

FACULTY OF SCIENCES

SYLLABUS

FOR

PG Diploma in Garment Construction & Fashion Designing (Semester I & II)

Session: 2013-14



GURU NANAK DEV UNIVERSITY AMRITSAR

- Note:** (i) Copy rights are reserved.
Nobody is allowed to print it in any form.
Defaulters will be prosecuted.
- (ii) Subject to change in the syllabi at any time.
Please visit the University website time to time.

Scheme of Studies and Examination

SEMESTER I

Subject	Theory	Practical	No. of per/wk	Duration of paper	Total marks
PATTERN MAKING PAPER-1	–	Pr	2X3	4hrs	50
FASHION ILLUSTRATION PAPER-2	–	Pr	2X3	4hrs	50
GARMENT DESIGNING PAPER-3	–	Pr	2X2	4hrs	50
GARMENT CONSTRUCTION PAPER-4	–	Pr	2X4	4hrs	50
FASHION CONCEPTS PAPER-5	Th	–	6	3hrs	50
WORKSHOP - SURFACE ORNAMENTATION PAPER-6	–	Project (Int)	2x2	–	50
CAD IN FASHION PAPER-7	–	Pr	2x2	3hrs	50
TOTAL MARKS					350

Scheme of Studies and Examination

SEMESTER II

Subject	Theory	Practical	No. of per/wk	Duration of paper	Total marks
PATTERN MAKING PAPER-1	–	Pr	2X4	4hrs	50
FASHION ILLUSTRATION PAPER-2	–	Pr	2X3	4hrs	50
GARMENT DESIGNING PAPER-3	–	Pr	2X2	4hrs	50
GARMENT CONSTRUCTION PAPER-4	–	Pr	2X4	4hrs	50
FUNDAMENTALS OF TEXTILES PAPER-5	Th	–	6	3hrs	50
WORKSHOP - SURFACE ORNAMENTATION PAPER-6	–	Project (Int)	2x2	–	50
CAD IN FASHION PAPER-7	–	Pr	2x2	3hrs	50
TOTAL MARKS					350

PAPER: 1
PATTERN MAKING (Practical)

PRACTICAL: 2X3 Pds/WEEK
TIME: 4hrs

TOTAL MARKS: 50

OBJECTIVES:

To impart knowledge about:

- i) Different aspects of pattern making.
- ii) Commercial pattern making.

INSTRUCTION FOR THE PAPER SETTER:

- i) There will be two questions from unit I and one from unit II

UNIT: I

1. Preparation of the basic pattern for the following:

- i) Childs bodice block & sleeve block.
- ii) Basic skirt block-circular, skirt with yoke.

2. Adaptation of the following sleeves:

- i) Set in sleeves: Puff, Petal, and Cap sleeve.
- ii) Extended bodice: Magyar.
- iii) Part bodice in-sleeve: Saddle.

3. Adaptation of the following collars:

- i) Sailor, Cape and Peter Pan collars

UNIT: II

4. Developing industrial paper pattern:

- i) A- Line Frock
- ii) Gathered Frock

PAPER: 2
FASHION ILLUSTRATION (Practical)

PRACTICAL: 2X3 Pds/WEEK
TIME: 4hrs

TOTAL MARKS: 50

OBJECTIVES:

To enable students to understand:

- i) Figure sketching.
- ii) Illustration techniques for various fashion details.

Instruction for the Paper Setters:

- i) Three questions to be set.
- ii) Internal choice may be given.

1. Color wheel

- i) Color schemes: Complementary, Analogous and Monochromatic.
- ii) Intensity and Value chart.

2. Basic block figure.

- i) Fleshing of block figure.
- ii) Fashion figure in different poses.

3. Fashion details:

Gathers, Frills and Flounces, Tucks, Shirring, Smoking, Embroidery, Appliqué Work, Patch Work, Pleats.

PAPER: 3
GARMENT DESIGNING (Practical)

PRACTICAL: 2X2 Pds/WEEK
TIME OF PAPER: 4hrs

TOTAL MARKS: 50

OBJECTIVES:

To impart knowledge about:

- i) Various fashion details and designing various outfits.
- ii) Various illustration techniques.
- iii) Fashion design concepts.

Instruction for the Paper Setters:

- i) The source of inspiration will not be specified by paper setter.
- ii) One question of design and layout will be set from unit I.

UNIT: I

1. Designing kids wear by taking inspiration from various sources. Style read the design; suggesting suitable fabric and layout.

- i) A-line frock.
- ii) Formal wear.
- iii) Night wear.

2. Prepare a scrapbook with Fashion news, designs & pictures.

PAPER: 4
GARMENT CONSTRUCTION (Practical)

PRACTICAL: 2X4 Pds/WEEK
TIME OF PAPER: 4hrs

TOTAL MARKS: 50

OBJECTIVES:

To impart knowledge about:

- i) Various construction techniques.
- ii) Applying these techniques in garment construction

INSTRUCTION FOR THE PAPER SETTER:

- i) Question will set from unit II only.
- ii) Students are allowed to use slopers for the adaptation.

UNIT: I

Making samples of:

- A. Hand stitches
 - i. Even, uneven, diagonal tacking.
 - ii. Visible, invisible hemming
 - iii. Back stitch
 - iv. Blanket stitch
- B. Machine seams
 - i. Plain seam
 - ii. Run 'n' fell
 - iii. French seam
 - iv. Counter seam
- C. Plackets
 - i. Two piece
 - ii. One piece
 - iii. Zip placket
- D. Pockets
 - i. Patch pocket
 - ii. Cross pocket
- E. Sleeves
 - i. Plain
 - ii. Puff
 - iii. Petal
 - iv. Magyar
 - v. Saddle

- F. Collars
 - i. Peter pan
 - ii. Cape collar
 - iii. Sailor collar

UNIT: II

Construction of following garments

- A KIDS WEAR
 - i. A-Line
 - ii. Party wear
 - iii. Night wear

UNIT: III

PRODUCTION SHOP

- i. Each student will design and stitch two garments for kids by taking orders.

PAPER: 5
FASHION CONCEPTS (THEORY)

THEORY: 6Pds/WEEK
TIME: 3hrs

TOTAL MARKS: 50

OBJECTIVES:

To acquaint students with the basic concepts of fashion:

Instruction for the Paper Setters:

- i) Eight questions are to be set.
- ii) Attempt any five questions.

1. Drafting & its importance.
2. Definition: Fashion, fad, style, classic fashion, trends, mass fashion, high fashion.
3. Origin of clothing.
4. Theories of fashion adoption.
5. Fashion cycle& factors affecting it.
6. Fashion forecasting.
7. Elements of design and principles related to clothing.
8. Factors affecting clothing choices for different age groups.

PAPER: 6

WORKSHOP: SURFACE ORNAMENTATION (PROJECT) (Int.)

PRACTICAL: 2X2 Pds/WEEK

TOTAL MARKS: 50

OBJECTIVES:

- i) To enable the students to develop practical skills in needle craft and printing techniques.
- ii) To enable the students learn methods of surface ornamentation of fabric using different techniques to produce value added products.

Practical: Students to develop one sample each for the following techniques.

1. NEEDLE CRAFT

- i) Basic 10 stitches.
- ii) Patchwork and Quilting
- iii) Appliqué
- iv) Smocking

3. DYEING AND PRINTING

- i) Screen printing
- ii) Stencil printing
- iii) Fabric painting

NOTE: The above to be incorporated in the garments.

PAPER: 7
CAD IN FASHION (PRACTICAL)

PRACTICAL: 2X2 Pds/WEEK
TIME: 3hrs

TOTAL MARKS: 50

OBJECTIVES:

To impart knowledge about:

- i) Corel draw and Photo paint.
- ii) CAD based application in fashion designing.

INSTRUCTION FOR THE PAPER SETTER:

- i) Question paper will have one question from Unit II
- ii) Each question will carry equal marks.

UNIT- I

- i) Introduction to computers.
- ii) Using internet.

UNIT- II

COREL DRAW

- i) Study tools in detail.
- ii) Create a composition: Geometrical, Abstract.
- iii) Create prints: Traditional, Nursery, Floral.
- iv) Create texture: Denim, Leather, Corduroy, Net.
- v) Draw three profiles of female figure (front, back, three-fourth).

PAPER: 1
PATTERN MAKING (Practical)

PRACTICAL: 2X4 Pds/WEEK
TIME FOR PAPER: 4hrs

TOTAL MARKS: 50

OBJECTIVES:

To impart knowledge about:

- i) Different aspects of pattern making.
- ii) Dart manipulation and Draping.
- iii) Commercial pattern making.

INSTRUCTION FOR THE PAPER SETTER:

- i) Use of basic slopers are allowed
- ii) There will be two questions from unit I and one each from unit II & III.

UNIT: I

1. Preparation of the basic pattern for the following:

- i) Female bodice block & sleeve block.
- ii) Basic skirt block. Pegged skirt, Gored skirt.

2. Adaptation of the following sleeve:

- i) Set in -sleeves: Leg 'o' mutton, Lantern, Cowl, Dolman, Bishop.
- ii) Extended bodice: Kimono, Drop Shoulder.
- iii) Part bodice in -sleeve: Raglan.

3. Adaptation of the following collars:

- i) Stand & Fall, Mandarin, Convertible, Shawl.
- ii) Cowl and Built Up Neckline

UNIT: II

4. Dart manipulation by:

- i) Slash and Spread Method.
- ii) Pivot Method.

5. Dart manipulation into:

- i) Single dart series.
- ii) Two dart series.
- iii) Multiple dart series.
- iv) Princess and Empire line.
- v) Yokes.

UNIT: III

6. Introduction to draping:

- i) Basic block- front & back.
- ii) Skirt-front & back
- iii) Bodice variation: princess line, cowl neck line.

UNIT: IV

7. Developing theme based industrial paper pattern:

- i) Salwar Kameez
- ii) Trousers

PAPER: 2
FASHION ILLUSTRATION

PRACTICAL: 2X3 Pds/WEEK
TIME FOR PAPER: 4hrs

TOTAL MARKS: 50

OBJECTIVES:

To enable students to understand:

- i) Figure sketching.
- ii) Illustration techniques for various garment details.

INSTRUCTION FOR THE PAPER SETTERS:

- i) Three questions to be set.
- ii) Internal choice may be given in all the questions

1. Creating different fabric texture using different color medium and techniques: Denim, Nets, Chiffon, Velvet, Fur, Corduroy, Satin.

2. Illustration of figure with dresses:

Casual wear, Sportswear, Beach wear, Night wear, Party wear, Bridal wear, Ethnic wear, Western wear.

3. Designing jewellery for casual and formal wear. (3 sheets each)
4. Accessories- Shoes, Bags, Purses, Belts, Hats. (3 sheets each)

PAPER: 3
GARMENT DESIGNING (Practical)

PRACTICAL: 2X2 Pds/WEEK
TIME OF PAPER: 4hrs

TOTAL MARKS: 50

OBJECTIVES:

To impart knowledge about:

- i) Various fashion details and designing various outfits.
- ii) Various illustration techniques.
- iii) Fashion design concepts.

Instruction for the Paper Setter:

- i) The source of inspiration will not be specified by paper setter.
- ii) One question of design and layout will be set.

UNIT: I

1. Designing women wear by taking inspiration from various sources: Style read the design, suggest the suitable fabric and layout.

- i) Salwar kameez.
- ii) Sari blouse.
- iii) Ethnic wear
- iv) Western wear (formal)
- vi) Trousers
- vii) Sports wear

2. Prepare a scrapbook with Fashion news, designs & pictures.

PAPER: 4
GARMENT CONSTRUCTION (Practical)

PRACTICAL: 2X4 Pds/WEEK
TIME OF PAPER: 4hrs

TOTAL MARKS: 50

OBJECTIVES:

To impart knowledge about:

- i) Various construction techniques.
- ii) Applying these techniques in garment construction

INSTRUCTION FOR THE PAPER SETTER:

- i) Question will set from unit I only.
- ii) Students are allowed to use slopers for the adaptation.

UNIT: I

Construction of following garments

A. WOMEN WEAR

- i. Salwar-kameez
- ii. Sari blouse
- iii. Ethnic wear
- vi. Western wear
- v. Trousers

UNIT: II

PRODUCTION SHOP

- i. Each student will design and stitch 2garments by taking orders.
- ii. An exhibition will be held of all garments, stitched.

PAPER: 5
FUNDAMENTALS OF TEXTILE (THEORY)

THEORY: 6 Pds/WEEK
TIME OF PAPER: 3hrs

TOTAL MARKS: 50

OBJECTIVES:

To impart knowledge about:

- i) Fiber, source of fibers, their definition & properties.
- ii) Fabric properties.

Instruction for the Paper Setter:

- i) Eight questions will to be set.
- ii) Attempt any five questions.

1. (a) Introduction to textile and its importance in fashion design.
(b) Classification of textile fiber (Tabular form)
2. Textile fibers: properties & manufacture of
 - (a) Natural: Cotton, Linen, Silk, Wool.
 - (b) Man-made: Acetate, Nylon, Spandex
3. Classification of yarns
 - (a) simple, (b) novelty, (c) bulk.
4. Fabric construction
 - (a) felting, (b) bonding, (c) knotting, (d) looping, (e) weaving.
5. Traditional fabrics of different states of India.
 - i) Kashmir-shawls
 - ii) Bengal-baluchar, jamdani
 - iii) UP -brocades
 - iv) Gujrat- patola
 - v) Rajesthan-bandhani
 - vi) Andhra Pradesh-pocchampali/kalamkari
 - vii) Orissa-ikkat
 - viii) Madhya Pradesh-Chanderi.
6. Visit to fashion house/Export house/Boutique/Textile industry is compulsory.

PAPER: 6

WORKSHOP: SURFACE ORNAMENTATION (PROJECT) (Int.)

PRACTICAL: 2X2 Pds/WEEK

TOTAL MARKS: 50

OBJECTIVES:

- i) To enable the students to develop practical skills in needle craft and printing techniques.
- ii) To enable the students learn methods of surface ornamentation of fabric using different techniques to produce value added products.

Practical: Students to develop one sample each for the following techniques.

1. TRADITIONAL EMBROIDERIES

- i) Phulkari,
- ii) Kantha
- iii) Kashmiri
- iv) Chikankari
- v) Kathiawar

2. DYEING AND PRINTING

- i) Tie & Dye
- ii) Batik
- iii) Block printing

3. Incorporate at least one technique in a garment

PAPER: 7
CAD IN FASHION (PRACTICAL)

PRACTICAL: 2X2 Pds/WEEK
TIME OF PAPER: 3hrs

TOTAL MARKS: 50

OBJECTIVES:

To impart knowledge about:

- i) Corel draw and Photo paint.
- ii) CAD based application in fashion designing.

Instruction for the Paper Setters:

- i) One question will be set from each unit
- ii) Each question will carry equal marks.

UNIT- I

COREL DRAW

Design ten sheets of female wear; working on different activities.
(casual, sporty, ethnic, western, executive, night, formal, gown.)

UNIT- II

PHOTOPAINT

- i) Study tools in detail.
- ii) Draping simulation.