GUJARAT TECHNOLOGICAL UNIVERSITY, AHMEDABAD, GUJARAT

Course Curriculum

GARMENT REPRESENTATION METHODS

(Code: 3335103)

Diploma Programmes in which this course is offered	Semester in which offered	
Computer aided costume design and dress making	3 rd Semester	

1. RATIONALE

The course focuses on imparting the knowhow of illustrating clothing and clothing details for industrial and presentation purposes. The course forms proficiency in drawing and detailing garments on human figures. The focus of the course is on development of skills in the student for representing garment on human body and designing for industry purpose. The course Art and design (3315103) and Fashion Model Making (3325101) are pre requisite for this course.

2. **COMPETENCY** (Programme Outcome according to NBA Terminology):

The course content should be taught and with the aim to develop different types of skills so that students are able to acquire following competency:

Draw and detail garments for given human figures.

3. Teaching and Examination Scheme

Teaching Scheme (In Hours)		Total Credits	Examination Scheme					
		(L+T+P)	Theory Marks		Practical Marks		Total Marks	
L	Т	P	С	ESE	PA	ESE	PA	
0	0	4	4	00	00	40	60	100

Legends: L-Lecture; T – Tutorial; P -Practical; C – Credit **ESE** -End Semester Examination; **PA** - Progressive Assessment.

4. **DETAILED COURSE CONTENT**

Unit	Major Learning Outcomes	Topics and Sub-topics		
	(Course Outcomes as per NBA	2 opios una sun copios		
	terminology)			
Unit –I	1a. Represent garments on	1.1 Representing garment silhouettes:		
Clothing	the croqui, Menswear,	1.2 Shirts		
Silhouette	women's wear, kids	1.3 Kurtas		
Representation	wear	1.4 Tunics		
		1.5 Kameez		
		1.6 Bridal wear: choli, ghaghra, lehengh		
		1.7 Saris and stoles with print and surface embellishments		
		1.8 T-Shirts with engineered prints, polo T-Shirts with logos and trims		
		1.9 Pullovers, other knitwear articles		
		1.10 Trousers, pants, jeans, cargos		
		1.11 Jackets, formal and casual		
Unit- II	2a. Represent garment	2.1 Representing detailed garment		
Clothing Detail	details on the croqui,	details like :		
Representation	Menswear, women's	2.2 Collars		
	wear, kids wear	2.3 Plackets: Buttons and button holes		
		2.4 Cuffs		
		2.5 Different necklines		
		2.6 Waist bands and belt loops		
		2.7 Pockets		
		2.8 Drawstrings		
		2.9 Hemline finishes		
		2.10 Pleats		
		2.11 Tucks		
		2.12 Gathers		
Unit- III	3a. Perform media	3.1 Representing fabric quality, surface		
Rendering	exploration for rendering	embellishments, prints and details		
		for Menswear, women's wear and		
		kids wear		
		3.2 Using different mediums like: pencil		
		crayons, aquarelles, sketch pens, felt		
		tip pens, watercolors etc.		
Unit – V	5a Prepare flat drawings	5.1 Placement embellishments/prints,		
	and specification	shirts with mitering, with woven		
Flat drawings	drawings of garments	stripes, with embellished yokes and		
		necklines, allover embellishment		

Unit	Major Learning Outcomes (Course Outcomes as per NBA terminology)	Topics and Sub-topics	
		 5.2 Surface embellishment and print design: producing artwork for embellishments: specification of placements of motifs on yardage, specification of materials and color coding 5.3 Shirts 5.4 Kurtas 5.5 Tunics 5.6 Kameez 5.7 Bridal wear: choli, ghaghra, lehengh 5.8 Saris and stoles with print and surface embellishments 5.9 T-Shirts with engineered prints, polo T-Shirts with logos and trims 5.10 Pullovers, other knitwear articles 5.11 Trousers, pants, jeans, cargos 5.12 Jackets, formal and casual 	
Unit – VI Specification Drawing	6a Make specification sheets and Tech-packs for small scale and large- scale production houses.	6.1 Interpretation of the Tech-packs and specification sheets sent by buyers: altering and decision making to improve/suite the production for cost effective results	
Unit – VII Compilation	7a Compile and present Specification sheets and Tech-packs	7.1 Specification sheets and Tech-packs to be compiled in a presentable format and layout for efficient communication of technical details	

5. SUGGESTED SPECIFICATION TABLE WITH HOURS & MARKS (THEORY) --NA—

6. SUGGESTED LIST OF PRACTICAL/EXERCISES

The practical/exercises should be properly designed and implemented with an attempt to develop different types of practical skills (**Course Outcomes in psychomotor and affective domain**) so that students are able to acquire the competencies (Programme Outcomes). Following is the list of practical exercises for guidance.

Note: Here only Course Outcomes in psychomotor domain are listed as practical/exercises. However, if these practical/exercises are completed appropriately, they would also lead to development of **Programme Outcomes/Course Outcomes in affective domain** as given in a common list at the beginning of curriculum document for this programme. Faculty should refer to that common list and should ensure that students also acquire those Programme Outcomes/Course Outcomes related to affective domain.

S. No.	Unit No. Practical/Exercise (Course Outcomes in Psychomotor Domain according to NBA Terminology)		Approx. Hours Required
1	1 I& II Represent garments with details on the croqui- one each Menswear, women's wear, kids wear. Minimum 15 drawings.		16
2	2 III & IV Perform media exploration for rendering in different mediums; Minimum 10 drawings.		16
3	3 V & VI Prepare flat drawings and specification - 3 sets' Men's, Women's and kids.		16
4	4 VII Compile and present 1 ensemble/ Illustration of the ensemble, flat drawing, specification sheet, measurement sheet, embellishment sheet.		08
	56		

7. SUGGESTED LIST OF STUDENT ACTIVITIES

- i. Students will maintain a portfolio of A-3 Vertical size.
- ii. Students will produce specification sheets, flat drawings and tech-packs, students will produce drawings and renderings.

8. SPECIAL INSTRUCTIONAL STRETAGIES (If Any)

- i. Show samples of good representation of garments done by experts or past students.
- ii. Development of such practical skills require intensive and immediate feedback on the work being done by students so teachers should maintain close observation while students are working and should keep interacting with students to motivate and guide them.

9. SUGGESTED LEARNING RESOURCES

A. List of Books

Sr. No.	Title of Book	Author	Publication
1.	Basic Fashion Design 05: Fashion Drawing	John Hopkins	
2.	Fashion Design Drawing Course	Caroline Tatham, Julian Seaman	
3.	Figure Drawing for Fashion Design	Elisabetta Drudi	
4.	Technical Drawing for Fashion Design	Pepin Press, Alexandra Suhner	
5.	Fashion Design Drawing and Presentation	Patrick John Ireland	

B. List of Major Equipment/ Instrument

Drawing tables

C. List of Software/Learning Websites

- i. www.nift.ac.in
- ii. www.emeraldinsight.com

10. COURSE CURRICULUM DEVELOPMENT COMMITTEE

Faculty Members from Polytechnics

- **Prof.** (Ms) I. J.Dave, HOD CACDDM, Sir BPI Bhavnagar
- Prof.(Ms) Nirja Atrey, Lecturer CACDDM, GGP Ahmedabad
- **Prof.(Ms)** U. B. Panchal, Lecturer CACDDM, C U SHAH Poly, Surendranagar
- **Prof.**(**Ms**) **B. K. Patel**, Lecturer CACDDM, GGP, Ahmedabad

Faculty Members from NIFT Gandhinagar

- **Prof. Vishal Gupta,** Associate Professor, Fashion Design
- Prof. Ravi Joshi, Assistant Professor, Fashion Design

Coordinator and Faculty Members from NITTTR Bhopal

- Prof. (Mrs.) Chanchal Mehra, Associate Professor, Department of Vocational Education and Entrepreneurship Development
- Dr Shashi Kant Gupta, Professor and Coordinator for State of Gujarat.

Course Code: 3335103