

Two Year Advance Diploma in Fashion Design & Technology

COURSE STRUCTURE

1st Semester

1. Fashion World Including History & Evolution of Fashion
2. Basic Design & Sketching
3. Basic Principles Of Garment Technology
4. Design Ideas

2nd Semester

1. Fashion Illustration & Application
2. Textile Science & Fabric Artistry
3. Drafting Adaptation & Clothing Construction
4. Introduction to Computers & CAD

3rd Semester

1. Computer Aided Fashion Design.
2. Apparel Production
3. Fashion Marketing & Merchandising
4. Fashion Forecasting

Industrial Training

4th Semester

1. Event Management for Fashion Industry(Practical)
2. Pattern Making & Garment Design
3. Accessory Design
4. Project & Viva

Fashion World Including History & Evolution of Fashion

Unit I

- Definition & Concept of Fashion
- Fashion Terminology
- Fashion Theories & Cycle

Unit II

- Costumes of India (Uttar Pradesh, Madhya Pradesh, Kashmir, Rajasthan, Punjab,)
- Costumes of Egypt, Japan

Unit III

- Significant Development Decade wise
- Important Indian & International Designers & Their Contribution
- Development of Fashion Industry

Basic Design & Sketching

Basic Design

UNIT I

Introduction to design

- What is design, Types of design, Principles of design, Elements of design
- Design basics, Design basics terminology,

Lines & Shapes

- Types of lines & their role in designing
- Types shapes & their role in designing

UNIT II

Colors

- What is color, Dimensions of colors, Properties of colors, Psychology of colors,
- Color related terminology, Role of colors in designing, Different color schemes
- & their application, Color key chart, Designer's guide to colors

UNIT III

Textures

- Different textures & their application

Sketching

UNIT I

Basics of sketching

- What is sketching, Difference between fashion sketching & general sketching,
- Importance of fashion sketching
- Scrolling, Basic pencil shading, Perspective & rules of perspective
- Object drawing, Landscape & Model drawing

UNIT II

Fashion sketching

- Basic female fashion figure block (12.5") with all measurements
- Flesh figure- female- front view, back view, three fourth view & side view

- Stick figures
- Balance & Movement

UNIT III

Basic figure forms

Drawing legs: form & shape

Legs in motion

Foreshortening of legs

Drawing arms: form & shape

Movement of arms

Foreshortening of arms

Rotating arms & legs

Drawing hands & Feet

UNIT IV

Fashion Heads

Drawing the head,

Full front head,

Three- quarter turned head

The profile head

UNIT V

Facial Features

The eyes: Analysis, structure & perspective

The nose: Analysis, structure & perspective

The ears: Analysis, structure & perspective

The lips: Analysis, structure & perspective

UNIT VI

Drawing Hair

Out line for hair

Sketching hair

Sketching hairstyles

UNIT VII

Drawing Accessories

Shoes,

Hand bags,

Jewelry,

Belts,

Hats etc

Basics Principles of Garment Manufacturing Techniques

UNIT I

- **A brief overview of garment manufacturing** (design study, sample garments, costing of products).
- **Terminologies of garment manufacturing**
- **Measuring** (system chart, 8 head theory, bodylines, measuring devices, marking devices, sheets & scissors).
- **Drafting & techniques of pattern making** (paper pattern, drafting, basic drafting blocks).
- **Marker planning (layout)**

UNIT II

- **Sewing machine & its components** (types of machines, components & uses)
- **Stitches & Seams (machine & hand), uses**
- **Basic product operations** (darts, tucks, pleats, gathers, shirring, smocking, ruffles, facing, plackets, interlacing, piping).
- **Additional product operation** (collars, sleeves, pockets, belts & bands, cuffs, closures: - zippers, buttons & holes, hooks & eye, snaps, fasteners).

UNIT III

- **Pressing & Equipments**
- **Garment finishing & Inspection** (Attaching buttons, marking, sewing, labels, cleaning, final touches, fitting, quality, measurements, viewing, the garments quality standards).
- **Packing & shipping**

UNIT IV

- **Drafting of basic blocks** (bodice, skirt, sleeve & trouser)
- **Practical: - basic seams & stitches (hand & machine), basic product operations, additional product operations**

Design Ideas

UNIT I

- **Concept and Definition, types and role of design, 3 facets of successful designs.** (Basic knowledge of design, color, terms & terminology, application of designs with different type of color schemes)
- **Aspects and Qualities of colors.** (Different meaning conveyed through different colors & color schemes, meaning of color in other fields i.e.- medical, engineering, sports, etc.)

UNIT II

- **Apparel categories types: - necklines, collars, sleeves, silhouettes, trousers, skirts, embellishments (pleats, frills, flounces, laces, buttons, fasteners, prints, patterns etc).**
- **Types of Accessories: - hats, shoes, handbags, boots.** (Definition, types, flat sketches, colored derivatives of accessories.)

UNIT III

Figure Analysis & correction with help of design elements & principles. (To know about different types of body figures and problems, figure correction with the help of design elements & principles.)

Fashion Illustration & Application

UNIT 1: Fashion Details

UNIT 2: Fabric Representation

UNIT 3: Use of Different Color Media

UNIT 4: Male Fashion Figure

UNIT 5: Flats & Specs

UNIT 6: Range Development

Textile Science & Fabric Artistry

UNIT 1:

- a. Introduction to Textile Science(*classification and identification*) of Fibers
- b. Properties of Fibers
- c. Yarn Formation
- d. Traditional Textiles of India
- e. Dyeing & printing
- f. Weaving & Finishing

UNIT 2:

- a. Croquies
- b. Block printing
- c. Fabric Painting
- d. Tie – & – Dye
- e. Stencil Printing
- f. Emboss Printing
- g. Basic Hand Stitches
- h. Traditional Indian Embroideries

Drafting Adaptation & Clothing Construction

UNIT 1:

Basic Adult Bodice Block, Dart Manipulation and Positions of Darts, Bodice Style, Paneled Bodice, Positioning Buttons & Button Holes, Plackets, Neckline Shaping, Facing, Halter Top, Waist Top, Basic Shirt Sleeve Block, Dress Block

UNIT 2:

Basic Peter Pan Collar, Roll Peter Pan Collar, One Piece Shirt Collar, Stand Collar, Sailor Collar, Grown – on Collar

UNIT 3:

Sleeve Patterns, Basic Sleeve Block, Semi – Fitted Sleeve Block, Tightly Fitted Sleeve, Set – in Sleeve, Bishop Sleeve, Leg – O – Mutton Sleeve, Two Piece Sleeve, Plain Short Sleeve, Bell Sleeve or Gathered, Kimono Sleeve

UNIT 4:

Basic Shirt Block, Circular Skirt, Semi Circular Skirt, Four Gore Skirt, Skirt with yoke, Skirt with Flounce, Skirt with Inverted Pleats, Skirt with Box Pleats, Skirt with Knife Pleats, Skirt with Set – In Pleats

UNIT 5:

Trouser Block, Male Bodice Block

Fashion Marketing & Merchandising

Unit I

Marketing:

Concept, Objective, Tasks, Product & Services, Marketing Philosophy, Market Segmentation, Marketing Strategies, Market Opportunities Four Ps Of Marketing, Export/ Import Policies, International Marketing

Unit II

Merchandising

Concept, Objective, Role of Merchandiser, Fashion Business, Language Of Fashion Business, Foreign Fashion Business Procedures, Direct & Indirect Expenses, Terms of Sale, Different Types of Discounts, Calculation Of Material Cost, Accounting.

Unit III

Interpreting Consumer Demand, Developing a Fashion Image, Types of Buyers, Buying in Domestic and Foreign Market, Visual Merchandising, Advertising

Unit IV

Management

Principals of Management, Planning, Organizing, Directing, Staffing, Communication & Coordination, Finance, Human Resource Development, Relevance of Management in Fashion Business.

Introduction to Computers & CAD

UNIT 1: Introduction: *Fundamentals of Computer*

UNIT 2: Operating System

UNIT 3: Introduction to Windows, MS – Office (*word, excel, PowerPoint*)

UNIT 4: Corel Draw

UNIT 5: Adobe Photoshop

Pattern Making & Garment Design

Unit I

- Pattern making of Sleeve according to the given design & measurement and its construction.
- Pattern making of Bodice Block according to the given design & measurement and its construction.
- Pattern making of Skirt according to the given design & measurement and its construction.

Unit II

Grading

- Grading techniques, concept and use
- Grading for Bodice block -Female
- Grading for Skirt block - Female

Unit III

Draping

- Draping techniques, concept and use
- Draping for Bodice block -Female
- Draping for Skirt block - Female

Accessory Design

Unit 1:

Introduction to Accessories, Importance of Accessories, Terminology of Accessories

Unit 2

Types of Accessories: (Belts, Eyewear, Footwear Gloves, Handbags, Headwear, Veil and Hair Accessories, Jewelry, Hosiery, Luggage, Shawl, Scarves And Hanker chives, Ties And Neckwear, Umbrella, Watches, Wigs and Hairpieces, Other Accessories)

Unit 3

Components o accessories:

- Gems, Gem cutting and setting (Significance, Anatomy of gems, Types Of Gems, Gem Cutting)
- Leather (Significance, Anatomy Of Leather, Types Of Leather)
- Feather (Usages Of Feathers In Accessory, Anatomy Of Feather, Types Of Feathers, How To Buy Feathers)
- Textile (Significance, Overview Of Yarns, Fibers And Fabrics, Different Types Of Fabrics Used In Accessories)
- Laces & Braids (Significance, Anatomy Of Laces, Types Of Laces, Types Of Braids)
- Other Components Of Accessories (Metals, Beads, Artificial Flowers, Shell, Plastic,
- Glass, Wood etc)

Unit 4:

Design Development:

Basic accessory designing using all principles of design, thematic design, Coordination of accessories with the final Project work

Fashion Forecasting

Unit 1:

Concept & Techniques of Forecasting, Combination of Different Methods, Market Survey

Unit 2

Color Forecasting, Silhouettes Forecasting, Fabric Forecasting

Unit 3:

Study of latest trends in National and International fashion.

Unit 4:

Theme Based Projects with different boards

Event Management for Fashion Industry

Unit 1:

Study and analysis of latest fashion events

Unit 2:

Management of Fashion and Trade Fairs, Exhibitions, Fashion shows

Unit 3:

Choreography & Cat Walk

Unit 4:

Project (Presentation through fashion show)

Apparel Production & Quality Control

Unit 1:

Cutting Department: Machinery, Fabric Lying, Marker Preparation, Sorting, Numbering and Bundling.

Unit 2:

Fusing Department: Interlining and Its Importance, Fusion Machines

Unit 3:

Production Department; Selection Of Production System, Production Planning, Sewing Machines, Parts And Functions Of Single Lockstitch Machine Double Needle, Over lock, Button hole And Buttoning Machines, Functions of Stitches, Attachments Used In Sewing Machines, Trends In Sewing Machines.

Unit 4:

Finishing and Pressing Department, Trimming Department, Packing Department

Unit-5:

Introduction to Industrial Engineering Concepts in Improving Apparel Productivity, Work Study and Standard Time Calculation

Unit 6:

Apparel Accessories and Components

Unit 7:

Introduction to Quality Control Definition of Quality, Importance of Quality, Fabric Inspection Through Various Standards.

Unit 8 :

International Care Labeling System, Inspecting Garments by Using the Spec Sheet And Identifying Faults.

Unit 9

Applying Quality Assurance Programs in All Departments.

Project

Every student has to prepare two garments (male & female) as selected through their design development sheets

This will involve the following steps-

1. Pattern Making: Basis Pattern, Production Pattern
2. Construction of Garments
3. Ornamentation
4. Presentation
5. Project Report (full scale pattern, one fourth scale pattern layout, flat sketches & cost sheet)

6. Display of The Garment & Explanation of The Design

Computer Aided Fashion Design

Application of the following software in fashion design:

Unit I

Coral Draw

Unit II

Adobe Photoshop

Unit II

Adobe Illustrator