

MAHARASHTRA STATE BOARD OF VOCATIONAL EXAMINATIONS, MUMBAI 051.

1	Name of Syllabus	C.C. IN ELEMENTS OF GARMENT MAKING AND FASHION DESIGNING (410136)																																								
2	Max. No's of Student	25 students																																								
3	Duration	6 Months																																								
4	Type	Part time																																								
5	No Of Days / Week	6 Days																																								
6	No Of Hours /Days	4 Hrs																																								
7	Space Required	Workshop = 200 Sq feet Class Room = 200 Sq feet TOTAL = 400 Sq feet																																								
8	Entry Qualification	S.S.C.																																								
9	Objective Of Syllabus/ introduction	1. To learn Basic hand stitches required for garment making. 2. To develop skills in Embroidery Stitching. 3. Skill to operate a sewing machine. 4. To learn about Seams and Seam finishes. 5. To learn the skills in Weaving methods. 6. To become skillful in Hemming and Mending the garments. 7. To learn stitching of Garments. 8. To gain the basic skills and Knowledge required in Fashion Designing. 9. To develop the skills in Figure Drawing and Sketching Techniques. 10. To gain the knowledge about Marketing and Merchandising Strategies Required for Fashion Designing.																																								
10	Employment Opportunity	Employment & self employment in GARMENT & Fashion industry																																								
11	Teacher's Qualification	Diploma/Certificate in concern subject																																								
12	Training System	Training System Per Week <table><tr><td>Theory</td><td>Practical</td><td>Total</td></tr><tr><td>06 Hours</td><td>18 Hours</td><td>24 Hours</td></tr></table>						Theory	Practical	Total	06 Hours	18 Hours	24 Hours																													
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13	Exam. System	<table><tr><td>Sr. No.</td><td>Paper Code</td><td>Name of Subject</td><td>TH/ PR</td><td>Hours</td><td>Max. Marks</td><td>Mini. Marks</td></tr><tr><td>1</td><td>41013611</td><td>ELEMENTS OF GARMENT MAKING AND FASHION DESIGNING</td><td>TH I</td><td>3 hrs.</td><td>100</td><td>35</td></tr><tr><td>2</td><td>41013621</td><td>GARMENT MAKING</td><td>PR I</td><td>3 hrs.</td><td>100</td><td>50</td></tr><tr><td>3</td><td>41013622</td><td>FASHION DESIGN</td><td>PR II</td><td>6 hrs.</td><td>200</td><td>100</td></tr><tr><td></td><td></td><td>Total</td><td></td><td></td><td>400</td><td>185</td></tr></table>						Sr. No.	Paper Code	Name of Subject	TH/ PR	Hours	Max. Marks	Mini. Marks	1	41013611	ELEMENTS OF GARMENT MAKING AND FASHION DESIGNING	TH I	3 hrs.	100	35	2	41013621	GARMENT MAKING	PR I	3 hrs.	100	50	3	41013622	FASHION DESIGN	PR II	6 hrs.	200	100			Total			400	185
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THEORY - I - ELEMENTS OF GARMENT MAKING AND FASHION DESIGNING

<u>Chapter - 1</u> Sewing Kit	Tools: Cutting tools, Measuring Tools, Marking Tools, General Tools, Hand Sewing and Embroidery Tools, Pressing Tools.
<u>Chapter – 2</u> Use and Care of Sewing Machine	Pedal / Hand : Parts and their Function, Operating the Machine, Adjustments, Cleaning, Oiling, Minor Troubles and their Causes, Sewing Machine attachments.
<u>Chapter – 3</u> Basic Hand Stitches	Temporary Stitches: Basting- Even and Uneven. Diagonal & slip Basting. Permanent Stitches: Running stitches, Hemming, Slip stitch, back stitch, Run and Back stitch, Over casting, Over handing, Whipping.
<u>Chapter – 4</u> Fashion Designing	a. General Theory b. Basic Figure Drawing c. Choosing Illustration materials d. Art and Techniques of Sketching e. Design Ideas f. Silhouettes
<u>Chapter - 5</u> <u>Basic Finishes in</u> <u>Garment Making</u>	a. Seams and Seam finishes b. Introducing Fullness c. Preparation and Use of true Bias d. Facing and Bindings
<u>Chapter – 6</u> <u>Other Finishes</u>	a. Neck line Finishes b. Fasteners c. Hems d. Mending e. weaving f. Plackets and Openings
<u>Chapter – 7</u> <u>Embroidery</u>	Transferring / Tracing Designs on fabric Working of common Embroidery Stitches Smocking, Appliqué, Machine embroidery(Optional)
<u>Chapter – 8</u> <u>Fashion Designing</u>	a. Science and Magic of Colors, Photo Copy b. Introduction to Fashion Illustration c. Anatomy and Drawing d. FD Graphics on Computer e. Sketching Posture- Accessories f. Fashion Industry Language Guide Textiles
<u>Chapter - 9</u> <u>Construction Of Fabric</u>	a. To prepare the Fabric for Construction. b. Take Body Measurements.
<u>Chapter – 10</u> <u>Graphical Drawing</u>	Making Graphs for : a. Girl's frock b. Boy's Shirt c. Lady's Petticoat
<u>Chapter – 11</u> <u>Cutting Fabric</u>	a. Cutting the garment with Graph cutouts b. Join the Pieces and Stitching the Garment c. Finishing the Garment making.
<u>Chapter – 12</u> <u>Fashion Designing</u>	a. personality Development (Improve Self Confidence) b. Fashion Journalism c. Fashion Strategies for Success d. Specification Of Fashion Garments
<u>Chapter – 13</u> <u>Costing and</u> <u>Accountancy</u>	a. Material Costing and Accountancy (Textiles and Garments) b. Designing with Inspiration c. FD-IT on Computer

PRACTICAL – I - GARMENT MAKING

1. Picture illustrations of all Sewing Kit Tools with names.
2. Draw a neat Labeled Diagram of a Pedal Sewing Machine.
3. Practicing to Operate, Clean and Oiling the Sewing Machine.
4. Learning its Adjustments.
5. Making samples of all Basic Hand Stitches.
6. Doing basic Figure Drawing.
7. Practicing the Art and techniques of Sketching.
8. Demonstration of Design ideas.

PRACTICAL – II - FASHION DESIGNING

1. Making samples of all Finishes and hand Embroidery.
2. Trying the Magic of Colors and Photo copy.
3. Practicing Anatomy and Drawing.
4. Illustrating Sketching Posture- accessories.
5. Practicing FD-Graphics on Computer or a Demonstration by a teacher.
1. Preparing fabric for Construction.
2. Taking Body measurements.
3. Making Graph- Cutouts with the Measurements taken.
4. Laying Graph cutouts on fabric and Cutting the Garment.
5. Joining the pieces of Fabric and stitching the Garment into given Form.
6. Giving Finishing touches to the garments made.
7. Display on Dummy models if possible or in a Bulletin board of the Institution.
8. Doing assignments given in Personality Development.
9. Making a List of Material Costing.
10. Designing practice.
11. Learning FD-IT on Computers.

LIST OF EQUIPMENT & INSTRUMENTS REQUIRED FOR

“GARMENT MAKING AND FASHION DESIGNING”

1. Sewing kit & frame.
2. working tables(wooden) – 3’ x 4’ ft (minimum 4)
3. Sewing machines (pedestal) – (minimum 10)
4. Hand Sewing machine – 5
5. Embroidery machine – 5
6. Microscope.
7. O H P – Over Head Projector & it’s Screen.
8. Computer.
9. Television & Cassettes related to subject.
10. Designer Blocks (wooden)
11. Cupboards to store all tools.
12. Separate cupboard for colors, paints, Dyes, brushes, blocks,etc.
13. Dummy models to display garments.
14. Dust bin / trash can – big one.
15. Aluminum trays for mixing colours
16. Clothing Hangers.
17. Display board in the lab.
18. Dummy models to display garments.

LIST OF RAW MATERIALS

1. Embroidery threads.
2. Various types of fibres & fabrics.
3. Fabric colours
4. Fabric painting Brushes .
5. Media Lotions.
6. Dying colours.
7. Kerosene, Petrol
8. Graph papers.
9. Transparencies for O H P.
10. Card boards.
11. Tracing papers.
12. Coloured or Glazed papers.
13. Water.
14. Containers for using dyes & paints
15. Plastic Mugs
16. Scissors (small- 5 , and Big- 5)
17. Different types of Shears- 2 each
18. Brown paper, Carbon paper
19. Stationary pins, etc.
20. Fastening materials like buttons, Hooks, etc.
21. Oil / Grease for machines.

INFRA STRUCTURE REQUIREMENT

1. A Lab which can fit 10 Sewing machines on sides of the wall comfortably.
2. Four working tables (6 x 3 ft) can be put in the middle of the lab.
3. A place for OHP & screen to project films, etc.
4. A corner for a microscope view.
5. A Lab for Dying & Printing colors on fabrics.
6. Proper water facility in the Lab.
7. Fabric pressing place near a switch board or a plug point.
8. Place for Display of Dummy Models.

REFERENCE BOOKS FOR GARMENT MAKING

1. PATSY R. ALEXANDER, *"Textile Products – Selection, Use and Care"*, Houghton Mifflin Company, Boston, 1977.
2. ORIENT LONGMEN PUBLICATION – *"Textiles"*.
3. MARY MATHEWS, *"Practical clothing construction"*, Part-I & II, Basic Sewing Process, 1979, Reliance Printers, Adayar, Madras.

REFERENCES FOR FASHION DESIGNING

1. Parul gupta, " Costume Designing", New Delhi, M. D. Publication, 2008 vii320p, & 55 ISBN 81 -7533-105-1, Details No. 54811
2. Jaspal singh Bhatia, " The Art of textiles Designing", Jaipur book enclave 2008, vi, 290p. figs, & 45. ISBN 81-8152-210-8. 1-8152-210-8 , Details No 54521.
3. Bijoy Chandra Mohanty & Jagadish Prasad Mohanty , "Block Printing & dyeing of Bagru , Rajasthan , Ahmedabad , calico Museum of Textiles , 1983 , 108p ; plates , map , \$ 190 (study of Contemporary Textile Crafts of India) Details NO 30714 .
4. Kamal Parshad Sharma & Surinder Mohan Sethi , " Costumes & Ornaments of chamba , 1997 , 140p ; col . plates , \$56 , Details No 12718 .
5. M.K. Khandelwal & M.L . Chauhan , "Dyeing Printing & Textile , Jaipur , Ritu , 2004,v,218 p , tables , maps , graphs , \$25 . ISBN 81-87445-08-4 . Details No . 37113 .
7. K.K . Maitra , Encyclopaedic Dictionary of Clothing & Textiles , New Delhi , Mittal Pub ,2007 , 2 parts , 512 p , \$ 70 (set) .ISBN 81-8324-205-7.Details No 52807.
- 8.V.Suguna Sharma , "Fabric Treasures of Andhra Pradesh , Delhi , Bharatiya Kala Prakashan , 2002 , xiv , 46 p , figs , 15 plates , \$39 , ISBN 81-86050-96-5 , Details No 29005.
9. Tammanna . N. Sonwalkar , " Handbook of silk Technology ,1993, 312 p, ill, \$30. Details no. 7865.
10. Laila Tayabji, Thraeds And voices; Behind the Indian Textiles Tradition, , Mumbai, Marg , 2007, vii, 136 p , figs, \$85 . ISBN 81 -85026-79-3 Details no. 51179.
11. Mutua Bhadur, " Traditional Textiles of Manipur, Imphal, Mutua Musem, 1997,151p, \$50. Details No. 21480.
12. Asha Rani Mathur, "Woven wonder: The tradition of Indian Textiles, new Delhi, Rupa & Company, 2002, 96 p, \$22. isbn 81 -7167-699-5 Details No. 2.
13. "Khadi , : the Fabric of freedom, New Delhi, Amr VastraKosh Trust, 2002, 72 p, figs, \$39, ISBN 81-7436-201 -0- Details no. 24622.
14. Puneet Bansal, "Elements of Fashion and Apparel Designing", Jaipur, Book Enclave, 2008, viii, 272p, \$43.
