Coreldraw X4 (Lawpoint Publications).
- Rapidex DTP Course (Shirish Chavan).

2.6 English
(Common with Diploma in Craft Technology)

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Course Objectives:

To make students understand the proper usage of English language.

Course Contents/Syllabus:

Module	No. of Sessions (Theory/ Practical)
Module I: <u>Basics of English</u>	
Descriptors/Topics Introduction to Communication, Grammar- Consonant & Vowel Sounds, Indianism, Syllable & Syllable Stress, Articles, Tense & Time, Preposition, Prepositional Phrases, Subject-Verb Agreement, Intonation & Modulation, Conjunctions	15
Module II: <u>Writing Techniques & Vocabulary</u>	
Descriptors/Topics Composition Writing, Business Letters (Functions of a Business Letter, Layout of a Business Letter, Other important parts of business letter, Salient Features of a Business Letter, Kinds of Business Letters, Application Writing, Paronyms, Synonyms, Antonyms	18
Module III: <u>Conversation Skills</u>	
Descriptors/Topics Nature of Conversation, Purpose of Conversation, Guidelines for Effective Conversation Skills, Proverbs used in Everyday Conversation with their Meanings/Explanations, How to Greet, Introducing Oneself	15
Module IV: <u>Verbal & Non-verbal Communication</u>	
Descriptors/Topics <u>Verbal communication</u> - Extempore, Just a Minute, Declamation, Dialogue & monologue, Non verbal communication- Guess the Mime, Dumb charades, Facial Expressions, Dressing & clothing, Oral Communication – Day to day talk, formal talk, informal talk, conversation <u>Non Verbal Communication</u> - Body Language, Right body postures, Eye contact, Pet Fiddles, How to walk talk & present oneself, Group Discussion Skills(Meaning, Characteristic, Do's & Don'ts, Relevance, Moderating a group Discussion, Presentation Skills, Confidence, Effective delivery of ideas, convincing the clientele/audience, basic Courtesies.	18
Module V: <u>Design Communication</u>	
Descriptors/Topics Collecting newspaper clippings, articles related to Fashion, Magazine articles, Group Discussions, Debates & Dialogue, Telephonic Etiquettes, Use of telephone, Radio, TV, newsletter, Mails, news or Magazine Articles, and Newspaper Columns, learning how to make PPT's, number of Slides, font, font size, Table Insertions, Picture, Clip Art, Chart,	18

Student Learning Outcomes:

- Students will be able to understand and communicate their ideas in English properly.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'
- PowerPoint presentations and lectures
- Demonstrations

Lab/ Practical's details, if applicable:**List of Experiments:**

- Documentation
- Presentation
- **Experiments will be conducted according to the module content.**

Text Reading:

- Practical English Usage (3rd edition), Michael Swan
- Oxford English Grammar, Sidney Greenbaum
- High School English Grammar & Composition by Wren & Martin from S. Chand & Company Publications.

3.1 Costume Design for Theatre

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Course Objectives:

This module is designed for students to learn the basic understanding of the principles of theatrical design and intensive study of costume design and the psychology of clothing. Students develop designs that emerge through a process of character analysis, based on the script and directorial concept. Through this, the students will be trained to understand the intricacies of visual media and to know the concept of designing costumes for Theatre. They will be trained for Theatre.

Course Contents/Syllabus:

Module	Session
Module I: Anatomy of Plays	
Storyline, Characters, Background, Art Direction, Production House, Direction, Music & Choreography	22
Module II: Understanding the Characters (Through Plays)	
Basic study of various Characters and their behavior, Study the connection of characters with the background, Basic requirement of the look.	24
Module III: Understanding Set of Theatre	
This section will focus on the sets used in plays, as they majorly impact the costumes.	22
Module IV: Understanding Lights	
We need to study about the impact of lights on costumes in Theatre.	22
Module V: Costume Design for Theatre	
Students will have to create a collection.	22

Student Learning Outcomes:

- Students will be able to design garments as per special requirements.
- They will be able to utilize different elements of design effectively for different characters and their situation.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning
- PowerPoint presentations and lectures
- Demonstrations

Lab/ Practical's details, if applicable:

Experiments:

- Innovation in material
- Form development
- Documentation

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- **Experiments will be conducted according to the module content.**

Text Reading:

- Costume Design by Bhanu Athaiya

3.2 Pattern Grading
(Common with Diploma In Apparel Design And Fashion Technology)

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Course Objectives:

This study makes the students understand how to proportionately increase or decrease the size of a pattern, while maintaining fit, shape and the style details.

Course Contents/Syllabus:

	No. of Sessions
Module I: Introduction to Grading	14
Descriptors/Topics	
History and the measurement sizing according to the national and international standards and the product type. Importance of grading, Methods of grading- Stack and Track methods, Different types of grading- horizontal, vertical and diagonal	
Module II: The Master Grades	14
Descriptors/Topics Grading of adult bodice block and Basic sleeve block-Front & back using the method of grading	
Module III: Grading of collars	14
Descriptors/Topics Grading of Gents Collar, Shawl Collar with facing	
Module IV: Grading of skirt	14
Descriptors/Topics Grading of Basic skirt block & flared skirt –Front & back with the methods of grading	
Module V: Grading of Sheath Block	14
Descriptors/Topics Grading of Sheath dress Block -Front and back using the methods of grading	
Module VI: Grading of Trouser Block	

Descriptors/Topics Grading of basic trouser Block Front and back using the methods of grading	14
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Course Learning Outcomes:

At the end of the course the students will develop the ability to:

- Analyse & understand the differences between the various grading techniques
- Apply the different grading techniques as per the need of the garment.
- Evaluate the sizing system used in mass market.
- Create graded patterns both manually and digitally as required by the industry

E Links & Tutorials

<https://techpacker.com/blog/design/pattern-grading-in-the-fashion-garment-industry/>
https://www.youtube.com/watch?v=3cPh_bKt1Lw

Lab/ Practical's details, if applicable:

- Experiments will be conducted according to the module content.

Pedagogy for Course Delivery:

- Tutorial
- Practical
- Demonstrations

Text Reading:

- Holman Gillian, Pattern cutting made easy
- Carolyn Norma, Pattern Making

References:

- Cooklin Gerry, Pattern cutting for women's outerwear
- Armstrong, Pattern making for fashion design
- Mortimer Gloria, Pattern designs for children clothes
- Zarpkar, Pattern Cutting

3.3 Pattern Exploration

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Course Objectives:

a major objective while making garments for women is not only the fit but also the look. This paper exposes the students to various patterns which help in the construction of creative and innovative designs.

Course Contents/Syllabus:

Module	Session
Module I: Creative Patterns	
Patterns based on Geometric shapes, 3D structure patterns Decorative structure, in various shapes Vanishing panels	20
Module II: Pattern making and Haute couture	
Pattern making and Haute couture Ornamentation, decorative stitches Hand stitching, types of hand stitches Finishing technique, types of exclusive finishes	24
Module III: Advance Sewing techniques	
Advance Sewing techniques Crucial measurement Design interpretation Closures professional finishing Deconstruction and reconstruction	24
Module IV: Vogue Patterns	
Vogue patterns Patterns for latest fashion, innovative patterns and their test fits	24
Module V: Zero Wastage Garments	
Zero Wastage Garments with no or minimal wastage	20

Student Learning Outcomes:

- Students learn about creative dress designing and pattern-making concepts.
- It helps students to make creative patterns and designs.
- Students become familiar with various innovative placement and cutting techniques

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'
- PowerPoint presentations and lectures
- Demonstrations

Lab/ Practical's details, if applicable:

List of Experiments:

- Documentation
- Pattern Making

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- Garment Creation
- **Experiments will be conducted according to the module content.**

Text Reading:

- **Pattern Magic 2** by Tomoko Nakamichi.
- **Sewing Techniques** by Jennifer Prendergast
- **Sewing for fashion Design second Edition** by NurieRelis . Gail Strauss
- **Pattern making for Fashion Design** by Helen Joseph- Armstrong.

3.4 Computer Aided Fashion Design I

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Course Objectives:

In this module students will work in the environment with the current technologies to develop awareness of today's rapidly changing fashion. This module incorporates the softwares used in fashion industry and enables students to learn the design process through computer aided design softwares.

Course Contents/Syllabus:

Module	Session
Module I: Corel Draw	
Introduction to Corel Draw, Terminology & Concept, Overview of the software Object, Drawing, Vector Graphic, Bitmap, Flyouts, Artistic Text, Paragraph Text, Title Bar, Menu Bar, Toolbar, Toolbox, Drawing Window, Property Bar, Editing Tools,	26
Module II: Corel Draw Tools	
Working With Filling Objects, Symbol, Colors Applying Uniform Fills, Fountain Fills, Pattern Fills, Texture Fills, Postscript Texture Fills, Using Symbols In Drawings, Managing Collections And Libraries, Sharing Symbols Between Drawings, Choosing Colors, Creating Custom Color Palettes, , Theme Based Conceptualization of Croquis and Corresponding Jewelry Set,	26
Module III: Photoshop	
Photoshop terminology & concept, Over view of the software Creating a new document, opening an image to edit, cropping an image, using brush & pencil, Adding & creating gradient, making different shapes, Magic wand, Add to Selection, subtract from selection, Intersect with selection & Feathering.	20
Module IV: Photoshop Tools	
Layers : Working with layers, Creating new layer(Layer via cut & copy), Duplicate layer, Renaming a layer, Deleting layer, Rearranging layers , Advanced Practice of Layers, Layer style, Merging Layers(merge down, merge visible), Linking layers, Flatten image, Locking & unlocking background layer, Blending modes,	20
Module V: Repairing & Retouching Tools	
Repairing & Retouching Tools: Healing Brush, Patch tool, Clone stamp, Pattern stamp, Eraser Tool, Dodge, Burn & Sponge tool, Warping text, Rasterizing text layer, Changing the transparency of objects. Creating Pattern like Khadi, Silk, Denim, Jute, Cotton etc. Collage Making, Poster Making, Composition & Calendar, Applying makeup on a face. Setting up the Project Database, Assigning and Copying Object Data, Viewing an Object Data Summary, Making Composition & Posters based on various themes.	20

Student Learning Outcomes:

- Students will be able to perform the basic operation of fashion design like making fashion croquis, creating motifs and designing jewelry through the computer.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'
- PowerPoint presentations and lectures

- Demonstrations

Lab/ Practical's details, if applicable:

List of Experiments:

- Documentation
- Presentation
- **Experiments will be conducted according to the module content.**

Text Reading:

- **Coreldraw X4** (Lawpoint Publications).
- **Rapidex DTP Course** (Shirish Chavan).

**3.5 ENVIRONMENTAL STUDIES
(Common with Other Diploma Courses)**

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Course Objectives:

A diploma holder must have knowledge of different types of pollution caused due to industries and constructional activities so that he may help in balancing the ecosystem and controlling pollution by various control measures. He should also be aware of environmental laws related to the control of pollution. He should know how to manage the waste. Energy conservation is the need of hour. He should know the concept of energy management and its conservation.

Course Content:

Modules	No. of Sessions (Theory)
1. Introduction 1.1 Basics of ecology, eco system- concept, and sustainable development, Resources renewable and non renewable.	(04 Periods)
2. Air Pollution 2.1 Source of air pollution. Effect of air pollution on human health, economy, plant, animals. Air pollution control methods.	(04 Periods)
3. Water Pollution 3.1 Impurities in water, Cause of water pollution, Source of water pollution. Effect of water pollution on human health, Concept of dissolved O ₂ , BOD, COD. Prevention of water pollution- Water treatment processes, Sewage treatment. Water quality standard.	(08 Periods)
4. Soil Pollution 4.1 Sources of soil pollution 4.2 Types of Solid waste- House hold, Hospital, From Agriculture, Biomedical, Animal and human, excreta, sediments and E-waste 4.3 Effect of Solid waste 4.4 Disposal of Solid Waste- Solid Waste Management	(06 Periods)
5. Noise pollution Source of noise pollution, Unit of noise, Effect of noise pollution, Acceptable noise level, Different method of minimize noise pollution.	(06 Periods)

6. Environmental Legislation Introduction to Water (Prevention and Control of Pollution) Act 1974, Introduction to Air (Prevention and Control of Pollution) Act 1981 and Environmental Protection Act 1986, Role and Function of State Pollution Control Board and National Green Tribunal (NGT), Environmental Impact Assessment (EIA).	(08 Periods)
7. Impact of Energy Usage on Environment Global Warming, Green House Effect, Depletion of Ozone Layer, Acid Rain. Eco-friendly Material, Recycling of Material, Concept of Green Buildings.	(06 Periods)

LIST OF PRACTICALS

1. Determination of pH of drinking water
2. Determination of TDS in drinking water
3. Determination of TSS in drinking water
4. Determination of hardness in drinking water
5. Determination of oil & grease in drinking water
6. Determination of alkalinity in drinking water
7. Determination of acidity in drinking water
8. Determination of organic/inorganic solid in drinking water
9. Determination of pH of soil
10. Determination of N&P (Nitrogen & Phosphorus) of soil
11. To measure the noise level in classroom and industry.
12. To segregate the various types of solid waste in a locality.
13. To study the waste management plan of different solid waste
14. To study the effect of melting of floating ice in water due to global warming

Student Learning Outcomes:

After undergoing the subject, the student will be able to:

- Comprehend the importance of ecosystem and sustainable
- Demonstrate interdisciplinary nature of environmental issues
- Identify different types of environmental pollution and control measures.
- Take corrective measures for the abatement of pollution.
- Explain environmental legislation acts.
- Define energy management, energy conservation and energy efficiency
- Demonstrate positive attitude towards judicious use of energy and environmental protection
- Practice energy efficient techniques in day-to-day life and industrial processes.
- Adopt cleaner productive technologies
- Identify the role of non-conventional energy resources in environmental protection.
- Analyze the impact of human activities on the environment

Pedagogy for Course Delivery:

APPROVED IN CDC COMMITTEE MEETING OF BTE,UP,LKO DATED:26-09-2021 @RASHMI SONKAR

In addition to theoretical instructions, different activities pertaining to Environmental Studies like expert lectures, seminars, visits to green house, effluent treatment plant of any industry, rain water harvesting plant etc. may also be organized.

E Links & Tutorials

https://en.wikipedia.org/wiki/Environmental_ethics

<https://www.conserve-energy-future.com/environmental-ethics.php>

RECOMMENDED BOOKS

1. Environmental and Pollution Awareness by Sharma BR; Satya Prakashan, New Delhi.
2. Environmental Protection Law and Policy in India by Thakur Kailash; Deep and Deep Publications, New Delhi.
3. Environmental Pollution by Dr. RK Khitoliya; S Chand Publishing, New Delhi
4. Environmental Science by Deswal and Deswal; Dhanpat Rai and Co. (P) Ltd. Delhi.
5. Engineering Chemistry by Jain and Jain; Dhanpat Rai and Co. (P) Ltd. Delhi.
6. Environmental Studies by Erach Bharucha; University Press (India) Private Ltd., Hyderabad.
7. Environmental Engineering and Management by Suresh K Dhamija; S K Kataria and Sons, New Delhi.
8. E-books/e-tools/relevant software to be used as recommended by AICTE/UBTE/NITTTR, Chandigarh.

3.6 French I

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Course Objectives: This course introduces students with computer and its importance in the present world. Fundamentals of computers are learnt through lectures and practical assignment to develop an intuitive sense of how computers can be used efficiently.

Course Contents/Syllabus:

Module	Session
Module I: Introduction to French Language	20
Descriptors/Topics Brief introduction of French and Francophone countries • Presenting oneself • Getting information about someone else • Greeting and taking leave • Asking/giving personal information	
Module II: A rendezvous	24
Descriptors/Topics Pronouncing and writing numbers in French • Spell and count numbers • Telling the time • Temporal expressions • Communicating in class • Fixing an hour, place for a meeting.	
Module III: Visiting a place	24
Descriptors/Topics Describing a person. • Identifying a person, object and place • Describing relation in a family • A specific person, object and place	
Module IV: An interview	24
Descriptors/Topics • Description of objects, people and places • Nationalities • Speaking about one's professions • Expressing Actions using –er ending verbs • Explanation of the usage & conjugation of pronominal (reflexive) verbs in present tense • Interview of celebrity	
Module V: At the discotheque	20
Descriptors/Topics Portrait by a journalist • Giving a positive or negative reply • Asking questions • Discussion with a person • Activities in day	

Student Learning Outcomes:

At the end of the course the students will be able to:

- Express themselves in writing and orally in basic French. This course content focuses on the speech of the students in a lucid and a concurrent manner using appropriate vocabulary and pronunciation techniques. Extra stress will be given on their understanding of grammatical structures and the foreign accent of the language.

Pedagogy for Course Delivery: Interactive lectures, conversation, and translation

Communicative, interactive Lectures, including project work, role play, conversation, text translations and practice exercises.

Lab/ Practical details, if applicable:

- Documentation
- Presentation
- **Experiments will be conducted according to the module content.**

Text & References:

- A Propos - A1, Livre de l'élève et Cahier d'exercices

4.1 DRAPING

(Common with Diploma In Apparel Design And Fashion Technology)

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Course Objectives:

After the students develop an insight into developing patterns through flat pattern making technique, they are now introduced to the art of draping for developing patterns.

Course Content/ Syllabus

	No of Session
Module I: Introduction	12
Descriptors/Topics Tools needed, grain line, seam allowances, preparation of fabric, types of dress forms.	
Module II: Descriptors/Topics Basic slopers with variations in necklines , armholes & waistlines	12
Module III: Princess line bodice Descriptors/Topics draping of princess line bodice - front draping of princess line bodice -back	
Module IV: Creating patterns by dart manipulations	12
Descriptors/Topics Multiple darts & dart equivalents	
Module V: Bias cut bodice	12
Descriptors/Topics Cowls and twists in bodice	
Module VI: Variations in skirts	12
Descriptors/Topics Flared, pegged & gored	
Module VII: Collars	12
Descriptors/Topics Notched collar, Mandarin	

Course Learning Outcomes:

At the end of the course the students will develop the ability to:

- Apply the skill of the draping method of pattern making to create various patterns.
- Identify grain and understand to follow the grain to achieve perfect fit and design

- Design and create various silhouettes by draping
- Analyse & evaluate different methods to produce a flat pattern from a basic drape.
-

Pedagogy for Course Delivery:

- Blended Learning
- Informed learning
- Demonstrations

Lab/ Practicals details, if applicable:

List of Experiments:

- Basic front and back bodice in appropriate grain line and proper seam allowance.
- Princess bodice
- Dart manipulations
- Bodice placed on bias grain line
- Skirts
- Collars
- Shifts

Text Reading:

- Draping by Fairchild.

4.2 Apparel Production & Quality Control

L T P
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Course Objectives:

The module focuses on strengthening of key functions of apparel industry. The emphasis is on production, planning, control and management practices applicable in the apparel industry. The continuous interaction with the industry and visits to leading manufacturing units not only create an enriching learning environment for the students but also widen the horizons of their experience. Equipped with competent technical knowledge, the students are able to anticipate and address the concerns and issues of the emerging manufacturing principles. The basic objective of this module is to enhance the students' perception of the commercial environment and matching it with professional understanding of manufacturing technology, marketing and management principles related to the garment industry.

Course Contents/Syllabus:

Module	Session
Module I: Introduction to garment manufacturing	
Sampling (working step in sampling, types of sampling and its important), Merchandising, Role of merchandiser, R & D-role of R&D department.	15
Module II: Fabric sourcing & inspection	
<u>sourcing</u> – objective, make or buy decisions, cost, production activity & quality, <u>inspection</u> - fabric defects, defect classification & defect identification. Fabric checking, Advantages & disadvantages of different fabric inspection systems.	20
Module III: Spreading & Cutting	
<u>Spreading</u> -(objectives, process, types, modes, parameters, lay planning, Marker making (Manual & Machine), <u>Cutting</u> -Objective, cutting parameters, cutting types.	15
Module I: Production department	
Production planning, introduction to sewing machines, classification seams(types, formation, application), stitches(types, formation, application) needle and work aids.	18
Module I: Finishing and packing department	
<u>Finishing</u> -Introduction of finishing, flow chart of finishing department, washing(objective, different types of washing), thread trimming, spotting, measurement checking, defect identification. <u>Packaging</u> - flow chart of packaging, garment folding, pre packing, size labeling, needle detection, carton packing, audit checking, shipment.	16

Student Learning Outcomes:

- Students will learn garment manufacturing process through various types of machines.
- Students will be able to select right usage of stitches, seams, threads and needles for preparation of garments.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'
- PowerPoint presentations and lectures
- Demonstrations

Text Reading:

- Quality Control in Apparel Industry by P V Mehta
- The Technology of Clothing Manufacture by Harrfold C. and Latham
- Managing Productivity In The Apparel Industry by R Bheda
- Introduction To Clothing Product Management by Chutler A G.

4.3 Computer Aided Fashion Design II

L T P
0 0 8

Course Objectives:

The objective is to create an understanding of various fashion specific soft-wares and their functioning.

Course Contents/Syllabus:

Module	Session
Module I: Introduction to RFS	
<u>Introduction to RFS, Menu Commands & Working Area</u> File, Edit, Special Object, Library, Setting, Light, Display Mode, Define Show ratio, Background Color, Ruler, Design e-Studio, System Short-cut prompt, Layers,	20
Module II: E-Style Studio	
<u>E-Style Studio, E- Photo Studio & E-Material Studio</u> Pick Object, Create Curve, Edit Curve, Create Surface, modify clip Border, Re-scale Surface grid, Edit Surface grid, Edit Clip, Texture Table, Re-scale Texture, Create Text,	26
Module III: Wilcom	
<u>Introduction to Wilcom, Menu Commands</u> Viewing, Color ways, Stitch Types for Lettering, Text Properties, Underlay, Connectors, Editing Text, Designs, Traveling, Selecting/Viewing Options, Combining Designs &	26
Module IV: Stitch Effects	
Stitch Types and Density, Stitch Effects, Digitizing Tools, Artwork, Triple Run, Triple Manual Stitch	20
Module V: Stitch Types	
Input A, Input B, Complex fills, Program Splits, Motifs, Modify Objects Inputs, Converting Objects, Apply Current Properties, Smart Design, Input Tools, Converting Objects, Create/Use Motif Runs, Create/Use Motif Fills, Artistic Effects, Auto Appliqué, Advanced Lettering, Using Styles, Make Properties Current, Applying Properties, Auto Trace	20

Student Learning Outcomes:

- Students will be able to create new designs on dedicated fashion soft-wares.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning
- PowerPoint presentations and lectures
- Demonstrations
- Experimentation

Lab/ Practical's details, if applicable:

List of Experiments:

- Experiments will be conducted according to the module content.

Text Reading:

- Software Manuals

4.4 Fashion Styling

L **T** **P**
4 **0** **4**

Course Objectives:

During this module students will understand the new and evolving career of image consultants and personal shoppers, from defining fashion moods to understanding the importance of accessories, from analyzing traits of the face and body to enhancing physical features, from affirming a style to constructing a look. The image consultant assists individuals on how to organize and maximize their appearance, behavior and communication more effectively. This module can also help students to understand the career of a stylist. From working with celebrity clients to styling models for photo shoots, a stylist's career provides exciting opportunities to share their passion for style with a variety of interesting people. There are many different arenas in which stylists use their talents, from music videos to advertisements to TV shows and movies. They may also work with designers or public relations experts.

Course Contents/Syllabus:

Module	Session
Module I: Fashion Styling	
Introduction to Fashion Styling, Fashion Styling, Influence of Stylists, Specialties of Styling, Areas of Styling, Misconceptions about Styling,	20
Module II: Personality traits of a successful Stylist	
Personality traits of a successful Stylist, Image Management, Image Management Process, Styling for Print, Editorial Styling, Lifestyle Styling,	20
Module III: Styling for Entertainment Industry	
Fashion PR, Styling for Entertainment Industry, Wardrobe Styling, Image Building, Branding & Networking, Portfolio Basics,	24
Module IV: Image Consulting	
Image Consulting, Personal Styling, Celebrity Styling, Career Diversity, Runway Styling, Prop Styling, Food Styling, Visual Merchandising, Anatomy of Wardrobe Department, Duplicate Accessories & Costumes,	24
Module V: Freelance Styling	
Freelance Styling, Basics of Freelance Styling, Essential Business Documents, Agency Representation vs. Freelance, Building a freelance Business Plan, Studio, Office & Financials	24

Course Learning Outcomes:

- Students will be able work as a stylist for various activities of Fashion & Lifestyle Design industry. They will also be able to work as a freelance stylist. They will be able work as Image Consultants.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning
- PowerPoint presentations and lecture
- Demonstrations
- Market survey

Lab/ Practical's details, if applicable:

- **List of Experiments:**
 - **Experiments will be conducted according to the module content.**

Text Reading:

- Stylewise

4.5 French II

L **T** **P**
4 **0** **2**

Course Objectives:

This course introduces and explain the students to apply their knowledge of possessive & demonstrative adjectives in the present and near future tense, in conversation- using different groups of verbs.

Course Contents/Syllabus:

Module	Session
Module I: About oneself	
Revision of earlier modules, List & usage of possessive adjectives, Frame sentences using possessive adjectives Exercises based on possessive adjectives Family tree. List and usage of demonstrative adjectives Frame sentences using demonstrative adjectives the classroom	20
Module II: Lifestyle	
Explanation of the usage of pronominal verbs List & conjugation of pronominal verbs in present tense Frame sentences using pronominal verbs My daily routine, List & usage of prepositions Exercises based on prepositions, At home, At the university	20
Module III: Personal activities	
List of IR verbs, their conjugation & usage Frame sentences using IR verbs Preparations to attend a party – a short text using IR verbs Exercise based on IR verbs List of RE verbs, their conjugation & usage At the bus-stop- text based on RE verbs Frame sentences using RE verbs List & usage of irregular verbs Letter to a friend – text & comprehension questions based on irregular verbs Exercise based on irregular verbs	22
Module IV: French culture	
List of disjunctive pronouns & their usage The life and family of Paul Lenoir- comprehension based on disjunctive pronouns with questions. Exercises based on disjunctive pronouns Near future tense Exercise based on near future tense Evening Plans Festivals of France	22

Student Learning Outcomes:

- To develop the ability of constructing sentences with possessive and demonstrative adjectives in French. In addition, they will be proficient in formulating meaningful sentences as they will be capable of applying their knowledge of all the irregular verbs they have learnt during the session. They will also have an idea of French culture by studying about various French festivals.

Pedagogy for Course Delivery:

Communicative, interactive Lectures, including project work, role play, conversation, text translations and practice exercises.

Lab/ Practical's details, if applicable:

List of Experiments:

- Documentation
- Practical/Viva will be conducted according to the module content**

Text Reading:

- A propos A1- Livre d'élève et Cahier d'exercice
- Apprenons la grammaire ensemble, Dictionnaire Larousse, Mon livre de français - 2, 450 exercices de grammaire
- Collins 3 in 1 French grammar, vocabulary & verbs

4.6 Aesthetics

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Course Objectives:

Aesthetics is a tributary of philosophy, which deals with the nature of beauty, art, and taste, with the conception and escalation of beauty. This paper is designed to interweave the concept of Art aesthetics in the artistic consciousness. It is very essential to appreciate the nature of art and its range in the real world. Art as expression of thoughts, ideas, and communication need to be implied to make a concrete foundation for the course.

Course Contents/Syllabus:

Module	Session
Module I: Indian Aesthetics	
Indian Aesthetics – Introduction and Historical Perspective, Indian Aesthetics- Philosophy Theory of Rasa	15
Module II: <u>Aestheticism in Art</u>	
Aestheticism in Art, Art movements and their effect on clothing	18
Module III: <u>Elements of Aesthetics,</u>	
Elements of Aesthetics, their influence on clothing	18
Module IV: <u>Natya shastra</u>	
Natya shastra theory, Indian Aesthetics- Six limbs	18
Module V: <u>Western Art Aesthetics</u>	
Influence of western Art Aesthetics, Influence of oriental Art Aesthetics	15

Student Learning Outcomes:

- From this paper student will have the option to comprehend the massiveness and job of art in our day by day life. It will set up the idea of Art in their in their cognizance. Student will be familiar with art from far reaching perspective. They will have the option to understand the component and rule of style.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'
- PowerPoint presentations and lectures
- Demonstrations

5.1 Pattern Development & Construction-I (Women's wear)

L	T	P
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Course Objectives:

It involves the development of a fitted basic pattern with comfort ease to fit a person or body form. In this module softwares will also be used for practical training. Through this, students will learn how to make the process of pattern making more economical and less time consuming.

Course Contents/Syllabus:

Module	Session
Module I: Pattern making uses	
Pattern making uses in different pattern, How to create new pattern according to Design, Pattern making of Bodice, Sleeve, Skirt, Pant & Dresses terminology's	20
Module II: <u>Pattern making of sleeve variation:</u>	
<u>Pattern making of sleeve variation:</u> - According To the Design & Measurement and its Production. Introduction to Sleeve-Bodice combinations,-Kimono sleeve, Raglan sleeve, Drop shoulder sleeve, Kaftan , Butterfly sleeve	20
Module III: <u>Pattern making of Bodice block</u>	
(According To the Design & Measurement and its Production)-Female blouse variation, Princess line bodice variation, Peasant top design, Band top, Female Shirt with yoke, Surplice (or wrap) designs,-Off- shoulder designs	24
Module IV: <u>Pattern making of Skirt</u>	
(According To the Design & Measurement and its Production,-Ra-Ra skirt with yoke, Tiers skirt, Wrap skirt, Mermaid skirt, Circles, peplums, and cascades.	24
Module V: <u>Pattern making of One Piece Dress</u>	
<u>Pattern making of One Piece Dress variations</u> (According To the Design & Measurement and its Production) -Princess line One Piece Dresses,-Empire line One PieceDresses -Bias cut Dresses <u>Pattern making of Female Trousers</u> (According To the Design & Measurement and its Production) <u>Pattern making of Female Jackets</u> (According To the Design & Measurement and its Production)	24

Student Learning Outcomes:

- Students will learn to accurately develop and construct designs for different female body shapes and forms.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'
- PowerPoint presentations and lectures

- Demonstrations

Lab/ Practical's details, if applicable:

List of Experiments: Practical's will be conducted according to the module content

Text Reading:

- **Garment Technology for Fashion Designers** (Gerry Cooklin).
- **Sewing for the Apparel Industry** (Claire Shaeffer).
- **Pattern making for Fashion Design** (Helen Joseph- Armstrong).
- **Apparel Making in Fashion Design** (Injoo Kim Mikyung Uh).

5.2 Pattern Development & Construction II (Men's wear)

L T P
0 0 8

Course Objectives:

It involves the development of a fitted basic pattern with comfort ease to fit a person or body form. They include a snug-fitting bodice front and bodice back with darts and a basic neckline, a sleeve and a fitted skirt front and back with darts. Pattern making today has become an easy job with the use of the computers. In this module softwares will also be used for practical training. Through this student will learn how to make the process of pattern making more economical and less time consuming.

Course Contents/Syllabus:

Module	Session
Module I: Drafting & Pattern making	
Drafting & Pattern making techniques for Male Garment, Pattern making uses in different pattern, How to create new pattern according to Design	10
Module II: Pattern making of Male Bodice	
Pattern making of Male Bodice, Patternmaking of Sleeve, Pattern making of Pant	18
Module III: Drafting of Male Basic Blocks	
Drafting of Male Basic Blocks -: Male Bodice block, Male sleeve, Male Trouser Male casual shirt with yoke, Ancient Over sizing of the Male shirts <u>Pattern Making of Male Garment</u> (According To the Design & Measurement and its Production), Additional product Operation: - Pockets, Belts & Bands, Cuffs, Closures: - Zippers, Buttons & Holes, & Snaps, Fasteners).	36
Module IV: <u>Pattern Making of sleeve variation</u>	
<u>Pattern Making of sleeve variation: -</u> <u>According To the Design & Measurement and its Production. Introduction to Sleeve-Bodice combinations. -Kimono sleeve, -Raglan sleeve</u>	18
Module V: <u>Pattern Making of Male Trousers</u>	
<u>Pattern Making of Male Trousers</u> (According To the Design & Measurement and its Production. <u>Pattern making of Male Jackets</u> (According To the Design & Measurement and its Production) <u>Design exploration</u>	30

Student Learning Outcomes:

- Students will learn to accurately develop and construct designs for different male body shapes and forms.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'
- PowerPoint presentations and lectures
- Demonstrations

Lab/ Practical's details, if applicable:

Experiments: Practical's will be conducted according to the module content

Text Reading:

- **Garment technology for Fashion Designers** (Gerry cooklin).
- **Sewing for the apparel industry** (Claire Shaeffer).
- **Pattern making for fashion design** (Helen Joseph- Armstrong).
- **Apparel making in fashion design** (Injoo Kim Mikyung Uh).

5.3 Digital Costume Library

L **T** **P**
0 **0** **8**

Course Objectives:

The objective is to create a digital data bank of milestones movies and their costumes.

Course Contents/Syllabus:

Module	Session
Module I: <u>Identification of Bollywood Movies</u>	
To identify Movies from India which are worth for their costumes and are milestones in Design studies.	38
Module II: <u>Identification of Hollywood Movies</u>	
To identify Movies from Hollywood which are worth for their costumes and are milestones in Design studies.	34
Module III: <u>Cataloguing</u>	
To catalogue the movies and their images to create a Costume Encyclopedia for future references	40

Student Learning Outcomes:

- Students will be able to create their own Costume Encyclopedia.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'
- PowerPoint presentations and lectures
- Demonstrations
- Experimentation

Lab/ Practical's details, if applicable:

List of Experiments: Practical's will be conducted according to the module content

5.4 Enterprise Management

L **T** **P**
6 **0** **0**

Course Objectives:

The main objective of this module is emphasized on competencies of applying cross-disciplinary knowledge to deal with real business problems and work with globalized enterprises on the basis of common fundamental theories in management and economics.

Course Contents/Syllabus:

Module	Session
Module I: Concept of basic management	
Concept of basic management, planning, staffing, organization	15
Module II: Managerial economics	
Managerial economics, Modern firm theory, budgeting	18
Module III: <u>Ownership</u>	
ownership, financial aspect, responsibilities and roles	15
Module IV: Startups	
marketing, startups, business plans and organizational structure	18
Module V: Cluster Management	
Economics and business management, cluster management	18

Course Learning Outcomes:

- Student will learn business strategies for enterprise setup.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning
- PowerPoint presentations and lecture
- Demonstrations
- Market survey

5.5 Photography

(Common with Diploma in Craft Technology)

L T P
4 0 2

Course Objectives:

The module is designed to create and understanding of basic photography

Course Contents/Syllabus:

MODULE	No. of Sessions (Theory/ Practical)
Module I: Basics of Photography	
Descriptors/Topics Introduction of photography, Camera parts and types. Menu items and shooting modes (Auto vs. Scene vs. Priority), Image show and Presentation of influential black and white photographers Black & White conversion practice Exposure compensation. Concept of high- and low-key Studio No. of Sessions (Theory/ Practical)	18
Module II: Presentation of Photographers	
Descriptors/Topics Image show and tell Presentation of photographers who primarily work in portraiture. Discussion of portrait genres and lighting techniques (studio, natural) Review aperture, shutter speed, ISO. Practice editing and cropping. Studio No. of Sessions (Theory/ Practical), Image show and Discuss composition tips and seeing exercises. Experiment with night photography and low light shooting. Shoot outside during class time in groups	18
Module III: Photography as Contemporary Art	
Descriptors/Topics Image Show and tell Presentation on Photography as Contemporary Art Discussion about conceptual practices Brainstorm ideas, Image Show and tell Presentation and discussion on how to create a successful body of work Sequence editing Trouble shooting	18
Module IV: Photoshop	
Descriptors/Topics Introduction to Photoshop Covering the basics of editing, fixing blemishes, colour correcting, and selective edits	15
Module V: Project	
Descriptors/Topics Student will select a subject of their choice and spend time working on it to make the final project	15

Student Learning Outcomes:

- Student will be able to handle camera properly and understanding of photography

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'

- PowerPoint presentations and lectures
- Demonstrations

Lab/ Practical's details, if applicable:

List of Experiments:

- Documentation
- Visits to artisans and craft units (local)
- Experiments will be conducted according to the module content.

Text Reading:

- An Introduction to photography: Michael Freeman

**5.6 Sustainable Concepts
(Common with Diploma in Craft Technology)**

L T P
4 0 0

Course Objectives:

This module is designed to make students aware of such techniques to modify such by-products into a new fashion statement, in order to conserve environment as well as economical sustainability.

Course Contents/Syllabus:

Module	No. of Sessions (Theory/ Practical)
Module I: Sustainable Product Design	
Descriptors/Topics Introduction to Sustainable Product Design, Recognize the preconceptions about society, economic value, and the environment	12
Module II: Theories	
Descriptors/Topics Explore the environmental origins of sustainability, theory of sustainability and specific environmentally	8
Module III: Ecology	
Descriptors/Topics Responsive design methodologies and topics including industrial ecology, dematerialization, design for disassembly	12
Module IV: Alternatives	
Descriptors/Topics Design for recycling, alternative energy, alternative materials	12
Module V: Sustainable packaging	
Descriptors/Topics Sustainable packaging and appropriate life-cycle assessment methods for the industrial designer	12

Student Learning Outcomes:

- Students will be able to design as per the sustainability factor. They will be able to create a link between craft & ecology.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'
- PowerPoint presentations and lectures
- Demonstrations

6.1 Portfolio Development

L T P
0 0 15

Course Objectives:

The module is designed to impart essential skills and techniques to help students become competitive in the industry. To make the students aware of the process of developing a portfolio & presentation from design concept to finished product.

Course Contents/Syllabus:

Module	Session
Module I: <u>Theme based portfolio</u>	
Development of a portfolio using mind mapping & different boards.	42
Module II: <u>Portfolio based on a theme</u>	
Theme selection, design developments, compilation.	42
Module III: <u>Portfolio of best work</u>	
Compilation of the best work done through the course.	42
Module IV: <u>Portfolio on forecast</u>	
Design development according to the latest forecast.	42
Module V: <u>Portfolio according to the range assigned</u>	
Development of design & design specification.	42

Student Learning Outcomes:

- Students will be able to design their portfolio

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'
- PowerPoint presentations and lectures
- Demonstrations

Lab/ Practical's details, if applicable:

List of Experiments:

- Basic front and back bodice in appropriate grain line and proper seam allowance.
- Princess bodice
- Dart manipulations
- Bodice placed on bias grain line
- Skirts
- Collars
- shifts

6.2 Range Development

L **T** **P**
0 **0** **20**

Course Objectives:

It is important for fashion designers to approach the formulation of a collection with consideration for an intended customer or target market in relation to season, price and product assortment. This module is designed for students to follow the design process and construct a range of garments.

Course Contents/Syllabus:

Module	Session
Selection of Theme - As per forecast, market survey & category Research - On theme, fabric, and garment making techniques Board Presentation - of Boards, collection & catalogue Design & Forecast Analysis - of the current and forthcoming market scenario Selection of Design & other details - Design selection, construction & presentation	280

Student Learning Outcomes:

- Students will be able to design their first theme-based collection.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning
- PowerPoint presentations and lectures
- Demonstrations

6.3 Professional Practices

L **T** **P**
6 **0** **0**

Course Objectives:

The module is designed to introduce students to the professional work culture etiquettes.

Course Contents/Syllabus:

Module	Session
Module I: <u>Common Personal Values and Teamwork Skills</u>	
Interaction, Accountability, Commitment, Cooperation, Hard Work, Quality of work, Team work, Developing Positive attitudes,	15
Module II: <u>Non Verbal Communication</u>	
Body Language, Right body postures, Eye contact, Pet Fiddles, How to walk talk & present oneself, Group Discussion Skills(Meaning, Characteristic, Do's & Don'ts, Relevance, Moderating a group Discussion,	18
Module III: <u>Business Communication</u>	
Definition, organization communication networks, communication media, e-mail trends, information richness & media type, technological advances, internal management: planning, organizing, staffing,	18
Module IV: <u>Making and delivery of the Presentation</u>	
Sharing of information through: Conversations, interviews, speeches, presentations. Message & its process: How to design messages, how to effectively deliver message to make an impact on and stand out with potential employers and clients.	18
Module V: <u>Workplace Etiquettes</u>	
<ul style="list-style-type: none">• Common Personal Values• International Etiquettes	15

Student Learning Outcomes:

- Students will be able to learn & conduct as per the work culture etiquettes of fashion industry.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning'
- PowerPoint presentations and lectures
- Demonstrations
- Experimentation

Text Reading:

- Body language at work: Peter Clayton

7 PHYSICAL RESOURCES

(A) Space requirement

Norms and standards laid down by All India Council for Technical Education (AICTE) are to be followed to work out space requirement in respect of class rooms, tutorial rooms, drawing halls, laboratories, space required for faculty, student amenities and residential area for staff and students.

(B) Equipment requirement:

Following Laboratories are required for Diploma Programme in Costume Design and Garment Technology:

1) Classroom -

- a) 1 Table & Chair for faculty
- b) 60 Table & Chair for students
- c) White board and marker
- d) Projector and projector Screen
- e) Internet connection of minimum 10 MBPS Speed
- f) One Desktop/Laptop
- g) Speakers
- h) Presenter

2) Pattern Making and Construction Lab – (For 30 Students or as per required Intake)

- a) Single Needle Lock Stitch machines – 10 numbers
- b) Over lock machines – 1 number,
- c) Fusing machines and Pressing Equipment - 1 number each
- d) Projector and projector Screen
- e) White board and marker
- f) Display area for students 2D / 3D work – Soft boards/Art Tables/Empty spaces
- g) 30 Pattern Making table with cork top
- h) 30 high rise stools for students
- i) 1 Table & Chair for faculty

3) Machinery /Tools/ Equipment (For 30 Students or as per required Intake)

S.N.	Name of item	Qty	Details specification
1.	Desktop	31	<ul style="list-style-type: none"> • Intel Core i7 8th generation or latest • 8 GB DDR4 RAM or higher • 1 TB HDD 7200 rpm storage or higher • Integrated Graphic card/Dedicated Graphic card • 24” Monitor • Minimum 4 USB, 1 RJ-45 LAN, 1 VGA port • 1 USB Keyboard • 1 USB Mouse • Window 10
2.	Printer and Scanner	2	<ul style="list-style-type: none"> • A4 Size • Print Resolution: 600 x 600 dpi • Print Speed: 14 ppm • Print Technology: Monochrome Laser • Connectivity: Hi-speed USB • Supported Media Types: Paper (plain, laser), labels, envelopes, transparencies, postcards, cardstock • <input type="checkbox"/> Functionality: Print, scan, copy
3.	Plotter	1	HP Designjet 500 Mono 42"Roll Printer-(C7770E) Specification attached
4.	Digitizers	1	GTCO Drawing Board-VI Digitizer Specification attached
5.	Projector and projector screen	2	Laser/LED/ Hybrid Light Source 10,000 hour of life minimum Brightness: 3000 lumens or higher Mercury Free Screen: 8ft. x 6ft. Or bigger
6.	Pattern Making Table	15	4ft. X 4ft. X 4ft. Wooden table with cork (8mm) top
7.	High rise stool	30	Height adjustable high back revolving stool. min. height 18” Max height 30” (variable)
8.	White board	5	6ft. X4ft.
9.	Ironing press with table and steam generator	1	Ramsons-Veit Model: RV 4425-80 Electric Steam Generators: MR 03 (Ramsons)
10.	SNLS machines	5	Single needle lockstitch machine with servo motor Max. Sewing speed 3,000 stitches per minute
11	Double needle post bed sewing machine	1	Double needle post bed sewing machine with servo motor Max. Sewing speed 2,500 stitches per minute
12.	Overlock machines	1	Twin needle 5 thread high speed overlock machine with tabletop and servo motor.
13.	Fusing machines	1	Automatic Conveyor fusing machine Size 32” x 16” Max Fabric Width 0-500 mm

14.	Digital Sketching tablets	30	Wacom New Intuos Small Bluetooth (Pistachio) Product Code: CTL-4100WL/E0-CX <ul style="list-style-type: none"> • 7-inch active area • 4096 pen pressure sensitivity • Battery-free pen • +/- 0.25 mm digital tolerance in accuracy • 8.8 mm thin tablet
15.	DSLR Camera, lenses, light equipments and accessories	1 set	Nikon D7500 AF-S NIKKOR 18-105mm VR lens 200W Flash Head 2-Light Kit with Umbrellas studio light

Other Machinery

Spot welding, electrical hand jig saw, portable circular saw, portable/electrical hand drilling machine, thermoforming machine, Sand Blasting Machine, Magnetic Cleaner, Ultrasonic Cleaner, sand disk grinder, router, Metal Melting Machine, buffing machine, milling machine, rolling mill, pipe bending machine, sheet bending machine, sheet cutting machine, wire shearing machine, laser cutting machine, skiving machine, Embossing machine.

Software

S.N.	Name of item	Qty	Details specification
1.	Efi Optitex 2D & 3D Integrated Pattern Design Software	31	2D & 3D Integrated Pattern Design Software
2	Adobe Illustrator CS6/CC or latest and Adobe Lightroom CS6/CC or latest	31	Adobe Creative Cloud

Drawing Hall (For 60 Students or as per required Intake)

Sr. No.	DESCRIPTION	QTY.	Price per unit	Total Price (Approx.)
	Drawing Table with Board	60	8000/-	4,80,000.00
	Set Squares	60	200/-	12,000.00
	Misc Equipment's	Lump sum	50000/-	50,000.00

Computer/CAD Centre

Sr. No.	DESCRIPTION	QTY.	Price per unit	Total Price (Approx.)
1	Xenon Processor, 16 GB RAM 1 GB SATA HDD, 19" TFT Monitor OS- Windows 2019 Server/Latest Version	02 Server	80,000=00	1,60,000=00
2	General Desktop Computer/Laptops-Intel i5 60 node or Higher, 8GB RAM, 1TB HDD, 19.5" LCD/LED Monitor, DVD Writer Multi Media Kit with Key Board-Multimedia, Mouse- Optical Scroll or Latest, 32 Bit PCI ETHERNET CARD (10/100) Mbps , Pre loaded latest Anti Virus with Life time Subscription, License Media and Manual with UPS 660 VA OR Computer of latest Specification as per BTE list	60	65,000=00	39,00,000=00
	Softwares			
3	i. MS OFFICE 2019 pro or latest	LS	-	-
4	ii COMPILER 0 'C', C++, JAVA-7	LS	-	-
5	iii. Adobe Photoshop, Corel Draw - Graphic Suite Corel Draw- Technical Suite, Adobe Photo Shop, Lectra, Reach, PPS, Reach CADD, Tukatech, Deco Studio Inkscape and Gimps Softwares	LS	-	-
6	iv. Personal Web Server, HTML, IIS	LS	-	-
	Hardware		4,50,000.00	-
7	i. Switch-32 Port	02		

8	ii. Router	02		
9	iii. Hub	04 (8 Port)		
10	iv. Ext. Modem	02		
11	v. Wireless N/W Adaptor	02		
12	vi. Series Access Point	02		
13	vii.LAN Cable Meter	05		
14	viii. LAN Cable Analyzer	05		
15	ix. Crimping Tool and all other accessories related to Networking	15		
16.	Scanner- Flat Bed A4/Auto Lighter (Bit depth 48)	02		20,000
17.	132 Column 600 CPS or faster 9 Pin dot matrix printer with 500 million character head life	02		50,000
18.	Laser Jet-A4 All In one 20 page per min (2 Each)	04		50,000
19.	Desk Jet-A4 Photo Smart (2 Each)	04		40,000
20.	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
21.	Split Air Conditioner 1.5 tones capacity with ISI mark along with electronic voltage stabilizer with over voltage and time delay circuit	08		35,0000
22.	Room preparation and furniture	LS		
23.	19" rack, 24-port switch. connector RJ-45 Cat-6 cabling for network	LS		10,0000
24.	2 KVA Inverter Cum UPS	02		6,0000
25.	Fire Extinguisher (2 Kg.)	04		15000
26.	Fire Extinguisher (5 Kg.)	04		25000
27.	Vacuum Cleaner	02		25000
28.	LCD Projector 3000 Lumen with all accessories	02		350000

29.	Pen Drive 16 GB	10		10000
30.	DVD Writer External	02		10000
31.	HDD External 500 GB	02		15000
32.	PAD (Latest Configuration)	02		15000
33.	Broad band For Internet (Speed Min. 8mbps)	04		LS
34.	USB Modem	02		8000
35.	Generator 15 KVA Water Coolant	01		450000

ENVIRONMENT ENGINEERING LABORATORY

1.	pH Meter	01	500
2.	Turbidity Meter	01	5000
3.	Oven with Temperature Controller and Forced Air Circulation Type	01	20000
4.	B.O.D. Incubator	01	25000
5.	Water Analysis Kit	01	5000
6.	High Volume Sampler	01	40000
7.	Electrical Balance for weighing upto 1/10 of milligram (capacity)	01	1000

Sr. No.	Description	Qty	Total Price (Rs)
COMMUNICATION LABORATORY			
1.	Stools	60	15,000
2.	Display Board/Screen	2	6,000
3.	Sound recording and playing system	1	6,000
4.	Audio cassettes	60	2,000
5.	Overhead Projector	1	5,000
6.	Transparencies slides	100	500
7.	TV, VCR and camera for video recording	1 each	20,000
8.	English spoken course	1	2,000
9.	A Quiz room equipped with two way audio system, back projection system and slide projector	1	30,000
10.	Miscellaneous	LS	1,500

(C) Furniture Requirement

Norms and standards laid down by AICTE be followed for working out furniture requirement for this course.

7.1 Human Resources Development:

Weekly work schedule, annual work schedule, student teacher ratio for various group and class size, staffing pattern, work load norms, qualifications, experience and job description of teaching staff workshop staff and other administrative and supporting staff be worked out as per norms and standards laid down by the AICTE.

8 EVALUATION STRATEGY

8.1 INTRODUCTION

Evaluation plays an important role in the teaching-learning process. The major objective of any teaching- learning endeavor is to ensure the quality of the product which can be assessed through learner's evaluation.

The purpose of student evaluation is to determine the extent to which the general and the specific objectives of curriculum have been achieved. Student evaluation is also important from the point of view of ascertaining the quality of instructional processes and to get feedback for curriculum improvement. It helps the teachers in determining the level of appropriateness of teaching experiences provided to learners to meet their individual and professional needs. Evaluation also helps in diagnosing learning difficulties of the students. Evaluation is of two types: Formative and Summative (Internal and External Evaluation)

Formative Evaluation

It is an on-going evaluation process. Its purpose is to provide continuous and comprehensive feedback to students and teachers concerning teaching-learning process. It provides corrective steps to be taken to account for curricular as well as co-curricular aspects.

Summative Evaluation

It is carried out at the end of a unit of instruction like topic, subject, semester or year. The main purpose of summative evaluation is to measure achievement for assigning course grades, certification of students and ascertaining accountability of instructional process. The student evaluation has to be done in a comprehensive and systematic manner since any mistake or lacuna is likely to affect the future of students. In the present educational scenario in India, where summative evaluation plays an important role in educational process, there is a need to improve the standard of summative evaluation with a view to bring validity and reliability in the end-term examination system for achieving objectivity and efficiency in evaluation.

8.2 STUDENTS' EVALUATION AREAS

The student evaluation is carried out for the following areas:

- Theory
- Practical Work (Laboratory, Workshop, Field Exercises)
- Project Work
- Professional Industrial Training

Theory

Evaluation in theory aims at assessing students' understanding of concepts, principles and procedures related to a course/subject, and their ability to apply learnt principles and solve problems. The formative evaluation for theory subjects may be caused through sessional /class-tests, home-assignments, tutorial-work, seminars, and group discussions etc. For end-term evaluation of theory, the question paper may comprise of three sections.

Section-I

It should contain objective type items e.g. multiple choice, matching and completion type. Total weightage to Section-I should be of the order of 20 percent of the total marks and no choice should be given in this section. The objective type items should be used to evaluate students' performance in knowledge, comprehension and at the most application domains only.

Section-II

It should contain short answer/completion items. The weightage to this section should be of the order of 40 percent of the total marks. Again, no choice should be given in section-II

Section-III

It may contain two to three essay type questions. Total weightage to this section should be of the order of 40 percent of the total marks. Some built-in, internal choice of about 50 percent of the questions set, can be given in this section

Table II : Suggested Weightage to be given to different ability levels

Abilities	Weightage to be assigned
Knowledge	10-30 percent
Comprehension	40-60 percent
Application	20-30 percent
Higher than application i.e. Analysis, Synthesis and Evaluation	Upto 10 percent

Practical Work

Evaluation of students performance in practical work (Laboratory experiments, Workshop practicals/field exercises) aims at assessing students ability to apply or practice learnt concepts, principles and procedures, manipulative skills, ability to observe and record, ability to interpret and draw conclusions and work related attitudes. Formative and summative evaluation may comprise of weightages to performance on task, quality of product, general behaviour and it should be followed by viva-voce.

Project Work

The purpose of evaluation of project work is to assess students ability to apply, in an integrated manner, learnt knowledge and skills in solving real life problems, manipulative skills, ability to observe, record, creativity and communication skills. The formative and summative evaluation may comprise of weightage to nature of project, quality of product, quality of report and quality of presentation followed by viva-voce.

Professional Industrial Training

Evaluation of professional industrial training report and viva-voce/ presentation aims at assessing students' understanding of materials, industrial processes, practices in the industry/field and their ability to engage in activities related to problem-solving in industrial setting as well as understanding of application of learnt knowledge and skills in real life situation. The formative and summative evaluation may comprise of weightages to performance in testing, general behaviour, quality of report and presentation during viva-voce.

9 RECOMMENDATIONS FOR EFFECTIVE CURRICULUM IMPLEMENTATION

This curriculum document is a Plan of Action and has been prepared based on exhaustive exercise of curriculum planning and design. The representative sample comprising selected senior personnel (lecturers and HODs) from various institutions and experts from industry/field have been involved in curriculum design process.

The document so prepared is now ready for its implementation. It is the faculty of polytechnics who have to play a vital role in planning instructional experiences for the courses in four different environments viz. class-room, laboratory, library and field and execute them in right perspective. It is emphasized that a proper mix of different teaching methods in all these places of instruction only can bring the changes in stipulated students behaviour as in the curriculum document. It is important for the teachers to understand curriculum document holistically and further be aware of intricacies of teaching-learning process (T-L) for achieving curriculum objectives. Given below are certain suggestions which may help the teachers in planning and designing learning experiences effectively. These are indicative in nature and teachers using their creativity can further develop/refine them. The designers of the programme suggest every teacher to read them carefully, comprehend and start using them.

(A) Broad Suggestions:

1. Curriculum implementation takes place at programme, course and class-room level respectively and synchronization among them is required for its success. The first step towards achieving synchronization is to read curriculum document holistically and understand its rationale and philosophy.
2. An academic plan needs to be prepared and made available to all polytechnics well in advance. The Principals have a great role to play in its dissemination and, percolation upto grass-root level. Polytechnics, in turn are supposed to prepare institutional academic plan.
3. HOD of every Programme Department along with HODs and incharges of other departments are required to prepare academic plan at department level referring to institutional academic plan.
4. All lecturers/Senior lecturers are required to prepare course level and class level lesson plans referring departmental academic plan.

(B) Course Level Suggestions

Teachers are educational managers at class room level and their success in achieving course level objectives lies in using course plan and their judicious execution which is very important for the success of programme by achieving its objectives.

Polytechnic teachers are required to plan various instructional experiences viz. theory lecture, expert lectures, lab/workshop practicals, guided library exercises, field visits, study tours, camps etc. In addition, they have to carry out progressive assessment of theory, assignments, library, practicals and field experiences. Teachers are also required to do all these activities within a stipulated period of time. It is essential for them to use the given time judiciously by planning all above activities properly and ensure execution of the plan effectively.

Following is the gist of suggestions for subject teachers to carry out T-L process effectively:

1. Teachers are required to prepare a course plan, taking into account departmental academic plan, number of weeks available and courses to be taught.
2. Teachers are required to prepare lesson plan for every theory class. This plan may comprise of contents to be covered, learning material for execution of a lesson plan. They may follow steps for preparing lesson plan e.g. drawing attention, state instructional objectives, help in recalling pre-requisite knowledge, deliver planned subject content, check desired learning outcomes and reinforce learning etc.
3. Teachers are required to plan for expert lectures from field/industry. Necessary steps are to plan in advance, identify field experts, make correspondence to invite them, take necessary budgetary approval etc.
4. Teachers are required to plan for guided library exercises by identification of course specific experience requirement, setting time, assessment, etc. The assignments and seminars can be thought of as terminal outcome of library experiences.
5. Concept and content based field visits may be planned and executed for such content of course which is abstract in nature and no other requisite resources are readily available in institute to impart them effectively.
6. There is a dire need for planning practical experiences in right perspective. These slots in a course are the avenues to use problem based learning/activity learning/ experiential learning approach effectively. The development of lab instruction sheets for the course is a good beginning to provide lab experiences effectively.
7. Planning of progressive assessment encompasses periodical assessment in a semester, preparation of proper quality question paper, assessment of answer sheets immediately and giving constructive feed back to every student
8. The student centred activities may be used to develop generic skills like task management, problem solving, managing self, collaborating with others etc.

9. Where ever possible, it is essential to use activity- b a s e d learning rather than relying on delivery based conventional teaching all the time.
10. Teachers may take initiative in establishing liaison with industries and field organizations for imparting field experiences to their students.
11. Students be made aware about issues related to ecology and environment, safety, concern for wastage of energy and other resources etc.
12. Students may be given relevant and well thought out project assignments, which are purposeful and develop practical skills. This will help students in developing creativity and confidence for their gainful employment.
13. A Project bank may be developed by the concerned department of the polytechnics in consultation with related Industry, research institutes and other relevant field organizations in the state.

10. LIST OF PARTICIPANTS

The following experts have participated in workshop for Developing the Curricula Structure and Contents of Costume Design and Garment Technology for UP State on 28th July, 2021 at IRDT, Kanpur:

1. Dr. Alka Ali, Professor, UPTTI U.P. Kanpur.
2. Dr. Ruchi Mittal, Principal, Ruchi's Institute of Creative arts Prayagraj.
3. Shri Pankaj Yadav, Assistant Director/ HOD Textile Design Printing, Directorate of Technical Education, Uttar Pradesh, Kanpur
4. Shri R.K. Gupta, HOD Textile Technology, GP Hindalpur, Hapur.
5. Shri Asif Zaidi, HOD Fashion Technology, GGP Varanasi.
6. Shri Dinesh Kumar Gautam, Lecturer, GGP Lucknow.
7. Shri Brijesh Mishra, Lecturer, GP Hindalpur Hapur.
8. Dr. Shikha, Assistant Professor, Amity University Noida.
9. Shri Ashish Srivastava, Resource Person, Centre of Fashion Design & Technology, Allahabad University Prayagraj.