

Centre for Fashion Design and Technology
Two Years Diploma in Computer Aided Fashion Design

Course Structure:

1st Semester

S.No Subject

1. Introduction to fashion and fashion world (Theory)
2. Basic Designing and Sketching (Practical)
3. Design Ideas(Practical)
4. Basic Principles of Garment Technology (Practical)
5. Basics of Computer Application (Theory + Practical)

2nd Semester

1. Production & Design Development (Practical)
2. Textile science & Fabric Artistry (Theory)
3. Basics of CAD (Practical) (Corel, Photoshop)
4. Computer Aided Fashion Design (Theory+ Practical)
(Reach fashion studio)

3rd Semester

1. Computer Aided Production -I (Theory + Practical)
(Software's for pattern making)
2. Apparel Production (Theory)
3. Fashion Forecasting (Practical)
4. Computer Aided Design Development (Practical)
(Software's for embroidery)

4th Semester

1. 1. Computer Aided Production II (Theory + Practical)
(Software's for grading Reach CAD, Gerber)
2. Fashion Marketing and Merchandising (Theory)
3. Portfolio Development (Practical)
4. Final Range Collection (Practical)

*** 6 weeks Internship in Fashion Industry**

Subject Briefs

Semester I

1. Introduction to fashion and fashion world

- To familiarize students with fashion terminologies, concepts of fashion and to have a proper knowledge of the process with which fashion has evolved through different ages.
- To make students aware of world costume.
- To get a close look at the work of various Indian as well as western designers.

2. Basic Designing and Sketching

- To develop the skill of free hand drawing and sketching, in order to visualize and analyze, observe and communicate ideas and concepts.
- To understand the basics of free hand perspective drawing.
- To understand and communicate through drawing, the principles governing the visual phenomena as perceived by the human eyes.
- To understand the basic principles of design and color concepts.

3. Design Ideas

- To develop understanding and articulation of ideas.
- To know about different types of design elements for making a garment.
- To develop understanding of tangible and intangible aspects of elements of design (physical characteristics such as material, position, orientation etc. emotive qualities and symbolism).
- To develop techniques of design.

Basic Principles of Garment Technology

- To give an overview of the process of garment manufacturing and industrial equipments.
- To develop an understanding on the fundamental principles of garment construction.
- To learn the basic production operation, which are used in the construction of apparels (seams, hems, facings, darts, plackets, interfacing etc)
- To learn additional production operations such as sleeves, collars, zippers, closures, pockets, bias, lining, etc.
- To give the knowledge of finishing and inspection operations in the manufacturing of garments.

Basics of Computer Application

1. This course aims at building the foundation of CAD by teaching the fundamental of computers.
2. Introduction of operating systems.
3. To Learn Windows, MS- Office (Word, Excel, PowerPoint)
4. To give an overview of CAD, Fundamentals of CAD process, Applications for design.
5. To develop understanding of Flash Player.

Semester II

1. Production & Design Development

- To learn to make the pattern for different variety of women's wear according to standard body measurements
- To prepare the pattern for the final project (women's wear traditional, western and fusion)
- To make the garment according to the pattern
- To know the draping of garment on dummies.

2. Textile science & Fabric Artistry

- To understand basic unit of textile.
- To understand yarn production.
- To have a knowledge of different fibres and their qualities.
- To develop the skill of motif designing and its placements.
- To have a proper understanding of traditional Indian fabrics.
- To use learn different types of embroidery simple as well as traditional.

3. Basics of CAD

- To learn CorelDraw and understand its application in Fashion Illustrations.
- To develop the understanding of the software and translate self ideas into actual designs.
- To learn Adobe Photoshop for Fashion Design and understand the application exercises that develop skills in fashion designing, and presentation techniques.

4. Computer Aided Fashion Design

- To develop the understanding of REACH Fashion Studio which is multipurpose software for design, sampling and printing purpose.
- To learn the specialized features of 3D product visualization, texture mapping, color modulation, design and repeat, color ways, color communication, specification creation using RFS.

Semester III

1. Computer Aided Production -I (Software's for pattern making - Reach CAD, Gerber)

- To develop understanding of application of computers in pattern making.
- To learn REACH CAD, a premier pattern and marker planning software. To develop an understanding of how to enable the apparel production sector reduce product development time and reduce consumptions of fabric.
- To learn Gerber software and thus develop an understanding of how to simplify and accelerate pattern design.

2. Apparel Production

- To familiarise students with the various stages of manufacturing apparels.
- To learn the techniques of quality maintenance to improve production.
- To understand the usage of computers in the various departments like Cutting, Production
- Finishing and Pressing ,Packing.To know about all the recently developed computerised

- machines and their usage.
- To know about the various Production Systems, Production Planning, Industrial Engineering
- Apparel Productivity, Work Study

3. Fashion Forecasting

- To make students learn how to predict trends and directions in fashion.
- To be able to understand the choice and inclination of people in order to make forecasting
- To be familiar with the current fashion trends.

4. Computer Aided Design Development

- To developed an understanding and capability to develop and punch embroidery files in embroidery file formats.
- To be able to translate the embroidery designs onto various apparels.
- To learn usage of the tools for better production and material management.
- To develop a competence of working on the embroidery software Wilcom.

Semester IV

1. Computer Aided Production II – (Software’s for grading Reach CAD, Gerber)

- To learn the standardized grading rules and learn their application on various software’s like Reach Cad and Gerber.
- To develop an efficiency in grading the base pattern to various other sizes and to tightly pack these patterns to form the most efficient markers.
- To understand the importance of 3D Grading made easy, quick and accurate by use of software’s over the manual process.

2. Fashion Marketing and Merchandising

- To understand the basic concept and objectives of fashion merchandising
- To investigate the principles that underpins the fashion marketing and merchandising concept development and adaptation.
- To provide the theory and practice of fashion marketing and promotional processes.

3. Portfolio Development

1. To learn the professional approach to design presentation.
2. To learn to use designs for commercial proposes.

4. Final Range Collection

- Learn how to put into practice all aspects of fashion designing and the softwares which they have learnt so far.
- To be familiarised with the various stages of designing a garment, through practical experience.
- Learn to make a range of different types of garments (Actual and on computers) on a single theme through research & development.