PANJAB UNIVERSITY, CHANDIGARH-160014 (INDIA)

OUTLINES OF TESTS SYLLABI AND COURSES OF READING

FOR

Bachelor of Vocation (Textile & Fashion Technology)

Session 2018-19

(1\textsuperscript{st} to 6\textsuperscript{th} Semester)
**SCHEME OF B.Voc. (Textile & Fashion Technology)**

**(SEMESTER SYSTEM)**

**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.

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### Semester I

<table>
<thead>
<tr>
<th>Paper Code</th>
<th>Title</th>
<th>Component</th>
<th>Theory</th>
<th>Practical</th>
<th>Internal (Theory)</th>
<th>External (Theory)</th>
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<td>*GEN -101</td>
<td>Communication Skills</td>
<td>Generic</td>
<td>Theory</td>
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<td>*GEN -102</td>
<td>Fundamentals of Information Technology</td>
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<tr>
<td>TFT-103</td>
<td>Basic Construction Skills</td>
<td>Skill</td>
<td>T/P</td>
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<td>Basic Fashion Illustration</td>
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<td>TFT-105</td>
<td>Computer Application in Fashion Designing</td>
<td>Skill</td>
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### SEMESTER II

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<td>Soft Skills and Personality Development</td>
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<td>TFT-108</td>
<td>Basic Textiles</td>
<td>Generic</td>
<td>Theory</td>
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<td>TFT-109</td>
<td>Textile Designing &amp; Printing</td>
<td>Skill</td>
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<td><strong>SIT-201</strong></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 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.**
### Semester III

<table>
<thead>
<tr>
<th>Paper Code</th>
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<th>Generic/ Skill Component</th>
<th>Theory/ Practical</th>
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<td>*GEN 301</td>
<td>Value Education And Human Rights</td>
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<td>TFT-202</td>
<td>Fashion &amp; Apparel Designing</td>
<td>Generic</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

| *GEN 401  | Environmental Studies                      | Generic                  | Theory            | 20                | 80                | --                   | --                   | 6      |
| TFT-208    | Pattern Making & Grading                   | Generic                  | Theory            | 20                | 80                | --                   | --                   | 6      |
| TFT-209    | Traditional Textiles                       | Skill                    | T/P               | 10                | 40                | 10                   | 40                   | 6      |
| TFT-210    | CAD-I                                      | Skill                    | T/P               | 10                | 40                | 10                   | 40                   | 6      |
| TFT-211    | Women’s Apparel                           | Skill                    | Practical         | --                | --                | 20                   | 80                   | 6      |
| **SIT-401  | 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 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
### Semester V

<table>
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<tr>
<th>Paper Code</th>
<th>Title</th>
<th>Generic/ Skill Component</th>
<th>Theory/ Practical</th>
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<td>Critical Thinking and Elementary Statistics</td>
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<td>TFT-302</td>
<td>Retailing &amp; Fashion Promotion</td>
<td>Generic</td>
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<td>TFT-303</td>
<td>CAD-II</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>
<td>Skill</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.

### SEMESTER VI

<table>
<thead>
<tr>
<th>Paper Code</th>
<th>Title</th>
<th>Generic/ Skill Component</th>
<th>Theory/ Practical</th>
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<td>*GEN 601</td>
<td>Entrepreneurship Development Programme</td>
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<td>TFT-308</td>
<td>Research Methodology</td>
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<td>TFT-309</td>
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<td>TFT-310</td>
<td>Construction of Soft Furnishings</td>
<td>Skill</td>
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<td><strong>SIT-601</strong></td>
<td>Summer Industrial/ In-house Training and Comprehensive Viva</td>
<td>Skill</td>
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*Refer to Generic Components Common to all B.Voc. Courses

**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 in 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.
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:

- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- 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 zipper 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
Drafting of Basic bodice Block (Child's).
Drafting and construction of: Layette set – Bib, Jhabla, Diaper, Panty and bloomer.
How to calculate garment cost using available information.

References Resources:

- Winfred Aldrich, “Metric Pattern Cutting” Blackwell Science, UK.
- Cooking G, "Introduction to Clothing Manufacture", Blackwell Science, UK.
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:

- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- 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 colour and poster colours.

UNIT-II
Stick figure: Straight and bead.
Block figure: normal block, Child block and female block.
Fashion Figure: normal, eight, ten and twelve head figure.
Structure of hands, legs and feet; Facial Proportions and drawing of hair.

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:
- Ireland Patrick John “Fashion Design Drawing & Presentation”
- Ireland Patrick John “Fashion design Illustration: Children”
- Ireland Patrick John “Fashion Design Illustration : Men”
- Julian Seaman “Foundation in fashion design and illustration”
- 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:
• The syllabus of this paper has been divided into FOUR units.
• 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.
• The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
• All questions carry equal marks.

UNIT – I
Microsoft word: Writing a letter in word format. Formatting, Editing and Saving files.
MS Excel: Making Excel spread sheets. Mathematical operation in excel.
MS Power point: using PP to make power point.
Use of Internet: Making an email ID, Internet Surfing.

UNIT- II
Adobe photoshop: Study in detail different tools.
Create composition of Stripes, Checks in various textutes and colours, Black and white effect.

UNIT-III
• Creating Effects
• Mixing photographs
• Photo mosaic effect
• Text effect
• 3D effect
• Frames

UNIT – IV
• Designing greeting cards and posters in Photoshop
• Creating theme related mood boards in Photoshop

References Resources:

• 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:
- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- 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, silk, wool) and Manmade fibers – (viscose rayon, acetate rayon, nylon, polyester, acrylic).

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

UNIT III

Wovens - basic weaves- Plain (Rib and basket), twill, satin.
Non-wovens- felting and bonding.

UNIT-IV

Finishes: Bleaching, Calendaring, Embossing, Glazing, Moiering, Sanforizing, Mercerization, Flocking, Stiffening.

References Resources:
- Randawa K. Clothing, Textiles & their Care., Pardeep Publications.
- 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), Trained 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:

- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- All questions carry equal marks.

UNIT-I

Introduction to Printing, Methods and Types of Printing: Direct, Resist and discharge.
Preparation of Fabric for printing.
Differences between printing and dyeing.

UNIT-II

Dyes and Stages of dyeing: Fiber, yarn, piece dyeing and product dyeing

UNIT-III

Textile Printing:
Make samples of - Block Printing, Spray Printing, Stencil Printing and screen printing.
Creating different texture using any materials.

UNIT-IV

Projects on Printing:-
- Block Printing (Ladies Kurta, Dupatta)
- Spray printing (Table Napkins, T-shirts, Pillow cover)
- Stencil Printing (Apron, Cushion Covers, Ladies suit)
- Screen Printing (Bed Sheet)

References Resources:
- Smith, J.L. “Textile Processing: Printing, Finishing and Dyeing”.
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:
- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- All questions carry equal marks.

UNIT-I

Flat Stitches: Running Stitch, Back Stitch, Stem Stitch, Satin Stitch, Kashmiri Stitch, Couching Stitch, Cross Stitch, Herringbone stitch.
Loop Stitches: Chain Stitch, Lazy daisy stitch, button hole stitch, Blanket stitch, Fishbone Stitch, Feather stitch, Fly stitch.

UNIT-II

Decorative designs: Cross stitch, Tapestry Stitch, Shadow work, Mirror work, Smocking, Cut work, Sindhi work, beads and Sequins work, Ribbon work.

UNIT-III

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

UNIT-IV

Tracing of different designs on the final products and making five final end products combining different embroidery stitches as per market demand.

References Resources:
- 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:

- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- 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:

- Ireland Patrick John  “Fashion design Illustration: Children”
- Ireland Patrick John “Fashion Design Illustration : Men”
- “Fashion Sketch Book, Fair child publication” New York
- Bhargav Ritu, Fashion Illustration & Rendering.
B.Voc. (Textile & Fashion Technology)

Semester: III

Paper Title: Fashion & Apparel Designing
Paper Code: TFT-202 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 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:
- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- All questions carry equal marks.

UNIT-I

UNIT-II
Fashion Theory: Trickledown theory, trickle across theory, bottom up theory, Fashion Cycle, Categories of Fashion Adoption Factor affecting fashion; Socio, Economic and psychological.

UNIT-III
Fashion Forecasts Aims of forecasting, six disciplines of forecasting, Analysis of consumer preference, Components of fashion forecasting.

UNIT-IV
Profile of Indian and Western Fashion Designers; any ten renowned designers.

References Resources:
- Gini Stephens “Fashion from concept to consumer (sixth edition)” Prentice hall of India.
- 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:
- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- All questions carry equal marks.

UNIT-I
Introduction to accessory design: Types and drawing of Various types of accessories: shoes, handbags, hats and gloves etc.

UNIT-II
Description of theme based accessories: Tribal, ethnic, contemporary, traditional and fusion.

UNIT-III
Collection of material and Documentation of accessories based on different themes: Tribal, ethnic, contemporary, traditional, and fusion.

UNIT-IV
Project work: Prepare any two types of these accessories: (head dress, foot wears, handbags, jewelry, belts, gloves etc.)

References Resources:
- Jay Diamond, Ellen Diamond. “Fashion Apparel and Accessories”.
- Mookherjee Ajit. “5000 Designs and Motifs from India” Dover Publications Inc.
- Mc Jimsey and Harriet, “Art and Clothing Selection” Lowa State University Press, Lowa.
- Jacob Solinger “Apparel Manufacturers Handbook”.
- 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:
- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- 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 dresses using draping techniques- Casual and Innovative Dresses.

References Resources:
- Stanley Helen., "Flat Pattern Cutting & Modelling for Fashion"
- Karolyn Kisel-Draping use complete course.
B.Voc. (Textile & Fashion Technology)

Semester: III

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

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:

• The syllabus of this paper has been divided into FOUR units.
• 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.
• The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
• 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:

• Mary Mathews, “Practical Clothing Constructing-Part I and II”, Cosmic Press, Chennai
• Eshwasri Anwahi, Lakhraj Hans “Practical Cutting and Tailoring Part II” R.B Publications, Delhi
• Sodhia, Manmeet-Garment Construction, Kalyani Publication, 2007
B.Voc. (Textile & Fashion Technology)

Semester: IV

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

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:

- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- All questions carry equal marks.

UNIT-I
Terminology used in Pattern Making: Pattern Drafting, Flat pattern Making, Pattern Envelop, Template, Production Pattern, Design Signification Sheet, pattern Chart, Cost Sheet, Trueing, Blending and equalising, Style lines.
Brief introduction of Industrial Engineer Department : Costing, Production Planning, Sampling, Operation Breakdown and Consumption of material.

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 (Slash and spread method/ Pivot method) shifting of blouse darts, adding fullness to the bodice, converting darts to seam and partial yokes and incorporating darts into 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:
- Mary Mathews “Practical clothing construction-part I and part-II”, Cosmic Press Chennai.
- Gerry Cooklin, “Pattern Grading for women's clothing”, The technology of sizing - Blackwell Science Ltd.
- Armstrong, Helen Joseph-Pattern Making for Fashion Design
B.Voc. (Textile & Fashion Technology)
Semester: IV

Paper Title: Traditional Textiles
Paper Code: TFT-209

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:
- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- All questions carry equal marks.

UNIT-I

Traditional Textiles of India
- Jamdhani and Baluchari of Bengal
- Tanchoi and Patola Of Gujrat
- Ikkat and Paithani of Maharashtra

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:
- Lynton Linda, Thames & Hadson, "The Sari".
- 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
Credit: 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:
- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- All questions carry equal marks.

UNIT-I
Introduction to Richpeace CAD.
Study about tools of Richpeace CAD.

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:
- Druid Elisabeth and Pace Tiziana. “Figure Drawing for Fashion Design”. Peplin Press.
- Kathleen M, Couluresy, Rendering Fashion Fabric & Print with Adobe Photoshop.
B.Voc. (Textile & Fashion Technology)
Semester: IV

Paper Title: Women’s Apparel
Paper Code: TFT-211
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 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:
- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- All questions carry equal marks.

UNIT-I
Drafting of Adult Bodice Block/ Blouse Block.
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:
- Commercial System of Cutting - Juvekar commercial Tailors Corporation Pvt.166 Dr. Ambedkar Road Dadar.
- Smt. Thangam Subramanian “Dress Making”- Bombay Tailoring and Embroidery College, 32 North Park Street, Ambattur, Channel.
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:
- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- All questions carry equal marks.

UNIT-I

Retailing
- Introduction to fashion retailing: fashion retailing in the past and its changing dimensions.
- 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.
- Elements of retail mix.

UNIT-II

Strategies
- Retail strategies: value directed retailing, service oriented retailing, unique merchandising, shopping as entertainment, main street retailing, global expansion.
- 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.
- Record keeping: unit control, inventory and physical control.

UNIT-III

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

UNIT-IV

Visual merchandising
- Store planning and design
- Windows & interiors,
- Elements of visual merchandising
- Departments and evaluations.

References Resources:
- Dickerson, Kitty G-Inside the Fashion Business.
- Chuter AJ-Introduction to Clothing Production Management: Om Book Service, 2004

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:
- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- All questions carry equal marks.

UNIT-I
Use of Software: Jindex Auto Pattern making and Grading Software.

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

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

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

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

Semester: V

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:
- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- 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:
- Juvekar “Easy Cutting”, Commercial Tailors Corporation Pvt. Ltd, 166, Dr. Ambedkar Road, Dadar
- Juvekar “Commercial System of Cutting”, commercial tailors corporation Pvt. Ltd, 166 Dr. Ambedkar Road, Dadar
- K R Zarapker “Zarapker System of Cutting” Navneet Publications Ltd.
- Mary Mathews, “Practical Clothing Construction - Part I and II”, Cosmic Press, Chennai
- 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


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:

- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- 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:

- Bina Abling. “Fashion Illustration”.
- Marian L. Davis “Visual Design & Dress”.

Magazines/Journals:

- Global Apparel
- Image Business of Fashion.
- India Vogue/International Vogue.
- Fashion ELLE.
B.Voc. (Textile & Fashion Technology)
Semester: VI

Paper Title: Research Methodology
Paper Code: TFT-308
Credits: 06


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

Instructions for Examiner:
- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- 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.
Hypothesis-

- Test of Significance - T Text (for small samples)
- F-(Association of attributes)
- $X^2$ test of attributes

UNIT-IV

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

Semester: VI

Paper Title: Fabric Science
Paper Code: TFT-309
Credits: 06

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.

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

Instructions for Examiner:
• The syllabus of this paper has been divided into FOUR units.
• 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.
• The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
• 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:
• Textiles – Sara J Kadolph and Anna L Langford- Prentice Hall, New Jersey, USA.
• Essentials of Textiles – Marjory. L. Joseph- Holt Rinehart & Winston, Austin, Texas, USA.
B.Voc. (Textile & Fashion Technology)

Semester: VI

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


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

Instructions for Examiner:
• The syllabus of this paper has been divided into FOUR units.
• 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.
• The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
• 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:
• Advanced drafting and draping by Manmeet Sodhia, Kalyani Publishers.
• The Art of Fashion Draping by Connie Amaden Crawford Fairchild.
• Dress Fitting by Natalie Bray Blackwell Science.
• A Compendium of Home Serving- How to make all manner of furnishing by Spelding Press.
B.Voc. (Textile & Fashion Technology)

Semester: VI

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


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

Instructions for Examiner:
- The syllabus of this paper has been divided into FOUR units.
- 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.
- The students are required to attempt one question from each unit and the entire Compulsory Question No. 1.
- All questions carry equal marks.

UNIT I
Construct a garment with additional features like Empire line/ Halter neck/ Princess line.

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:
- Advanced drafting and draping by Manmeet Sodhia, Kalyani Publishers.
- The Art of Fashion Draping by Connie Amaden Crawford Fairchild.
- Dress Fitting by Natalie Bray Blackwell Science.