

DIPLOMA IN FASHION DESIGNING

Subject and Syllabus



2022-23

Syllabus

DIPLOMA IN FASHION DESIGNING

DURATION:- 1 YEAR

330 FASHION GENERAL KNOWLEDGE

FASHION BARRIERS

Objectives, Introduction to Fashion; Categorization of Fashion; Importance of Accessories, Types of Accessories- Belts, Jewellery, Watches, Hand bags, Footwear, Umbrellas, Bows & Neckties. Headgears & Hats. Scarves, Shawls, Muffler, Spectacles, Cosmetics, Gloves; Difference between hide & Skin, Types of leather, Varnished leather of Painted leather, Flanks of Shank, Recognizing leather, Preserving skins, Instruments used for leather, Threads used to stitch leather, Types of polishes.

Glossary

Glossary of Terms used in the clothing industry A to Z

Identifying Fashion

Selection of Fashion, Personality, Clothes Styles & Body Shapes; Figure Proportions, Diagram of a normal Figure, Narrow-Shoulder, wide hip figure types, Camouflaging through optical Illusion, Compliments looks with colour, Clever use of colour, Colour & your figure; Complimentary figures, Tall & slender figures, Tall & angular, Average & well-proportioned, Petite & slender, Short & heavy, Plump; Figure problems, Maternity wear.

The fashion Industry

A Designer's responsibility, The designer's field, Skill required by a fashion designer, Working Environment; The Indian Fashion Industry, Handy-crafts, Extent & Geographical spread of craft production, Size of Domestic market, Size of Export Market; Indian Fashion Designer; Western Fashion Designers.

Ancient Indian Period

Indus Valley Civilization 2500 B.C-1500 B.C Sketches, Vedic Period, Mauryana & Shunga Period Sketches of Mauryana & Shunga Period; Kushan Period, Gendghar Period; Gupta Period; Costumes after Gupta Period.

Mughal India

Costumes during the Mughal Period; Babur Humayun and Akbar, Jehangir, Shahjahan, Aurangzeb; Post Mughal Period.

Western Fashion

Greek and Roaman Period; Italian & English Period, Italian. Medieval 11th to 16th A. D., Italian Renaissance 13th to 16th A.D.; Charles; Louis XIV.

Post 16th Century

First Empire 1799- 1815; French Revolution; Victorian Period; Costumes during the 20th Century

331 BASIC DESIGN AND SKETCHING

Material of drawing

Introduction to art material basic requirements, basics of sketching, definition of line, line quality, perspective drawing, illustration of sketching.

Introduction to basic of design

categorisation of design, elements of design, Manmade or geometric shapes, natural or organic shapes, static shape, dynamic shape, space, colour, pattern, movement, typography, principles of design, repetition, alteration, dominance or emphasis, simplicity, variety, proportion, category texture.

Colour

introduction to colour, making the primary colour wheel by following the pigment theory, the tertiary colour wheel, the names of the colours, psychology of colours, colour schemes, colour and dress

Sketching

Compositions, still life, nature study, designs. Basics of garment drawing How to sketch gathers pleats etc, how to sketch collars cuffs etc, how to colour gathers pleats etc, how to colour collars cuffs etc

Basics of garment drawing

How to sketch gathers pleats etc, how to sketch collars cuffs etc, how to colour gathers pleats etc, how to colour collars cuffs etc

Basics of garment drawing

Stick figures block figures, quick sketches, postures.

Basics of figure garments

Hand movement, leg movement, figure sketching, fashion figure Creating designs Creating designs for embroidery, creating designs for free hand painting batik etc, creating designs for stencil vegetable printing screen printing, creating a storyboard.

332 DESIGN IDEAS

Fashion influences

Factors influencing fashion, figure proportions, fashion details, market surveys.

Elements of garment design

types of collars, necklines and pockets, types of cuffs, Bows and yokes, types of sleeves, pleats and drawstring, types of skirts and shearings.

Creating sillhoueties

Co-ordinates mix and match, basic sillhoueties, inspirational product design.

Design inspiration

effects of prints of figure, state outfits- Kanchipuram sarees, baluchari, Gadhwal sarees, Banarasi Chanderi, chicken, ikat, Kota, Paithani, Patan Patola, Tie and dye, zardozi, designing with innovative themes, designing for fashion show.

Design for basics

Factors influencing fashion, jumpsuits and frocks, summer wear, winter wear

Design for teenagers

Skirts and tops, trousers, jackets, designer wear outfits

Design for ladies

saree blouse and sarees, trousers salwar kameez, lehenga, western wear, the complete ensemble.

Embroidery

Embroidery tools, uses of embroidery stitches, basic embroidery stitches, types of embroidery, state embroidery, portfolio production

333 DRAFTING AND PATTERN LAYOUT

Basics

importance of drafting, paper pattern individual pattern, standard pattern, Block pattern, bodice block, trade block, master block, pattern manipulation, drafting formula, tools used in drafting, making on professional pattern pieces, laying and cutting of fabrics, pinning, tailor tucks, removing the pattern and markings, measurements, body width, body length.

Drafting

Basic block for children, basic block for adults, collars, skirts.

Pattern layout

importance of pattern layout, pattern preliminaries, importance of pattern making, pattern layout for kids garments, pattern layout for ladies garments, cloth estimation and its cost, calico patterns, printed and the patterned fabric, novelty material, off grain material, Determining the direction of nap, design for plaid material, cutting in plaid checks and striped material, matching plaid design throughout the garment, cutting twills on the bias, maximum utilisation of material, casting of garment.

Advanced pattern layout

pattern making theory- lace, yokes, measurement, selvedge, gathers, Tucks and pleats, dart manipulation, relocating a basic dart, moving bodice block dart, advanced pattern making

334 COSTUME DESIGN AND FABRICATION

Basic stitching

tools and machine, using and maintaining a machine, basic hand and machine stitches, opening facing and pleat, types of opening, types of pleat, cuffs bands shearings and pockets.

Finishing

Fitting problems and solutions, necklines and collars, sleeves and armholes, waistbands etc.

Design for ladies

Frocks and jumpsuits, skirts tops and night suits, lowers and shirts, petticoat, bloomer and pajama.

Stitching of ladies

garments Assembly techniques, blouses salwar kameez parallels churidar nighty gown bathing gown etc

Classification of fibres

importance of fabric, identify the right side, block printing screen printing or stencil, roller printing, batik, classification of fibres, natural fibres, manmade fibres, characteristics of a fibre, facility in obtaining clean fibre, the preparation of cotton, the thescutcher lap machine, the objective of the coming process, uses of cotton, natural fibres, structure and composition of fibre, identifying Linen, properties of wool, different types of wool, manufacture of wool in India by hand, qualities of wool, manmade fibres, thermoplastic, artificial fibres or synthetic fibres, properties of artificial cloth, properties of synthetic fibre, properties of elasticized clothes, chemical properties of acetate, mineral wool, metal fibres and their importance.

Fabric

fabric construction, Single yarn, fold yarn, hosiery yarns, tyre yarns, heald yarns, fish netting yarns, lace yarns, crepe yarns, voilo yarns, poplin yarns, mercerised yarns, fancy yarns, weaving pile fabrics, foam backed fabrics, two faced fabrics, lace and embroidered net, knitted fabrics, bonded fabrics, bonded interfacing, fabric types, properties of silk ,types of silk, countries producing silk, manufacturing of silk, identification of spun silk and reeled Silk, weighting of silk, chemical reaction, affinity to dyes, handling of silk fabric, sewing silk, types of fabric, fabric finishes, printing, roller printing, block printing, screen printing, finishes, bleaching, crabbing and decating, mercerising, scouring, and kier boiling, tentering, shearing, singeing, calendering, embossing and schreinerer, moire finishing, gigging, napping.

Care of fabrics

dyes, factors affecting the fading of dyed fabric, washing and laundering, education the consumer, honest advertising, standards and certification marks, Informative labelling, consumer Association of India, laundering of cotton and linen, treatment of woollens, laundering of silks, laundry of rayon and nylon, wardrobe planning, organising your wardrobe, care of accessories, matching your way of life, dresses and suits, colours and fabrics, sportswear, glossary.

Traditional fabrics

folk art of India, division of art, the importance and peculiarities of prehistoric art, folk arts, basic printing techniques, stencil printing, fabric painting, vegetable printing, block printing, screen printing, Batik, Tie and dye, state embroidery ,history of fashion and traditional textiles.

335 FASHION MARKETING

336 CLOTHING CULTURE AND COMMUNICATION

337 FASHION TECHNOLOGY

968 FASHION DESIGNING AND ILLUSTRATION-PRACTICAL

Part A

1. Free hand drawing of lines and strokes. Drawing Heads and faces – Hairstyles – arms, hands, legs and feet.
2. Introduction to 8 head theory and developing a stick figure into block and flesh figures. Understanding the basics of different head theories and application of 10 head theory in illustration.
3. Rendering of fabric swatches and fabric drapes using different media – colour pencils, marker pens, water colour, poster colours and drawing ink.
4. Introduction to flat sketches - different types of skirts, trousers, necklines, collars, sleeves, coats and jackets.
5. Designing flat sketches for children – Boy and Girl - casual wears, night wear, and sportswear and occasional wear.
6. Designing flat sketches for women – Formal wear - casual wear - sportswear - night wear - lingerie - beach wear, party wear and ballroom gowns.
7. Designing flat sketches for men - Formal wear - casual wear – sportswear
8. Illustrating children – Boy and girl in Front view, Back view, Side view and 3/4th view adopting the head theories.
9. Illustrating Women in Front view, Back view, Side view and 3/4th view adopting the head theories.
10. Illustrating Men in Front view, Back view, Side view and 3/4th view adopting the head theories. Converting photographic poses from magazines into fashion illustration – stylized figures .

11. Creation of Portfolio – Preparation of mood board – customer profile - color palette - swatch board - flat sketch and illustration.

Part B

Computer Applications in Fashion Designing

1. Using MS Word, Prepare the Given Report.
2. Using MS Excel, Prepare the Given Balance Sheet.
3. Using MS Excel Get the Output in Various Formats Such As Histogram, Pareto Chart Etc., For the Given Data.
4. Using MS Excel do the Given Calculation and Prepare the Required Statement.
5. Using MS Power Point Prepare The Flow Chart and Presentation Slides for the Given Topic.
6. Design new motifs and create print designs using Coral draw package.
7. Work on Adobe Photo Shop and create portfolios.
8. Using Illustrator software, illustrate men and women in different costumes.

