

1	Name of Syllabus	<b>C.C.In Fashion Designing Assistant (410134)</b>						
2	Max. Nos of Student	25 Students						
3	Duration	6 Months						
4	Type	Full Time						
5	Nos Of Days / Week	6 Days						
6	Nos Of Hours /Days	7 Hrs						
7	Space Required	Workshop = 1000 Sq feet Class Room = 200 Sq feet TOTAL = 1200 Sq feet						
8	Entry Qualification	S.S.C.						
9	Objective Of Syllabu introduction	Awareness of Safety precautions Knowledge of Engineering skill, use of tools in Apparel. Awareness of Advance Garment Sewing. Awareness of Basic & computerized Pattern Making. Awareness of Quality Control, Finishing & Packing.						
10	Employment Opportunity	The trainee will either to be able to take up jobs with agencies which Maintain, Develop, Fashion Designing or with working experience will be in a position to start his own independent Business.						
11	Teacher's Qualification	Diploma in Fashion Designing. With 3 year Teaching experience in Fashion Designing						
12	Training System	Training System Per Week						
		Theory		Practical		Total		
		12 Hours		30 Hours		42 Hours		
13	Exam. System	Sr. No	Paper Code	Name of Subject	TH/PR	Hours	Max. Marks	Min. Marks
		1	41013411	Fashion Designing	TH-I	3 hrs	100	35
		2	41013421	Advance Pattern Making, Quality Control, Finishing & Packing	PR-I	3 hrs	100	50
		3	41013422	Fashion Designing	PR-II	6 hrs	200	100
				TOTAL			400	185

## Syllabus

### Fashion Designing Assistant

Sr.No	Practical - II	Theory - I
1	Learning to draw the figures. Drawing straight female figure. Steps to draw a figure i.e. Page Planning, Proportions Planning, Geometric Shapes and Flash out the figures.	Introduction to the Course : Career in Fashion World. Knowledge of Tools required for sketching Safety Precautions to be kept in mind during use of tools. Terminology used in Fashion Designing.
2	Practice of drawing different facial views as Front, Profile or Three Quarter. Practice of drawing Eyes, Nose, and Lips.  Practice of Sketching of Hairs, Hands & Feet.	Introduction to the Fashion – its history and trends Difference in between Clothing and Fashion. Functions of Clothing. Fashion Cycle. Source of Inspiration of Fashion – Nature,Folk and Historical Costume, Museums,Galleries, Travel etc. Elements of Design , line, shape, value,colour & texture.
5	Practice of pencil technique to show shading, highlights, shadows, light, outlines etc.	Knowledge of Principles of Design- Repetition, Gradation, Rhythm, Radiation, Harmony, Contract Dominance, Proportion Balance . Knowledge of Pencil Techniques and Shade.
6	Practice of making colour wheel Practice of making designs in different colour schemes	Colour & Colour theory Characteristics of colour : – Hue, Value, Chrome. – Colour Wheeland Colour Schemes – Physical effect of Colour. – Colour Matching. – Colour forecast
7	Practice of developing Texture & patterns as Shiny Surface ,Sheer Pattern, Prints, Checks, Strips, Laces, Fur, Quilting etc.	Role of Fabric in Fashion. Different type of fabrics available. Fabric Properties. Knowledge of different type of texture & patterns – as Shiny Surface, Sheer Pattern ,Prints, Checks, Strips,Laces, Fur, Quilting etc.
8	Sketching of male figures in different poses Sketching of male hands, feet etc.	Knowledge of difference in Male and Female figure. Knowledge of Dress Code.
9	Practice of sketching of different child figures. Practice of sketching their hands,feet,face etc.  Practice of sketching clothed figure. Practice of giving effects to the garments.	Stages of Knowledge of the children's growth - Toddlers, Children & Teenagers  Knowledge of sketching of garments.Principles of sketching garments. Knowledge of Basic garment shapes Creation of illusion of three dimensional effect.

10	Practice of drawing different Necklines, Collars, Lapels, Sleeves, Cuffs, Gathers, Tucks, Pleats, Ruffles, Frills, Cowls, Gorses, Godets, Pockets etc.	Knowledge of basic garments details as : Necklines, Collars, Lapels, Sleeves, Cuffs, Gathers, Pleats, Ruffles, Frills, Cowls etc.
11	Practice of sketching Various Tops, Bodice and Shirts.	Knowledge of different types of Tops and Bodice. Knowledge of different types of Shirts
12	Practice of Sketching different type of Jackets, Coats and Pants.	Knowledge of different type of Jackets and Coats. Knowledge of different types of Pants.
13	Practice of drawing garments according to occasion, environment, season and purpose etc.	Types and Properties of Garments according to various themes such as occasion, environment, season, purpose etc.

### ***Practical – I - Advance Pattern Making, Quality Control, Finishing & Packing***

Checking of material about pattern creation. Use of tools and equipment in the workshop with safety precautions. Checking of different patterns drawing and samples. Creating pattern using different sizes and sample

Handling of tools and equipment for pattern making.

Making of basic body patterns using standard measurement on paper. Completing notches, punches, seams, allowances Completing drafts and patterns on marking.

Making bodice pattern.

Practice of drapping and drafting method.

Practice of Pattern grading

Grading the pattern.

Grading the pattern.

Grading the slopers.

Grading of production patterns.

Demo of working of Computer, demo of input and output device, their features, handling and handling precautions,

Identify external ports and connectors: identify types of connectors and interconnections, practice removing and

interconnecting. Floppy drive and storage media. CD Rom

drive, media and usage, Mouse, Scanners, Printers. Features of Windows as an operating system

Start and Shutdown Creating and operating of icons Opening closing and sizing the windows.

Using elementary job commands like creating, saving, modifying, renaming, finding and deleting a file. Creating and operating on a folder. Changing setting like, date, time color (back ground, Screen saver etc) Using short cuts

Using on line help

**MS WORD**

File management:

Opening, creating and saving a document, locating files, copying contents in some different file (s), protecting files,

Giving password protection for a file

Page Set Up:

Setting margins, tab setting, ruler, indenting

Editing a document:

Entering text, Cut, Copy, Paste

Formatting a document:

Using different fonts, changing font size and color, changing the appearance
through bold/italic/underlined, highlighting a text, changing case, using subscript and superscript, using different underline methods, aligning of text in a document, justification of document, Inserting bullets and numbering.
<p>Formatting paragraph, inserting page breaks and column breaks</p> <p>Use of headers, footers: Inserting footnote, and note, use of comments</p> <p>Inserting date, time, special symbols, importing graphic images, drawing tools.</p> <p>Table and Borders:</p> <p>Creating a table, formatting cells, use of different border styles, shading in tables, merging of cell, partition of cells, inserting and deleting a row in a table.</p> <p>Print preview, zoom, page set up, printing options</p> <p>Using Find, Replace options</p> <p>Using Tools like:</p> <p>Spell checker, help, mail merge, thesaurus word content and statistics, printing envelopes and labels</p> <p>Using shapes and drawing Toolbar,</p> <p>Inserting of word art and picture, Word Art or other objects in the document and their formatting as per requirement</p> <p>POWER POINT</p> <p>Starting Ms Power Point and Viewing A Presentation. Creating Presentation Slides With Text and Images.</p>
<p>MS –EXCEL.</p> <p>Starting excel, open Worksheet.Enter, exit, Data formulas to Calculate values, format Data.Create chart, printing Chart, save worksheet, Switching from another spread sheet</p> <p>Menu Commands: Create, format charts,organize, manage date, solving problem by analyzing data exchange with other applications Programming with MS-Excel, getting information while working. Internet.</p> <p>Log-in to internet, Creating E-mail account, E-mail sending and receiving email, creating an address book, Attaching a file with e-mail message.</p> <p>Save net contents.</p>
Practice of different commands to be used in pattern making Practice of digitizer a pattern & working on Digitizer pattern.
<p>Practice of entering sizes, Grading tables etc. Practice of grading upper body garment (Front, back, sleeve, collar, cuff, facing etc) Practice of grading lower body garment (front back, fly, belt etc.)</p> <p>Practice to making different marker,markers on different widths, different print, checks etc, matching of pattern, Report generation. Practice of making Drafts of different garments</p> <p>Such as – Frocks, Blouses, Cholicut</p> <p>Blouse, Boys shirts, Shirts, Kurtas, Ladies</p>

Shirt with salwar/churidar pyazama, Skirts, shirts. Trousers.
Inspection of Fabric Defects Inspection of cut components Fabric testing for different qualities of fabric as colour fastness Air porosity etc. Methods of shrinking treatment for different fabric.
Checking parameters Practice of Checking semi furnished and finished garments.
Quality Checking and Measuring Garments based on given specification. Checking fit and style as per buyer's original sample.
Importance and necessity of Inspection Inspection procedure ISO Standards
Tools & Equipment used in finishing Processes.
Pressing of Shirt, Kurta, Salwar, Trousers , Skirt & Blouse. Practice of Stain removing from different fabrics with the help of Stain removing gun & Stain removing machines. Knowledge of Label position according to purpose & instructions.
Practical exposure to latest equipment related to finishing, packing & folding process. Practice of pressing , Folding & packing of different garments.

### Computer Lab

Sr No	Description
1	Software Corel Draw, Photoshop, Adobe Illustrator, Image ready, Idea or equivalent ( Licensed Version)
2	Software for Pattern Making, Grading and Marker making (latest version )
3	Software for Textile Designing (latest Version ) Fashion Studio
4	Software for 3D Simulation ( latest version )
5	Pentium IV Computer or latest ( Server - Linux) 2.8 GHz & above, 1GB RAM, 80GB HDD, DVD Combo Drive , 15" Monitor, optical scroll mouse, multimedia key board, 32bit LAN card with UPP port, necessary Drivers
6	Pentium IV Computer or latest ( Client windows XP or higher), 2.8 GHz, 512 MB RAM, 40/80 GB HDD, DVD Combo Drive, 15"/17" Monitor, optical scroll mouse, multimedia key Board, LAN card, necessary Drivers & Antivirus software
7	Networking: Above computer systems connected in LAN
8	Broad Band internet Connection, minimum speed 256 kbps
9	UPS 500 VA or Centralized UPS with 5 KVA Capacity
10	Desk Top Laser Printer
11	Inkjet Printer
12	Scanner
13	LCD Projector with Screen
14	Overhead Projector with Screen
15	Instructor Table and Chair
16	Computer Table
17	Revolving Chair
18	White Board with Accessories
19	Shoe Rack
20	Locker with 8 drawers (standard size)
21	Locks
22	Storage Almirah
23	Book Shelf (Glass Panel)

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