

## SYLLABUS

### **COURSE NAME: CERTIFICATE COURSE IN FASHION DESIGNING & BOUTIQUE MANAGMENET.**

(Theory & Practical)

1. Pattern Making
2. Embroidery
3. Fashion Illustration
4. Garment Embellishment

- Course Fees: 2000/-
  - Course Duration: Six Months.
  - Examination Marks Details: Practical – 60 Theoretical – 40. Passing Marks – 40.
  - Total Marks – 100. Each Subject.
  - Minimum Qualification : 7<sup>th</sup> Pass and above
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*Sandy*

1.	Name of Course		CERTIFICATE COURSE IN FASHION DESIGNING & BOUTIQUE MANAGEMENT.							
2.	Max No. Of Students		100							
3.	Duration		Six Months							
4.	Course Fees		2000.							
5.	Course Type		Part Time							
6.	No. of Days per Week		5 Days							
7.	No. of Hours' Per Day		1 Hrs							
8.	Space Require		One Theory Class Room – One Practical Room							
9.	Minimum Qualification		7 <sup>th</sup> Pass and above							
10.	Objective of Syllabus		To get knowledge of Costume Designing, To Costume Drawing, to prepare estimate, to prepare Costumes fitting.							
11.	Outcomes from syllabus		How to get knowledge about open a boutique and outside jobs in garment industry.							
12.	Teachers Qualification		1. Degree in Fashion Designing 2. Diploma in Fashion Designing							
13.	Teaching Scheme -					Clock Hours / Week				
	Sr.	Subject	Subject Code		Theory		Practical		Total	
	1.	Garment Embellishment	FDB01		0.30 Hrs		0.30 Hrs		1 Hrs	
	2.	Fashion Illustration	FDB02		0.30 Hrs		0.30 Hrs		1 Hrs	
	3.	Embroidery	FDB03		0.30 Hrs		0.30 Hrs		1 Hrs	
	4.	Garment construction	FDB04		1 Hrs		1 Hrs		2 Hrs	
		Total							5 Hrs	
14. Examination Scheme – Final Examination will be based on syllabus of both years.										
Paper	Subject	Subject Code	Theory			Practical			Total	
			Duration	Max	Min	Duration	Max	Min		
1.	Garment Embellishment	FDB01	3 Hrs	70	25	3 Hrs	30	15	100	40
2.	Fashion Illustration	FDB02	3 Hrs	50	23	3 Hrs	50	17	100	40
3.	Embroidery	FDB03	3 Hrs	70	25	3 Hrs	30	15	100	40
4.	Garment construction	FDB04	3 Hrs	30	15	3 Hrs	70	25	100	40
	Total :-			220	88		180	72	400	160
Note : COMBINE PASSING (BOTH & PRATICAL)										

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**Paper Title: GARMENT EMBELLISHMENT**

**Paper No: FDB01**

**Objectives of Paper: -**

1. To get the knowledge of basic things before garment stitching completion.
2. How to make decorative on garments.
3. How to fit the garment.

**Expected out come from paper: -**

1. Learnt garment fitting and finishing from the subject.
2. Learnt how to give fullness to garment.
3. Ready to stitch all type of necklines.

Theory	Practical
<b>UNIT 1. BASIC HANDSTITCHES</b>  Basting, Bag stitch, Heming, visible, invisible, Full back, Pin basting.	Basting, Bag stitch, Heming, visible, invisible, Full back, Pin basting.
<b>UNIT 2. TYPES OF SEAMS.</b>  Plain, French lapped, hand overcast, binding, piping, flat fell, inseam.	Plain, French lapped, hand overcast, binding, piping, flat fell, inseam.
<b>UNIT – 3. FULLNESS</b>  Dart, Tucks, Pleats, frills, gathers, ruffles, all variations.	Dart, Tucks, Pleats, frills, gathers, ruffles, all variations.
<b>UNIT – 4. NECKLINE FINISHES.</b>  V-Neck, U Neck, Variations of Neck, Binding & Piping.	V-Neck, U Neck, Variations of Neck, Binding & Piping.

**Reference Books:**

1. Fine Embellishment (jane canlon.)
2. Fashion Embroidery (Jessica Jane)

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**Paper Title: FASHION ILLUSTRATION**

**Paper No: FDB02**

**Objectives of Paper: -**

1. Visual Form that originates with illustration.
2. Illustration is to be able to accurate our ideas.
3. We can explain our ideas to client.

**Expected out come from paper: -**

1. Communicate our design ideas to others.
2. Before stitching we can explain with illustration.
3. Preview and visualise designs before sewing.

Theory	Practical
<b>UNIT – 1. INTRODUCTION.</b>  Understand and Illustrate importance of Fashion designing.	Free Hand Sketching of Different Types of Line Line sketches in pencil & ink Geometric construction of two dimensional geometric shapes and forms.
<b>UNIT – 2. TOOLS KNOWLEDGE.</b>  Brief idea about drawing tools and Techniques materials	Female figure, hand, face, leg, movements.
<b>UNIT – 3. TEXTURES.</b>  Illustrate Fabric rendering and drawing texture.	Sketch fashion croque of female and Design Garments with different poses.
<b>UNIT – 4. COLOUR.</b>  Colour Wheel, Colour Combination.	Source of inspiration for Design, Geometrical Shapes Abstract, Historic, Architecture, Costumes.

**Reference Books:**

1. Fashion Illustration (Anna Keeper).
2. Fashion Illustration ( Robyn neild).
3. Fashion Illustration (Irica sharp)

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**Paper Title: EMBROIDERY**

**Code No – FDB03**

**Objectives of Paper: -**

1. Embroidery is embellishment process on clothing.
2. It is used to decorate the garment.
3. Embroidery is excellent way of showing new designs.

**Expected out come from paper: -**

1. Improve the status of Market and business.
2. Explore Modalities for creating designs.
3. Enhance the beauty of garments.

Theory	Practical
<b>UNIT 1. INTRODUCTION</b>  Different Types of embroidery names & uses.	Running stitch, half back, full back, Stem stitch, herring bone, cross stitch, Pearl stitch, 30 types of embroidery.
<b>UNIT – 2. STITCHES</b>  Basic shapes of stitches.	Pleats, darts, gathers, Seams, pockets, zips, Etc.
<b>UNIT – 3. MOTIF</b>  Different Types of Motifs uses.	Patchwork, Appliqué work, chicken Kari, Eyelet, etc.

**Reference books:**

- 1) Embroidery Stitches (Lucinda Ganderton)
- 2) Hand Embroidery Stitches ( Janice Valne)

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**Paper Title: GARMENT CONSTRUCTION**

**Paper No: FDB04**

**Objectives of Paper: -**

1. To provide basic skills and information regarding sewing.
2. To familiarize the students with the use and control of sewing machine.
3. Introduction to sewing machine and its parts.

**Expected out come from paper: -**

1. Unlock global placement opportunities.
2. To acquaint students with various garments components by providing them the practical.
3. Garment designs, at the end of the course, proficiency in pattern making for girls garments.

Theory	Practical
<b>UNIT 1. STITCHES INTRODUCTION</b>  Basic Stitches & their uses.	Machine stitches, hand stitches  Plane stitch, hemming & 10 Types of Stitches.
<b>UNIT – 2. SHAPES</b>  Basic shapes of stitching.	Necklines, sleeves, yoke,  West lines.
<b>UNIT – 3 KIDS GARMENTS</b>  Children Garments & uses.	Born Baby kit, Fancy frock,
<b>UNIT – 4 GARMENT USES</b>  Upper Garments & uses.	Kurti, Blouses,(Total 5 garments).
<b>UNIT – 5 LOWER GARMENTS</b>  How to Take Measurements & Uses .	Skirts, Pants, (Total – 6 garments)

**Reference:**

1. Harold Carr & B. Latham, "The Technology of clothing manufacture -Blackwell sciences 19985.Churter. A.J, "Introduction to clothing production management", Oseney Mead.6.Quality production, solinger,care and machinery equipment byLatham.7.Apparel industry introduction.8.Inside the fashion business

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