

TWO YEAR PART TIME DIPLOMA COURSE IN “FASHION TECHNOLOGY”

Basic eligibility =10 +2

I Semester

Course Code	Code Title	Credits	
HCT 251	Fabric study	2-0-2	3
HCT 252	Basics of Fashion Illustration	1-0-4	3
HCT 253	Elements of Design	1-0-6	4
HCT 254	Elementary Clothing Construction	1-0-4	3

II Semester

HCT 255	Embroidery –Basic hand stitches	0-0-4	2
HCT 256	Costume designing - I	2-0-4	4
HCT 257	Computerized Pattern Making - I	0-0-4	2
HCT 258	Exhibition/Fashion show - I	0-0-10	5

III Semester

HCT 259	Costume Designing - II	0-0-8	4
HCT 260	Traditional Indian Embroidery	0-0-6	3
HCT 261	Apparel Merchandizing	2-0-0	2

IV Semester

HCT 262	Advanced Clothing	0-0-8	4
HCT 263	Computerized Pattern Making - II	0-0-4	2
HCT 264	Theme based apparel designing	0-0-8	4
HCT 265	Exhibition/Fashion show - II	0-0-10	5

II YEAR DIPLOMA COURSE

I Semester

- 1. Fabric Study** **3(2-0-2)**
Theory: Fiber classification, yarn and its types, fabric construction – weaving, knitting, felting, methods of dyeing and printing, surface designing techniques, care of fabric.
Practical: Fibre identification, weave analysis, preparation of swatch file, market survey, finishing, dyeing and printing, laundry.
- 2. Fashion Illustration** **3(1-0-4)**
Theory: Fashion terminologies, factor affecting fashion cycle.
Practical: Preparation of fashion figures, basic croquis, flesh croquis, different poses and styles. Basic silhouettes, specific details- bows, pockets, and plackets, belts, various types of shirts skirts pants, hair styles, headgears, optical illusion using basic principles and elements of design
- 3. Elements of Design** **4(1-0-6)**

Theory: Basic elements of design – silhouette, line, colour, value, texture. Principle of design, proportion, balance, unity, rhythm and emphasis. Colour theory and composition. Introduction, characteristic of colour, (hue, lightness and saturation). Psychology of colours.

Practical: All colour schemes practically to be done on an article, design development. Project work for designing using elements and principles of design.

4. Elementary Clothing Construction 3(1-0-4)

Theory: equipments and accessories used, sewing machine – their parts and general repair. Clothing construction terminology, taking body measurement, preparation of fabric for layout and cutting.

Practical: Basic seams, finishing of raw edges, plackets, pleats, tucks, darts, gathers and fasteners. Drafting of child's and adults basic body and sleeve block, Garment's for children and teenagers

II Semester

1. Embroidery Basic Hand Stitches 2(0-0-4)

Theory: Outline stitches- Back stitch, pekinese stitch, and cable stitch, overcoat stitch and split stitch Flat stitches-Straight stitch, satin stitch, long and short stitch, fish bone stitch, open fish bone., fern stitch, herringbone stitch,rumanian stitch,leaf stitch and cross stitch

Looped stitches-blanket stitch, feather stitch, creatan stitch, chain stitch, open chain stitch, twisted chain stitch, cable stitch, and lazy daisy.

Knotted stitch-French knot., bullion knots ,couching ,spider web.

2. Costume Designing I 4(2-0-4)

Theory: Methods of costume designing, draping, drafting, flat pattern, and Principles of Designing, rules of dart making.

Practical: Dart manipulation – Pivoting and slash method, draping of basic bodice and making yokes.

3. Computerized Pattern Making – I 2(0-0-4)

Practical: Introduction to Coral Draw.

III Semester

1. Costume Designing II 4(0-0-8)

Practical: Using draping, drafting and flat pattern methods designing and construction of necklines, sleeves, collars, pockets, skirts and yokes.

2. Tradition Indian Embroidery: 3(0-0-6)

Zari and bead work, kasuti, kathiawar, kutch, kantha, mirrior work, pulkari, manipuri embroidery, kashidakari, chicken kari, sindhi, appliqué work etc.

3. Apparel Merchandizing 2(2-0-0)

Theory: fashion business, career opportunities, Principles of Fashion movement, theories of fashion adoption, factors influencing and retarding fashion, channels of distribution.

IV Semester

1. **Advanced Clothing** **4(0-0-8)**
Practical: Advanced dress making technique- Interfacing, underlining, Lining, working on bias, trousers. Adaptations from basic blocks. Fittings - shoulders, neckline, armhole, sleeves. One-piece dress designing.
2. **Computerized Pattern Making – II** **2(0-0-4)**
Practical: Introduction to Photoshop
3. **Theme based apparel designing** **4(0-0-8)**
Practical: Thematic approach to design and stitch collection of five garments.

Total credits for two-year diploma course 50 credits