



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

BRANCH NAME– FASHION DESIGNING

SEMESTER – IV

Subject Code	Subject	L	T	P	T O T	EVALUATION SCHEME						Total Marks	Credit Point
						Internal		External					
						Theory Max Marks	Practical Max Marks	Theory		Practical			
								Max Marks	Hrs.	Max Marks	Hrs.		
Period/Weeks													
104003	Craft Documentation	-	-	5	5	-	60	-	-	100	3.0	160	3
104006	Surface Design Techniques - II	-	-	5	5	-	60	-	-	100	3.0	160	5
104004	Fashion Illustration - IV	-	-	6	6	-	60	-	-	100	3.0	160	6
104004	Pattern Making - IV	-	-	5	5	-	60	-	-	100	3.0	160	6
104005	Garment Construction - IV	-	-	5	5	-	60	-	-	100	3.0	160	5
104002	CAD - II	-	-	4	4	-	50	-	-	100	3.0	150	3
104052	Industrial Exposure (Assessment at Inst. Level) +	-	-	4	4	-	25	-	-	-	-	25	1
014054	General Proficiency (Disc/Games/SCA/NCC/NSS) #	-	-	4	4	-	25	-	-	-	-	25	1
Total		-	-	38	38	-	400	-	-	600	-	1000	30

+ Industrial visit compulsory to minimum 2 industries or department .

General proficiency will comprise of various co-curricular activities like games, hobby clubs, seminars , declamation contests , extensions lectures , NCC, NSS, and cultural activities etc.

Six weeks project based industrial trainings as per details specification in major projects syllabus , out of six weeks , four weeks during vacations fter 4th semester & two weeks after 5th semester till commencement of 6th semester industrial oriented training cum major project work will be evaluated in 6th semester by as examiner from industry .

Branch Code - 10



**FOURTH SEMESTER
FASHION DESIGNING**

L	T	P
-	-	5

Subject Code : 104003

RATIONALE

Rationale-craft documentation has been designed with an object to sensitize the students to the realities of the craft sector and give insight into regional sensibilities and diversities. This document is a means to share our experience and learning from the craft cluster.

DETAILED CONTENT

Students have to visit and survey the local craft of any state for fifteen days.

- Evolution of craft of any identified region
- Understanding the material characteristics (raw material) used in that craft
- relating craft to contemporary situation.
- also prepare a written report of above craft made and survey done.

Subject Code : 104006

L	T	P
-	-	5

RATIONALE

Surface Design can be defined as any technique that manipulates or changes the surface of a fabric. This would include Painting, Dyeing, Printing, Stamping, Stencilling, Stitching, Embellishing, Collaging, Weaving etc. This semester traditional embroideries will be covered.

DETAILED CONTENT

- I. (a) Introduction of appropriate tools , machines and materials for different hand embroideries
- (b) Knowledge of tracing designs on various on various types of embroidery materials.
- (c) Prepare a file of the embroidery In a sample form.
- (d) construction of creative article using the surface ornamentation.

II. TRADITIONAL EMBROIDERY To study in detail the origin of fabrics of different states of India.

Motifs used for the same, typical colour combinations used by them and fabrics for that particular embroidery

- kasuti
- Kantha
- Chamba
- Sindhi
- Kutch
- Phulkari
- Kashmiri
- Zardozi work
- Manipuri
- Mirror work
- Applique etc.

Reference books:

1. Stitch-opedia: by Helen Winthrop Kendrick
2. Crazy quilting by Christine Dabbs,1998
3. Hand embroidery : Stitches at a glance by Janice Vaine

L	T	P
-	-	6

Subject Code : 104004

Rationale

Fashion illustration in the art of communicating fashion ideas in a visual form that originates with illustration drawing and painting and also known as fashion sketch.

A fashion illustration creates clothing designs by hand or with computer programs. When you are a fashion illustrator, your drawings are usually the first things that fashion stylists and fashion buyers will look at in order to make decisions for their clients.

DETAILED CONTENT

1. Quick sketches of models in pencil shading.
2. Model sketching of different looks – romantic, draped army, beggar, punk, night club, animal.
3. Mens wear-
 - SPORTS WEAR
 - CASUAL WEAR
 - FORMAL WEAR
 - INDIAN
 - WESTERN
4. model sketching in Indian wear
 - salwar kameez
 - lehenga
 - sarees
5. sketching in colour traditional costumes of india. (any 5 states).

RECOMMENDED BOOKS

1. Fashion Drawing Designs from Magazine of Thailand
2. Fashion Drawing – The Basic Principles by Anne Allen & Julion Seaman
3. Fashion Illustration by BinaAbling

L	T	P
-	-	5

Subject Code : 104004

Rationale

Through this subject the students are trained to cut the pattern and then trained to cut the pattern and then trace them on to the fabric before being cutout and assembled.

DETAILED CONTENT

1. DART MANIPULATION BY

- 1.1 SLASH AND SPREAD METHOD
- 1.2 PIVOT METHOD

2. DART MANIPULATION INTO:

- 2.1 Single dart series
- 2.2 Two dart series
- 2.3 Multiple dart series
- 2.4 Single line – princess and empire
- 2.5 Yokes

3. CONTROL OF FULLNESS THROUGH

- 3.1 Pleats
- 3.2 Darts
- 3.3 Gathers
- 3.4 Tucks
- 3.5 Contouring

4. DRAFTING OF VARIATIONS OF TOP

- 5. DRAFTING OF SALWAR
- 6. DRAFTING OF KAMEEZ

RECOMMENDED BOOKS

- 1. Draping for Fashion Design by Jaffe, Hilde
- 2. Introduction to draping
- 3. Pattern Making for fashion design by Armstrong

GARMENT CONSTRUCTION - IV

L	T	P
-	-	5

Subject Code : 104005

RATIONALE

This subject trains the students in sewing and construction of the apparels .students learn hand sewing and finishing , body measurement, pattern use, fabric layout and cutting as well as machine operations. Students are required to create a complete garment.

DETAILED CONTENT

Construction of top

Construction of skirt

- Own choice
- Gored skirt

Construction of salwar kameez

RECOMMENDED BOOKS

Pattern making for fashion design by Armstrong.

Clothing construction by Doongaji.

System of cutting by Zarakpar

Clothing Construction by Evelyn A Mansfield, HougutanMiffin Co., Boston

Creative Sewing by Allynie Bane; McGraw Hill Book Co., Inc., New York

How You Look and Dress by Byrta Carson; McGraw Hill Book Co., Inc., New York

L	T	P
-	-	4

Subject Code : 104002

RATIONALE

The term CAD has found its way into all major disciplines that have got anything to do with designing or drafting techniques. The objective of the subject is to expose professionals and to meet the needs of the user by complementing their knowledge, skills, ability, creativity in the field of garment technology and their application in the industry. A lot of flexibility is available with the use of different software e.g. color blending, mixing, fabric construction, figure illustration, development of the motif and prints, background treatment, presentation, special effects can be simulated and printed out with absolute accuracy.

DETAILED CONTENTS

PRACTICAL EXERCISES

(Software: Use of Photoshop)

1. Study in detail the different tools of Photoshop
2. Editing of images
3. Different textures & weaves
4. Masking
5. Conversion of vector images into bitmap.

RECOMMENDED BOOKS

1. Literature from the supplier of each software can be consulted
2. Adobe photoshop – BPB Publication.