# FACULTY OF SCIENCES 

## SYLLABUS

FOR

# PG Diploma in Garment Construction \& Fashion Designing 

## (Semester: I - II)

Examinations: 2019-20


## GURU NANAK DEV UNIVERSITY AMRITSAR

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Post Graduate Diploma in Garment Construction \& Fashion Designing (Semester System)

## Scheme

## SEMESTER-I

| Paper | Subject | Theory | Practical | No. of per/wk | Duration of paper | Total marks |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| I. | PATTERN MAKING | - | Pr | 2X3 | 4hrs | 50 |
| II. | FASHION ILLUSTRATION | - | Pr | 2X3 | 4hrs | 50 |
| III. | GARMENT DESIGNING | - | Pr | 2X2 | 4hrs | 50 |
| IV. | GARMENT CONSTRUCTION | - | Pr | 2X4 | 4hrs | 50 |
| V. | FASHION CONCEPTS | Th | - | 6 | 3hrs | 50 |
| VI. | WORKSHOP - SURFACE ORNAMENTATION | - | Project <br> (Int) | 2x2 | - | 50 |
| VII. | CAD IN FASHION | - | Pr | 2x2 | 3hrs | 50 |
|  | TOTAL MARKS |  |  |  |  | 350 |

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SEMESTER-II

| Paper | Subject | Theory | Practical | No. of per/wk | Duration of paper | Total marks |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| I. | PATTERN MAKING | - | Pr | 2X4 | 4hrs | 50 |
| II. | FASHION ILLUSTRATION | - | Pr | 2X3 | 4hrs | 50 |
| III. | GARMENT DESIGNING | - | Pr | 2X2 | 4hrs | 50 |
| IV. | GARMENT CONSTRUCTION | - | Pr | 2X4 | 4hrs | 50 |
| V. | FUNDAMENTALS OF TEXTILES | Th | - | 6 | 3hrs | 50 |
| VI. | WORKSHOP - SURFACE ORNAMENTATION |  | Project <br> (Int) | $2 \times 2$ | - | 50 |
| VII. | CAD IN FASHION | - | Pr | 2x2 | 3hrs | 50 |
|  | TOTAL MARKS |  |  |  |  | 350 |

# PAPER-I: PATTERN MAKING (Practical) 

Practical: 2X3 Pds/Week
Total Marks: 50
Time: 4hrs

Instruction for the paper setter:
i) There will be two questions from unit I and one from unit II

## OBJECTIVES:

To impart knowledge about:
i) Different aspects of pattern making.
ii) Commercial pattern making.

## 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-II: FASHION ILLUSTRATION (Practical)

## Practical: 2X3 Pds/Week

Total Marks: 50
Time: 4hrs
instruction for the paper setters:
i) Three questions to be set.
ii) Internal choice may be given.

## OBJECTIVES:

To enable students to understand:
i) Figure sketching.
ii) Illustration techniques for various fashion details.

## 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.

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## PAPER-III: GARMENT DESIGNING (Practical)

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.
Practical: 2X2 Pds/Week Total Marks: 50
Time of paper: 4hrs

## OBJECTIVES:

To impart knowledge about:
i) Various fashion details and designing various outfits.
ii) Various illustration techniques.
iii) Fashion design concepts.

## 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.

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## PAPER-IV: GARMENT CONSTRUCTION (Practical)

## Practical: 2X4 Pds/Week

Total Marks: 50
Time of paper: $\mathbf{4 h r s}$
Instruction for the paper setter:
i) Question will set from unit II only.
ii) Students are allowed to use slopers for the adaptation.

## OBJECTIVES:

To impart knowledge about:
i) Various construction techniques.
ii) Applying these techniques in garment construction

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

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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-V: FASHION CONCEPTS (THEORY)

Theory: 6Pds/Week
Time: 3hrs

## Instructions for the Paper Setters:

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

## Section - A

1. Drafting \& its importance.
2. Definition: Fashion, fad, style, classic fashion, trends, mass fashion, high fashion.

## Section -B

3. Origin of clothing.
4. Theories of fashion adoption.

## Section -C

5. Fashion cycle\& factors affecting it.
6. Fashion forecasting.

## Section -D

7. Elements of design and principles related to clothing.
8. Factors affecting clothing choices for different age groups.

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PAPER-VI: WORKSHOP: SURFACE ORNAMENTATION (PROJECT) (Int.)

## PRACTICAL: 2X2 Pds/WEEK

TOTAL MARKS: $\mathbf{5 0}$

## 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.

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## PAPER-VII: CAD IN FASHION (PRACTICAL)

## Practical: 2X2 Pds/Week

Time: 3hrs
instruction for the paper setter:
i) Question paper will have one question from Unit II
ii) Each question will carry equal marks.

## OBJECTIVES:

To impart knowledge about:
i) Corel draw and Photo paint.
ii) CAD based application in fashion designing.

## 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).

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## PAPER-I: PATTERN MAKING (Practical)

## Practical: 2X4 Pds/Week

Total Marks: 50
Time for Paper: 4hrs

## 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.

## OBJECTIVES:

To impart knowledge about:
i) Different aspects of pattern making.
ii) Dart manipulation and Draping.
iii) Commercial pattern making.

## 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, Cowl, Dolman.
ii) Extended bodice: Kimono.
iii) Part bodice in -sleeve: Raglan.
3. Adaptation of the following collars:
i) Stand \& Fall, Mandarian, 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.

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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

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## PAPER-II: FASHION ILLUSTRATION

Practical: 2X3 Pds/Week
Total Marks: 50
Time For Paper: 4hrs
Instruction for the paper setters:
i) Three questions to be set.
ii) Internal choice may be given in all the questions

## OBJECTIVES:

To enable students to understand:
i) Figure sketching.
ii) Illustration techniques for various garment details.

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.
4. Accessories- Shoes, Bags, Purses, Belts, Hats.

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## PAPER-III: GARMENT DESIGNING (Practical)

Practical: 2X2 Pds/Week
Total Marks: 50
Time of Paper: 4hrs
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.

## OBJECTIVES:

To impart knowledge about:
i) Various fashion details and designing various outfits.
ii) Various illustration techniques.
iii) Fashion design concepts.

## 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.

Post Graduate Diploma in Garment Construction \& Fashion Designing (Semester-II)

## PAPER-IV: GARMENT CONSTRUCTION (Practical)

Practical: 2X4 Pds/Week
Total Marks: 50
Time of Paper: 4hrs
instruction for the paper setter:
i) Question will set from unit I only.
ii) Students are allowed to use slopers for the adaptation.

## OBJECTIVES:

To impart knowledge about:
i) Various construction techniques.
ii) Applying these techniques in garment construction

## 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 2 garments by taking orders.
ii. An exhibition will be held of all garments, stitched.

Post Graduate Diploma in Garment Construction \& Fashion Designing (Semester-II)

## PAPER-V: FUNDAMENTALS OF TEXTILE (THEORY)

Theory: 6 Pds/Week
Total Marks: 50
Time of Paper: 3hrs

## Instructions for the Paper Setters:

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

## Section -A

1. Introduction to textile and its importance in fashion design.
2. Classification of textile fiber

## Section -B

3. Textile fibers: properties \& manufacture of
(a) Natural: Cotton, Linen, Silk, Wool.
(b) Man-made: Acetate, Nylon, Spandex

## Section -C

## 4. Classification of yarns

(a) Simple, (b) novelty, (c) bulk.

## 5. Fabric construction

(a) Felting, (b) bonding, (c) weaving

## Section -D

6. Traditional fabrics of different states of India.
a) Kashmir-shawls
b) Bengal-baluchar, jamdani
c) UP -brocades
d) Gujarat- patola
e) Rajasthan-bandhani
f) Andhra Pradesh-pocchampali / kalamkari
g) Madhya Pradesh-Chanderi.
7. Visit to fashion house/Export house/Boutique/Textile industry is compulsory.

Post Graduate Diploma in Garment Construction \& Fashion Designing (Semester-II)
PAPER-VI: 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

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## PAPER-VII: CAD IN FASHION (PRACTICAL)

Practical: 2X2 Pds/Week
Total Marks: 50
TIME OF PAPER: 3hrs

## 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.

