



PANJAB UNIVERSITY, CHANDIGARH-160014 (INDIA)

OUTLINES OF TESTS SYLLABI AND COURSES OF READING

FOR

Bachelor of Vocation (Textile & Fashion Technology)

Session 2017-18

(1st to 6th Semester)

SCHEME OF B.Voc. (Textile & Fashion Technology)

(SEMESTER SYSTEM)

Semester I								
Paper Code	Title	Generic/ Skill Component	Theory/ Practical	Internal (Theory)	External (Theory)	Internal (Practical)	External (Practical)	Credit
*GEN-101	Communication Skills	Generic	Theory	20	80	--	--	6
*GEN-102	Fundamentals of Information Technology	Generic	Theory	20	80	--	--	6
TFT-103	Basic Construction Skills	Skill	Theory/ Practical	10	40	10	40	6
TFT-104	Basic Fashion Illustration	Skill	Theory/ Practical	10	40	10	40	6
TFT-105	Computer Application in Fashion Designing	Skill	Practical	--	--	20	80	6
SEMESTER II								
*GEN-201	Soft Skills and Personality Development	Generic	Theory	20	80	--	--	6
TFT-108	Basic Textiles	Generic	Theory	20	80	--	--	6
TFT-109	Textile Designing & Printing	Skill	Theory/ Practical	10	40	10	40	6
TFT-110	Surface Embellishments	Skill	Theory/ Practical	10	40	10	40	6
TFT-111	Advanced Fashion Illustration	Skill	Practical	--	--	20	80	6
**SIT-201	Summer Industrial Training	Skill	Practical	--	--	20	80	6

***Refer to Generic Components Common to all B.Voc. Courses**

**** Summer Industrial Training of 4-6 weeks in a relevant Industry after 2nd Semester Examinations during summer break. Training report by the student to be submitted within in one week of start of 3rd Semester. Viva-Voce examination to be held within 3-weeks of the start of 3rd semester.**

Job Role: ---- Data Entry operator, IT Help Desk, Sewing Mechanist, Hand Embroiderer, Assistant Fashion Designer, Saddler, Illustrator (Expert in basic Figure Drawing), Adobe Illustrator, Digital Operator, Analytical Textile Technologies, Illustrator (Expert in Figure Drawing), Trainer in fashion Institute, Clothing Designer, Fashion Entrepreneur, Assistant in Export house/ Garment industry.

Semester III								
Paper Code	Title	Generic/Skill Component	Theory/ Practical	Internal (Theory)	External (Theory)	Internal (Practical)	External (Practical)	Credit
*GEN 301	Value Education And Human Rights	Generic	Theory	20	80	--	--	6
TFT-202	Fashion & Apparel Designing	Generic	Theory	20	80	--	--	6
TFT-203	Accessory Designing	Skill	Theory/ Practical	10	40	10	40	6
TFT-204	Basic Draping	Skill	Theory/ Practical	10	40	10	40	6
TFT-205	Children's Apparel	Skill	Practical	--	--	20	80	6
SEMESTER IV								
*GEN 401	Environmental Studies	Generic	Theory	20	80	--	--	6
TFT-208	Pattern Making & Grading	Generic	Theory	20	80	--	--	6
TFT-209	Traditional Textiles	Skill	Theory/ Practical	10	40	10	40	6
TFT-210	CAD-I	Skill	Theory/ Practical	10	40	10	40	6
TFT-211	Women's Apparel	Skill	Practical	--	--	20	80	6
**SIT-401	Summer Industrial Training	Skill	Practical	--	--	20	80	6

***Refer to Generic Components Common to all B.Voc. Courses**

**** Summer Industrial Training of 4-6 weeks in a relevant Industry after 4th Semester Examinations during summer break. Training report by the student to be submitted within in one week of start of 5th Semester. Viva-Voce examination to be held within 3-weeks of the start of 5th semester.**

Job Role: ----- Motivation Speaker, Councillor, Fashion Designer, Own Boutique, Fashion Entrepreneur, Costume designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative

Semester V								
Paper Code	Title	Generic/Skill Component	Theory/ Practical	Internal (Theory)	External (Theory)	Internal (Practical)	External (Practical)	Credit
*GEN - 501	Critical Thinking and Elementary Statistics	Generic	Theory	20	80	--	--	6
TFT-302	Retailing & Fashion Promotion	Generic	Theory	20	80	--	--	6
TFT-303	CAD-II	Skill	Theory/ Practical	10	40	10	40	6
TFT-304	Men's Apparel	Skill	Theory/ Practical	10	40	10	40	6
TFT-305	Fashion Portfolio Development & Fashion Show	Skill	Practical	--	--	20	80	6
Note: Winter Industrial/ In-house Training of 2-3 weeks in a relevant area after 5th Semester Examinations in winter break.								
SEMESTER VI								
*GEN 601	Entrepreneurship Development Programme	Generic	Theory	20	80	--	--	6
TFT-308	Research Methodology	Generic	Theory	20	80	--	--	6
TFT-309	Fabric Science	Skill	Theory/ Practical	10	40	10	40	6
TFT-310	Construction of Soft Furnishings	Skill	Theory/ Practical	10	40	10	40	6
TFT-311	Advance Garment Construction Technique	Skill	Practical	--	--	20	80	6
**SIT-601	Summer Industrial/ In-house Training and Comprehensive Viva	Skill	Practical	--	--	20	80	6

***Refer to Generic Components Common to all B.Voc. Courses**

****Winter Industrial/ In-house Training of 2-3 weeks done after 5th Semester Examinations and before start of 6th semester. Training report by the student to be submitted within in one week of start of 6th Semester. Viva-Voce examination to be held within 3-weeks of the start of 6th semester.**

Job Role: ---- Quality Supervisor, Fashion Forecaster, Retail Merchandiser, Store Manager, Product tester, Production manager, Fashion Designer, Own Boutique, Fashion Entrepreneur, Costume designer, Sales Manager, Sales representative, Pattern Maker, Pattern Grader, Pattern and Product Development, Technical assistant, Researcher.

B.Voc. (Textile & Fashion Technology)

Semester: I

Paper Title: Basic Construction Skills

Paper Code: TFT-103

Credits: 06

Job Role: *Data Entry operator, IT Help Desk, Sewing Mechanist, Hand Embroiderer, Assistant Fashion Designer, Saddler, Illustrator (Expert in basic Figure Drawing), Adobe Illustrator, Digital Operator, Analytical Textile Technologies, Illustrator (Expert in Figure Drawing), Trainer in fashion Institute, Clothing Designer, Fashion Entrepreneur, Assistant in Export house/ Garment industry.*

Objectives: *The course will help the students obtain the job oriented constructional skills and develop and recognize their individual creative identity and locate an appropriate fashion or textile design context for their skills and ideas.*

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT –I

Parts and functions of a single needle machine, essential tools - cutting tools, measuring tools, marking tools, general tools, pressing tools.

Making Samples of

Types of seams (any 5)-plain, Top Stitched, Flat fell, piped seam.

UNIT-II

Seam finishes (any 3)- overcast, Hem, Edge stitched, bound.

Fullness-darts, tucks (any 3)-pin, cross, group tucking with scalloped effect, Pleats (any 3)-knife, box, kick, gathering by machine, elastic. Ruffles- single, double.

Plackets and fasteners-continuous, bound, faced and zipper plackets, button and buttonhole, press button, hook and eye.

UNIT – III

Making Samples of

Sleeves-plain sleeve, puff sleeve (any one type), raglan or cap sleeve.

Yokes -simple yoke, yoke supporting fullness.

Collars - Peterman collar, shirt collar.

UNIT-IV

Soft Toy making techniques.

Drafting and construction of: Layette set – Bib, Jhabla, Diaper, Panty and bloomer.

References Resources:

1. Mary Mathews, "Practical clothing construction" - Part I and II, Cosmic press, Chennai.
2. The complete book of sewing - Dorling Kindersley limited, London.
3. Sewing and knitting - A Readers Digest, step by step guide, Readers Digest Pvt. Limited.
4. Mullick, Prem Lata, "Garment Construction Skills", Kalyani Publishers, New Delhi.
5. "Complete Guide to Sewing", Reader Digest.
6. Winfred Aldrich, "Metric Pattern Cutting" Blackwell Science, UK.
7. Cooking G, "Introduction to Clothing Manufacture", Blackwell Science, UK.

B.Voc. (Textile & Fashion Technology)

Semester: I

Paper Title: Basic Fashion Illustration

Paper Code: TFT-104

Credits: 06

Job Role: Data Entry operator, IT Help Desk, Sewing Mechanist, Hand Embroiderer, Assistant Fashion Designer, Saddler, Illustrator (Expert in basic Figure Drawing), Adobe Illustrator, Digital Operator, Analytical Textile Technologies, Illustrator (Expert in Figure Drawing), Trainer in fashion Institute, Clothing Designer, Fashion Entrepreneur, Assistant in Export house/ Garment industry.

Objectives: To enable students gain the knowledge of figure sketching & drawing. Elements such as life drawing, figure drawing, a comparison of the standard and the fashion figure, creating developmental sheets using croquis, preparing a working drawing, illustrating fabric and texture form just part of the learning in this course.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT – I

Lines and line drawings - object drawing and perspective view drawings, enlarging and reducing motifs. Learning the usage of various drawing and sketching mediums- pencils, ink, charcoal, brushes, crayons, water color and poster colors.

UNIT-II

Drawing a stick figure for both normal and fashion figure. Forming a fleshy figure over a stick figure. Dividing the figure into various parts using lines like plumb line, center front line, Princess line, waistline, side seam, armholes, jewel neckline, panty line, bust line etc. Practicing the art of creating textures.

UNIT – III

Illustrating pattern details- pockets, sleeves, yokes, skirts, trousers, tops etc., Illustrating different type of ornaments and accessories.

UNIT-IV

Illustrating details of ruffles, cowls, shirring, smocking, quilting, draping, gathers, pleats, frills and flounces. Basic concept and types of silhouette

References Resources:

1. Ireland Patrick John "Fashion Design Drawing & Presentation"
2. Ireland Patrick John "Fashion design Illustration: Children"
3. Ireland Patrick John "Fashion Design Illustration : Men"
4. Julian Seaman "Foundation in fashion design and illustration"
5. Parragon, "Fashion Illustration Figure Drawing".

B.Voc. (Textile & Fashion Technology)

Semester: I

Paper Title: Computer Application in Fashion Designing

Paper Code: TFT-105

Credits: 06

Job Role: Data Entry operator, IT Help Desk, Sewing Mechanist, Hand Embroiderer, Assistant Fashion Designer, Saddler, Illustrator (Expert in basic Figure Drawing), Adobe Illustrator, Digital Operator, Analytical Textile Technologies, Illustrator (Expert in Figure Drawing), Trainer in fashion Institute, Clothing Designer, Fashion Entrepreneur, Assistant in Export house/ Garment industry.

Objectives: To impart the basic knowledge in computer field and use of computers in fashion designing. Introduction to the software tools used for the design and the communication of a collection, developing various techniques applied to fashion designing.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT – I

1. **Designing in Adobe Photoshop**
2. **Creating effects**
3. Black and white effect
4. Sketch effect
5. Painting effect
6. Rain effect
7. Rainbow effect
8. Light effect
9. Paper and cloth effect

UNIT-II

1. **Creating Effects**
2. Mixing photographs
3. Photo mosaic effect
4. Text effect
5. 3D effect
6. Frames

UNIT – III

1. Designing greeting cards and posters in Photoshop
2. Creating theme related mood boards in Photoshop

UNIT-IV

1. Developing one's own pallet according to fashion forecast.

References Resources:

1. R.K. Taxali: "Introduction to Software Packages" Galgotia Publications. MS – Office 2003, BPB Publications.
2. M.Kathleen Coulussy & Sterve, "Rendering Fashion Fabric & Print with Adobe Photoshop".

B.Voc. (Textile & Fashion Technology)

Semester: II

Paper Title: Basic Textiles

Paper Code: TFT-108

Credits: 06

Job Role: Data Entry operator, IT Help Desk, Sewing Mechanist, Hand Embroiderer, Assistant Fashion Designer, Saddler, Illustrator (Expert in basic Figure Drawing), Adobe Illustrator, Digital Operator, Analytical Textile Technologies, Illustrator (Expert in Figure Drawing), Trainer in fashion Institute, Clothing Designer, Fashion Entrepreneur, Assistant in Export house/ Garment industry.

Objectives: The objective of this paper is to provide broad understanding about basic concepts and techniques related to textiles. The course covers broader aspects of textiles and fabrics and further relates the importance and impact of textiles in fashion.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT- I

Introduction to the field of Textiles - major goals- classification of fibers - natural and chemical - primary and secondary characteristics of textile fibers.

UNIT-II

Manufacturing process, properties and uses of natural fibers - cotton, linen, jute, pineapple, hemp, silk, wool, hair fibers, Manmade fibers - viscose rayon, acetate rayon- nylon, polyester, acrylic

UNIT III

Spinning - definition, classification - chemical and mechanical spinning - blending, opening, cleaning, doubling, carding, combing, drawing, roving, spinning.

Yarn classification - definition classification - simple fancy yarns, sewing threads and its properties.

UNIT-IV

Wovens - basic weaves- plain twill, satin, fancy weaves - pile, double cloth, leno, swivel, lapper, dobby and jacquard.

Non- wovens- felting, fusing, bonding.

References Resources:

1. Corbmann B.P. "Textiles - Fiber to Fabric", International student's edition, Mc Graw Hill book Co, Singapore.
2. Sewing and knitting – "A Reader's Digest Step- by- step guide", Readers Digest, New York.
3. Joseph J Pretal "Fabric Science" 5th Edition, Fairchild publication's New York.
4. Randawa K. Clothing, Textiles & their Care., Pardeep Publications.
5. Textiles-Sara J. Kadolph & Anna L Langford- Prentice Hall, New Jersey, USA.

B.Voc. (Textile & Fashion Technology)

Semester: II

Paper Title: Textile Designing & Printing

Paper Code: TFT-109

Credits: 06

Job Role: Data Entry operator, IT Help Desk, Sewing Mechanist, Hand Embroider, Assistant Fashion Designer, Saddler, Illustrator (Expert in basic Figure Drawing), Adobe Illustrator, Digital Operator, Analytical Textile Technologies, Illustrator (Expert in Figure Drawing), Trainer in fashion Institute, Clothing Designer, Fashion Entrepreneur, Assistant in Export house/ Garment industry.

Objectives: *The main objective of this course is to acquaint the students with general techniques of designing & printing. This will help them achieve foundation skills in design as well as get a broader perspective on art, design, media and fashion industries.*

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Textile Designing

Make Designs for Printing (minimum three design sheets for each)

- (i) Ladies Kurta (Block Printing)
- (ii) Table napkins (Spray Printing)
- (iii) Apron (Stencil Printing)

UNIT-II

Printing - Introduction to printing, differences between printing and dyeing, preparation of fabric for printing - cotton, linen, polyester, wool and silk, methods of printing, preparation of printing paste, selection of thickening agents.

UNIT-III

Textile Printing:

Make samples for- Block Printing, Spray Printing, Stencil Printing and screen printing.

UNIT-IV

Projects on Printing:-

- (i) Block Printing(Ladies Kurta)
- (ii) Spray printing(Table Napkins)
- (iii) Stencil Printing(Apron)
- (iv) Screen Printing (Bed Sheet)

References Resources:

1. Clarke. W. "An Introduction to Textile Printing". London, Newness Butter Worth.
2. Anderson, F. "Tie-dyeing and Batik". London, Octopus Editorial Production by Berkeley Publishers Ltd.
3. Smith, J.L. "Textile Processing: Printing, Finishing and Dyeing".
4. H. Panda. "Modern Technology of Textile: Dyes & Pigments".
5. Sara J Radolph and Anna L Langford "Textiles - Ninth edition", prentice hall, New Jersey.
6. Stuart & Robinson "Beginners Guide to fabric dyeing and printing" Technical books, London.
7. Needles, Howard L, Textile Fibres, Dyes, Finishes & Processes.

B.Voc. (Textile & Fashion Technology)

Semester: II

Paper Title: Surface Embellishment

Paper Code: TFT-110

Credits: 06

Job Role: Data Entry operator, IT Help Desk, Sewing Mechanist, Hand Embroider, Assistant Fashion Designer, Saddler, Illustrator (Expert in basic Figure Drawing), Adobe Illustrator, Digital Operator, Analytical Textile Technologies, Illustrator (Expert in Figure Drawing), Trainer in fashion Institute, Clothing Designer, Fashion Entrepreneur, Assistant in Export house/ Garment industry.

Objectives: To enable students learn methods of surface ornamentation of fabric using different techniques to produce value added products.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Hand embroidery - 10 stitches: Stem, Chain, Long & Short, Satin, Feather, Button Hole, Cross-Stitch, Couching, Lazy-Daisy, Fern.

UNIT-II

Hand embroidery-10 stitches-: Overcastting, Back Stitch, Loop, Fly, French Knot, Bullion, blanket, scroll, Shadow Work, Kutch.

UNIT-III

Special techniques: smoking, ribbon work, beads and sequins work.

UNIT-IV

Patchwork and quilting: Introduction, tools, materials and techniques.

References Resources:

1. Nail Shailaja, "Traditional Embroideries of India", APH Publishing Corporation, New Delhi.
2. Snook Barbara, "Creative Art of Embroidery" Numbly Pub. Group Ltd., London.
3. Anand M.R., "Textiles and Embroideries of India", Marg Publications, Bombay.
4. Prakash K, Mix & Match Trends & Traditions.

B.Voc. (Textile & Fashion Technology)

Semester: II

Paper Title: Advanced Fashion Illustration

Paper Code: TFT-111

Credits: 06

Job Role: Data Entry operator, IT Help Desk, Sewing Mechanist, Hand Embroider, Assistant Fashion Designer, Saddler, Illustrator (Expert in basic Figure Drawing), Adobe Illustrator, Digital Operator, Analytical Textile Technologies, Illustrator (Expert in Figure Drawing), Trainer in fashion Institute, Clothing Designer, Fashion Entrepreneur, Assistant in Export house/ Garment industry.

Objectives: To enable students to have designing skill by taking inspiration from different themes. Elements such as life drawing, figure drawing, a comparison of the standard and the fashion figure, creating developmental sheets using croquis, preparing a working drawing, illustrating fabric and texture form just part of the learning in this course.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Developing illustrations from the pictures of magazine: Analyzing a normal figure into fashion figure - front face to be done using pictures from magazines, analyzing profile using of a normal figure into fashion figure and analyzing back of a normal figure into fashion figure using magazine.

UNIT-II

Creating illustrations with various garment styles for Men, Women and Children - for casual wear, party wear and sportswear.

UNIT-III

Drawing the stylized figures of Men, Women and Children (using 10 heads or 12 heads).

UNIT-IV

Drawing garments for different seasons - summer, winter, autumn and spring - for Men, Women and Children. Men and Women illustration on the background of party and office, children illustration on the background of party and picnic.

References Resources:

1. Ireland Patrick John. "Fashion Design Drawing & Presentation"
2. Ireland Patrick John "Fashion design Illustration: Children"
3. Ireland Patrick John "Fashion Design Illustration : Men"
4. "Fashion Sketch Book, Fair child publication" New York
5. Bhargav Ritu, Fashion Illustration & Rendering.

B.Voc. (Textile & Fashion Technology)

Semester: III

Paper Title: Fashion & Apparel Designing

Paper Code: TFT-202

Credits: 06

Job Role: Motivation Speaker, Councillor, Pattern Master, Own Boutique, Fashion Entrepreneur, Costume designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative

Objectives: To enable the students, understand the skill of object drawing that conveys the essential basics for "Fashion Drawing". It also imparts creative and technical skills required to develop student's design skills to match industry professional standards.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Fashion Terminologies: Fashion, Style, Design, Change, Acceptance, Taste, Classics, Fad, High Fashion, Mass Fashion, Fashion Trend, Silhouette, Boutique, Mannequin, Custom made, Collection, Chic, Haute Couture, Pret A porter, Fashion shows.

UNIT-II

Fashion Theory: Trickle down theory, trickle across theory, bottom up theory, Fashion Cycle, Fashion cycle for classic, fashion cycle for Fad.

UNIT-III

Fashion Forecasts Aims of forecasting, Role of fashion predictors, six disciplines of forecasting, Analysis of consumer preference, Components of fashion forecasting.

UNIT-IV

Western costume based on historic perspective Egypt, French, Greece and Rome.

References Resources:

1. Gini Stephens "Fashion from concept to consumer (sixth edition)" Prentice hall of India.
2. Sumathi G.J. "Elements of fashion and apparel design".
3. Jeaneette A Jarnow, Miriam Guerreiro: "Inside the fashion business" Mac Millan Publishing Company, Newyork.
4. Mckelvey, Kathryn-Fashion Forecasting, Wiley Blackwell, 2008.

B.Voc. (Textile & Fashion Technology)

Semester: III

Paper Title: Accessory Designing

Paper Code: TFT-203

Credits: 06

Job Role: Motivation Speaker, Councillor, Pattern Master, Own Boutique, Fashion Entrepreneur, Costume designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative

Objectives: Students will understand the essential basics of Art & Design. Sessions on designing will give students a holistic perspective on how the creative industry works in a global context.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Introduction to accessory design: Various types of shoes, handbags, hats and gloves etc.

UNIT-II

Collection of materials related to the accessories based on different themes: Tribal, ethnic, contemporary, traditional and fusion .

UNIT-III

Collection and presentation of materials related to the accessories based on different themes: Tribal, ethnic, contemporary, traditional, and fusion (file work with articles).

UNIT-IV

Study of accessories from each theme (head dress, foot wears, handbags, jewelry, belts, gloves etc.)

References Resources:

1. Jay Diamond, Ellen Diamond. "Fashion Apparel and Accessories".
2. France Borel, "The Splendor of Ethnic Jewelry" NJ Abram Inc, New York.
3. Mookherjee Ajit. "5000 Designs and Motifs from India" Dover Publications Inc.
4. Judith Rasband, "Strategies for Women" Delmar Publishers London.
5. Mc Jimsey and Harriet, "Art and Clothing Selection" Iowa State University Press, Iowa.
6. Jacob Solinger "Apparel Manufacturers Handbook".
- 7.Booqs- Fashion Illustration: Accessories

B.Voc. (Textile & Fashion Technology)

Semester: III

Paper Title: Basic Draping

Paper Code: TFT-204

Credits: 06

Job Role: Motivation Speaker, Councillor, Pattern Master, Own Boutique, Fashion Entrepreneur, Costume designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative

***Objectives:** To make the students aware about the draping techniques used in designing and construction of garments. The course aims at understanding the process and stages involved in design development from an initial concept to a final creation.*

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Introduction to draping and dress forms, Draping basic front Draping basic back

UNIT-II

Draping basic skirt, Draping Yokes - shirt yoke, Midriff yoke, Draping Collars - Peter pan, Mandarin.

UNIT-III

Designing and construction of following garments using different constructions and decorative features:- Shirt/Top (Female/male), Skirt, Gown.

UNIT-IV

Preparation of one dress using draping techniques.

References Resources:

1. Stanley Helen., "Flat Pattern Cutting & Modelling for Fashion"
2. Armstrong H.J., "Pattern Making for Fashion Design". Longman.
3. Karolyn Kisel-Draping use complete course.

B.Voc. (Textile & Fashion Technology)

Semester: III

Paper Title: Children's Apparel

Paper Code: TFT-205

Credits: 06

Job Role: Motivation Speaker, Councillor, Pattern Master, Own Boutique, Fashion Entrepreneur, Costume designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative

Objectives: To acquaint the student with skills of clothing construction. Students learn elements of draping, drafting, pattern making, cutting and stitching.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Designing, drafting and constructing the following garments:

Jabla- without sleeve, front open (or) Magyar sleeve, back opens
Baba suit- knickers with chest piece attached (or) Romper

UNIT-II

Designing, drafting and constructing the following garments:

A-Line petticoat- double pointed dart, neck line and arm hole finished with facing (or)petticoat with gathered waist.

UNIT-III

Designing, drafting and constructing the following garments:

Summer frock- with suspenders at shoulder line, without sleeve/collars (or) Angel top with raglan sleeve, fullness at neck line

UNIT-IV

Designing, drafting and constructing the following garments:

Yoke frock- yoke at chest line, with open, puff sleeve, gathered skirt (or) frock- with collar, without sleeve, gathered/ circular skirt at waist line(or)Princess line frock.
Shirt- open collar, with pocket

References Resources:

1. Mary Mathews, "Practical Clothing Constructing-Part I and II", Cosmic Press, Chennai
2. Zarpker. K. R "Zarpker System of Cutting" Navneet Publications Ltd.
3. Eshwasri Anwahi, Lakhraj Hans "Practical Cutting and Tailoring Part II" R.B Publications, Delhi
4. Sodhia, Manmeet-Garment Construction, Kalyani Publication, 2007

B.Voc. (Textile & Fashion Technology)

Semester: IV

Paper Title: Pattern Making & Grading

Paper Code: TFT-208

Credits: 06

Job Role: Motivation Speaker, Councillor, Pattern Master, Own Boutique, Fashion Entrepreneur, Costume designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative

Objectives: To impart the basic knowledge in developing pattern. Through this course students will explore the progressive stages involved in the manufacturing process, and the influence of the process on design decisions.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Body Measurement- importance, preparing for measuring, ladies measurements, boys and men's measurements. Standardizing body measurements -importance, techniques used. Relative length and girth measures in ladies /gentlemen

Preparation of Fabric for Cutting-importance of grain in cutting and construction, steps in preparing the fabric for cutting.

UNIT-II

Pattern making-method of pattern making - (Drafting and draping), merits and demerits. Types of paper patterns (Patterns for personal measurements and commercial patterns)

Principles of pattern drafting. Pattern details, steps in drafting basic bodice front and back and sleeve.

UNIT-III

Styles created by shifting of blouse darts, adding fullness to the bodice, converting darts to seam and partial yokes and incorporating darts in to seams forming yokes.

Fitting - Standards of a good fit, steps in preparing a blouse for fitting, checking the fit of a blouse, solving fitting problems in a blouse fitting techniques.

UNIT-IV

Pattern Alteration -importance of altering patterns, general principles for pattern alteration, common pattern alteration in a blouse.

Pattern Grading -definition, types, manual -master grades, basic front, basic back basic sleeve, basic collar and basic grading.

References Resources:

1. Mary Mathews "Practical clothing construction-part I and part-II", Cosmic Press Chennai.
2. Gerry Cooklin, "Pattern Grading for women's clothing", The technology of sizing - Blackwell Science Ltd.
3. Zarapker. K. R., "Zarapker System of Cutting" - Navneet publications Ltd.
4. Armstrong, Helen Joseph-Pattern Making for Fashion Design

B.Voc. (Textile & Fashion Technology)

Semester: IV

Paper Title: Traditional Textiles

Paper Code: TFT-209

Credits: 06

Job Role: Motivation Speaker, Councillor, Pattern Master, Own Boutique, Fashion Entrepreneur, Costume designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative

Objectives: To create awareness among the students about clothing culture & embroideries of different states. The course aims at understanding the process & stages involved in design development from an initial concept to a final creation.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Dyeing of Cotton and Silk-Acid basic, Direct, Naphthol,

UNIT-II

Tie and Dye, Batik, Fabric Painting.

UNIT-III

Traditional embroidery-Kashida of Kashmir, Phulkari of Punjab, Gujarat - Kutch embroidery, embroidery of Rajasthan, Kasuti of Karnataka, Chicken work of lucknow, Kantha of Bengal.

UNIT-IV

Machine Embroidery- 3 samples.

References Resources:

1. Sodhia Manmeet, "Dress Designing", Kalyani Publishers, New Delhi.
2. Lynton Linda, Thames & Hadson, "The Sari".
3. Anand M.R., "Textiles & Embroideries of India" APH Publisher Corporation, New Delhi.
4. Chattopadhyay K, "Indian Embroidery", Wiley Eastern Ltd., New Delhi.
5. Bhatnagar Parul, Traditional Indian Costumes & Textiles: Abhishek, 2004.

B.Voc. (Textile & Fashion Technology)

Semester: IV

Paper Title: CAD-I
Paper Code: TFT-210

Credits: 06

Job Role: Motivation Speaker, Councillor, Fashion Designer, Own Boutique, Fashion Entrepreneur, Costume designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative

Objectives: To impart the knowledge of clothing communication and fashion expression. Mastery of Photoshop and Illustration in order to complete projects.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Introduction to Adobe Illustrator.

Study about tools of Adobe Illustrator.

UNIT-II

Color and motif: traditional, floral and geometric.

UNIT-III

Figure and profile: profile of male and female silhouettes.

Accessories: party, casual and formal.

UNIT-IV

Project board: logo, label, brochure and window display.

References Resources:

1. Druid Elisabeth and Pace Tiziana. "Figure Drawing for Fashion Design". Peplin Press.
2. Ireland Patrick John. "Fashion Design Drawing and Presentation". Bastsford.
3. Mckelvy Kathryn nad Munslow Janine. "Illustrating Fashion". Blackwell Publishing.
4. Kathleen M, Couluresy, Rendering Fashion Fabric & Print with Adobe Photoshop.

B.Voc. (Textile & Fashion Technology)

Semester: IV

Paper Title: Women's Apparel

Paper Code: TFT-211

Credits: 06

Job Role: Motivation Speaker, Councillor, Pattern Master, Own Boutique, Fashion Entrepreneur, Costume designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative

Objectives: To introduce the concept of advanced garment construction. Through this course students will explore the progressive stages involved in the manufacturing process, and the influence of the process on design decisions.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Designing, Drafting and Constructing the following Garments:-

Short Kurta/top - Decorative/surface design in tailored placket, with or without collar.
Skirts - Circular/umbrella/panel with style variations.

UNIT-II

Designing, Drafting and Constructing the following Garments:-

Salwar (or) Churidhar (or) Parallels (or) Bell Bottom
Kameez - with /without slit, with or without flare, with /without opening, with or without panels, with/without yoke.

UNIT-III

Designing, drafting and constructing the following garments:

Saree Petticoat- Six Panel, Decorated bottom.
Blouse- front open, Fashioned neck, Waist band at front, with sleeve.

UNIT-IV

Designing, drafting and constructing the following garments:

Nightie-With yoke, Front open, With Sleeve, full length.

References Resources:

1. Commercial System of Cutting - Juvekar commercial Tailors Corporation Pvt.166 Dr. Ambedkar Road Dadar.
2. K.R Zarapker, "Zarapker System of Cutting", Navneet Publication Ltd.
3. Smt. Thangam Subramanian "Dress Making"- Bombay Tailoring and Embroidery College, 32 North Park Street, Ambattur, Chennai.
4. Mary Mathews, "Practical Clothing Construction - Part I and II" Cosmic Press Chennai.
6. H.B. Jubekar-Pocket book of Tailoring.

B.Voc. (Textile & Fashion Technology)

Semester: V

Paper Title: Retailing & Fashion Promotion

Paper Code: TFT-302

Credits: 06

Job Role: Quality Supervisor, Fashion Forecaster, Retail Merchandiser, Store Manager, Product tester, Production manager, Fashion Designer, Own Boutique, Fashion Entrepreneur, Costume designer, Sales Manager, Sales representative, Pattern Maker, Pattern Grader, Pattern and Product Development, Technical assistant, Researcher.

Objectives: To acquire the professional skills and qualities required for the continued professional and creative development including initiative, autonomy, objective judgement and decision making, communication, working with others, time and resource management and safe working practices.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Retailing

1. Introduction to fashion retailing:- fashion retailing in the past and its changing dimensions.
2. Types of retailers and ownerships:- specialty stores, department stores, mass stores, promotional stores, multiple-unit store (chain, department store group), retail organization (small and large store), discount retailing, mail order houses.
3. Elements of retail mix.

UNIT-II

Strategies

1. Retail strategies:- value directed retailing, service oriented retailing, unique merchandising, shopping as entertainment, main street retailing, global expansion.
2. Retail pricing:- role of price decision within marketing strategies, external and internal factors influencing price decision, main methods of setting prices, pricing strategies for new products, price changes.
3. Record keeping:- unit control, inventory and physical control.

UNIT-III

Fashion promotion

1. Planning and direction
2. Fashion advertising:- kinds of advertising, co-operative advertising, scheduling and planning, media.
3. Publicity:- campaigning, special events and fashion shows.

UNIT-IV

Visual merchandising

1. Store planning and design
2. Windows & interiors,
3. Elements of visual merchandising
4. Departments and evaluations.

References Resources:

1. Frings, Gini Stephe, "Fashion: from Concept to Consumer", Pearson publication, 6th edition.
2. Ellen diamond, "Fashion Retailing", Pearson publication, 2nd edition.
3. Dickerson, Kitty G-Inside the Fashion Business.
4. Chuter AJ-Introduction to Clothing Production Management: Om Book Service, 2004

B.Voc. (Textile & Fashion Technology)

Semester: V

Paper Title: CAD-II
Paper Code: TFT-303

Credits: 06

Job Role: Quality Supervisor, Fashion Forecaster, Retail Merchandiser, Store Manager, Product tester, Production manager, Fashion Designer, Own Boutique, Fashion Entrepreneur, Costume designer, Sales Manager, Sales representative, Pattern Maker, Pattern Grader, Pattern and Product Development, Technical assistant, Researcher.

Objectives: To acquaint the students with the knowledge of CAD based applications in fashion designing. Introduction to the software tools use for the design and communication of a collection, developing various techniques applied to fashion designing.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Pattern Making(Skirt, Trouser, Shirt, Girls Top etc.)

UNIT-II

Grading (Skirt, Trouser, Shirt, Girls Top etc.)

UNIT-III

Marker Making: Marker making of one garment, marker making of various garments having same size, marker making of various garments of different sizes.

UNIT-IV

Use of Software: Garment CAD, Textile CAD.

References Resources:

1. Bina Ablng. "Fashion Sketch Book" Fairchild Publications.
2. Druid Elisabeth and Pace Tiziana. "Figure Drawing for Fashion Design" Peplin Press.
3. Ireland Patrick John. "Fashion Design Drawing and Presentation". Bastsford.
4. Smith Stacy Stewart: CAD for Fashion Design & Merchandising: Fair & Child 2013.

B.Voc. (Textile & Fashion Technology)

Semester: V

Paper Title: Men's Apparel

Paper Code: TFT-304

Credits: 06

Job Role: Quality Supervisor, Fashion Forecaster, Retail Merchandiser, Store Manager, Product tester, Production manager, Fashion Designer, Own Boutique, Fashion Entrepreneur, Costume designer, Sales Manager, Sales representative, Pattern Maker, Pattern Grader, Pattern and Product Development, Technical assistant, Researcher.

Objectives: To impart the knowledge of different garment components. Through this course students will explore the progressive stages involved in the manufacturing process, and the influence of the process on design decisions.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Designing, drafting and constructing the following garments.

Full sleeve shirt - full open, shirt collar, patch pocket, full sleeve with cuff
T-Shirt -open collar, zip attached

UNIT-II

Designing, drafting and constructing the following garments.

Kalidhar kurtha - kali piece, side pocket, round neck, half open

UNIT-III

Designing, drafting and constructing the following garments.

Pyjama- Elastic /Tape attached waist.
Bermudas -patch pocket

UNIT-IV

Designing, drafting and constructing the following garments.

Pleated trousers - pleats in front, Darts at back, side pocket, fly with button /zip.

References Resources:

1. Juvekar "Easy Cutting", Commercial Tailors Corporation Pvt. Ltd, 166, Dr. Ambedkar Road, Dadar
2. Juvekar "Commercial System of Cutting", commercial tailors corporation Pvt. Ltd, 166 Dr. Ambedkar Road, Dadar
3. K R Zarpker "Zarpker System of Cutting" Navneet Publications Ltd.
4. Mary Mathews, "Practical Clothing Construction - Part I and II", Cosmic Press, Chennai
5. Alrich, Winifrend-Fabric, Form & Flat Pattern Cutting.

B.Voc. (Textile & Fashion Technology)

Semester: V

Paper Title: Fashion Portfolio Development & Fashion Show

Paper Code: TFT-305

Credits: 06

Job Role: Quality Supervisor, Fashion Forecaster, Retail Merchandiser, Store Manager, Product tester, Production manager, Fashion Designer, Own Boutique, Fashion Entrepreneur, Costume designer, Sales Manager, Sales representative, Pattern Maker, Pattern Grader, Pattern and Product Development, Technical assistant, Researcher.

Objectives: Make Students understand the fashion portfolio concepts. Students will develop interpersonal skills, understand the commercial aspects of the industry and achieve individual objectives of either being trained to work within the industry or start an independent fashion venture.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Developing portfolio for mass production

Male:- Casual wear, Formal wear, Party Wear, Sportswear, Power wear, Preparation of spec sheet, swatch sheet, flat sketch sheet.

Kids:- Casual wear, Formal wear, Party wear, Sportswear, Power wear, Preparation of spec sheet, swatch sheet, flat sketch sheet.

UNIT-II

Developing portfolio for High Fashion

Mood Board Preparation for Male:- Preparation of Inspiration sheet, Theme sheet, Forecast color sheet, Client profile sheet, Design Preparation sheet, construction of any one garment with spec sheet.

UNIT-III

Developing portfolio for High Fashion

Mood Board Preparation for Kids:-Preparation of Inspiration sheet, Theme sheet, Forecast color sheet, Client profile sheet, Design Preparation sheet, construction of any one garment with spec sheet.

UNIT-IV

Design presentation through Fashion Show.

References Resources:

1. Bina Abling. "Fashion Illustration".
2. Harlod Carr. "Fashion Design & Product Development".
3. Marian L. Davis "Visual Design & Dress".
4. Linda Tain. "Portolio Presentation for Fashion Designers", 2nd Edition.

Magazines/Journals:

1. Global Apparel
2. Image Business of Fashion.
3. India Vogue/International Vogue.
4. Fashion ELLE.

B.Voc. (Textile & Fashion Technology)

Semester: VI

Paper Title: Research Methodology

Paper Code: TFT-308

Credits: 06

Job Role: Quality Supervisor, Fashion Forecaster, Retail Merchandiser, Store Manager, Product tester, Production manager, Fashion Designer, Own Boutique, Fashion Entrepreneur, Costume designer, Sales Manager, Sales representative, Pattern Maker, Pattern Grader, Pattern and Product Development, Technical assistant, Researcher.

Objectives: To equip the students with the basic understanding of research methodology and various tools used for the same.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Nature and scope of Research Methodology. Importance of Research in important Areas.

UNIT-II

Process of Research-Exploratory Research, Prescriptive Research, Experimental Research.

UNIT-III

Methods of data collection-Primary data-Secondary data. Designing of a Questionnaire, Sampling - Probability sampling & Non-Probability sampling methods.

UNIT-IV

Hypothesis-

Test of Significance - T Text (for small samples)
F-(Association of attributes)
X² test of attributes

References Resources-

1. Research methodology methods and techniques by C.R. Kothari
2. Research methodology by P.K. Manoharam
3. Research methodology by Dr. C. Rajindra Kumar

B.Voc. (Textile & Fashion Technology)

Semester: VI

Paper Title: Fabric Science

Paper Code: TFT-309

Credits: 06

Job Role: Quality Supervisor, Fashion Forecaster, Retail Merchandiser, Store Manager, Product tester, Production manager, Fashion Designer, Own Boutique, Fashion Entrepreneur, Costume designer, Sales Manager, Sales representative, Pattern Maker, Pattern Grader, Pattern and Product Development, Technical assistant, Researcher.

Objectives:

1. To impart knowledge of fibres, sources of fibres, their definitions and properties.
2. To provide students with knowledge of yarn science and yarn properties.
3. To enable students to develop practical skills of dyeing.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT I

Microscopic appearance, Burning Test and Solubility test for different fibres- Cotton, Wool, Nylon, Polyester, Rayon and Jute.

UNIT II

Visual identification of Spun, filaments, cords, cable and fancy yarns.

Collection of different types of yarns.

Count of yarns.

Twist of yarns using Twist tester

Yarn properties- Linear density, Size, Twist, Twist direction, Strength, Uniformity.

UNIT III

Testing of Fabrics-- Colour fastness to water, Test of Shrinkage and Absorbency

UNIT IV

Dyeing of Fibres, Yarns, Fabric and Decorative Dyeing- Tie dye, Batik, Resist and Discharge dye.

References Resources:

1. Textiles – Sara J Kadolph and Anna L Langford- Prentice Hall, New Jersey, USA.
2. Fiber to Fabric- Porter and Corbman- Mc Graw Hill Book Company, New York.
3. Essentials of Textiles – Marjory. L. Joseph- Holt Rinehart & Winston, Austin, Texas, USA.

B.Voc. (Textile & Fashion Technology)

Semester: VI

Paper Title: Construction of Soft Furnishings

Paper Code: TFT-310

Credits: 06

Job Role: Quality Supervisor, Fashion Forecaster, Retail Merchandiser, Store Manager, Product tester, Production manager, Fashion Designer, Own Boutique, Fashion Entrepreneur, Costume designer, Sales Manager, Sales representative, Pattern Maker, Pattern Grader, Pattern and Product Development, Technical assistant, Researcher.

Objectives:

1. To help the students to venture into the field of furnishings by designing and construction of various articles
2. To teach the students various methods of making major home decorating articles.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT I

Introduction
History of Furnishing
Fabric used for furnishing
Surface embellishment of Furnishing

UNIT II

Stitching of Place mats
Stitching of pocketed wall panel
Stitching of Picnic tote or table cloth

UNIT III

Construction of Apron (Reversible apron e.g. finishing using self faced technique) with patch pocket.
Construction of Shoulder bag or beach bag (any one)
Construction of Pillow case (Knife edge form or rectangular box edge form) (any one)

UNIT IV

Construction of Curtain – Draw draperies or ruffled glass curtain (any one)
Constructions of Quilt for baby coat or slip cover for sofa or throw for single coat (any one).

References Resource:

1. Advanced drafting and draping by Manmeet Sodhia, Kalyani Publishers.
2. The Art of Fashion Draping by Connie Amaden Crawford Fairchild.
3. Dress Fitting by Natalie Bray Blackwell Science.
4. A Compendium of Home Serving- How to make all manner of furnishing by Spelding Press.

B.Voc. (Textile & Fashion Technology)

Semester: VI

Paper Title: Advance Garment Construction Technique

Paper Code: TFT-311

Credits: 06

Job Role: Quality Supervisor, Fashion Forecaster, Retail Merchandiser, Store Manager, Product tester, Production manager, Fashion Designer, Own Boutique, Fashion Entrepreneur, Costume designer, Sales Manager, Sales representative, Pattern Maker, Pattern Grader, Pattern and Product Development, Technical assistant, Researcher.

Objectives:

1. To teach different aspects of drafting and designing.
2. To help the students to develop their own design.
3. To acquaint the students with skills of innovative clothing construction.

Instructions for Examiner:

1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT I

Metric method of drafting of bodice for a child.

Metric method of drafting of bodice for an adult.

Metric method of drafting of sleeve and collar for a child.

Metric method of drafting of sleeve and collar for an adult.

UNIT II

Application of metric method of drafting any one innovative Sleeve, Collar, Top and a Skirt.

UNIT III

Study of fashion forecast, market survey, interpretation.

Designing of costumes of varied themes, silhouettes, fabrics, surface ornamentation etc. based on forecast study.

Creating full scaled patterns of these self designed costumes.

UNIT IV

Construction of any eight innovative garments for all age groups, for different themes, occasions, seasons.

After cutting and sewing of the garment, students will also be taught quality control check, finishing and packaging of the garment.

References Resource:

1. Advanced drafting and draping by Manmeet Sodhia, Kalyani Publishers.
2. The Art of Fashion Draping by Connie Amaden Crawford Fairchild.
3. Dress Fitting by Natalie Bray Blackwell Science.
4. Guide to Basic Garment Assembly for Fashion by OM Books Dayne Smith.