

TEXTILE SCIENCE-II**CODE:FD- 201**

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RATIONALE

The knowledge and skills related to textile science is essential to provide a comprehensive insight into the basic knowledge about fabric structure, dyeing, printing and finishing affecting the ultimate performance and use of the fabric by the consumer, hence the subject is included in the curriculum

CONTENTS**1. Introduction to Weaving:**

- 1.1 Type of weaving
Satin weave, Sateen weave, Twill weave, Herringbone weave, Plain Weave Even & uneven weave
- 1.2 Types of looms

2. Non Woven - :

- 2.1 Introduction
- 2.2 Types of non woven (Examples)

3. FINISHES (Safety & safety Equipments)

- 3.1 Fabric Structure & properties relevant to consumer requirement
- 3.2 Types and classification of finishes
 - 3.2.1 Finishes affection appearance
Bleaching, Calendaring, Embossing
 - 3.2.2 Finishes affecting texture – Flocking, Napping, acid finish, Stiffing
 - 3.2.3 Finishes affecting function
Tenting, Shrinkage control, heats setting moth and proofing, water repellence, wash and wear finish, mercerisation, crease resistant

4. COMMON FAULTS IN FABRIC

- 4.1 Weaving defect
- 4.2 Colour defect
- 4.3 Printing defect
- 4.4 Knitting defect
- 4.5 Miscellaneous defect

5. APPLICATION OF COLOUR:

- 5.1 Dyeing
 - 5.1.1 Definition
 - 5.1.2 Stages of dyeing for
 - 5.1.3 Fabric dyeing
 - 5.1.4 Yarn piece dyeing
 - 5.1.5 Garment dyeing

Different types of Chemical and their uses

6. NEEDLE CRAFT & SURFACE ORNAMENTATION

- 6.1 Methods and types of printing technology
 - 6.1.1 Direct
 - 4.2.1.1 Block
 - 4.2.1.2 Roller
 - 4.2.1.3 Discharge
 - 4.2.1.4 Duplex

- 6.1.2 Resistant
 - 4.2.2.1 Screen
 - 4.2.2.2 Stencil
 - 4.2.2.3 Heat Transfer
- 6.1.3 Batik
- 6.1.4 Photographic Printing

6.2 Quilting, patchwork, appliqué and Tie & dye

7 KNITS STRUCTURE AND CLASSIFICATION:

- 7.1 Basis of Knit.
- 7.2 Weight per unit area
- 7.3 Bursting strength area
- 7.4 Colour Fastness towards – Washing & dry cleaning, light, preparation, rubbing
- 7.5 Fabric shrinkage – causes, prevention, measurement

PRACTICALS

1. Identify and analyse different types of knits samples and enlist their characteristics.
2. Visit to Knitting Units to understand different Knitting machines and processes.
3. Visit to Finishing mills to observe various finishing processes
4. Measurement and Comparison of Fabric Shrinkage
5. Dyeing of Yarns
6. Making samples to different methods of Tie and Dye.
7. Identify the fabric samples on the basis of printing techniques
8. Block, Screen and Batik Printing
9. Exercises related to locating and recognition of fabric defects with magnifying glass
10. Comparative study of different knitted fabric structures for GSM
11. Identifying Bursting strength of Knits
11. Testing of Knits for
 - 11.1 Colour fastness
 - 11.2 Washing
 - 11.3 Dry Cleaning
 - 11.4 Light
 - 11.5 Perspiration
 - 11.6 Rubbing
12. Measurement of Fabric Shrinkage of Knits

REFERENCES

1. Understanding Textiles : Phyllis Tortora
2. Modern Textiles : Rothy Siegert Lyle
3. Encyclopedia of Textiles, Fibres and Non-woven Fabrics
4. Textiles Fiber to Fabric : P Corbman
5. Fabric Science : Joseph Pizzuto
6. Fabric Defects (Causes and Remedies) : SS Satsangi
7. Managing Quality in the Apparel Industry :PV Mehta and SK Bhardwaj

HISTORY OF COSTUMES**CODE:FD- 202****L T P**

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RATIONALE

The skill in draping is essential for the diploma holders in fashion design that they are able to express design ideas by a three dimensional process of pattern making.

CONTENTS**1. Early Civilizations:**

- 1.1 Stone age
- 1.2 Egypt civilization
- 1.3 Rome civilization
- 1.4 Greek civilization
- 1.5 Etruscans civilization
- 1.6 Middle age

2. 20th Century (USA & European Era 1900-2000)

- 2.1 1900-1920 Downfall of corsets, Eduartion Era, World war – I, uniforms
- 2.2 1920-1935 Roaring Twenties, Coco Channel, Flappero
- 2.3 1936-1950 World War – II uniforms, The Great depression time, Conservative clothing, British Utility clothing
- 2.4 1950-1965 Hollywood rises, Jazz look, Disco Look
- 2.5 1965-1980 Leisure wear, American look, Designers jeans, New look, Hippie look
- 2.6 1980-2000 Corporate look, Polar fleece fabric, sports wear, hotpants

REFERENCES

- 1. Draping for Fashion Design by Jaffe, Hilde
- 2. Introduction to Costume

PATTERN MAKING AND DRAPING**CODE:FD- 203**

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RATIONALE

The students are supposed to perform the jobs of pattern maker when engaged in garment manufacturing. After going through this subject, students will be able to manipulate different darts and increase or decrease any pattern proportions.

CONTENTS

- 1. DEVELOPMENT PATTERN FOR CHILDREN'S GARMENTS**
 - 1.1 Frocks
 - 1.2 Romper's/ Jump suits
 - 1.3 Skirts/Tops
- 2. BASIC PATTERN DEVELOPMENT OF WOMEN'S WEAR & DRAFTING**
 - 2.1 Front & back bodice
 - 2.2 Front & back Skirt
 - 2.3 Basic sleeves pattern
- 3. DART MANUPULATION METHODS**
 - 3.1 Slash & Spread method
 - 3.2 Pivot Method
- 4. DART MANIPULATION TYPES & DRAFTING**
 - 4.1 Single dart series
 - 4.2 Two dart series
 - 4.3 Multiple dart series
 - 4.4 Single line – Princess & empire
 - 4.5 Yokes
- 5. APPLICATION OF DARTS IN FULLNESS CONTROL**
 - 5.1 Pleat
 - 5.2 Darts
 - 5.3 Gathers
 - 5.4 Tucks
 - 5.5 Additional fullness
- 6. VARIATIONS OF SKIRT'S DRAFTING**
 - 6.1 Low & high waist skirt
 - 6.2 A Line skirt
 - 6.3 Tiers
 - 6.4 Uneven hemline
- 7. VARIATIONS OF COLLAR DRAFTING**
 - 7.1 Basic Shirt Collar
 - 7.2 Peter pan Collar
 - 7.3 Sailer Collar

- 7.4 Collar with stand
- 8. VARIATIONS OF SLEEVES**
 - 8.1 Peg Sleeves
 - 8.2 Petol Sleeves
 - 8.3 Cap sleeves
 - 8.4 Kimono
 - 8.5 Raglan
 - 8.6 Leg-O- Mutton
- 9. PATTERN MAKING OF INDIAN WEARS**
 - 9.1 Kurti & variations
 - 9.2 Blouse variations
 - 9.3 Salwar – Patiyala & Chudidar
- 10. WOMEN TROUSERS**

PRACTICALS

- 1. Introduction to Equipments needed in Lab.
- 2. Practicals related to all theory units 1 to 10 are to be performed in practicals.

REFERENCES

- 1. Pattern Making for Fashion Design by Helen Joseph Armstrong
- 2. The ABC's of Grading by Murray Sacheir
- 3. Basic Pattern Skills for Fashion Design by Bernard Zamkoff
- 4. Designing Apparel Through the Flat Pattern by Ernestine Kopp

FASHION ILLUSTRATION-II**CODE:FD - 204**

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RATIONALE

The skill in fashion illustration is essential for the students of garment technology so as to develop in them the creativity. After going through this subject, the student of garment technology will be able to illustrate different types of figures and dresses in different colour media

CONTENTS**1. DRAWINGS ON 1/4 IMPERIAL SIZE SHEETS**

- 1.1 Three-dimensional body
- 1.2 Drawing from photographs
- 1.3 Different color media
- 1.4 Presenting illustrations
- 1.5 Inspiration/Scrap book
 - 1.5.1 Collecting design details
 - 1.5.2 Museums and Fine Art Books
 - 1.5.3 Contemporary Fine Arts
 - 1.5.4 Movies
- 1.6 Colouring of the various dresses using appropriate colour media e.g. using water-colour to depict (. The material should be identified
 - 1.6.1 Silk
 - 1.6.2 Woollen
 - 1.6.3 Jute
 - 1.6.4 Hosiery
 - 1.6.5 Net
 - 1.6.6 Sheer fabrics – Leather, velvet Printed (in texture)
- 1.7 Drawing of Accessories
 - 1.7.1 Shoes
 - 1.7.2 Belts
 - 1.7.3 Jewellery
 - 1.7.4 Gloves
 - 1.7.5 Hats
- 1.8 Contemporary Illustration: (10 sheets each)
 - 1.8.1 Causal wear,
 - 1.8.2 Summer wear,
 - 1.8.3 Ethnic Wear
 - 1.8.4 Any topic from history of illustration

2. GROUP DISCUSSIONS –Fashion TV to be watched for half an hour in a week**3. INNOVATIVE DESIGN DEVELOPMENT OF CREATIVITY****4. DIFFERENT TYPES OF FASHION FIGURES**

- 4.1 Western
- 4.2 Indian

5. QUICK SKETCHING WITH SKETCH PEN**6. BACKDROPS /LAYOUT PLANNING AND SPECIFICATION**

PRACTICALS

1. Introduction to Equipments needed in Lab.
2. Practicals related to all theory units 1 to 6 are to be performed in practicals.

REFERENCES

1. Fashion Drawing Designs; Magazine of Thailand Pattern Designs for Haute Couture, Volume 1
2. Fashion Drawing – The Basic Principles by Anne Allen and Julion seaman Latest
3. Fashion Style by Winter Hiver Jasmine's New Look, On Indian Fashion Scene Lifestyles: Fashion Styles by Katheryn
4. Samuel Spring and Summer Collection; Tokyo, New York

GARMENT CONSTRUCTION -II**CODE:FD - 205**

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RATIONALE

The diploma holders in garment technology are supposed to fabricate the garments for kids; as per the layouts and specifications. Hence this subject has been included in the curriculum in order to develop such competencies.

CONTENTS

- 1. STITCHING GARMENTS USING PATTERN OF CHILDREN'S WEAR:**
 - 1.1 Frocks
 - 1.2 Romper
 - 1.3 Skirt/Tops
- 2. STITCHING OF THE FOLLOWING GARMENTS:**
 - 2.1 Princess panel bodice with Sailor Collar & puff sleeves
 - 2.2 Two dart bodice with Peter pan Collar & Petal Sleeves
 - 2.3 Single dart bodice with collar with Stand and Leg-of-mutton Sleeves
 - 2.4 Kimono with basic shirt collar
- 3. SKIRTS**
 - 3.1 Low or high waist skirt (any one)
 - 3.2 A-Line skirt
 - 3.3 Tiers
 - 3.4 uneven hemline skirt
- 4. INDIAN MODULE**
 - 4.1 Kurti/ IndianTop
 - 4.2 Blouse
 - 4.3 Salwar, patiyala & Chudidar
 - 4.4 Women Trouser

PRACTICALS

1. Introduction to Equipments needed in Lab.
2. Practicals related to all theory units 1 to 4 are to be performed in practicals.

Note: Exposure to different types of linings and fusing materials available in the market.

REFERENCE BOOKS:

1. Pattern Making for Fashion design by Amstrong
2. Clothing Construction by
3. System of Cutting by Zarapkar
4. Clothing Construction by Evelyn A Mansfield, Hougutan Miffin Co., Boston
5. Creative Sewing by Allynie Bane; McGraw Hill Book Co., Inc., New York
6. How You Look and Dress by Byrta Carson; McGraw Hill Book Co., Inc., NewYork

JEWELLERY & ACCESSORIES DESIGN

CODE:FD - 206

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RATIONALE

The curriculum aims to develop the designs of jewellery & various accessories used by Indian different age, religion, geographical persons.

PRACTICALS

1. JEWELLERY DESIGN

- 1.1 Designing of neckpieces of different length using
Material – Quelling, Beats, Shells & pearl
- 1.2 Design of a pair of earrings

2. ACCESSORY DESIGN

- 2.1 Designing a pair of flip-flops (foot wears)
- 2.2 design a belt
- 2.3 Hand bag & cap

THEMATIC APPROACH TO DESIGN

CODE:FD- 207

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RATIONALE

The aim of this course is to develop an understanding the use of design elements into the process of fabric i.e. range development and critically analyse them.

PRACTICALS

1. Taking an element to create a theme.
2. Development of fabric swatches based on the selected theme.
3. Develop outfits based on the selected theme.
4. The outfit has to be designed keeping in mind certain details like placket, pocket, sleeve, collar, cuff etc.

REFERENCES

1. Design for the Real World: Human Ecology and Social Change by Papanek
2. Repeat Patterns: A Manual for Designers, Artists and Architects by Phillips and Bunce
3. Repeat Patterns: A Manual for Designers, Artists and Architects by Phillips and Bunce
