



MAHARASHTRA STATE BOARD OF TECHNICAL EDUCATION, MUMBAI
TEACHING AND EXAMINATION SCHEME FOR POST S.S.C. DIPLOMA COURSES

COURSE NAME : DIPLOMA IN DRESS DESIGNING & GARMENT MANUFACTURING

COURSE CODE : DD

DURATION OF COURSE : 6 SEMESTERS

WITH EFFECT FROM 2014-15

SEMESTER : THIRD

DURATION : 16 WEEKS

PATTERN : FULL TIME - SEMESTER

SCHEME : G

SR. NO.	SUBJECT TITLE	Abbreviation	SUB CODE	TEACHING SCHEME			EXAMINATION SCHEME										SW (19300)
				TH	TU	PR	PAPER HRS.	TH (1)		PR (4)		OR (8)		TW (9)			
								Max	Min	Max	Min	Max	Min	Max	Min		
1	Garment Production Technology	GPT	19306	02	--	--	02	50	20	--	--	--	--	--	--	50	
2	Fabric Science	FSC	19307	02	--	--	02	50	20	--	--	--	--	--	--		
3	Appreciation of World Costumes	AWC	19308	02	01	--	02	50	20	--	--	--	--	--	--		
4	Advanced Apparel Construction - Women's Wear	AAC	19029	--	--	10	--	--	--	50#	20	--	--	50@	20		
5	Basics of Fashion Illustration	BFI	19030	--	--	05	--	--	--	50@	20	--	--	--	--		
6	Digital Visualisation	DVI	19031	--	--	04	--	--	--	50@	20	--	--	--	--		
7	Basics of Design Process	BDP	19032	--	--	03	--	--	--	50@	20	--	--	--	-		
8	Surface Ornamentation Yarn Craft	SOY	19033	--	--	04	--	--	--	--	--	--	--	50@	20		
TOTAL				06	01	26	--	150	--	200	--	--	--	100	--	50	

Student Contact Hours Per Week: **33 Hrs.**

THEORY AND PRACTICAL PERIODS OF 60 MINUTES EACH.

Total Marks : **500**

@ Internal Assessment, # External Assessment, \$ - Common to All Conventional Diploma, No Theory Examination.

Abbreviations: TH-Theory, TU- Tutorial, PR-Practical, OR-Oral, TW- Termwork, SW- Sessional Work

- Conduct two class tests each of 25 marks for each theory subject. Sum of the total test marks of all subjects is to be converted out of 50 marks as sessional work (SW).
- Progressive evaluation is to be done by subject teacher as per the prevailing curriculum implementation and assessment norms
- Code number for TH, PR, OR and TW are to be given as suffix 1, 4, 8, 9 respectively to the subject code.



MAHARASHTRA STATE BOARD OF TECHNICAL EDUCATION, MUMBAI
TEACHING AND EXAMINATION SCHEME FOR POST S.S.C. DIPLOMA COURSES

COURSE NAME : DIPLOMA IN DRESS DESIGNING & GARMENT MANUFACTURING

COURSE CODE : DD

DURATION OF COURSE : 6 SEMESTERS

WITH EFFECT FROM 2014-15

SEMESTER : FOURTH

DURATION : 16 WEEKS

PATTERN : FULL TIME - SEMESTER

SCHEME : G

SR. NO	SUBJECT TITLE	Abbreviation	SUB CODE	TEACHING SCHEME			EXAMINATION SCHEME										SW (19400)
				TH	TU	PR	PAPER HRS.	TH (1)		PR (4)		OR (8)		TW (9)			
								Max	Min	Max	Min	Max	Min	Max	Min		
1	Environmental Studies \$	EST	17401	01	--	02	01	50#*	20	--	--	--	--	25@	10	50	
2	Basics of Merchandising	BOM	19405	02	--	--	02	50	20	--	--	--	--	25@	10		
3	Advanced Apparel Construction – kid's wear	AAC	19049	--	--	10	--	--	--	50#	20	--	--	50@	20		
4	Advanced Fashion Illustration	AFI	19050	--	--	06	--	--	--	50@	20	--	--	--	--		
5	Digital Image Design	DID	19051	--	--	04	--	--	--	50#	20	--	--	--	--		
6	Textile Art	TAR	19052	--	--	04	--	--	--	50@	20	--	--	--	--		
7	Advanced Design Process	ADP	19053	--	--	03	--	--	--	--	--	--	--	50@	20		
TOTAL				03	--	29	--	100	--	200	--	--	--	150	--	50	

Student Contact Hours Per Week: **32 Hrs.**

THEORY AND PRACTICAL PERIODS OF 60 MINUTES EACH.

Total Marks : **500**

@ Internal Assessment, # External Assessment, \$ – Common to All Conventional Diploma, No Theory Examination.

Abbreviations: TH-Theory, TU- Tutorial, PR-Practical, OR-Oral, TW- Termwork, SW- Sessional Work

- Conduct two class tests each of 25 marks for each theory subject. Sum of the total test marks of all subjects is to be converted out of 50 marks as sessional work (SW).
- Progressive evaluation is to be done by subject teacher as per the prevailing curriculum implementation and assessment norms
- Code number for TH, PR, OR and TW are to be given as suffix 1, 4, 8, 9 respectively to the subject code.

Course Name : Diploma in Dress Designing & Garment Manufacturing

Course Code : DD

Semester : Third

Subject Title : Garment Production Technology

Subject Code : 19306

Teaching and Examination Scheme

Teaching Scheme			Examination Scheme					
TH	TU	PR	PAPER HRS.	TH	PR	OR	TW	TOTAL
02	--	--	02	50	--	--	--	50

NOTE:

- **Two tests each of 25 marks to be conducted as per the schedule given by MSBTE.**
- **Total of tests marks for all theory subjects are to be converted out of 50 and to be entered in mark sheet under the head Sessional Work (SW).**

Rationale:

Construction of garments in the industry requires use of various industrial machines and work-aids. The study of these machines and their attachments will be useful to learn the functions of each of them and realize their importance. This will also help in the easier, better, much neater and faster method of garment production. Garment processing will include few machines used during the process and the possible finishes that can be given to the garment. This study will provide information on the finish washes done on the garments and explore for many other such techniques.

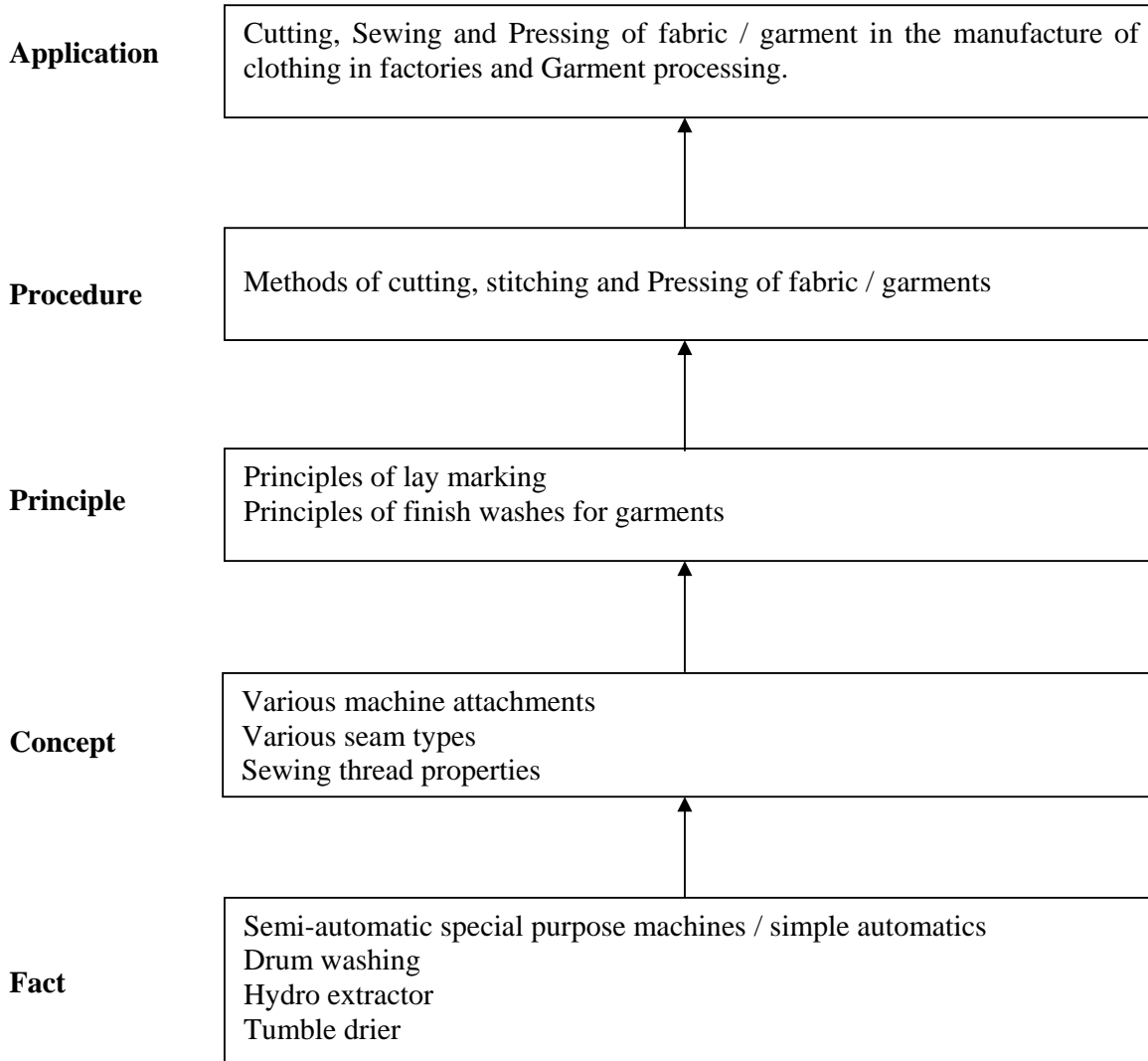
All the above studies have been categorized under four broad headings namely Cutting, Sewing, Pressing and Introduction to garment processing.

General Objectives:

Students will be able to:

1. Understand functions of various industrial machines and their work-aids.
2. Identify various finish washes done on the garments.
3. Learn the industrial methods of Cutting, Sewing, Pressing and Garment processing.

Learning Structure:



Contents: Theory

Topic & Content	Hours	Marks
<p>Topic 1 : CUTTING Specific Objectives</p> <ul style="list-style-type: none"> ➤ State the guidelines for planning ➤ Write the methods of cutting of fabrics <p>Content:</p> <p>1.1 The planning, drawing and reproduction of the marker 4 Marks</p> <ul style="list-style-type: none"> • The requirements of marker planning • Methods of marker planning and marker use <ul style="list-style-type: none"> Manual marker planning Carbon duplicating Perforated marker Computerised marker planning Plotter <p>1.2 The spreading of the fabric to form a lay 4 Marks</p> <ul style="list-style-type: none"> • The requirements of the spreading process • Methods of spreading <ul style="list-style-type: none"> Spreading by hand Spreading using a travelling machine • The nature of fabric packages <ul style="list-style-type: none"> Open fabric – rolled Tubular knitted fabric – rolled Folded fabric – rolled Folded fabric - cuttled <p>1.3 The cutting of the fabric 4 Marks</p> <ul style="list-style-type: none"> • The objective of cutting • Methods of cutting <ul style="list-style-type: none"> Hand shears, straight knife, round knife, band knife, notchers, drills & thread markers, computer controlled cutting machine, laser cutting and die cutting. 	06	12
<p>Topic 2 : SEWING Specific Objectives</p> <ul style="list-style-type: none"> ➤ State uses of different types of sewing machines ➤ State the functions of different work aids ➤ List the properties of threads <p>Content:</p> <p>2.1 A brief introduction of different sewing machines and their uses 4 Marks</p> <ul style="list-style-type: none"> • Manually operated general-purpose machines • Semi-automatic special purpose machines / simple automatics <ul style="list-style-type: none"> Buttonholers Button sewers Bar tack machines Label sewers • Over-edge stitch machines <ul style="list-style-type: none"> Overlock Safety stitching 	14	20

<ul style="list-style-type: none"> • Blind stitch machines • Automatic special purpose machines used for trousers and shirts (e.g cuff, collar, waistbands etc.) <p>2.2 Sewing machine work aids 4 Marks</p> <ul style="list-style-type: none"> • The requirement for work aids • Types of work aids <ul style="list-style-type: none"> Guides or Stitching & edge guides Positioning attachments Folders and Binders Hemmers Metering devices & cloth pullers Shirring Feet (Piping foot, Presser foot & Half zip foot) <p>2.3 Seam types along with methods of representation 4 Marks</p> <ul style="list-style-type: none"> • Superimposed seam • Lapped seam • Bound seam • Flat seams • Decorative stitching • Edge neatening <p>2.4 Sewing machine needles 4 Marks</p> <ul style="list-style-type: none"> • Needle & thread sizing • Cutting points • Cloth points <p>2.5 Sewing threads 4 Marks</p> <ul style="list-style-type: none"> • Thread sizing • Thread packages <ul style="list-style-type: none"> a) Typical thread sizes and uses b) Thread consumption ratios • Thread properties & seam performance <ul style="list-style-type: none"> a) Seam strength b) Seam elasticity 		
<p>Topic 3 : PRESSING</p> <p>Specific Objectives</p> <ul style="list-style-type: none"> ➤ Identify various Pressing equipments and their applications <p>Content:</p> <p>3.1 The purpose of pressing 4 Marks</p> <p>Categories of pressing</p> <p>3.2 Pressing equipments & methods 6 Marks</p> <ul style="list-style-type: none"> • Iron • Steam Presses, Carousel press, Trouser press-Double legger and Steam air finisher for trousers • Pleating • Permanent Press 	06	10
<p>Topic 4 : INTRODUCTION TO GARMENT PROCESSING</p> <p>Specific Objectives</p> <ul style="list-style-type: none"> ➤ State the structure and uses of different garment processing machines <p>Content:</p> <p>Machines for garment processing</p> <ul style="list-style-type: none"> • Drum washing • Hydro extractor 	06	08

<ul style="list-style-type: none"> • Tumble drier • Finish washes for garment 		
Total	32	50

Note: Field trip to a garment production unit is essential for the understanding of the above topics.

Learning Resources:

Sr. No.	Title	Author	Publisher
1.	The Technology of Clothing Manufacture	Harold Carr and Barbara Latham	Blackwell Science
2.	Apparel Manufacturing Sewn Product Analysis	Ruth E. Glock & Grace I. Kunz	Pearson Education
3.	Introduction to Clothing Manufacture	Steven Hayes and John McLoughlin	Blackwell Science
4.	Sizing in Clothing	S.P Ashdown	Woodhead Publishing in Textiles

2. Websites:

Sr. No.	Titles
1	http://www.schmetzneedles.com/learning/pdf/leather-needles.pdf
2	http:// www.pfaffusa.com/gathering_shirring_foot.jpg

Course Name : Diploma in Dress Designing & Garment Manufacturing

Course Code : DD

Semester : Third

Subject Title : Fabric Science

Subject Code : 19307

Teaching and Examination Scheme

Teaching Scheme			Examination Scheme					
TH	TU	PR	PAPER HRS.	TH	PR	OR	TW	TOTAL
02	--	--	02	50	--	--	--	50

NOTE:

- Two tests each of 25 marks to be conducted as per the schedule given by MSBTE.
- Total of tests marks for all theory subjects are to be converted out of 50 and to be entered in mark sheet under the head Sessional Work (SW).

Rationale:

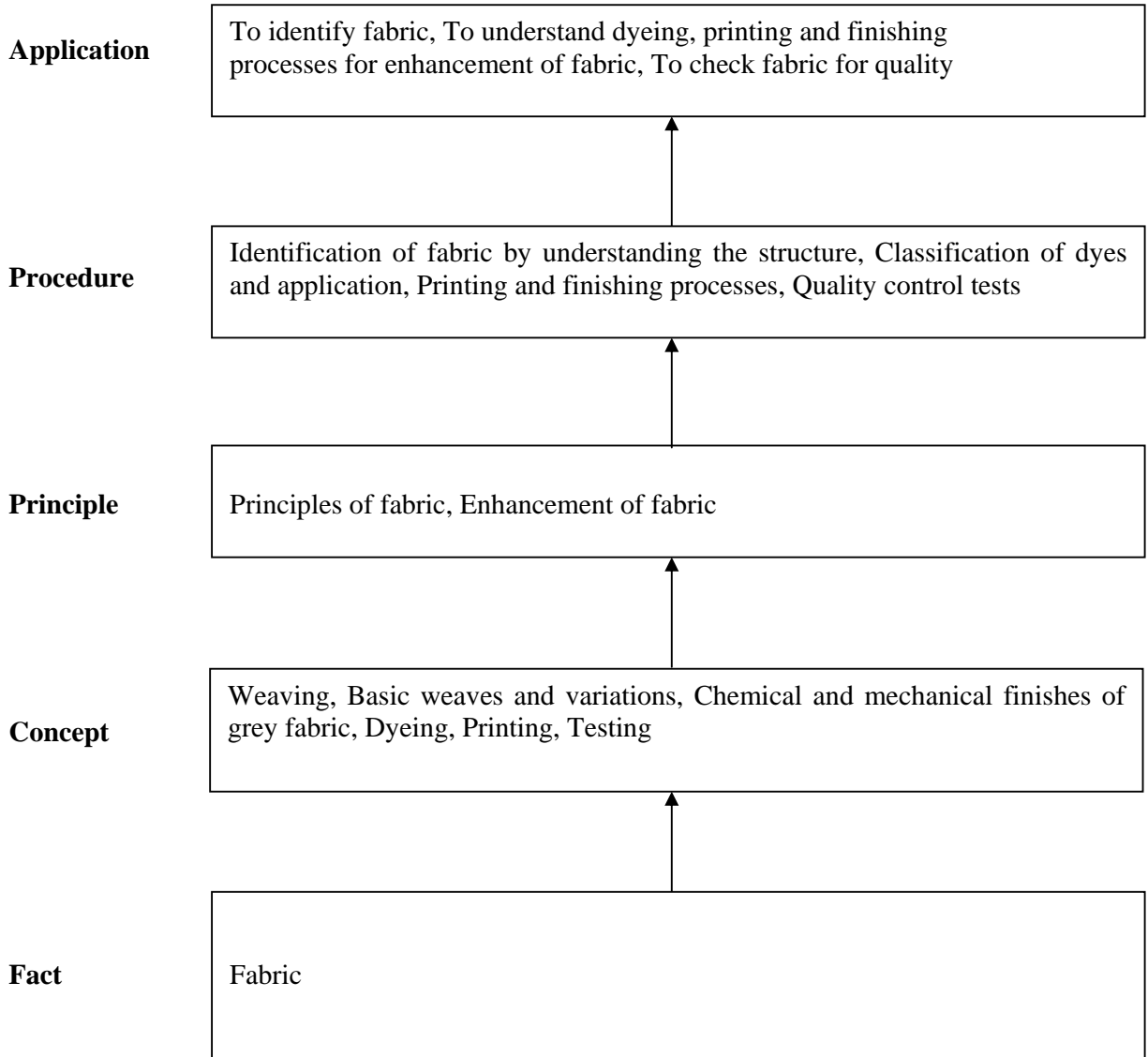
It will help designers merchandisers choose appropriate fabric for their designs. Also, help them to enhance a fabric through dyeing, printing and finishing processes. It will also equip them to have quality checks on fabrics.

General Objectives:

The students will be able to:

1. Describe fabric manufacturing process
2. Differentiate various weaves
3. Inspect grey fabric
4. Apply different dyes to different fabrics
5. Print fabrics

Learning Structure:



Contents: Theory

Topics and Content	Hours	Marks
<p>Topic 1 : Woven Fabric Formation: Specific Objectives:</p> <ul style="list-style-type: none"> ➤ Study about basics of Weaving. ➤ Understand the basic principles and working of loom. <p>Content:</p> <p>1.1 Objective of different process involved in fabric manufacturing (winding, warping, sizing, drawing-in, Piece winding).</p> <p>1.2 The Weaving Process.</p> <p>1.3 Introduction to looms and its principal parts.</p> <p>1.4 Motions of loom - <u>Primary motions</u>, - shedding, Picking and beating up. <u>Secondary Motions</u> - Let off and take-up.</p> <p>1.5 Thread count and balanced Construction</p>	02	08
<p>Topic 2 : Analysis of Woven Structure: Specific Objectives :</p> <ul style="list-style-type: none"> ➤ Explanation of basic weaves and decorative weaves. ➤ Study construction particulars for various basic and special fabrics and state their effects on the Fabric properties. <p>Content:</p> <p>2.1 Definition of design, draft and peg plan, epi and ppi</p> <p>2.2 Construction of plain weaves and its derivatives.</p> <p>2.3 Twill weave – its derivatives</p> <p>2.4 Satin – Sateen Weaves – Honey Comb, Huck-a-back.</p> <p>2.5 Construction Particulars of Casement-Cambic, Voile, Poplin, Drill.</p> <p>2.6 Study of special fabrics – Seer Sucker, Counduroy, crepe, velveteen and denim.</p> <p>2.7 Decorative weaves: Dobby, Jacquard, pile and swivel weave</p>	06	10
<p>Topic 3 : Knitted Fabric Formation : Specific Objectives :</p> <ul style="list-style-type: none"> ➤ Define various terms used for knitting. ➤ Identify various knitted fabrics and mention their uses. ➤ Difference between woven and knitted fabrics. <p>Content:</p> <p>3.1 Definition of knitting.</p> <p>3.2 Study of important terms – course, wales, texture, Gauge, Calculation of GSM, cover factor.</p> <p>3.3 Uses - Sharp and weft knits 0 Single, double, jersey, purl and rib structure.</p> <p>3.4 Comparison between weaving and knitting</p>	04	06
<p>Topic 4 : Inspection of Grey fabrics and its significance : Specific Objectives :</p> <ul style="list-style-type: none"> ➤ State the purpose of various pre treatments on grey fabrics. <p>Content:</p> <p>4.1 Purpose of various pre-treatment.</p> <p>A) Singeing D) Bleaching</p> <p>B) Desizing E) Mercerising</p> <p>C) Scouring</p>	06	06
<p>Topic 5 : Classification of dyes (based on origin and application) Specific Objectives :</p> <ul style="list-style-type: none"> ➤ Classify colouring matter based on their origin 	06	08

<ul style="list-style-type: none"> ➤ Parameters to be kept in mind for successful colouring to various fabrics. ➤ Understand dye application method on cellulosic, protein and synthetic fabrics. <p>Content: 5.1 Introduction to dyeing of cotton, viscose with direct, reactive, vat sulphur and Azoic. 5.2 Polyester and nylon with disperse dyes. 5.3 Wool and silk with acid and basic dyes.</p>		
<p>Topic 6 : Introduction to printing of textile fabrics Specific Objectives :</p> <ul style="list-style-type: none"> ➤ Difference between dyeing and printing. ➤ Explain methods of printing. ➤ Explain styles of printing. ➤ List methods used for fixation of printing <p>Content: 6.1 Printing techniques, Block, screen, rotary and roller printing, Transfer printing. 6.2 Introduction to styles of printing. Discharge, Resist and direct style. 6.3 Fixation of printing (steaming, curing processes) Soaping of prints.</p>	04	06
<p>Topic 7: Classification of finishes given to a fabric. Specific Objectives :</p> <ul style="list-style-type: none"> ➤ List various mechanical and chemical finishes given to fabrics. ➤ State the purpose of various finishes. <p>Content: Brief introduction to chemical (wash and wear, water repellent, soft finish flame retardant) Mechanical (Brushing, Calendering, Sanforising, Decatizing)</p>	04	06
Total	32	50

Learning Resources:

Sr. No.	Title	Author	Publisher
1	Technology of bleaching	Prof. V.A. Shenai	Sevak Publication, Mumbai
2	Chemical Processing of Synthetic fibres and blends	Datye and Vaidya	--
3	Chemistry of Dyes and Principles of Dyeing	V.A. Shenai	Sevak Publications, Mumbai
4	Technology of Dyeing	V.A. Shenai	Sevak Publications, Mumbai
5	Dyeing and Chemical Technology of Textile Fibres	E.R. Trotman	(B.I. Publications, New Delhi)
6	Cellulosic Dyeing	John Shore	Society of Dyers and Colourists, England
7	Cotton Cloth Dyeing	R.M. Mittal	The Textile Association of India
8	Textile Fibre to Fabrics	Corbman, The Gregg	Mc-Graw-Hill Marketing Series, Singapore
9	Colour Fastness of Textiles and Leather	--	The Society of Dyers and Colourists, England.

10	Technology of Textile finishing	V.A. Shenai	Sevak Publication, Mumbai
11	An introduction to textile finishing	By J.T. Marsh	--

Course Name : Diploma in Dress Designing & Garment Manufacturing

Course Code : DD

Semester : Third

Subject Title : Appreciation of World Costumes

Subject Code : 19308

Teaching and Examination Scheme

Teaching Scheme			Examination Scheme					
TH	TU	PR	PAPER HRS.	TH	PR	OR	TW	TOTAL
02	01	--	02	50	--	--	--	50

Rationale:

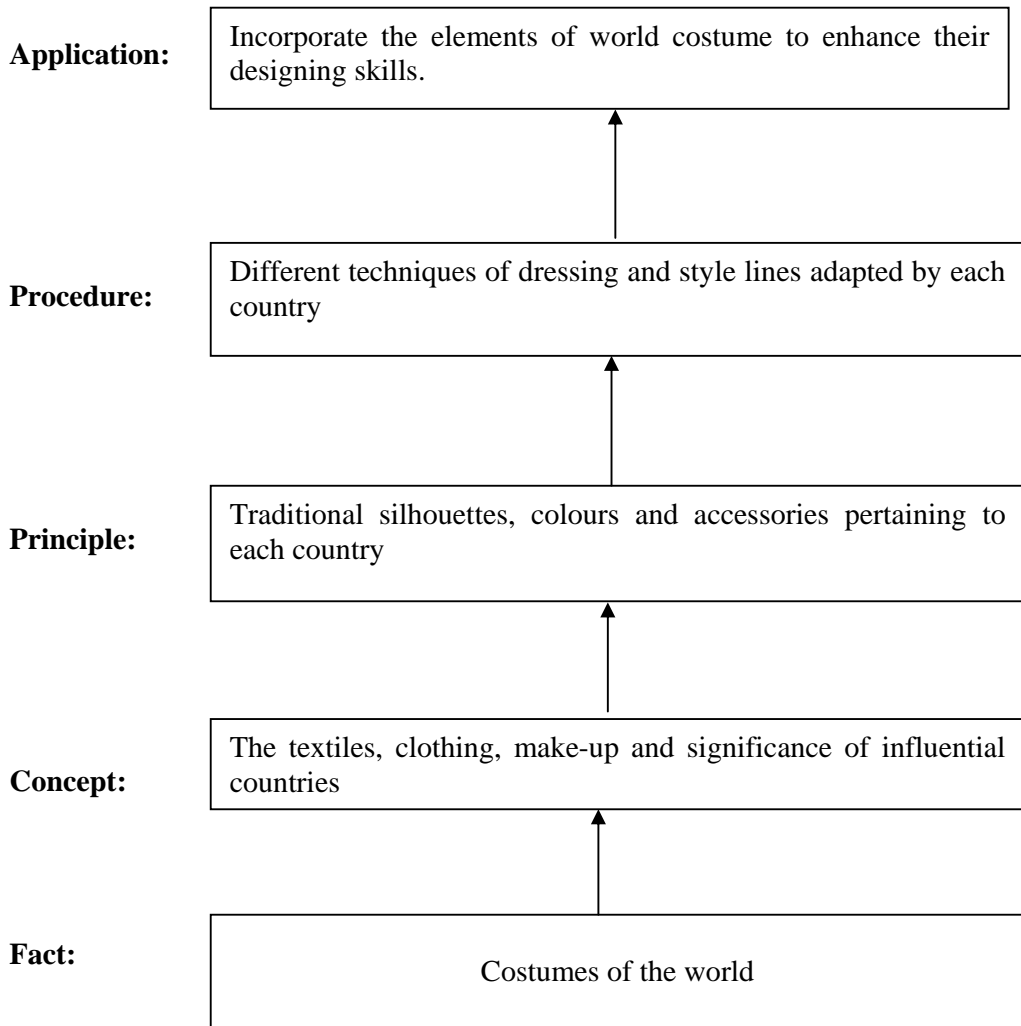
The subject will help students to gain knowledge of the traditional costumes, customs and life style of different countries of the world and also give them yet another source of inspiration to enhance their designing skills.

General Objectives:

The students will be able to:

1. Understand the costume of various countries of the world.
2. Understand the influence of different countries on fashion.

Learning Structure:



Content:

Topics and Contents	Hours	Marks
<p>Topic 1 : Africa Specific Objectives :</p> <ul style="list-style-type: none"> ➤ Illustrate the full male female costume, headgears and footwear of ancient Egypt ➤ State the meaning and illustrate the motifs of ancient Egypt ➤ Describe the costumes of present day Egypt <p>Content:</p> <p>1.1 Ancient Egypt 4 Marks</p> <ul style="list-style-type: none"> • Costumes Schenti, kalasiris, tunic, loin, skirt, collars, pectorals • Headgears Khepresh, Nemes, Cheporeon, Fillet • Motifs Ankh, Uraeus, Scarab, Crook & Flail, Eye of Horus • Make-up & grooming : General materials used for make-up, use of Wigs, wax & body oils <p>1.2 Present day costume 2 Marks</p> <ul style="list-style-type: none"> • Kaftans(boubou) / jellabiya (jalabiyya) • Wraps (shawl) - Kangha, Kitenge • Dakishi suit • Buba& skirt/ wrapper 	04	06
<p>Topic 2 : Europe Specific Objectives :</p> <ul style="list-style-type: none"> ➤ Describe and illustrate the costumes footwear & motifs of Greece, Rome and Byzantium ➤ Describe the present day traditional male & female costume of Europe ➤ Describe the Typical Costume of Greece, Spain, European Russia & Germany <p>Content:</p> <p>Ancient Europe</p> <p>2.1 Greece - 4 Marks</p> <ul style="list-style-type: none"> • Chiton: Doric, Ionic & Himation, • Headgear : Wreath, Sakkos & Phrygian cap • Footwear: sandals with leather straps <p>2.2 Rome: 4 Marks</p> <ul style="list-style-type: none"> • Toga, Tunica, Stola, Palla <p>Note : Types & names of togas not to be asked in theory paper</p> <p>2.3 Byzantium: 4 Marks</p> <ul style="list-style-type: none"> • Tunica and its modification, cloaks, Supernumeral (collars) <p>2.4 Present day traditional costumes 2 Marks</p> <ul style="list-style-type: none"> • Female : Shirt/ blouse, skirt, apron headscarf/shawl • Men : Shirt, Breeches/ trousers, socks, shoes <p>2.5 Typical costumes of Europe 4 Marks</p> <ul style="list-style-type: none"> • Greece - Foustanella & Tsarouhia(footwear) • Spain - Mantilla, Peineta, Gilet • European- Sarafans, kokoshnik & ushanka(headgears) • Russia • Germany - Dirndl 	10	18

<p>Topic 3 : Asia West Asia (Middle East) Specific Objectives :</p> <ul style="list-style-type: none"> ➤ State the structure, colour& textile of the costumes of West Asia, East Asia, & South East Asia. ➤ Describe & illustrate the traditional footwear & headgear of West Asia, East Asia, & South East Asia <p>Content</p> <p>3.1 West Asia (MiddleEast) 4 Marks</p> <ul style="list-style-type: none"> • Male - Thawb, Keffiyehs, Fez • Female - Abhaya, Hijab & niqab <p>3.2 East Asia 8 Marks</p> <p>1. Japan</p> <ul style="list-style-type: none"> • Underclothes - Juban and padding • Kimono for women - Yakuta, Furisode & Obi • Kimono for men - Kimono, Haori jacket, obi • Kimono for samurai - Kimono, Hakama & Kataginu • Footwear - Tabi, Zori, Waraji • Headgear - Eboshi <p>2. China: 8 Marks</p> <ul style="list-style-type: none"> • <u>Manchu dynasty (a general description)</u> Changes in costume by Manchu dynasty – fitted sleeves, horseshoe shaped cuffs, front opening, fitted neck bands, cape, Hair style, & footwear. • <u>Communist China (a general description)</u> Han suit – 4 pocket military Jacket-stand/ turn down collar. Center buttoned- Straight pants- common for male female and children • <u>Modern dress (a general description)</u> Cheongsam a body fitted form with opening to the right, side slits and short sleeves <p>3. South East Asia 4 Marks</p> <ul style="list-style-type: none"> • Female - Kebaya, sarong, Songket • Male - Baju Melayu 	16	24
<p>Topic 4 : America Specific Objectives :</p> <ul style="list-style-type: none"> ➤ Describe & illustrate the costume and footwear of America <p>Content:</p> <ul style="list-style-type: none"> • Poncho • Moccasins (footwear) 	02	02
Total	32	50

Practical:**Skills to be developed:****Intellectual Skills:**

1. Understand different costumes in different parts of the world.
2. Understand textiles & footwear of different parts of the world.

Motor Skills:

1. Describe & illustrate different costumes of the world.

2. Illustrate footwear & headgear

List of Assignments for tutorials:

1. Illustrate Ancient costumes, headgears & motifs of Egypt.
2. Illustrate Key patterns & chiton of Greece.
3. Illustrate Kimono, footwear & headgear of Japan.
4. Illustrate Cheongsam & Han suit of China.
5. Illustrate male & female costume of South East Asia.
6. Illustrate Poncho & Moccasin of America.

Learning Resources:

Books:

Sr. No	Title	Author	Publisher
1	Encyclopedia of World Costume	--	Studio Editions (8122)
2	Fashion & Costume: Concise History	James Laver	Thames & Hudsons Ltd., London (11537)
3	Visual History of Costume	--	--

Website:

Sr. No	Topic	Website
1	Africa Asia America	en.wikipedia.org/wiki/Folk_costume
2	Europe	How stuff works traditional clothing https://www.google.co.in/#q=how+stuff+works+traditional+clothing

Course Name : Diploma in Dress Designing & Garment Manufacturing

Course Code : DD

Semester : Third

Subject Title : Advance Apparel Construction - Women's wear

Subject Code : 19029

Teaching and Examination Scheme

Teaching Scheme			Examination Scheme					
TH	TU	PR	PAPER HRS.	TH	PR	OR	TW	TOTAL
--	--	10	--	--	50#	--	50@	100

Rationale:

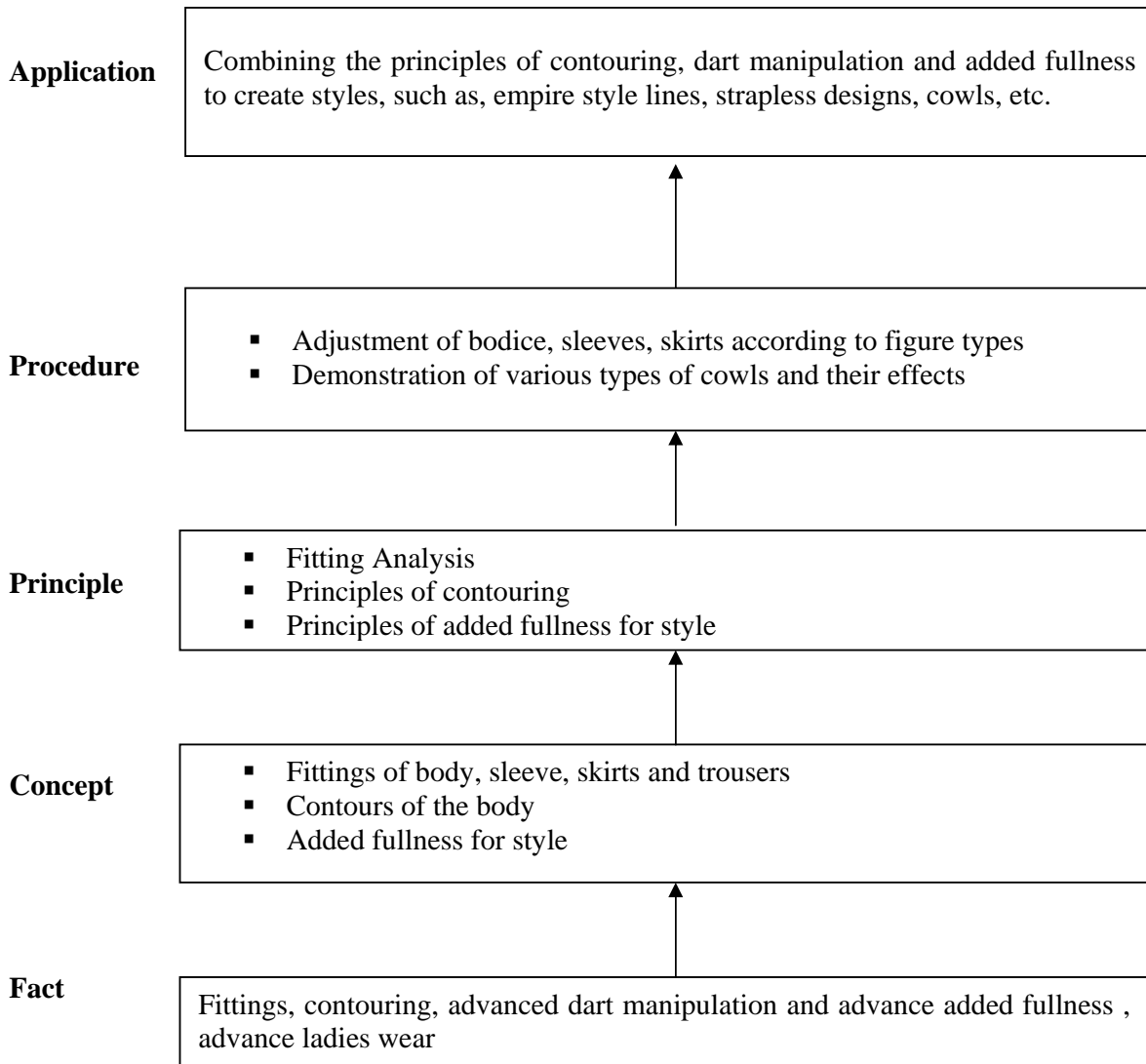
To cut the fabric according to the design flat fabric needs to be given shape according to body contours; hence study of principle of body contouring becomes imperative for students of clothing technology.

As body types vary, Paper Patterns need to be modified according to figures. At times, advanced techniques of added fullness, such as, cowls, are used which adds grace and beauty to the design.

General Objectives:

Students will be able to:

1. Understand fit of the garment using principle of contouring.
2. Alter as per the figure types.
3. Understand manipulation of drafts to derive different cowl patterns.
4. Understand drafting of track pants- sportswear in knits.
5. Understand manipulation of drafts to derive corset and lingerie patterns.
6. Understand drafting of jumpsuit derived from bodice and trouser block.

Learning Structure:

Content:

Topics and Content	Suggested Hours
Topic 1 : Principles of Contouring Content: (Demonstration using Draping & Pattern Drafting techniques) 1.1 Cut out Necklines 1.2. Cut out armholes 1.3. Armhole case 1.4. Empire Style Line 1.5. Contouring between the bust 1.6. Strapless design 1.7. Shoulder slope and side ease 1.8. Back 1.9 Paper pattern of Corset & lingerie blocks	40
Topic 2 : Fitting Analysis according to figure Types for Content: (Demonstration using Draping & Pattern Drafting techniques) 2.1 Bodice 2.2 Sleeve 2.3 Skirts 2.4 Trouser	20
Topic 3 : Cowls Content: (Demonstration using Draping & Pattern Drafting techniques) 3.1. High relaxed cowl 3.2 Mid-depth cowl 3.3 Low Cowl 3.4 Deep Cowl 3.5 Black Cowl 3.6 Armhole Cowl 3.7 Insert Cowl 3.8 Pleated Cowl 3.9 Design & construct any one Knitwear Cowl Top	40
Topic 4 : Evening Wear Content: Using principles of pattern making design, construct and stitch an evening wear for women.	40
Topic 5 : Jumpsuit Content: 4.1 Joining of bodice and trouser block 4.2 Draft and paper pattern of a jumpsuit block	20
Total	160

Practical:**Skills to be developed:****Intellectual Skills**

1. Understand the principles of contouring for fitting analysis.

2. Understand manipulation of darts for cowl tops.
3. Understand and study the ladies trouser knitwear block.
4. Study of corset and lingerie blocks

Motor Skills

1. Prepare different cowl blocks with dart manipulation.
2. Prepare Jumpsuit block and knitwear block for track pant.
3. Prepare corset and lingerie block.
4. Cut and sew a ladies evening wear.

List of Practicals:

1. Draft and paper patterns of different cowl blocks
2. Design, construct and stitch one 'knitwear cowl top'
3. Jumpsuit block for ladies
4. Corset and lingerie blocks.
5. Using all the 'Principles of Patternmaking' design, construct and stitch an Evening wear.
6. Knitwear block of track pant.

Note : A student shall submit the above assignments in the form of journal, paper patterns and stitched garments with techpacks as term work.

Learning Resources**Books :**

Sr.No	Title	Author	Publisher
1.	Designing Patterns – fresh approach to Pattern cutting	Hilary Campbell	Om Books Service/Stanley thornes Publications Ltd., U.K., New Delhi
2.	New Complete Guide to Sewing	--	Reader's Digest, New York
3.	Pattern Making for fashion Design	Helen Joseph Armstrong	Addison Wesley Longman Inc., New York
4.	Pattern Cutting For Lingerie, Beachwear and Leisurewear (Semester (V & VI)	Ann Haggar	Blackwell Science Ltd., Oxford
6.	Pattern Cutting for Women's Tailored Jackets (Semester VI)	Aldrich Winifred	Blackwell Science Ltd., London
7.	Metric Pattern Cutting for women's wear	Winifred Aldrich	Blackwell Science Ltd., Oxford
8.	Mc Call's Sewing Book	Paul Hamlyn	Hamlyn Publishing Group (0468)
9.	The Technology of Clothing Manufacture	Harold Carr & Barbara Latham	Blackwell Science Ltd., Oxford
10.	Sewing Theory	--	(Reader's Digest) (11850)

Course Name: Diploma in Dress Designing & Garment Manufacturing

Course Code : DD

Semester : Third

Subject Title : Basics of Fashion Illustration

Subject Code : 19030

Teaching and Examination Scheme

Teaching Scheme			Examination Scheme					
TH	TU	PR	PAPER HRS.	TH	PR	OR	TW	TOTAL
--	--	05	--	--	50@	--	--	50

Rationale:

Other than designs, Illustrators need to depict minute details of accessories and style to show the final look. Hence, the ability of drawing and paintings techniques for realistic representation of these is essential.

General Objectives:

Students will be able to

- Show styles, accessories, garments details through techniques of sketching and rendering.

Contents:

Topics and Content
Topic 1: Life drawing to understand proportion and gesticulation
Topic 2: Basics of stylized croquis Content: 2.1. Use of stick and ink, crow quill and markers to show quick sketched life drawings 2.2. Use of strokes to bring out style in illustrations.
Topic 3: Styles of illustration Content: 3.1 Choosing the style that suits the project 3.2 Naturalistic style 3.3 Psychological style 3.4 Simplified style 3.5 Decorative style
Topic 4: Wet media Content: 4.1 Understanding brushes (types used and properties) and strokes 4.2 Understanding water, photo, ink, poster and acrylic 4.3 Using palettes knives, blades and other Alternative objects of painting
Topic 5 : Garments and Garment details Content: 5.1 Necklines and collars 5.2 Sleeves details 5.3 Trouser lengths 5.4 Pleats and gathers 5.5 Jackets 5.6 Ruffles, cascades, cowls and drapes
Topic 6 : Accessories Content: 6.1 Draw <ul style="list-style-type: none"> • Shoes, shoes, stockings, socks • Jewellery, caps, hats, barrettes • Hairclips, rubber bands, hair bands • Scarves, bandanas • Sunglasses, belts, etc. 6.2 Draw actual clothes and accessories to understand from observation all their unique components and style
Topic 7 : Using variety of media and papers segregate clothes in category Content: 7.1 Casual wear 7.2 Formal 7.3 Club 7.4 Street wear 7.5 Indian

PRACTICAL:**Skills to be developed:****Intellectual Skills:**

1. Understand proportion and gesticulation of live drawings.
2. Understand basics of stylized croquis.
3. Understand wet media.

Motor Skills:

1. Render with wet media.
2. Illustrate garment and garment details.
3. Illustrate clothes and accessories.
4. Illustrate casual wear, formal, club, street wear and Indian wear.

List of Practicals:

1. Exercises on 'Wet Media (4 Nos.)
2. Exercises on 'Accessories' (10Nos.)
3. Exercises on 'Variety of Media and Paper' (5 Nos.)

A student shall submit a journal of the above mentioned list of practicals at the end of the semester.

Learning Resources:

Sr. No	Title	Author	Publisher
1	Fashion Sketch Book	BinaAbling	Fairchild Publication, New York
2	Dynamic Anatomy	Burne Hogarth	Watson-GuptillPubl.,New York
3	Drawing for Fashion Designers	Angel Fernandez & Gabriel Martin Roig	Page One Publishing, Singapore

Course Name : Diploma in Dress Designing & Garment Manufacturing

Course Code : DD

Semester : Third

Subject Title : Digital Visualisation

Subject Code : 19031

Teaching and Examination Scheme

Teaching Scheme			Examination Scheme					
TH	TU	PR	PAPER HRS.	TH	PR	OR	TW	TOTAL
--	--	04	--	--	50@	--	--	50

Rationale:

With Photoshop students learn the basics of designing on computer. It will also, helps composing many images into one image with different effects. The text with various options will help student with the basic concept of typography.

General Objectives:

Students will be able to:

1. Understanding different file formats or type of images.
2. Modify images for design purpose.

Content:

Topic & content	Suggested Hours
Topic 1: Photoshop Interface, Understanding file formats, resolution,	02
Topic 2: Basic Selection techniques	08
Topic 3: Advance Selection Techniques	10
Topic 4: Basic Layer concept	10
Topic 5: Layer Modes	10
Topic 6: Layer styles	10
Topic 7: Text and typography essentials	04
Topic 8: Retouching essentials	07
Topic 9: Revision & problem solving	03
Total	64

PRACTICAL:**Skills to be developed:****Intellectual Skills**

1. The students will be able to understand the usage of software for designing, super imposed images and enhance the existing images.

Psycho-motor Skills

1. The students will be able to create a page layout combining text and images as well as use layer mode effects.

List of Practicals :

1. Creating a Mood board.
2. Creating a colour board
3. Developing prints / texture board.
4. Creating a theme based window display
5. Fashion magazine cover page
6. Make over and photo retouching
7. Creating clothing tags, labels & visiting card.

Note: The student will submit a journal containing list of practicals mentioned above.

Learning Resources:**Books:**

Sr.No	Title	Author	Publisher
1	Abode Photoshop CS4 Classroom in a Book	Adobe Creative Team	Pearson

Course Name : Diploma in Dress Designing & Garment Manufacturing

Course Code : DD

Semester : Third

Subject Title : Basics of Design Process

Subject Code : 19032

Teaching and Examination Scheme

Teaching Scheme			Examination Scheme					
TH	TU	PR	PAPER HRS.	TH	PR	OR	TW	TOTAL
--	--	03	--	--	50@	--	--	50

Rationale:

To be able to teach a student Art appreciation and how to successfully apply art for fashion designing.

General Objective:

Student will be able to :

- Appreciate, analyze, interpret and adapt art in various forms.

CONTENT: Theory

Topics and Content	Suggested Hours
<p>Topic 1 : To understand how to create fashion for a specific requirement Content: 1.1 The whole design process of mood board, client profile, story board will be applied to the following categories</p> <ul style="list-style-type: none"> • Designing to be done for existing client • Designing for a store • Designing for a fashion show • Designing for an exhibition <p>1.2 The above mentioned creation will be based on</p> <ul style="list-style-type: none"> • Client profile • Market research / survey • Competitive shopping analysis • Current trends and forecast reading • Suitable colours, prints, textures, embellishments and other fabric enhancement techniques. • Fabric sourcing 	16
<p>Topic 2 : The confluence between art and fashion including Content: 2.1 Historic world art 2.2 Contemporary art and its influences on fashion 2.3 Art impact on fashion – how photography, sculptures, Historic Art, contemporary art, pop art, relief art, mobile art sculptures 2.4 Inspiration from architecture, history and art:</p> <ul style="list-style-type: none"> • the structural nature of objects • Looking for themes in old paintings • Deconstructing clothes from the past <p>Studying the Silhouette</p> <ul style="list-style-type: none"> • The form of the dress • The line of the body • Gaining volume without gaining weight • Silhouettes and their variations <p>2.5 Historic World Art – Cave painting, Egyptian Art, Mesopotamian Art, Greek Art, Roman Art, Mexican Art etc. with reference to DECORA 2.6 How to apply the above mentioned topics to create your own prints, textures, embellishments, embroidery patterns etc.</p>	16
<p>Topic 3 : World embroidery and its influence on contemporary Indian textiles and embroidery Content: To understand the impact of Art and Textiles on Fashion:- 3.1 Indian Textile – Historic and contemporary 3.2 World Textile (Briefly)</p>	16
Total	48

Practical:**Skills to be developed:****Intellectual Skills:**

1. To appreciate, analyze, interpret and adapt art in various stages of design process

Motor Skills:

1. Prepare mood board and story board for collection
2. Make illustrations of two collections on wearable art

List of Practicals:

1. Create 1 collection of six garments based on wearable art using paper, wood shavings, tubes, wires, bottles, metal sheets etc. a very creative art based collection where the above mentioned topics are of main focus. Materials and fabrics used can be very creative.
2. A collection for a client for six different occasions.
3. A theme based collection of six garments.

A student should submit a working journal with the above mentioned assignments.

Learning Resources:**1. Books:**

Sr. No	Title of Magazines	Name of Author	Publishers
1	Developing a collection	Colin Renfrew, Elinor Renfrew	Ava Publishing, SA Switzerland
2	Research and Design	Simon Seivewright	Ava Publishing, SA Switzerland
3	Embroidered Textiles	Sheila Paine	Thames and Hudson Ltd., London
4	Drawing for Fashion Designers	Angel Fernandez & Gabriel Martin Roig	Page one Publishing Pvt., Singapore

Course Name : Diploma in Dress Designing & Garment Manufacturing

Course Code : DD

Semester : Third

Subject Title : Surface Ornamentation and Yarn Craft

Subject Code : 19033

Teaching and Examination Scheme

Teaching Scheme			Examination Scheme					
TH	TU	PR	PAPER HRS.	TH	PR	OR	TW	TOTAL
--	--	04	--	--	--	--	50@	50

Rationale:

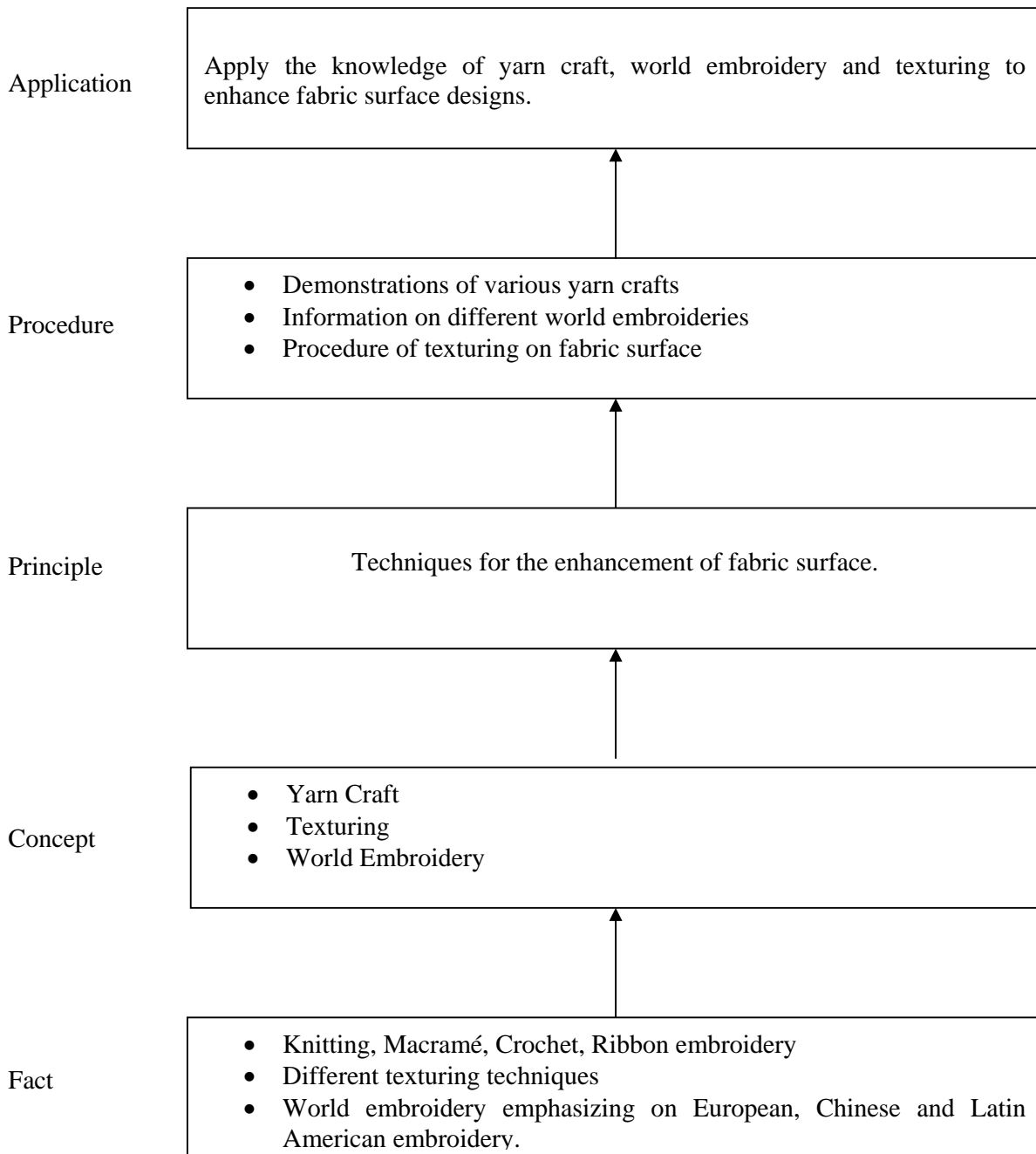
Designs today depend extensively on enhancements of fabric surface. Inspiration can be drawn from World embroidery and even traditional yarn craft, such as, crochet, macramé, knitting and French knitting. Also, texturing which can be learnt and made use of in innovative ways. The purpose is to apply knowledge of this subject in the subject of Design Process.

General Objectives:

Student will be able to:

1. Adapt world embroidery in contemporary designs.
2. Apply yarn craft in innovative ways.
3. Combine different texturing processes to form unique designs.
4. Develop textures.

Learning Structure:



Contents:

Topic and Content	Suggested Hours
Topic 1 : Dimentional Textures Content: Techniques : 1.1 Knitting 1.2 Crochet 1.3 Macrame 1.4 Quilting 1.5 Patchwork 1.6 Layering 1.7 Cording 1.8 Ribbon Embroidery 1.9 Pleating 1.10 Quilling (5 textures to be developed with a combination of the above in sample size 20 x 20 cm) Materials to be used : Different types of fibers, Different types of materials such as Plastic - Buttons, broken CD's , sequences, beads etc. Metals - foil, beads, soda cans etc. Stones - precious & semi precious stones 3D Liners - Acrylic tubes, Guta tubes, puff-on fabric paints, Glow paints etc	52
Topic 2 : World Embroideries Content: Any five embroideries of the world (Information to be collected with respect to country of origin, stitches used, colour combinations, motifs, & pictures where the embroidery is used)	12
Total	64

PRACTICAL:**Skills to be developed:****Intellectual Skills**

1. Understand use of materials to create surface textures
2. Create innovative textures
3. Understand techniques of Layering, quilting pleating etc.

Motor Skills

1. Prepare samples textures using techniques of layering, patchwork, pleating etc.

List of Practicals:

1. Explore the above mentioned techniques & materials, to create 3dimensional textures – Five assignments (Sample size - 20 X 20 cms.)
2. A project or Powerpoint presentation to be made on world embroideries (Minimum 5 embroideries)

A student shall prepare a journal of paper drawings & created textures & submit as term work

Learning Resources:

Sr.No	Title	Author	Publisher
1	Silk Ribbon Embroidery	Sheena, Cable	New Holland Publication Ltd., London
2	Needle Lace	Jill Nordefors Clark	Hand Books Press, U.S.A.
3	Japanese Quilt Art	Setsuko Segawa	Mitsunura Suiko Shoin Co. Ltd. Japan
4	New Wave Quilt	--	Mitsumura Suiko Shoin, Japan
5	Appliqué Craft of Orissa	Bijoya Chandra Mohanty	Calico Museum Of Textile, Ahmedabad
6	Ribbons & Bows	Christine Kingdom	New Burlington Books, London
7	The Encyclopedia of Embroidery Techniques	Pauline Brown	A Quarto Book, London

Course Name : All Branches of Diploma in Engineering & Technology

**Course Code : AE/CE/CM/CO/CR/CS/CW/DE/EE/EP/IF/EJ/EN/ET/EV/EX/IC/IE/IS/ME/
MU/PG/PT/PS/CD/CV/ED/EI/FE/IU/MH/MI/DC/TC/TX/AU/FG/AA/DD/GT/
ML/FC/PN/PC/SC/TR Sixth for PC**

Semester : Fourth

Subject Title : Environmental Studies

Subject Code : 17401

Teaching and Examination Scheme:

Teaching Scheme			Examination Scheme					
TH	TU	PR	PAPER HRS	TH	PR	OR	TW	TOTAL
01	--	02	01	50#*	--	--	25@	75

#* Online Theory Examination

NOTE:

- **Two tests each of 25 marks to be conducted as per the schedule given by MSBTE.**
- **Total of tests marks for all theory subjects are to be converted out of 50 and to be entered in mark sheet under the head Sessional Work (SW).**

Rationale:

Environment essentially comprises of our living ambience, which gives us the zest and verve in all our activities. The turn of the twentieth century saw the gradual onset of its degradation by our callous deeds without any concern for the well being of our surrounding. We are today facing a grave environmental crisis. The unceasing industrial growth and economic development of the last 300 years or so have resulted in huge ecological problems such as

overexploitation of natural resources, degraded land, disappearing forests, endangered species, dangerous toxins, global warming etc.

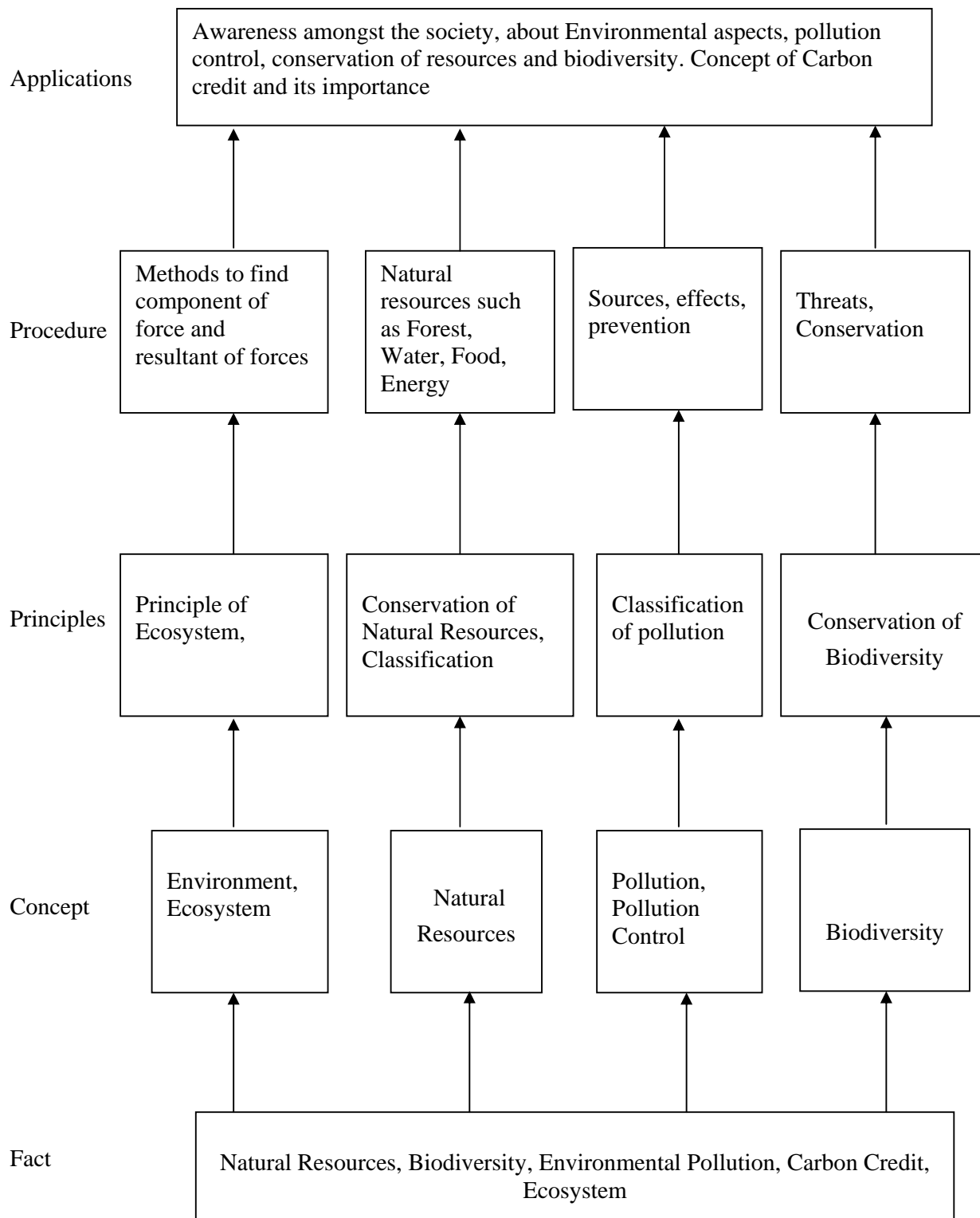
It is therefore necessary to study environmental issues to realize how human activities affect the environment and what could be possible remedies or precautions which need to be taken to protect the environment.

The curriculum covers the aspects about environment such as Environment and Ecology, Environmental impacts on human activities, Water resources and water quality, Mineral resources and mining, Forests, etc.

General Objectives: The student will be able to,

1. Understand importance of environment
2. Know key issues about environment
3. Understands the reasons for environment degradation
4. Know aspects about improvement methods
5. Know initiatives taken by the world bodies to restrict and reduce degradation

Learning Structure:



Theory:

Topic and Contents	Hours	Marks
<p>Topic 1: Nature of Environmental Studies Specific Objectives: ➤ Define the terms related to Environmental Studies ➤ State importance of awareness about environment in general public Contents:</p> <ul style="list-style-type: none"> • Definition, Scope and Importance of the environmental studies • Importance of the studies irrespective of course • Need for creating public awareness about environmental issues 	01	04
<p>Topic 2: Natural Resources and Associated Problems Specific Objectives: ➤ Define natural resources and identify problems associated with them ➤ Identify uses and their overexploitation ➤ Identify alternate resources and their importance for environment Contents: 2.1 Renewable and Non renewable resources <ul style="list-style-type: none"> • Definition • Associated problems 2.2 Forest Resources <ul style="list-style-type: none"> • General description of forest resources • Functions and benefits of forest resources • Effects on environment due to deforestation, Timber extraction, Building of dams, waterways etc. 2.3 Water Resources <ul style="list-style-type: none"> • Hydrosphere: Different sources of water • Use and overexploitation of surface and ground water • Effect of floods, draught, dams etc. on water resources and community 2.4 Mineral Resources: <ul style="list-style-type: none"> • Categories of mineral resources • Basics of mining activities • Mine safety • Effect of mining on environment 2.5 Food Resources: <ul style="list-style-type: none"> • Food for all • Effects of modern agriculture • World food problem </p>	04	10
<p>Topic 3. Ecosystems</p> <ul style="list-style-type: none"> • Concept of Ecosystem • Structure and functions of ecosystem • Energy flow in ecosystem • Major ecosystems in the world 	01	04
<p>Topic 4. Biodiversity and Its Conservation</p> <ul style="list-style-type: none"> • Definition of Biodiversity • Levels of biodiversity • Value of biodiversity 	02	06

<ul style="list-style-type: none"> • Threats to biodiversity • Conservation of biodiversity 		
Topic 5. Environmental Pollution <ul style="list-style-type: none"> • Definition • Air pollution: Definition, Classification, sources, effects, prevention • Water Pollution: Definition, Classification, sources, effects, prevention • Soil Pollution: Definition, sources, effects, prevention • Noise Pollution: Definition, sources, effects, prevention 	03	08
Topic 6. Social Issues and Environment <ul style="list-style-type: none"> • Concept of development, sustainable development • Water conservation, Watershed management, Rain water harvesting: Definition, Methods and Benefits • Climate Change, Global warming, Acid rain, Ozone Layer Depletion, Nuclear Accidents and Holocaust: Basic concepts and their effect on climate • Concept of Carbon Credits and its advantages 	03	10
Topic 7. Environmental Protection Brief description of the following acts and their provisions: <ul style="list-style-type: none"> • Environmental Protection Act • Air (Prevention and Control of Pollution) Act • Water (Prevention and Control of Pollution) Act • Wildlife Protection Act • Forest Conservation Act • Population Growth: Aspects, importance and effect on environment • Human Health and Human Rights 	02	08
Total	16	50

Practical:**Skills to be developed:****Intellectual Skills:**

1. Collection of information, data
2. Analysis of data
3. Report writing

Motor Skills:

1. Presentation Skills
2. Use of multi media

List of Projects:

Note: Any one project of the following:

1. Visit to a local area to document environmental assets such as river / forest / grassland / hill / mountain
2. Visit to a local polluted site: Urban/Rural/Industrial/Agricultural

3. Study of common plants, insects, birds
4. Study of simple ecosystems of ponds, river, hill slopes etc

Prepare a project report on the findings of the visit illustrating environment related facts, analysis and conclusion. Also suggest remedies to improve environment.

Learning Resources:

Books:

Sr. No.	Author	Title	Publisher
01	Anindita Basak	Environmental Studies	Pearson Education
02	R. Rajgopalan	Environmental Studies from Crises to Cure	Oxford University Press
03	Dr. R. J. Ranjit Daniels, Dr. Jagdish Krishnaswamy	Environmental Studies	Wiley India

Course Name : Diploma in Dress Designing & Garment Manufacturing

Course Code : DD

Semester : Fourth

Subject Title : Basics of Merchandising

Subject Code : 19405

Teaching and Examination Scheme

Teaching Scheme			Examination Scheme					
TH	TU	PR	PAPER HRS.	TH	PR	OR	TW	TOTAL
02	--	--	02	50	--	--	25@	75

NOTE:

- Two tests each of 25 marks to be conducted as per the schedule given by MSBTE.
- Total of tests marks for all theory subjects are to be converted out of 50 and to be entered in mark sheet under the head Sessional Work (SW).

Rationale:

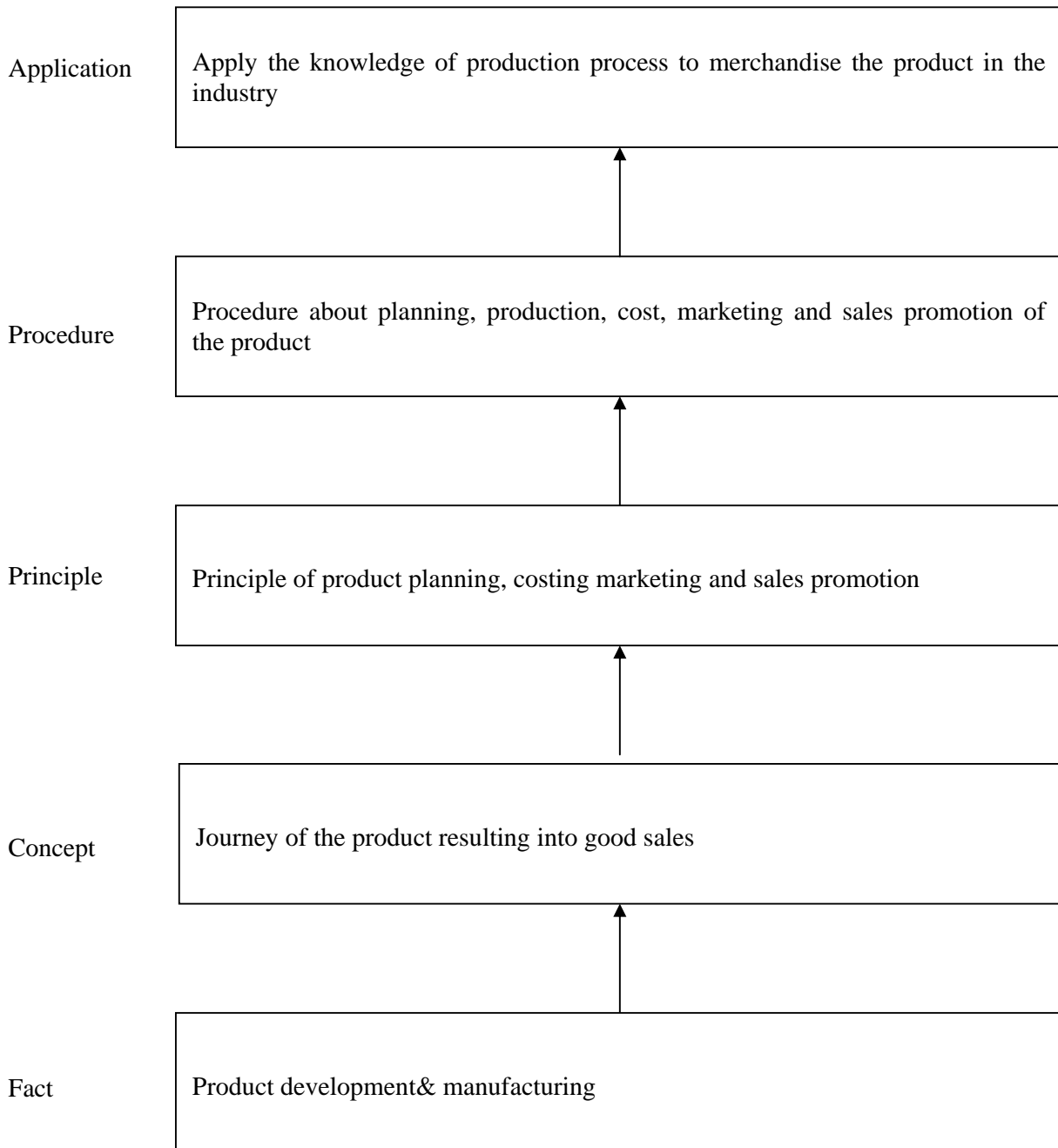
To make the students aware of various product developments, product plans, costing, distribution and thereby learn to merchandise any possible product in the industry.

General Objectives:

Students will be able to:

1. Understand the process of making a product which guarantees the product quality.
2. Understand factors of good presentations.
3. Understand the concept of prompt delivery resulting into promotion sales.

Learning Structure:



CONTENT: Theory

Topics & Contents	Hours	Marks
Topic 1 : Apparel Industry Overview about the present scenario in retail, Exports, Domestic & International markets	02	00
Topic 2 : Product Development Specific Objectives : <ul style="list-style-type: none"> ➤ List the steps involved in the process of product development. ➤ Define product in different related terms and classify product groups. Content: 2.1 Design Process & Design Development 2.2. Pattern making, sourcing of material & sampling 2.3 Computer aided design / Technical sheets	06	10
Topic 3 : Production & Manufacturing Specific Objectives : <ul style="list-style-type: none"> ➤ Write the meaning of time scheduling, material sourcing & line sewing in the planning process. ➤ List the steps involved in manufacturing / Producing a garment. ➤ List factors to be considered while checking quality. Content: 3.1 Production planning <ul style="list-style-type: none"> • Time Schedule • Sourcing of material • Sewing line planning 3.2 Production steps involved to produce a Garment. (functions of manufacturing) <ul style="list-style-type: none"> • Pattern Grading • Markers & consumptions • Ordering of materials • Programming the order with the factory • Effective cutting plan, sewing, bundling, sorting • checking and packing. 3.3 Quality Control and dispatch	08	14
Topic 4 : Product Costing Specific Objectives : <ul style="list-style-type: none"> ➤ List various costs involved in manufacturing a product. ➤ Define each cost. ➤ Describe the process to calculate the cost of the product. Content: 4.1 Design Costs 4.2 Manufacturing Cost 4.3 Labor Costs 4.4 Overhead & Marginal Costing 4.5 Profit	06	06
Topic 5 : Role and Responsibilities of a Merchandiser Specific Objectives : <ul style="list-style-type: none"> ➤ State role of a merchandiser in communication and co-ordination process between client & factories. ➤ Prepare work time and action plan. ➤ Describe the procedure to monitor dispatch and deliveries as per client 	06	12

requirements. Content: 5.1 Communication & Co-ordination with clients & factories . 5.2 Coordination from sampling to production 5.3 Effective sourcing & purchasing of materials 5.4 Work on time & action plan for execution 5.5 Monitor dispatch & deliveries as per clients requirements 5.6 Ensure and satisfy the customer with regards to quality of the product.		
Topic 6 : Export Documentation / Shipping Specific Objective : ➤ Describe the procedure for shipping and documentation once goods are ready to export to customers. ➤ List the documents required in brief, to complete export documentation. ➤ List the trade barriers agreements for cross border shipments. Content: 6.1 Invoice 6.2 Packing List 6.3 Letter of Credit 6.4 Bill of Lading 6.5 Shipping Logistics 6.6 Vessels & Containers 6.7 GSP - (Generalized System of Preference)	04	08
Total	32	50

Learning Resources:**Books:**

Sr. No	Title	Author	Publisher
1	Fashion for profit	Frances Harder	Harder Publications USA
2	Fashion from Concept to Consumer	Gini Stephens fringes	Prentice Hall Inc. New Jersey
3	Fashion design and product development	Harold Carrl John Pomeroy	Blackweel Science Oxford

Course Name : Diploma in Dress Designing & Garment Manufacturing

Course Code : DD

Semester : Fourth

Subject Title : Advance Apparel Construction- Kid's wear

Subject Code : 19049

Teaching and Examination Scheme

Teaching Scheme			Examination Scheme					
TH	TU	PR	PAPER HRS.	TH	PR	OR	TW	TOTAL
--	--	10	--	--	50#	--	50@	100

Rationale:

Students likely to work in the manufacturing sector of the industry should have knowledge of garment construction and hence this subject will make them proficient in this field. Construction of kid's wear will provide a more rounded knowledge.

General Objectives:

1. The students will be able to understand the construction of various garments for children.
2. Understand the preparation of samples of collars and sleeves for children garments.
3. Understand the cutting and stitching of T-shirts and shorts for a boy.
4. Understand the cutting and stitching of party dresses for a girl.

Content:

Topics & Content	Suggested Hours
Topic 1: Sleeves & Collars Content: 1.1 Sleeves : Puff sleeves, Raglan sleeves 1.2 Collars : Flat collar, open shirt collar 1.3 Paper pattern on full scale 1.4 Samples to be stitched on full scale	30
Topic 2: T-shirt Content: 2.1 Basic T-shirt knitwear block for boys and girls 2.2 Paper pattern on full scale	20
Topic 3: Trouser Block (Kids wear) Content: 3.1 One piece and Two piece trouser block for boys and girls 3.2 Paper pattern on full scale	20
Topic 4: Boys shorts and T-shirts Content: 4.1 Design a set of boys shorts and T-shirt 4.2 Use the basic paper pattern and make variations 4.3 Cut stitch and finish the above design	40
Topic 5: Party wear for girls Content: 5.1 Design a party wear for girls using either woven/knitwear block 5.2 Paper pattern for the above design 5.3 Cut stitch and finish the above design	50
Total	160

NOTE: For all of the above Practicals Kid's wear block to be used.

PRACTICAL:**Skills to be developed:****Intellectual Skills**

1. Students will be able to understand the blocks meant for boys and girls garments.

Motor Skills:

1. Prepare different samples of sleeves and collars for children's garments.
2. Cut and stitch boy's T-shirt and shorts.
3. Cut and stitch party dress for a girl.

List of Practicals:

1. Samples of Puff sleeve, Raglan sleeve on full scale
2. Samples of Flat collar, Open shirt collar on full scale
3. Paper pattern of Basic Tee shirt
4. Paper pattern of One-piece and Two-piece Trouser
5. Boy's shorts and T-shirt
6. Party wear for a girl.

Note: A student shall record all above practicals in a journal and submit it as term-work along with stitched samples and garments.

Learning Resources:

Books:

Sr. No.	Title	Author	Publisher
1	Designing Patterns – a fresh approach to pattern cutting	Hilary Campbell	Om Books Service New Delhi Stanley thornes Publications Ltd., UK
2	New Complete Guide to Sewing	--	Reader's Digest New York
3	Pattern Making for Fashion Design	Helen Joseph Armstrong	Addison Wesley Longman Inc. New York
5	Metric Pattern Cutting for Children wear	Winifred Aldrich	Blackwell Science Ltd. OXFORD,
7	Metric Pattern Cutting for Children's wear	Winifred Aldrich	Blackwell Science Ltd., OXFORD,
8	Mc Call's Sewing	Paul Hamlyn	Hamlyn Publishing Group OXFORD,
9	The technology of Clothing Manufacture	Harold Carr and Barbara Latham	Blackwell Science Ltd., OXFORD,
10	Sewing Theory	--	(Reader's Digest) New York

Course Name : Diploma in Dress Designing & Garment Manufacturing

Course Code : DD

Semester : Fourth

Subject Title : Advanced Fashion Illustration

Subject Code : 19050

Teaching and Examination Scheme

Teaching Scheme			Examination Scheme					
TH	TU	PR	PAPER HRS.	TH	PR	OR	TW	TOTAL
--	--	06	--	--	50@	--	--	50

Rationale:

Realistic depiction of designs requires multi-angle view of garments as well as skillful use of various mediums to show textures and background.

General Objectives:

Students will be able to:

1. Depict garment designs in a manner that bring out textures.
2. Show effect of garments from all angles.
3. Use appropriate background for maximizing effect.
4. Make effective presentations of garment for clients.

Content:

Topic & Content	Hours
Topic 1 : Using mixed media Content: 1.1 Dry with dry 1.2 Wet with wet 1.3 Dry with wet (See the effect to understand proper usage)	12
Topic 2 : Textural experiments with mixed media Content: 2.1 Using mixed media, experiment to bring out textures especially the most common ones. Cotton Wool Chiffon Suede Velvet Fur Leather Dobby Knits Satin Crepe Georgette Embroidered fabric Linen Smocking Shirring & lace. (Assignment can have a combination of two or more textures and to be segregated into Autumn, Spring, Summer and Winter wear)	18
Topic 3 : Advanced Perspective Content: 3.1 Birds eye view 3.2 Worm's eye view	12
Topic 4 : Stylized Croqui and Rendering Content: 4.1 Developing own style and rendering the same	18
Topic 5 : Flats and Spec Sheets Content: 5.1 Introduction to Flats and Specs 5.2 Detailing 5.3 How to make a Flat and Spec sheet 5.4 Croqui mixed with Flats 5.5 Portfolio Flats	18
Topic 6 : Presentation Skill Content: 6.1 Backdrop 6.2 Digital presentation 6.3 Scanning 6.4 Scanning of fabrics	18
Total	96

PRACTICAL:**Skills to be developed:****Intellectual Skills:**

1. Understand the usage of mixed media and advanced Perspective.
2. Understand the concept of flats and spec sheets

Motor Skills:

1. Illustrate in their own personal style
2. Render with mixed medias
3. Present their sketches using computers

List of Practicals:

1. 'Textural and Experiments with mixed media' (10Nos.)
2. 'Advanced Perspective' (2 Nos.)
3. 'Stylized Croqui & Rendering (6 Nos.)
4. 'Flats and Spec Sheets (2 Nos.)
5. 'Presentation Skills' (10 Nos.)

Note: A student shall prepare a journal with list of Practicals and submit it as Termwork

Learning Resources:**Books:**

Sr. No	Title	Author	Publisher
1	Art Class, A complete guide to Painting	Jennings Simon (editor)	Chronicle Bks. San Fransico)
2	The Crafter Recipe Book	Jessica Wrobel	-----

Course Name : Diploma in Dress Designing & Garment Manufacturing

Course Code : DD

Semester : Fourth

Subject Title : Digital Image Design

Subject Code : 19051

Teaching and Examination Scheme

Teaching Scheme			Examination Scheme					
TH	TU	PR	PAPER HRS.	TH	PR	OR	TW	TOTAL
--	--	04	--	--	50#	--	--	50

Rationale:

With advance Photoshop techniques students learn the manipulating and adjusting images on computer. It will also help them to understand different filters and how to apply them on the images. Students will also learn actions and automate functions.

General Objectives:

The Students will be able to:

1. Understanding and learning image correction techniques.
2. Understand to change the look of the image using different filters.
3. Understand to create own brushes, actions etc.

Content:

Topics and Contents	Hours
Topic 1 : Layer masking essential	04
Topic 2 : Basic of Layer Adjustments	16
Topic 3 : Filters essential	12
Topic 4 : Brush tools with all the options	06
Topic 5 : Layer styles + Advance	06
Topic 6 : Understanding Actions	12
Topic 7 : Combining multiple images.	04
Topic 8 : Revision & problem solving	04
Total	64

Practical:**Skills to be developed:****Intellectual Skills:**

1. The students will be able to understand the usage of software for manipulating images like colour correction, colour balance etc.

Motor Skills:

1. The students will be able to create backdrops, actions, advertisement etc.

List of Practicals:

1. Creating seamless prints / print development - block repeat.
2. Creating seamless prints / print development - Half drop and Brick repeat.
3. Creating seamless prints / print development - block repeat
4. Draping the print on the garment
5. Creating product advertisement.
6. Assignment based on photomerge, actions etc.

Note : A student shall prepare a journal of the above assignments and submit as termwork

Learning Resources:**1. Books :**

Sr. No.	Title	Author	Publisher
1	Adobe Photoshop CS4 Classroom in a Book	Adobe Creative Team	Pearson

2. Websites :

Many websites and youtube videos available for further reference.

Course Name : Diploma in Dress Designing & Garment Manufacturing

Course Code : DD

Semester : Fourth

Subject Title : Textile Art

Subject Code : 19052

Teaching and Examination Scheme

Teaching Scheme			Examination Scheme					
TH	TU	PR	PAPER HRS.	TH	PR	OR	TW	TOTAL
--	--	04	--	--	50@	--	--	50

Rationale:

To have an edge over others, designers need to do things differently and one of the ways is to enhance the fabric. It therefore becomes imperative to experiment with dyes, dyeing methods, printing and finishing in ways that have not been done before. The subject matter provides an opportunity to the learner to practice this for printing of fabrics.

Generals Objectives:

The students will be able to:

1. Understand the process of dyeing, printing and finishing processes on appropriate fabric.
2. Understand the use of textile art in unconventional ways.

Content:

Topics and Content	Hours
Topic 1 : Fabric Painting Content: 1.1 Different techniques used 1.2 Different types of paints used	04
Topic 2 : Tie & Dye Content: 2.1 Different tying techniques 2.2 Method of tie and dye on cotton 2.3 Method of tie & dye on silk	12
Topic 3 : Batik Content: 3.1 Basic Technique of wax application 3.2 Method of dyeing on cotton 3.3 Method of dyeing on silk 3.4 Selection of design	12
Topic 4 : Block Printing Content: 4.1 Designing blocks 4.2 Dyes used in block printing 4.3 Method of printing	12
Topic 5 : Screen Printing Content: 5.1 Preparation of screen 5.2 Preparation of dye paste 5.3 Application on fabric	12
Topic 6 : Digital Printing Content: 6.1 Computer design 6.2 Application	08
Topic 7: Permanent Pleating	04
Total	64

Practical:**Skills to be developed:****Intellectual Skills:**

1. Understand the application of dyeing & printing processes on appropriate fabrics.

Motor Skills:

1. Dye and print fabrics using various conventional as well as unconventional techniques.

List of Practicals:

To be done on sample size:

1. Tie & Dye Cotton and Silk
2. Batik on Cotton and Silk
3. Block Printing
4. Demonstration of Screen Printing
5. Digital Printing

Note : A student shall maintain a journal containing all above practicals with samples

Learning Resources:

Books:

Sr. No.	Title	Author	Publisher
1	Technology of bleaching	Prof. V.A. Shenai	Sevak Publications, Mumbai
2	Chemical Processing of Synthetic fibres and blends	Datye and Vaidya	--
3	Chemistry of Dyes and Principles of Dyeing,	V.A. Shenai	(Sevak Publications, Mumbai)
4	Technology of Dyeing	V.A. Shenai	(Sevak Publications, Mumbai)
5	Dyeing and Chemical Technology of Textile Fibres	E.R. Trotman	(B.I. Publications, New Delhi)
6	Cellulosic Dyeing	John Shore	Society of Dyers and Colourists, England
7	Cotton Cloth Dyeing	R.M. Mittal	The Textile Association of India
8	Textile Fibre to Fabrics	Corbman, The Gregg	Mc-Graw-Hill Marketing Series
9	Colour Fastness of Textiles and Leather	--	The Society of Dyers and Colourists, England
10	Technology of Textile finishing	V.A. Shenai	Sevak Publications, Mumbai
11	An introduction to textile finishing	J.T. Marsh	--

Course Name : Diploma in Dress Designing & Garment Manufacturing

Course Code : DD

Semester : Fourth

Subject Title : Advanced Design Process

Subject Code : 19053

Teaching and Examination Scheme

Teaching Scheme			Examination Scheme					
TH	TU	PR	PAPER HRS.	TH	PR	OR	TW	TOTAL
--	--	03	--	--	--	--	50@	50

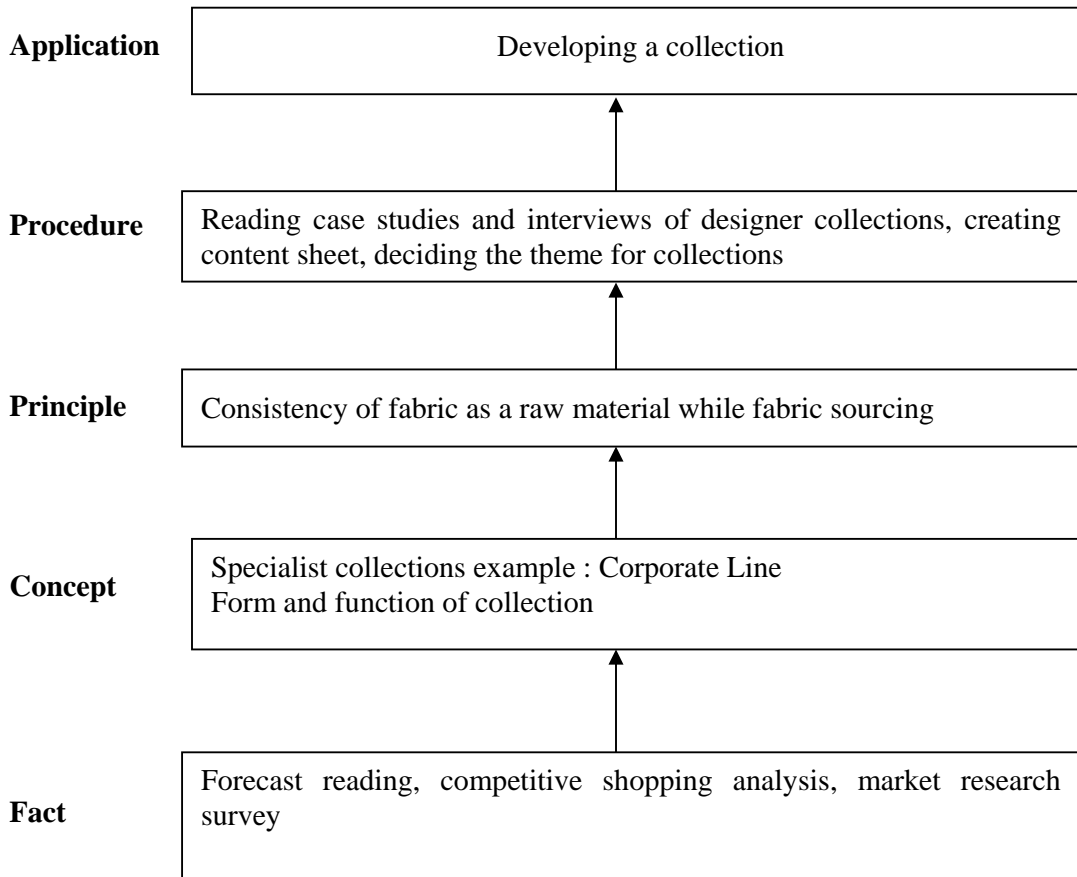
Rationale:

To enable the student to develop a process of client identification with the help of market research and the whole design process exercise and then develop a point of focus round which the whole process of garment designing will revolve.

General Objective:

To equip the student with the whole learning process of analyzing, identifying, interpreting, adapting and co-ordinating the various above topics to successfully evolve as a designer.

Learning Structure:



Content:

Topics and Contents	Suggested Hours
<p>Topic 1 : Developing a collection & market research Content : 1.1 Developing a Collection: What is a collection, How to start a collection Theme of a collection Contents sheet Pieces that can be coordinated and interchanged 1.2 Case studies and interviews of designer collections. 1.3 Influences of collections: Form and function - futuristic, global and political Influences 1.4 Collections designed for different markets: Haute couture, Mass market, home shopping 1.5 Specialist collections: children's wear, corporate, fashion jewelry 1.6 Market research : Survey through www.surveymonkey.com related to design brief 1.7 Competitive shopping analysis. 1.8 Forecast reading and implementation 1.9 Difference between theme, mood, story, concept boards</p>	30
<p>Topic 2: Designing for specific requirements Content: The whole design process of mood board, client profile, story board will be applied to the following categories. 2.1 Designing for an existing client 2.2 Designing for a store 2.3 Designing for a fashion show 2.4 Designing for an exhibition The above mentioned creation will based on: 2.5 Client profile 2.6 Market research / survey 2.7 Competitive shopping analysis 2.8 Current trends and forecast reading 2.9 Suitable colours, prints, textures, embellishments and other fabric enhancement techniques 2.10 Fabric sourcing</p>	
<p>Topic 3 - "Fabric" a source of inspiration Content : 3.1 Fabric as a source of inspiration <ul style="list-style-type: none"> • Fabric as a raw material • Consistency of the fabric • Tactile fabrics • Combining different fabrics 3.2 Modeling Folds <ul style="list-style-type: none"> • A way of working on your ideas • Modeling a part of the body • Drawing with fabric samples </p>	18
Total	48

Practical:**Skills to be developed:****Intellectual Skills:**

1. Apply knowledge of designing components to design for a client as well as for a store or stage-event.

Motor Skills:

1. Design for a client, store, fashion show etc.

List of Practical:

Designing a collection of at least 6 garments:

1. for a client
2. for a store
3. a fashion show
4. exhibition
5. stage event
6. movies, T.V. Shows etc.

NOTE: The student will be required to submit a working journal with design developments, mood, story & theme boards, market survey & competitive shopping analysis.

Learning Resources:**Books:**

Sr. No	Title	Author	Publisher
1	Developing a collection	Colin Renfrew, Elinor Renfrew	Ava Publishing S.A Switzerland
2	Research and Design	Simon Seivewright	Ava Publishing S.A Switzerland
3	Embroidered Textiles	Sheila Paine	Themes & Hudson London
4	Drawing for Fashion Designers	Angel Fernandez & Gabriel Martin Roig	Page One Publishing Ltd. Singapore