

SYLLABUS

COURSE NAME: DIPLOMA IN FASHION DESIGNING.

(Theory & Practical)

1. Pattern Making
2. Embroidery
3. Fashion Illustration
4. Design Idea
5. Garment Embellishment
6. Fashion Theory

- Course Fees: 5000/-
 - Course Duration: One Year.
 - Minimum Qualification : S.S.C Pass and above
 - Examination Marks Details: Practical – 60 Theoretical – 40. Passing Marks – 40.
 - Total Marks – 100. Each Subject.
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1.	Name of Course	DIPLOMA IN FASHION DESIGNING.								
2.	Max No. Of Students	100								
3.	Duration	1 Year								
4.	Course Fees	5000.								
5.	Course Type	Part Time								
6.	No. of Days per Week	5 Days								
7.	No. of Hours' Per Day	2 Hrs								
8.	Space Require	One Theory Class Room – One Practical Room								
9.	Minimum Qualification	S.S.C 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	DFD01	7 Hrs	6 Hrs	13 Hrs				
	2.	Fashion Illustration	DFD02	7 Hrs	6 Hrs	13 Hrs				
	3.	Embroidery	DFD03	7 Hrs	3 Hrs	14 Hrs				
	4.	Garment construction	DFD04	4 Hrs	10 Hrs	14 Hrs				
	5.	Design Idea	DFD05	6 Hrs	7 Hrs	13 Hrs				
	6.	Fashion Theory	DFD06	10 Hrs	3 hrs	13 Hrs				
		Total				80 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	DFD01	3 Hrs	70	25	3 Hrs	30	15	100	40
2.	Fashion Illustration	DFD02	3 Hrs	50	23	3 Hrs	50	17	100	40
3.	Embroidery	DFD03	3 Hrs	70	25	3 Hrs	30	15	100	40
4.	Garment construction	DFD04	3 Hrs	30	15	3 Hrs	70	25	100	40
5.	Design Idea	DFD05	3 Hrs	50	23	3 Hrs	50	17	100	40
6.	Fashion Theory	DFD06	3 Hrs	70	25	3 Hrs	30	15	100	40
	Total :-			340	136		260	104	600	200
Note : COMBINE PASSING (BOTH & PRATICAL)										

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Paper Title: GARMENT EMBELLISHMENT

Paper No: DFD01

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
UNIT 1. BASIC HANDSTITCHES Basting, Bag stitch, Heming, visible, invisible, Full back, Pin basting.	Basting, Bag stitch, Heming, visible, invisible, Full back, Pin basting.
UNIT 2. TYPES OF SEAMS. Plain, French lapped, hand overcast, binding, piping, flat fell, inseam.	Plain, French lapped, hand overcast, binding, piping, flat fell, inseam.
UNIT – 3. FULLNESS Dart, Tucks, Pleats, frills, gathers, ruffles, all variations.	Dart, Tucks, Pleats, frills, gathers, ruffles, all variations.
UNIT – 4. NECKLINE FINISHES. 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: DFD02

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
UNIT – 1. INTRODUCTION. 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.
UNIT – 2. TOOLS KNOWLEDGE. Brief idea about drawing tools and Techniques materials	Female figure, hand, face, leg, movements.
UNIT – 3. TEXTURES. Illustrate Fabric rendering and drawing texture.	Sketch fashion croque of female and Design Garments with different poses.
UNIT – 4. COLOUR. 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 – DFD03

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

Reference books:

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

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Paper Title: GARMENT CONSTRUCTION

Paper No: DFD04

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 outcome 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
UNIT 1. STITCHES INTRODUCTION Basic Stitches & their uses.	Machine stitches, hand stitches Plane stitch, hemming & 10 Types of Stitches.
UNIT – 2. SHAPES Basic shapes of stitching.	Necklines, sleeves, yoke, West lines.
UNIT – 3 KIDS GARMENTS Children Garments & uses.	Born Baby kit. Fancy frock,
UNIT – 4 GARMENT USES Upper Garments & uses.	Kurti, Blouses,(Total 5 garments).
UNIT – 5 LOWER GARMENTS	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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Paper Title: DESIGN IDEA

Paper No: DFD05

Objectives of Paper: -

1. Successful Designs and trends knowledge.
2. Identify new designs in markets.
3. Idea to focus on business and work backwards to determine strategies that will accomplish them.

Expected out come from paper: -

1. To enable students to analyse primary and secondary research in the introduction to design thinking.
2. Creative process students will be able to use a variety of brainstorming techniques to generate novel ideas of value.

Theory	Practical
UNIT 1. INTRODUCTION How to get Ideas, For making Design.	Draw Different Types of Lines, Colour Wheel, Fabric Texture, with rendering.
UNIT 2. MOTIF PLACEMENT. Vertical, Horizontal, Diagonal, Full, half.	Sketch, Different Types of Motifs with lines.
UNIT – 3. DIFFERENT TYPE OF PRINTS Abstract Prints, Geometry Prints, Natural, Inspiration.	Sketch kids were prints, female casual prints, Traditional Prints.
UNIT – 4. TEXTURE. Balance of Texture.	Collect Different type of texture, Fabric,

Reference Books :-Kumar Ritu, "Costumes and Textiles of Royal India" Christies Book Ltd. London, 1999.-
Gurey G.S., "Indian Costumes", The popular Book Depot.-Bina Abbing, "Costumes"

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Paper Title: FASHION THEORY

Paper No: DFD06

Objectives of Paper: -

1. Fashion aims to advance knowledge and to seek new perspectives in costume or dress:
Fashion theory: Fashion exhibition.
2. To know about Fashion business history markets how to get job opportunity.
3. Define basic constructs and structured concepts which delineate a contemporary theory of fashion.

Expected outcome from paper: -

1. The fashion adoption process results from individuals making a decision to purchase and wear a new fashion.
2. To identify fabrics and study the related cost.
3. Fashion Movement, theory of clothing origin, fashion cycle.

Theory	Practical
UNIT 1. ELEMENTS OF DESIGN Lines, Space, Texture, Colour. With Examples.	 Draw Different Types of Lines, Colour Wheel, Fabric Texture, with rendering.
UNIT 2. PRINCIPLE OF DESIGN. Rhythm, Emphasis, Harmony, Clothing, awareness, Proportion, First Impression, Society And clothing Choice.	 Draw different types of garments using with principle of design, Flat sketches, Basic shapes, Fabric rendering, Accessories drawing.
UNIT – 3. FASHION CYCLE Introduction, Rise, Peak, Decline.	 Draw, Graph of Fashion Cycle
UNIT – 4. ACCESSORIES. Study About accessories according to clothing with situation time colour figure design. Necklines, Scarf, hat, bangles, broach, Sandals, etc.	 Draw Different Types of Accessories with colouring according to clothing.

Reference Book:

Harper and Row Pub. NY. Carter L, "The changing World of Fashion," G.P. Panama's Sons, NY. Second skin, "Horn MJ, 1981, Study of clothing, "Houghton Mifflin Company, Bosien Kafgen Mary, Individuality in clothing, Houghton Mifflin Company Dynamics of fashion by Elaine stone.

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