



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 – III

Subject Code	Subject	L	T	P	T	O	EVALUATION SCHEME						Total Marks	Credit Point
							Internal			External				
							Theory Max Marks	Practical Max Marks	Theory Hrs.	Theory Max Marks	Practical Max Marks	Practical Hrs.		
103006	Traditional Indian Textile	4	-	-	4	-	40	-	70	2.5	-	-	110	3
103005	Surface Design Techniques - I	-	-	5	5	-	-	50	-	-	-	100	150	5
103002	Fashion Illustration - III	-	-	6	6	-	-	50	-	-	-	100	150	6
103004	Pattern Making - III	-	-	6	6	-	-	50	-	-	-	100	150	6
103003	Garment Construction - III	1	-	5	6	-	40	50	70	2.5	3.0	100	260	6
103001	CAD - I	-	-	3	3	-	-	50	-	-	-	80	130	2
103052	Industrial Exposure (Assessment at Inst. Level) +	-	-	4	4	-	-	25	-	-	-	-	25	1
013054	General Proficiency (Disc/Games/SCA/NCC/NSS) #	-	-	4	4	-	-	25	-	-	-	-	25	1
	Total	5	-	33	38	-	80	300	140	-	-	480	1000	30

+ Industrial visit compulsory to minimum 2 industries or departments.

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

Two Weeks craft survey to any state, craftman to learn that particular craft and that will be marked in iv semester in their subject- craft documentation.

Branch Code - 10



**THIRD SEMESTER
FASHION DESIGNING**

L	T	P
4	-	-

Subject Code : 103006

RATIONALE

The students of Fashion Designing should know & acquire relevant skills in different traditional textiles of India, categorized on the basis of the production technique, namely embroidered, resist, dyed, printed and hand woven textiles. This subject introduces the students to the rich textile heritage of India.

DETAIL CONTENT

UNIT I:

Embroidered Textiles (with reference to history, process, application and design)

The study in detail the origin of embroidered fabrics of different states of India, the motifs used for them, the typical colours used by them and the fabrics for that particular embroidery. Eg-kantha.

1. Kantha of Bengal
2. Kasuti of Karnataka
3. Chikankari of Uttar Pradesh
4. Sindhi from Kathiawar
5. Kashida and aariwork of Kashmir
6. Phulkari of Punjab
7. Zardozi of Uttar Pradesh
8. Applique of Orissa

UNIT II:

Woven Textiles (with reference to history, process, application and design)

- Benaras Brocades.
- Kanjeevarum.
- Paithni.
- Himroo.
- Jamdani.
- Baluchar.
- Chanderi.
- Mahesh wari.
- Irfal.
- Kani shawls

UNIT III:

Dyed Textiles (with reference to history, process, application and design)

- Bandhnis of Rajasthan and Gujarat
- Ikats- Patolas, Bandhas, Telia-rumal, Pochampalli

UNIT IV:

Painted and printed textile (with reference to history, process, application and design)

- Painted – Kalamkari, Phad, Madhubani, Pichhvai, Mata-ni-Pachedi, Warli
- Printed –Dabu, Ajrakh, Block printing of Bagru and Sanganer

UNIT V:

Status of traditional textiles in India

- Evolution and socio-economic significance of Khadi, handloom and handcraft sector
- Sustenance of traditional textile crafts
- Interventions by experts and organizations

LEARNING OUTCOMES:

Upon completion of the subject, students will be able to:

- Acquire knowledge of history and heritage of textiles in India

RECOMMENDED BOOKS

1. Embroidered Textiles: Traditional Pattern Form Five Continents by Paine.
2. Traditional Embroideries of India by Shailja D. Naik
3. Traditional Indian Embroideries by SamrityPandit
4. Master Pieces of Indian Textiles by Rustam Mehta
5. Traditional Textiles of India by Kamaldevi Chatopadhya
6. Ethenic Indian Embroideries by Usha Srikant
7. Traditional Embroideries by Jamila Brijbhushan

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Subject Code : 103005

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.

DETAILED CONTENTS

INTRODUCTION: Appropriate tools, machine and materials for hand embroidery and surface ornamentation.

BASIC EMBROIDERERY STITCHES:-

- Lazy Daisy, Chain Stitch Stem Stitch, Romanian, Satin, Fern, Blanket, French Knot, Bullion Knot, Fly, Blanket, Fly, Feather, Cross Stitch , Couching, Darning Back, Buttonhole Long & Short, Herring Bone Etc.
- SMOCKING
 - Honey Comb
 - Shirring

Fancy embroidery work

Appliqué (blind, net, lace, figure appliqué)

Patch work

Ribbon work

Zari work

Quilting

Bead work

Punch work

Laid work

Shadow work

Smocking

PREPARATION OF ANY ARTICLE USING ANY TECHNIQUE OF SURFACE ORNAMENTATION

- Using trimmings
- Using paints like frolic cones, hand painting.

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

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Subject Code : 103002

RATIONALE

Fashion illustration is 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 CONTENTS

- I. Introduction of male croque
- II. Study in colour different types of folds gather and drapes of fabric and texture and its use in illustration of different fashion garments.
 - Blowing
 - Thread texture
 - Marble
 - Blotting
 - Butterfly
 - Stencil spray
 - Blade texture
 - Fevicol
 - Lemon
 - Dry brush
 - Flower
 - Leaf
 - Thumb
 - Leather
 - Comb
 - Batik

Model sketching and sketching of historical and contemporary fashions.

Styling historical costume into contemporary fashion.

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 Bina Abling

L	T	P
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Subject Code : 103004

RATIONALE

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

In fashion designing, a pattern is the template from which the parts of a garment are traced onto the fabric before being cut out and assembled.

Apparel patterns are shapes that are cut out before a garment is made, and one pattern can often be used to make several garments.

Detailed content

Practical:

1. Drafting the adult bodice block
2. Drafting of different styles pattern by slash methods like skirts, sleeves, bodices etc. Fish cut, flared sleeve, A line skirt.
3. Draping- Definition, Meaning, Terminologies
4. Preparation of basic pattern by draping the following:-
 - a. Basic bodice- Front & Back
 - b. Basic skirt - Front & Back
5. Drafting of Jumpsuit.

RECOMMENDED BOOKS

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

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Subject Code : 103003

RATIONALE

The students of fashion design courses or supposed to fabricate the garments and are led through activities viz. drafting, draping etc. so it is very essential that they should be able to fabricate various garments as per the layouts and specifications. This subject covers the essential fashion design skills necessary to create a garment.

Construction is the foundation of fashion designing, it takes passion and great skill to turn a two dimensional drawing into a successful garment. Hence this subject has been included in the curriculum in order to develop such competencies.

DETAILED CONTENT

(THEORY)

1. Preparation of fabric for cutting

- Straightening the fabric
- Shrinking the fabric
- Ironing/pressing the fabric

2. Sequence of cutting

- Laying out the pattern pieces, marking and transferring the pattern details, cutting

3. Handling the special fabric while cutting and stitching.

4. Construction details

- Fullness and it's types – Gathers/pleats
- Shirring and smocking
- Plackets and fasteners
- Seam and seam finishes
- Hem finishes
- Lining/interlining
- Facing/interfacing
- Yokes

5. Fitting

- Principles of good fit
- Sequences of fitting
- Alterations to achieved a good fit

PRACTICALS

Construction of various garments

1. Apron
2. Casual frock
3. Formal frock
4. Jumpsuit

RECOMMENDED BOOKS

1. Pattern making for fashion design by Amstrong.
2. Clothing construction by Doongaji.
3. System of cutting by Zarakar
4. Clothing Construction by Evelyn A Mansfield, HougutanMiffin Co., Boston
5. Creative Sewing by Allynie Bane; McGraw Hill Book Co., Inc., New York
6. How You Look and Dress by Byrta Carson; McGraw Hill Book Co., Inc., New York

Subject Code : 103001

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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 users 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. colour 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 Coral Draw)**

1. Study in detail the different tools of corel draw
2. Design a logo
3. Traditional & contemporary motif
4. Composition of lines & shapes
5. Nursurey print
6. Block figure front & back

RECOMMENDED BOOKS

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



LEARNING OUT COMES AND MEANS OF ASSESSMENT

BRANCH NAME – FASHION DESIGN

SEMESTER – III

S.No.	Title of Subject/Unit	Learning Outcomes	Means of Assessment
1	Traditional Indian Textiles	To learn the fabric science, woven textiles dye and printing and introduction to Indian fabrics.	Assignments of collecting and study of various types of traditional textile fabrics, pattern, color and materials Class tests, mid-terms and end-term written tests, samples and practical work, sketches, exercises and viva-voce. Report writing presentation and viva-voce.
2	Surface Design Technique-I	To learn how to create foundation in original designs in 2D forms, communicate design concepts and choices in both visual and written forms	Assignments of collecting and study of various types of samples of surfaces, pattern, color and materials, embroidery techniques. Class tests, mid-terms and end-term written tests, samples and practical work, sketches, exercises and viva-voce. Report writing presentation and viva-voce.
3	Fashion Illustration-III	To have command over drawing to communicate effectively with clients through artist statements, good presentation skills.	Assignments based on various themes, sketches, folders, sheet work mood boards swatches, client boards. Class tests, mid-terms and end-term written tests, samples and practical work, sketches, exercises and viva-voce. Report writing presentation and viva-voce.
4	Pattern Making -III	Acquire technical knowledge on fashion garment creations, adapting them to contemporary fashion trends, apply building skills when translating creative ideas into 3-D shapes, makes them aware of cutting and draping techniques.	Assignments of Making of patterns, layouts of different designs, adaptations on sheetwork, drafting files. Class tests, mid-terms and end-term written tests, samples and practical work, sketches, exercises and viva-voce. Report writing presentation and viva-voce.

5	Garment Construction -III	to learn to fabricate the garments as per the layout and specifications, to turn the two dimensional drawing into a successful garment, to learn sewing hand sewing and machine operations.	Assignments of constructing garments of different designs for children and ladies. basic stitches and embroidery folder. Class tests, mid-terms and end-term written tests, samples and practical work, sketches, exercises and viva-voce. Report writing presentation and viva-voce.
6	Cad In Fashion I	To expose professionals to different softwares available in the field of garment technology, to implement the cad softwares in the design and construction of garments.	Assignments and Quiz/Class tests, mid-terms and end-term written tests, models/prototype making Actual laboratory and practical work, model/prototype making, assembly and disassembly exercises and viva-voce. Software installation, Report writing presentation and viva-voce.