

FACULTY OF SCIENCES

SYLLABUS FOR THE BATCH FROM THE YEAR 2020 TO YEAR 2021

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

Examinations: 2020-21



GURU NANAK DEV UNIVERSITY AMRITSAR

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**PG DIPLOMA IN GARMENT CONSTRUCTION & FASHION DESIGNING
(SEMESTER SYSTEM)
SYLLABUS FOR THE BATCH FROM THE YEAR 2020 TO YEAR 2021**

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 (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 (Int)	2x2	–	50
VII.	CAD IN FASHION	–	Pr	2x2	3hrs	50
					TOTAL MARKS	350

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PAPER-I: PATTERN MAKING (Practical)

**Practical: 2X3 Pds/Week
Time: 4hrs**

Total Marks: 50

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

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PAPER-II: FASHION ILLUSTRATION (Practical)

**Practical: 2X3 Pds/Week
Time: 4hrs**

Total Marks: 50

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: 4hrs

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

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.

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PAPER-V: FASHION CONCEPTS (THEORY)

**Theory: 6Pds/Week
Time: 3hrs**

Total Marks: 50

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: 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.

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PAPER-VII: CAD IN FASHION (PRACTICAL)

**Practical: 2X2 Pds/Week
Time: 3hrs**

Total Marks: 50

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, 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.

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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)

**Practical: 2X3 Pds/Week
Time For Paper: 4hrs**

Total Marks: 50

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.

(3 sheets each)

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

(3 sheets each)

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PAPER-III: GARMENT DESIGNING (Practical)

**Practical: 2X2 Pds/Week
Time of Paper: 4hrs**

Total Marks: 50

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.

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PAPER-IV: GARMENT CONSTRUCTION (Practical)

**Practical: 2X4 Pds/Week
Time of Paper: 4hrs**

Total Marks: 50

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

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PAPER-V: FUNDAMENTALS OF TEXTILE (THEORY)

**Theory: 6 Pds/Week
Time of Paper: 3hrs**

Total Marks: 50

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.**

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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
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.