

**GUJARAT TECHNOLOGICAL UNIVERSITY, AHMEDABAD, GUJARAT****COURSE CURRICULUM****COURSE TITLE: FASHION GARMENTS****(COURSE CODE: 3355105)**

<b>Diploma programmes in which this course is offered</b>	<b>Semester in which offered</b>
Computer Aided Costume Design and Dress Making	5 <sup>th</sup> Semester

**1. RATIONALE**

Fashion Garments are one of the most profitable sectors of the Garment Industry. By using their creativity students along with their knowledge of garment making and fashion trends then they can make fashion garments which sell with high profit easily. This course tries to make students able to understand the different kind of fabric used for different kind of pattern according to their design. Besides, hands on experience provided by this course will help students in making a garment from ideation to the final product development.

**2. LIST OF COMPETENCY ( Programme Outcome according to NBA terminology)**

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

- **Show case fashion garment in professional manner integrating all the stages from design ideation to compilation.**

**3. COURSE OUTCOMES**

The theory should be taught and practical should be carried out in such a manner that students are able to acquire different learning outcomes in cognitive, psychomotor and affective domain to demonstrate following course outcomes.

- Create direction boards
- Create drawings, material sourcing, specification sheets and develop range
- Create paper pattern for selected garment
- Develop test fit garment in muslin cloth

#### 4. TEACHING AND EXAMINATION SCHEME

Teaching Scheme (In Hours)			Total Credits (L+T+P)	Examination Scheme				Total Marks
				Theory Marks		Practical Marks		
L	T	P	C	ESE	PA	ESE	PA	150
0	0	6	6	00	00	60	90	

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

#### 5. DETAILED COURSE CONTENTS

Unit	Major Learning Outcomes (in cognitive domain )	Topics and Sub-topics
<b>Unit– I Design ideation</b>	1a. Create direction boards	1.1. Colour direction board based on the consumer/user preferences, season, overall trend and costing limitations  1.2. Silhouette /style direction board based on the consumer/ user preferences, season, overall trend and costing limitations  1.3. Surface embellishments (if any) and material direction board based on the consumer/user preferences, season, overall trend and costing limitations  1.4. Develop an overall concept that suites the above mentioned characteristics and constrains All profile boards in A-3 Size
<b>Unit– II Design development</b>	2a. Create drawings, material sourcing, specification sheets and range development.	2.1 Draw design ideation sketches on fashion croquis  2.2 Create a minimum of 20-30 design ideas complete with colour references and description of design details  2.3 Source appropriate fabric swatches from the market while mentioning the width, price and

Unit	Major Learning Outcomes (in cognitive domain )	Topics and Sub-topics
		composition of the fabric  2.4 Short list a range of 5-7 ensembles and make specification drawings finished with fabric swatch references  2.5 Selection of one ensemble from the range for further development  All individual drawings on A-4 format, Collective range in A-3 horizontal format Specification sheets on A-3 format
<b>Unit –III Pattern development</b>	3a. Create paper pattern for selected garment	3.1 Develop paper patterns for the selected garment via draping or patter making (as suitable)
<b>Unit– IV Test fit development</b>	4a. Develop test fit garment in muslin cloth	4.1 Develop test fits for the garment in muslin via draping or patter making (as suitable)
<b>Unit– V Constructio n of the final garment</b>	5a. Construct final garment	5.1 Construction of the final garment with appropriate finishes and embellishments (if any)
<b>Unit– VI Compilation and Presentation</b>	6a. Compile and present the fashion garment	6.1 All the boards, design drawings and Specification sheets to be compiled in a presentable format and layout for efficient communication of the concept  6.2 Display of the final garment after proper finishing and ironing.

## 6. SUGGESTED SPECIFICATION TABLE WITH HOURS & MARKS (THEORY)

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## 7. SUGGESTED LIST OF EXERCISES/PRACTICAL

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

*Note: outcomes in psychomotor domain are listed here as practical/exercises. However, if these practical/exercises are completed appropriately, they would also lead to development of certain outcomes in affective domain which would in turn lead to development of **Course Outcomes** related to affective domain. Thus over all development of **Programme Outcomes** (as given in a common list at the beginning of curriculum document for this programme) would be assured.*

*Faculty members should refer to that common list and should ensure that students also acquire outcomes in affective domain which are required for overall achievement of Programme Outcomes/Course Outcomes.*

S. No.	Unit No.	Practical/Exercises (Course outcomes in Psychomotor Domain )	Approx. Hours
1	I	Create direction boards	14
2	II	Design drawings, material sourcing, specification sheets and range development.	14
3	III	Develop Pattern for given garment	14
4	IV	Develop test fit garment for given requirement.	14
5	V	Make a garment as per given specification	14
6	VI	Compile and present the completed work	14
		<b>TOTAL</b>	<b>84</b>

## 8. SUGGESTED LIST OF PROPOSED STUDENT ACTIVITIES

- i. Students will maintain a portfolio in which all the drawings and boards must be compiled.

## 9. SPECIAL INSTRUCTIONAL STRATEGIES (If Any ):

Give individual students as many practical exercise as possible them to do. Do not spoon feed the students and let them take their own decisions and use their creativity and innovativeness. Provide help only when students get stuck.

## 10. SUGGESTED LEARNING RESOURCES

### A. List of Books

S. No.	Title of Books	Author	Publication
1	The Ultimate Fashion Study Guide The Design Process Book	by Victoria Hunter	Hunter Publishing Corp.; 1st edition 2007
2	Fashion Design: Process, Innovation and Practice	By Kathryn McKelvey, Janine Munslow	Wiley; 2012
3	Fashion Thinking: Creative Approaches to the Design Process	By Fiona Dieffenbacher	Fairchild Books; 2013

<b>S. No.</b>	<b>Title of Books</b>	<b>Author</b>	<b>Publication</b>
4	The Design Process	By Karl Aspelund	Fairchild Book: 2010
5	Managing the Design Process-Concept Development: An Essential Manual for the Working Designer	By Terry Lee Stone	Rockport Publishers: 2010
6	A Designer's Research Manual: Succeed in Design by Knowing Your Clients and What They Really Need (Design Field Guide)	By Jennifer Visocky O'Grady	Rockport Publishers: 2009

### B. List of Software/Learning Websites

#### 11. COURSE CURRICULUM DEVELOPMENT COMMITTEE

##### Faculty Members from Polytechnics

- **Prof. Dr. J. R. Jhala**, I/c HOD, Department of CACDDM, A.V.P.T., Rajkot.
- **Prof. Dr. F. V. Kugashiya**, Lecturer, Department of CACDDM, G.G.P.Ahmedabad.
- **Prof. Mrs. U. B. Patel**, Lecturer, Department of CACDDM, G.P.Dahod.
- **Prof. Ms. A. R. Rathod**, Lecturer, Department of CACDDM, G.G.P., Ahmedabad.

##### Faculty Members from NIFT Gandhinagar.

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

##### Co-ordinator and Faculty Members from NITTTR

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