PANJAB UNIVERSITY, CHANDIGARH-160014 (INDIA)

OUTLINES OF TESTS SYLLABI AND COURSES OF READING

FOR

Bachelor of Vocation (Textile & Fashion Technology)

Session 2017-18

(1st to 6th Semester)
### SCHEME OF B.Voc. (Textile & Fashion Technology)

(SEMESTER SYSTEM)

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<tbody>
<tr>
<td>Paper Code</td>
<td>Title</td>
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<td>*GEN-101</td>
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<td>TFT-105</td>
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| SEMESTER II |   |   |   |   |   |   |   |
| *GEN-201  | Soft Skills and Personality Development | Generic | Theory | 20 | 80 | -- | -- | 6 |
| TFT-108   | Basic Textiles | Generic | Theory | 20 | 80 | -- | -- | 6 |
| TFT-109   | Textile Designing & Printing | Skill | Theory/Practical | 10 | 40 | 10 | 40 | 6 |
| TFT-110   | Surface Embellishments | Skill | Theory/Practical | 10 | 40 | 10 | 40 | 6 |
| TFT-111   | Advanced Fashion Illustration | Skill | Practical | -- | -- | 20 | 80 | 6 |
| **SIT-201 | Summer Industrial Training | Skill | Practical | -- | -- | 20 | 80 | 6 |

*Refer to Generic Components Common to all B.Voc. Courses

** Summer Industrial Training of 4-6 weeks in a relevant Industry after 2nd Semester Examinations during summer break. Training report by the student to be submitted within in one week of start of 3rd Semester. Viva-Voce examination to be held within 3-weeks of the start of 3rd semester.

** Job Role:** Data Entry operator, IT Help Desk, Sewing Mechanist, Hand Embroiderer, Assistant Fashion Designer, Saddler, Illustrator (Expert in basic Figure Drawing), Adobe Illustrator, Digital Operator, Analytical Textile Technologies, Illustrator (Expert in Figure Drawing), Trainer in fashion Institute, Clothing Designer, Fashion Entrepreneur, Assistant in Export house/ Garment industry.
 Semester III

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<td>*GEN 301</td>
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<td>TFT-202</td>
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<td>TFT-203</td>
<td>Accessory Designing</td>
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<td>TFT-204</td>
<td>Basic Draping</td>
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<td>TFT-205</td>
<td>Children’s Apparel</td>
<td>Skill</td>
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 Semester IV

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<th>Paper Code</th>
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<td>Environmental Studies</td>
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<td>TFT-208</td>
<td>Pattern Making &amp; Grading</td>
<td>Generic</td>
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<td>Traditional Textiles</td>
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<td>CAD-I</td>
<td>Skill</td>
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<td>TFT-211</td>
<td>Women’s Apparel</td>
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<td>**SIT-401</td>
<td>Summer Industrial Training</td>
<td>Skill</td>
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*Refer to Generic Components Common to all B.Voc. Courses

** Summer Industrial Training of 4-6 weeks in a relevant Industry after 4th Semester Examinations during summer break. Training report by the student to be submitted within in one week of start of 5th Semester. Viva-Voce examination to be held within 3-weeks of the start of 5th semester.

Job Role: ----- Motivation Speaker, Councillor, Fashion Designer, Own Boutique, Fashion Entrepreneur, Costume designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative
**Winter Industrial/ In-house Training of 2-3 weeks done after 5th Semester Examinations and before start of 6th semester. Training report by the student to be submitted within one week of start of 6th Semester. Viva-Voce examination to be held within 3-weeks of the start of 6th semester.**

**Job Role:** ---- Quality Supervisor, Fashion Forecaster, Retail Merchandiser, Store Manager, Product tester, Production manager, Fashion Designer, Own Boutique, Fashion Entrepreneur, Costume designer, Sales Manager, Sales representative, Pattern Maker, Pattern Grader, Pattern and Product Development, Technical assistant, Researcher.

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### Semester V

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<th>Generic/ Skill Component</th>
<th>Theory/ Practical</th>
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<td>Critical Thinking and Elementary Statistics</td>
<td>Generic Theory</td>
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<tr>
<td>TFT-302</td>
<td>Retailing &amp; Fashion Promotion</td>
<td>Generic Theory</td>
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<td>TFT-303</td>
<td>CAD-II</td>
<td>Skill Theory/ Practical</td>
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<td>TFT-304</td>
<td>Men’s Apparel</td>
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<td>TFT-305</td>
<td>Fashion Portfolio Development &amp; Fashion Show</td>
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**Note:** Winter Industrial/ In-house Training of 2-3 weeks in a relevant area after 5th Semester Examinations in winter break.

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### SEMESTER VI

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<td>TFT-308</td>
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<td>TFT-309</td>
<td>Fabric Science</td>
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<tr>
<td>TFT-310</td>
<td>Construction of Soft Furnishings</td>
<td>Skill Theory/ Practical</td>
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<td>TFT-311</td>
<td>Advance Garment Construction Technique</td>
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<td><strong>SIT-601</strong></td>
<td>Summer Industrial/ In-house Training and Comprehensive Viva</td>
<td>Skill Practical</td>
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*Refer to Generic Components Common to all B.Voc. Courses*

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B.Voc. (Textile & Fashion Technology)

Semester: I

Paper Title: Basic Construction Skills
Paper Code: TFT-103         Credits: 06

Job Role:
Data Entry operator, IT Help Desk, Sewing Mechanist, Hand Embroiderer, Assistant Fashion Designer, Saddler, Illustrator (Expert in basic Figure Drawing), Adobe Illustrator, Digital Operator, Analytical Textile Technologies, Illustrator (Expert in Figure Drawing), Trainer in fashion Institute, Clothing Designer, Fashion Entrepreneur, Assistant in Export house/ Garment industry.

Objectives: The course will help the students obtain the job oriented constructional skills and develop and recognize their individual creative identity and locate an appropriate fashion or textile design context for their skills and ideas.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT –I
Parts and functions of a single needle machine, essential tools - cutting tools, measuring tools, marking tools, general tools, pressing tools.
Making Samples of Types of seams (any 5)-plain, Top Stitched, Flat fell, piped seam.

UNIT-II
Seam finishes (any 3)- overcast, Hem, Edge stitched, bound.
Fullness-darts, tucks (any 3)-pin, cross, group tucking with scalloped effect, Pleats (any 3)-knife, box, kick, gathering by machine, elastic. Ruffles- single, double.
Plackets and fasteners-continuous, bound, faced and zip plackets, button and buttonhole, press button, hook and eye.

UNIT – III
Making Samples of
Sleeves-plain sleeve, puff sleeve (any one type), raglon or cap sleeve.
Yokes -simple yoke, yoke supporting fullness.
Collars - Peterman collar, shirt collar.

UNIT-IV
Soft Toy making techniques.
Drafting and construction of: Layette set – Bib, Jhabla, Diaper, Panty and bloomer.

References Resources:
B.Voc. (Textile & Fashion Technology)

Semester: I

Paper Title: Basic Fashion Illustration
Paper Code: TFT-104
Credits: 06

Job Role: Data Entry operator, IT Help Desk, Sewing Mechanist, Hand Embroiderer, Assistant Fashion Designer, Saddler, Illustrator (Expert in basic Figure Drawing), Adobe Illustrator, Digital Operator, Analytical Textile Technologies, Illustrator (Expert in Figure Drawing), Trainer in fashion Institute, Clothing Designer, Fashion Entrepreneur, Assistant in Export house/ Garment industry.

Objectives: To enable students gain the knowledge of figure sketching & drawing. Elements such as life drawing, figure drawing, a comparison of the standard and the fashion figure, creating developmental sheets using croquis, preparing a working drawing, illustrating fabric and texture form just part of the learning in this course.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT – I
Lines and line drawings - object drawing and perspective view drawings, enlarging and reducing motifs. Learning the usage of various drawing and sketching mediums- pencils, ink, charcoal, brushes, crayons, water color and poster colors.

UNIT-II
Drawing a stick figure for both normal and fashion figure. Forming a fleshy figure over a stick figure. Dividing the figure into various parts using lines like plumb line, center front line, Princess line, waistline, side seam, armholes, jewel neckline, panty line, bust line etc. Practicing the art of creating textures.

UNIT – III
Illustrating pattern details- pockets, sleeves, yokes, skirts, trousers, tops etc., Illustrating different type of ornaments and accessories.

UNIT-IV
Illustrating details of ruffles, cowls, Shirring, smocking, quilting, draping, gathers, pleats, frills and flounces. Basic concept and types of silhouette

References Resources:
1. Ireland Patrick John “Fashion Design Drawing & Presentation”
2. Ireland Patrick John “Fashion design Illustration: Children”
3. Ireland Patrick John “Fashion Design Illustration : Men”
4. Julian Seaman “Foundation in fashion design and illustration”
5. Parragon, “Fashion Illustration Figure Drawing”.
B.Voc. (Textile & Fashion Technology)

Semester: I

Paper Title: Computer Application in Fashion Designing
Paper Code: TFT-105         Credits: 06

Job Role: Data Entry operator, IT Help Desk, Sewing Mechanist, Hand Embroiderer, Assistant Fashion Designer, Saddler, Illustrator (Expert in basic Figure Drawing), Adobe Illustrator, Digital Operator, Analytical Textile Technologies, Illustrator (Expert in Figure Drawing), Trainer in fashion Institute, Clothing Designer, Fashion Entrepreneur, Assistant in Export house/ Garment industry.

Objectives: To impart the basic knowledge in computer field and use of computers in fashion designing. Introduction to the software tools used for the design and the communication of a collection, developing various techniques applied to fashion designing.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT – I
1. Designing in Adobe Photoshop
2. Creating effects
3. Black and white effect
4. Sketch effect
5. Painting effect
6. Rain effect
7. Rainbow effect
8. Light effect
9. Paper and cloth effect

UNIT- II
1. Creating Effects
2. Mixing photographs
3. Photo mosaic effect
4. Text effect
5. 3D effect
6. Frames

UNIT – III
1. Designing greeting cards and posters in Photoshop
2. Creating theme related mood boards in Photoshop

UNIT-IV
1. Developing one’s own pallet according to fashion forecast.

References Resources:
2. M.Kathleen Coulussy & Sterve, “Rendering Fashion Fabric & Print with Adobe Photoshop”.
B.Voc. (Textile & Fashion Technology)

Semester: II

Paper Title: Basic Textiles
Paper Code: TFT-108
Credits: 06

Job Role: Data Entry operator, IT Help Desk, Sewing Mechanist, Hand Embroiderer, Assistant Fashion Designer, Saddler, Illustrator (Expert in basic Figure Drawing), Adobe Illustrator, Digital Operator, Analytical Textile Technologies, Illustrator (Expert in Figure Drawing), Trainer in fashion Institute, Clothing Designer, Fashion Entrepreneur, Assistant in Export house/ Garment industry.

Objectives: The objective of this paper is to provide broad understanding about basic concepts and techniques related to textiles. The course covers broader aspects of textiles and fabrics and further relates the importance and impact of textiles in fashion.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT- I

Introduction to the field of Textiles - major goals- classification of fibers - natural and chemical - primary and secondary characteristics of textile fibers.

UNIT-II

Manufacturing process, properties and uses of natural fibers - cotton, linen, jute, pineapple, hemp, silk, wool, hair fibers, Manmade fibers - viscose rayon, acetate rayon- nylon, polyester, acrylic

UNIT III

Spinning - definition, classification - chemical and mechanical spinning - blending, opening, cleaning, doubling, carding, combing, drawing, roving, spinning.

Yarn classification - definition classification - simple fancy yarns, sewing threads and its properties.

UNIT-IV

Wovens - basic weaves- plain twill, satin, fancy weaves - pile, double cloth, leno, swivel, lapper, dobby and jacquard.

Non-wovens- felting, fusing, bonding.

References Resources:
5. Textiles-Sara J. Kadolph & Anna L Langford- Prentice Hall, New Jersey, USA.
B.Voc. (Textile & Fashion Technology)

Semester: II

Paper Title: Textile Designing & Printing
Paper Code: TFT-109 Credits: 06

Job Role: Data Entry operator, IT Help Desk, Sewing Mechanist, Hand Embroider, Assistant Fashion Designer, Saddler, Illustrator (Expert in basic Figure Drawing), Adobe Illustrator, Digital Operator, Analytical Textile Technologies, Illustrator (Expert in Figure Drawing), Trainer in fashion Institute, Clothing Designer, Fashion Entrepreneur, Assistant in Export house/ Garment industry.

Objectives: The main objective of this course is to acquaint the students with general techniques of designing & printing. This will help them achieve foundation skills in design as well as get a broader perspective on art, design, media and fashion industries.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Textile Designing
Make Designs for Printing (minimum three design sheets for each)
(i) Ladies Kurta (Block Printing)
(ii) Table napkins (Spray Printing)
(iii) Apron (Stencil Printing)

UNIT-II


UNIT-III

Textile Printing:
Make samples for- Block Printing, Spray Printing, Stencil Printing and screen printing.

UNIT-IV

Projects on Printing:-
(i) Block Printing(Ladies Kurta)
(ii) Spray printing(Table Napkins)
(iii) Stencil Printing(Apron)
(iv) Screen Printing (Bed Sheet)

References Resources:
B.Voc. (Textile & Fashion Technology)

Semester: II

Paper Title: Surface Embellishment
Paper Code: TFT-110
Credits: 06

Job Role: Data Entry operator, IT Help Desk, Sewing Mechanist, Hand Embroider, Assistant Fashion Designer, Saddler, Illustrator (Expert in basic Figure Drawing), Adobe Illustrator, Digital Operator, Analytical Textile Technologies, Illustrator (Expert in Figure Drawing), Trainer in fashion Institute, Clothing Designer, Fashion Entrepreneur, Assistant in Export house/Garment industry.

Objectives: To enable students learn methods of surface ornamentation of fabric using different techniques to produce value added products.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I


UNIT-II

Hand embroidery-10 stitches:-: Overcastting, Back Stitch, Loop, Fly, French Knot, Bullion, blanket, scroll, Shadow Work, Kutch.

UNIT-III

Special techniques: smoking, ribbon work, beads and sequins work.

UNIT-IV

Patchwork and quilting: Introduction, tools, materials and techniques.

References Resources:
4. Prakash K, Mix & Match Trends & Traditions.
B.Voc. (Textile & Fashion Technology)

Semester: II

Paper Title: Advanced Fashion Illustration
Paper Code: TFT-111 Credits: 06

Job Role: Data Entry operator, IT Help Desk, Sewing Mechanist, Hand Embroider, Assistant Fashion Designer, Saddler, Illustrator (Expert in basic Figure Drawing), Adobe Illustrator, Digital Operator, Analytical Textile Technologies, Illustrator (Expert in Figure Drawing), Trainer in fashion Institute, Clothing Designer, Fashion Entrepreneur, Assistant in Export house/ Garment industry.

Objectives: To enable students to have designing skill by taking inspiration from different themes. Elements such as life drawing, figure drawing, a comparison of the standard and the fashion figure, creating developmental sheets using croquis, preparing a working drawing, illustrating fabric and texture form just part of the learning in this course.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Developing illustrations from the pictures of magazine: Analyzing a normal figure into fashion figure - front face to be done using pictures from magazines, analyzing profile using of a normal figure into fashion figure and analyzing back of a normal figure into fashion figure using magazine.

UNIT-II

Creating illustrations with various garment styles for Men, Women and Children - for casual wear, party wear and sportswear.

UNIT-III

Drawing the stylized figures of Men, Women and Children (using 10 heads or 12 heads).

UNIT-IV

Drawing garments for different seasons - summer, winter, autumn and spring - for Men, Women and Children. Men and Women illustration on the background of party and office, children illustration on the background of party and picnic.

References Resources:
2. Ireland Patrick John “Fashion design Illustration: Children”
3. Ireland Patrick John “Fashion Design Illustration : Men”
5. Bhargav Ritu, Fashion Illustration & Rendering.
B.Voc. (Textile & Fashion Technology)

Semester: III

Paper Title: Fashion & Apparel Designing
Paper Code: TFT-202

Job Role: Motivation Speaker, Councillor, Pattern Master, Own Boutique, Fashion Entrepreneur, Costume designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative

Objectives: To enable the students, understand the skill of object drawing that conveys the essential basics for "Fashion Drawing". It also imparts creative and technical skills required to develop student's design skills to match industry professional standards.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I


UNIT-II

Fashion Theory: Trickledown theory, trickle across theory, bottom up theory, Fashion Cycle, Fashion cycle for classic, fashion cycle for Fad.

UNIT-III

Fashion Forecasts Aims of forecasting, Role of fashion predictors, six disciplines of forecasting, Analysis of consumer preference, Components of fashion forecasting.

UNIT-IV

Western costume based on historic perceptive Egypt, French, Greece and Rome.

References Resources:
2. Sumathi G.J. “Elements of fashion and apparel design”.
B.Voc. (Textile & Fashion Technology)

Semester: III

Paper Title: Accessory Designing
Paper Code: TFT-203          Credits: 06

Job Role:      Motivation Speaker, Councillor, Pattern Master, Own Boutique, Fashion Entrepreneur, Costume designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative

Objectives: Students will understand the essential basics of Art & Design. Sessions on designing will give students a holistic perspective on how the creative industry works in a global context.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

*Introduction to accessory design:* Various types of shoes, handbags, hats and gloves etc.

UNIT-II

*Collection of materials related to the accessories based on different themes:* Tribal, ethnic, contemporary, traditional and fusion.

UNIT-III

*Collection and presentation of materials related to the accessories based on different themes:* Tribal, ethnic, contemporary, traditional, and fusion (file work with articles).

UNIT-IV

*Study of accessories from each theme (head dress, foot wears, handbags, jewelry, belts, gloves etc.)*

References Resources:
7. Booqs- Fashion Illustration: Accessories
B.Voc. (Textile & Fashion Technology)

Semester: III

Paper Title: Basic Draping
Paper Code: TFT-204
Credits: 06

Job Role: Motivation Speaker, Councillor, Pattern Master, Own Boutique, Fashion Entrepreneur, Costume designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative

Objectives: To make the students aware about the draping techniques used in designing and construction of garments. The course aims at understanding the process and stages involved in design development from an initial concept to a final creation.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I
Introduction to draping and dress forms, Draping basic front Draping basic back

UNIT-II
Draping basic skirt, Draping Yokes - shirt yoke, Midriff yoke, Draping Collars - Peter pan, Mandarin.

UNIT-III
Designing and construction of following garments using different constructions and decorative features:- Shirt/Top (Female/male), Skirt, Gown.

UNIT-IV
Preparation of one dress using draping techniques.

References Resources:
1. Stanley Helen., “Flat Pattern Cutting & Modelling for Fashion”
B.Voc. (Textile & Fashion Technology)
Semester: III

Paper Title: Children’s Apparel
Paper Code: TFT-205         Credits: 06

Job Role:  Motivation Speaker, Councillor, Pattern Master, Own Boutique, Fashion Entrepreneur, Costume
designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative

Objectives: To acquaint the student with skills of clothing construction. Students learn elements of draping, drafting, pattern making, cutting and stitching.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I
Designing, drafting and constructing the following garments:
Jabla- without sleeve, front open (or) Magyar sleeve, back opens
Baba suit- knickers with chest piece attached (or) Romper

UNIT-II
Designing, drafting and constructing the following garments:
A-Line petticoat- double pointed dart, neck line and arm hole finished with facing (or) petticoat with gathered waist.

UNIT-III
Designing, drafting and constructing the following garments:
Summer frock- with suspenders at shoulder line, without sleeve/collars (or) Angel top with raglan sleeve, fullness at neck line

UNIT-IV
Designing, drafting and constructing the following garments:
Yoke frock- yoke at chest line, with open, puff sleeve, gathered skirt (or) frock- with collar, without sleeve, gathered/ circular skirt at waist line (or) Princess line frock.
Shirt- open collar, with pocket

References Resources:
3. Eshwasri Anwahi, Lakhraj Hans “Practical Cutting and Tailoring Part II” R.B Publications, Delhi
B.Voc. (Textile & Fashion Technology)

Semester: IV

Paper Title: Pattern Making & Grading
Paper Code: TFT-208

Credits: 06

Job Role: Motivation Speaker, Councillor, Pattern Master, Own Boutique, Fashion Entrepreneur, Costume designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative

Objectives: To impart the basic knowledge in developing pattern. Through this course students will explore the progressive stages involved in the manufacturing process, and the influence of the process on design decisions.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Body Measurement - importance, preparing for measuring, ladies measurements, boys and men's measurements. Standardizing body measurements -importance, techniques used. Relative length and girth measures in ladies /gentlemen

Preparation of Fabric for Cutting -importance of grain in cutting and construction, steps in preparing the fabric for cutting.

UNIT-II

Pattern making -method of pattern making - (Drafting and draping), merits and demerits. Types of paper patterns (Patterns for personal measurements and commercial patterns)

Principles of pattern drafting. Pattern details, steps in drafting basic bodice front and back and sleeve.

UNIT-III

Styles created by shifting of blouse darts, adding fullness to the bodice, converting darts to seam and partial yokes and incorporating darts in to seams forming yokes.

Fitting - Standards of a good fit, steps in preparing a blouse for fitting, checking the fit of a blouse, solving fitting problems in a blouse fitting techniques.

UNIT-IV

Pattern Alteration -importance of altering patterns, general principles for pattern alteration, common pattern alteration in a blouse.

Pattern Grading -definition, types, manual -master grades, basic front, basic back basic sleeve, basic collar and basic grading.

References Resources:
2. Gerry Cooklin, “Pattern Grading for women’s clothing”, The technology of sizing - Blackwell Science Ltd.
4. Armstrong, Helen Joseph-Pattern Making for Fashion Design
B.Voc. (Textile & Fashion Technology)

Semester: IV

Paper Title: Traditional Textiles
Paper Code: TFT-209
Credits: 06

Job Role: Motivation Speaker, Councillor, Pattern Master, Own Boutique, Fashion Entrepreneur, Costume designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative

Objectives: To create awareness among the students about clothing culture & embroideries of different states. The course aims at understanding the process & stages involved in design development from an initial concept to a final creation.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I
Dyeing of Cotton and Silk-Acid basic, Direct, Napthol,

UNIT-II
Tie and Dye, Batik, Fabric Painting.

UNIT-III
Traditional embroidery-Kashida of Kashmir, Phulkari of Punjab, Gujarat - Kutch embroidery, embroidery of Rajasthan, Kasuti of Karnataka, Chicken work of lucknow, Kantha of Bengal.

UNIT-IV
Machine Embroidery- 3 samples.

References Resources:
2. Lynton Linda, Thames & Hadson, "The Sari".
3. Anand M.R., "Textiles & Embroideries of India" APH Publisher Corporation, New Delhi.
B.Voc. (Textile & Fashion Technology)

Semester: IV

Paper Title: CAD-I
Paper Code: TFT-210
Credits: 06

Job Role: Motivation Speaker, Councillor, Fashion Designer, Own Boutique, Fashion Entrepreneur, Costume designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative

Objectives: To impart the knowledge of clothing communication and fashion expression. Mastery of Photoshop and Illustration in order to complete projects.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Introduction to Adobe Illustrator.
Study about tools of Adobe Illustrator.

UNIT-II

Color and motif: traditional, floral and geometric.

UNIT-III

Figure and profile: profile of male and female silhouettes.
Accessories: party, casual and formal.

UNIT-IV

Project board: logo, label, brochure and window display.

References Resources:
1. Druid Elisabeth and Pace Tiziana. “Figure Drawing for Fashion Design”. Peplin Press.
B.Voc. (Textile & Fashion Technology)

Semester: IV

Paper Title: Women’s Apparel
Paper Code: TFT-211

Job Role: Motivation Speaker, Councillor, Pattern Master, Own Boutique, Fashion Entrepreneur, Costume designer, Accessory Designer, Dressmaker, Fashion Designer, Own Boutique, Pattern and Product Development, Technical assistant, Fashion Entrepreneur, Sales Manager, Sales representative

Objectives: To introduce the concept of advanced garment construction. Through this course students will explore the progressive stages involved in the manufacturing process, and the influence of the process on design decisions.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Designing, Drafting and Constructing the following Garments:-
Short Kurta/top - Decorative/surface design in tailored placket, with or without collar.
Skirts - Circular/umbrella/panel with style variations.

UNIT-II

Designing, Drafting and Constructing the following Garments:-
Salwar (or) Churidhar (or) Parallels (or) Bell Bottom Kameez - with /without slit, with or without flare, with /without opening, with or without panels, with/without yoke.

UNIT-III

Designing, drafting and constructing the following garments:
Saree Petticoat- Six Panel, Decorated bottom.
Blouse- front open, Fashioned neck, Waist band at front, with sleeve.

UNIT-IV

Designing, drafting and constructing the following garments:
Nightie- With yoke, Front open, With Sleeve, full length.

References Resources:
1. Commercial System of Cutting - Juvexar commercial Tailors Corporation Pvt.166 Dr. Ambedkar Road Dadar.
B.Voc. (Textile & Fashion Technology)

Semester: V

Paper Title: Retailing & Fashion Promotion
Paper Code: TFT-302         Credits: 06


Objectives: To acquire the professional skills and qualities required for the continued professional and creative development including initiative, autonomy, objective judgement and decision making, communication, working with others, time and resource management and safe working practices.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I
Retailing
1. Introduction to fashion retailing:- fashion retailing in the past and its changing dimensions.
2. Types of retailers and ownerships:- specialty stores, department stores, mass stores, promotional stores, multiple-unit store (chain, department store group), retail organization (small and large store), discount retailing, mail order houses.
3. Elements of retail mix.

UNIT-II
Strategies
1. Retail strategies:- value directed retailing, service oriented retailing, unique merchandising, shopping as entertainment, main street retailing, global expansion.
2. Retail pricing:- role of price decision within marketing strategies, external and internal factors influencing price decision, main methods of setting prices, pricing strategies for new products, price changes.
3. Record keeping:- unit control, inventory and physical control.

UNIT-III
Fashion promotion
1. Planning and direction
2. Fashion advertising:- kinds of advertising, co-operative advertising, scheduling and planning, media.
3. Publicity:- campaigning, special events and fashion shows.

UNIT-IV
Visual merchandising
1. Store planning and design
2. Windows & interiors,
3. Elements of visual merchandising
4. Departments and evaluations.

References Resources:
3. Dickerson, Kitty G-Inside the Fashion Business.
B.Voc. (Textile & Fashion Technology)

Semester: V

Paper Title: CAD-II
Paper Code: TFT-303
Credits: 06


Objectives: To acquaint the students with the knowledge of CAD based applications in fashion designing. Introduction to the software tools use for the design and communication of a collection, developing various techniques applied to fashion designing.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I
Pattern Making (Skirt, Trouser, Shirt, Girls Top etc.)

UNIT-II
Grading (Skirt, Trouser, Shirt, Girls Top etc.)

UNIT-III
Marker Making: Marker making of one garment, marker making of various garments having same size, marker making of various garments of different sizes.

UNIT-IV
Use of Software: Garment CAD, Textile CAD.

References Resources:
2. Druid Elisabeth and Pace Tiziana. “Figure Drawing for Fashion Design” Peplin Press.
Paper Title: Men’s Apparel  
Paper Code: TFT-304  
Credits: 06


Objectives: To impart the knowledge of different garment components. Through this course students will explore the progressive stages involved in the manufacturing process, and the influence of the process on design decisions.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I
Designing, drafting and constructing the following garments.
Full sleeve shirt - full open, shirt collar, patch pocket, full sleeve with cuff
T-Shirt - open collar, zip attached

UNIT-II
Designing, drafting and constructing the following garments.
Kalidhar kurtha - kali piece, side pocket, round neck, half open

UNIT-III
Designing, drafting and constructing the following garments.
Pyjama- Elastic /Tape attached waist.
Bermudas -patch pocket

UNIT-IV
Designing, drafting and constructing the following garments.
Pleated trousers - pleats in front, Darts at back, side pocket, fly with button /zip.

References Resources:
1. Juvekar “Easy Cutting”, Commercial Tailors Corporation Pvt. Ltd, 166, Dr. Ambedkar Road, Dadar
2. Juvekar “Commercial System of Cutting”, commercial tailors corporation Pvt. Ltd, 166 Dr. Ambedkar Road, Dadar
5. Alrich, Winifrend-Fabric, Form & Flat Pattern Cutting.
B.Voc. (Textile & Fashion Technology)

Semester: V

Paper Title: Fashion Portfolio Development & Fashion Show
Paper Code: TFT-305         Credits: 06


Objectives: Make Students understand the fashion portfolio concepts. Students will develop interpersonal skills, understand the commercial aspects of the industry and achieve individual objectives of either being trained to work within the industry or start an independent fashion venture.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I

Developing portfolio for mass production

UNIT-II

Developing portfolio for High Fashion
Mood Board Preparation for Male:- Preparation of Inspiration sheet, Theme sheet, Forecast color sheet, Client profile sheet, Design Preparation sheet, construction of any one garment with spec sheet.

UNIT-III

Developing portfolio for High Fashion
Mood Board Preparation for Kids:-Preparation of Inspiration sheet, Theme sheet, Forecast color sheet, Client profile sheet, Design Preparation sheet, construction of any one garment with spec sheet.

UNIT-IV

Design presentation through Fashion Show.

References Resources:

Magazines/Journals:
1. Global Apparel
2. Image Business of Fashion.
3. India Vogue/International Vogue.
4. Fashion ELLE.
Paper Title: Research Methodology
Paper Code: TFT-308


Objectives: To equip the students with the basic understanding of research methodology and various tools used for the same.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT-I
Nature and scope of Research Methodology. Importance of Research in important Areas.

UNIT-II
Process of Research-Exploratory Research, Prescriptive Research, Experimental Research.

UNIT-III
Methods of data collection-Primary data-Secondary data. Designing of a Questionnaire, Sampling - Probability sampling & Non-Probability sampling methods.

UNIT-IV
Hypothesis-
Test of Significance - T Text (for small samples) 
F-(Association of attributes)
X2 test of attributes

References Resources-
1. Research methodology methods and techniques by C.R. Kothari
2. Research methodology by P.K. Manoharam
3. Research methodology by Dr. C. Rajindra Kumar
B.Voc. (Textile & Fashion Technology)

Semester: VI

Paper Title: Fabric Science
Paper Code: TFT-309

Credits: 06


Objectives:
1. To impart knowledge of fibres, sources of fibres, their definitions and properties.
2. To provide students with knowledge of yarn science and yarn properties.
3. To enable students to develop practical skills of dyeing.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT I
Microscopic appearance, Burning Test and Solubility test for different fibres- Cotton, Wool, Nylon, Polyester, Rayon and Jute.

UNIT II
Visual identification of Spun, filaments, cords, cable and fancy yarns.
Collection of different types of yarns.
Count of yarns.
Twist of yarns using Twist tester
Yarn properties- Linear density, Size, Twist, Twist direction, Strength, Uniformity.

UNIT III
Testing of Fabrics-- Colour fastness to water, Test of Shrinkage and Absorbency

UNIT IV
Dyeing of Fibres, Yarns, Fabric and Decorative Dyeing- Tie dye, Batik, Resist and Discharge dye.

References Resources:
1. Textiles – Sara J Kadolph and Anna L Langford- Prentice Hall, New Jersey, USA.
B.Voc. (Textile & Fashion Technology)

Semester: VI

Paper Title: Construction of Soft Furnishings
Paper Code: TFT-310


Objectives:
1. To help the students to venture into the field of furnishings by designing and construction of various articles
2. To teach the students various methods of making major home decorating articles.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT I

Introduction
History of Furnishing
Fabric used for furnishing
Surface embellishment of Furnishing

UNIT II

Stitching of Place mats
Stitching of pocketed wall panel
Stitching of Picnic tote or table cloth

UNIT III

Construction of Apron (Reversible apron e.g. finishing using self faced technique) with patch pocket.
Construction of Shoulder bag or beach bag (any one)
Construction of Pillow case (Knife edge form or rectangular box edge form) (any one)

UNIT IV

Construction of Curtain – Draw draperies or ruffled glass curtain (any one)
Constructions of Quilt for baby coat or slip cover for sofa or throw for single coat (any one).

References Resource:
1. Advanced drafting and draping by Manmeet Sodhia, Kalyani Publishers.
2. The Art of Fashion Draping by Connie Amaden Crawford Fairchild.
B.Voc. (Textile & Fashion Technology)
Semester: VI

Paper Title: Advance Garment Construction Technique
Paper Code: TFT-311
Credits: 06


Objectives:
1. To teach different aspects of drafting and designing.
2. To help the students to develop their own design.
3. To acquaint the students with skills of innovative clothing construction.

Instructions for Examiner:
1. The syllabus of this paper has been divided into FOUR units.
2. Examiner will set a total of NINE questions comprising Two questions from each unit, including Question No. 1 (compulsory) of short answer type covering the whole syllabus.
3. The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
4. All questions carry equal marks.

UNIT I
Metric method of drafting of bodice for a child.
Metric method of drafting of bodice for an adult.
Metric method of drafting of sleeve and collar for a child.
Metric method of drafting of sleeve and collar for an adult.

UNIT II
Application of metric method of drafting any one innovative Sleeve, Collar, Top and a Skirt.

UNIT III
Study of fashion forecast, market survey, interpretation.
Designing of costumes of varied themes, silhouettes, fabrics, surface ornamentation etc. based on forecast study.
Creating full scaled patterns of these self designed costumes.

UNIT IV
Construction of any eight innovative garments for all age groups, for different themes, occasions, seasons.
After cutting and sewing of the garment, students will also be taught quality control check, finishing and packaging of the garment.

References Resource:
1. Advanced drafting and draping by Manmeet Sodhia, Kalyani Publishers.
2. The Art of Fashion Draping by Connie Amaden Crawford Fairchild.