

**GUJARAT TECHNOLOGICAL UNIVERSITY, AHMEDABAD, GUJARAT**  
**COURSE CURRICULUM**

Course Title: Fashion Model Making  
(Code:-3325103)

Diploma Programmers in which this course is offered	Semester in which offered
Computer Aided Costume Design and Dress Making	Second Semester

### 1. RATIONALE

The course forms the basis for drawing garments on human figures. It emphasizes the basic silhouettes. The knowledge of different type of human figures enables the designers to design appropriate costumes. There is great demand of professionals in the market who can design garments for different human figures. The focus of the course is on development of skills in the student to apply principles and elements of design for garment design in industry. The course 3315103 Art and design is pre requisite for this course.

### 2. COMPETENCY

The theory and practical in this course are to be taught in such a way that after completion of this course student should be able to acquire following competency

- i. Design appropriate garment using principles and elements of design for given human figure.

### 3. TEACHING AND EXAMINATION SCHEME

Teaching Scheme (In Hours)			Total Credits (L+T+P)	Examination Scheme				Total Marks
L	T	P		Theory Marks		Practical Marks		
L	T	P	C	ESE	PA	ESE	PA	200
2	0	4	6	70	30	40	60	

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

**Note:** It is the responsibility of the institute heads that marks for PA of theory & ESE and PA of practical for each student are entered online into the GTU Portal at the end of each semester within the dates specified by GTU.

#### 4. DETAILED COURSE CONTENT

Unit	Major Learning Outcomes	Topics and Sub-topics
<b>Unit –I</b>  <b>Human figure proportions and stylization</b>	1a. Draw actual human figures(from life) Male/female/children 1b. Explain the eight headed human proportion 1c. Draw and explain the elongated fashion figure: showing examples of fashion illustrator's work, elongating the figure to 12+ headed proportions.	1.1 Basic Human proportions, Human postures 1.2 Comparative analysis of Male, Female and children ideal proportions 1.3 Preparing a personalized fashion croquis for Men's wear, women's wear and children's wear range development 1.4 The croquies made should be used for further exercises in the course.
<b>Unit– II</b>  <b>Application of elements of designs in clothing</b>	2a. Explain basic elements of design in clothing. 2b. Apply basic elements of design in clothing.	2.1 Identifying and Incorporating the element of 'point' in garments 2.2 Identifying and incorporating the element of 'line' in the design of garments 2.3 Identifying and incorporating the element of 'form' in the design of garments 2.4 Identifying and incorporating the element of 'colour' in the design of garments 2.5 Identifying and incorporating the element of 'texture' in the design of garments
<b>Unit-III</b>  <b>Application of principles of designs in clothing</b>	3a. Explain basic principles of design in clothing.  3b. Apply basic principles of design in clothing.	3.1 Repetition and the elements as applied to the clothing 3.2 Gradation and the elements in the clothing 3.3 Transition and the elements in the clothing 3.4 Radiation and the elements in the clothing 3.5 Rhythm and the elements in the clothing 3.6 Emphasis and the elements in the clothing 3.7 Balance and the elements in the clothing.
<b>Unit-IV</b>  <b>Application of principles of designs in clothing to modify the look of the garment</b>	4a. Describe meaning of volume, colour, texture of the garment 4b. Explain importance of volume, colour, texture of the garment and how it can alter and accentuate the appearance of the body shape.	4.1 Exploring the concept of large top slim bottom; slim top large bottom. 4.2 Creating an angular/sharp look through Colour, Line, Point and texture 4.3 Creating a Tubular/flat look through Colour, Line, Point and texture 4.4 Creating a Curvy look through Colour, Line, Point and texture 4.5 Accentuating various zones of the body through Colour, Line, Point and texture
<b>Unit-V</b>  <b>Pattern design &amp; flattering different types of figures</b>	5a. Identify type of various figures	5.1 The Stout figure 5.2 The thin figure 5.3 Narrow shoulder 5.4 Broad shoulder 5.5 Round figure 5.6 Large Bust 5.7 Flat chest 5.8 Large Hip 5.9 Large waist & Hips

Unit	Major Learning Outcomes	Topics and Sub-topics
		5.10 Large abdomen 5.11 Long Waist, slender figure 5.12 Short Waist 5.13 Sway Back 5.14 Long Neck 5.15 Short or thick neck 5.16 Large face 5.17 Small face 5.18 Square or broad face 5.19 Round face 5.20 Narrow Pointed face 5.21 Retrouse Nose 5.22 Prominent Nose 5.23 Prominent Chin & Jaw 5.24 Receding Chin & Small Jaw 5.25 Prominent forehead 5.26 Low forehead 5.27 Sharp angular feature 5.28 Large features 5.29 Glasses

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

Unit No.	Unit Title	Teaching Hours	Distribution of Theory Marks			
			R Level	U Level	A Level	Total Marks
1.	Human figure proportions and stylization	07 hours	06	08	06	20
2.	Application of elements of designs in clothing	05 hours	03	03	04	10
3.	Application of principles of designs in clothing	05 hours	03	03	04	10
4.	Application of principles of designs in clothing to modify the look of the garment	05 hours	03	03	04	10
5.	Pattern design & flattering different types of figures	06 hours	06	06	08	20
	Total	<b>28</b>	<b>21</b>	<b>23</b>	<b>26</b>	<b>70</b>

**Legends:** R = Remember; U= Understand; A= Apply and above levels (Bloom's revised taxonomy)

**Note:** This specification table shall be treated as only general guideline for students and teachers. The actual distribution of marks in the question paper may vary from above table.

## 6. SUGGESTED LIST OF EXERCISES/PRACTICAL

The exercises/practical should be properly designed and implemented with an attempt to develop different types of skills leading to the achievement of the competency.

Following is the list of exercises/practical for guidance.

Sr. No.	Unit No.	Practical/ Exercises	Approx. Hours Required
1	I	<ul style="list-style-type: none"> <li>Quickly sketch human figures as seen in real life: sketching field trip to: Station, marketplace, street etc. (3 drawings)</li> <li>Make silhouette or 'Ghost' drawing of human figures using any thick medium like: Piece of charcoal, thick brush and ink, Thick felt-tip marker (3 drawings)</li> <li>Draw live male standing figure in detail: front, side, back &amp; 3/4<sup>th</sup> Geometric simplification of figure: front, side, back &amp; 3/4<sup>th</sup>, Morphing 'style lines' on the human form : like Chest line, Waist line, Hip line, Knee levels, Centre front, Centre back; Preparing master croquis Male in front, side, back, 3/4<sup>th</sup> postures (4 drawings)</li> <li>Draw live female standing figure in detail: front/back &amp; 3/4<sup>th</sup> Geometric simplification: front, side, back &amp; 3/4<sup>th</sup>, Morphing 'style lines' on the human form : like Bust line, Waist line, Hip line, Empire line, Princess line, Knee levels, Centre front, Centre back. Preparing master croquis female in front, side, back, 3/4<sup>th</sup> postures (4 drawings)</li> <li>Draw live kids standing figure in detail: front/back &amp; 3/4<sup>th</sup> Geometric simplification of figure: front/back &amp; 3/4<sup>th</sup> Morphing 'style lines' on the human form : like chest line, Waist line, Hip line, Knee levels, Centre front, Centre back; Preparing master croquis Kids in front, side, back, 3/4<sup>th</sup> postures (4 drawings)</li> <li>Copy illustration of any famous fashion illustrator using different mediums like: Ink and brush, felt tip pens, paints, pencil crayons, oil pastels, etc. (1 art work)</li> </ul>	20
2	II	<ul style="list-style-type: none"> <li>Design a garment using 'Point' as a main feature of the garment (1 drawing)</li> <li>Design a garment using 'Line' as a main feature of the garment (1 drawing)</li> <li>Design a garment using 'shape and form' as a main feature of the garment (1 drawing)</li> <li>Design a garment using 'Color and Texture' as a main feature of the garment (1 drawing)</li> <li>All exercises to be done on the croquis developed in Unit-I</li> </ul>	04
3	III	<p>Prepare one Sheet in every sub-topics given below</p> <ul style="list-style-type: none"> <li>Repetition and the elements as applied to dress.</li> <li>Gradation and the elements as applied to dress.</li> <li>Transition and the elements as applied to dress.</li> </ul>	07

		<ul style="list-style-type: none"> <li>• Radiation and the elements as applied to dress.</li> <li>• Rhythm and the elements as applied to dress.</li> <li>• Emphasis and the elements as applied to dress.</li> <li>• Balance and the elements as applied to dress.</li> </ul>	
4	IV	<ul style="list-style-type: none"> <li>• Explore the concept of large top slim bottom; slim top large bottom on the croquies developed in Unit-I (2 drawings)</li> <li>• Create an angular/sharp look through Colour, Line, Point and texture on the croquies developed in Unit-I (4 drawings)</li> <li>• Create a Tubular/flat look through Colour, Line, Point and texture on the croquies developed in Unit-I (4 drawings)</li> <li>• Create a Curvy look through Colour, Line, Point and texture on the croquies developed in Unit-I(4 drawings)</li> <li>• Accentuate various zones of the body through Colour, Line, Point and texture on the croquies developed in Unit-I (4 drawings)</li> </ul>	18
5	V	<ul style="list-style-type: none"> <li>• Selecte a reference visual (1 sheet)</li> <li>• Derive colour story and make colour board (1 sheet)</li> <li>• Derive shapes, lines and textures from the visual (1 sheet)</li> <li>• Design 6 to7 ensembles incorporating the derivations from the visual on the garments (1 sheet: 6 to 7 drawings)</li> <li>• Compile the process</li> </ul>	04
6	II & IV	<ul style="list-style-type: none"> <li>• Create concept presentation boards</li> <li>• Derive silhouettes direction, style direction, color story planning, and material story planning according to the theme.</li> <li>• Develop 6 to 7 ensembles on the croquies while incorporating elements and principles of design through darts, pleats, tucks, gathers, ruffles, panels, colour blocking, and other surface embellishment methods</li> <li>• Compile the whole process in a booklet format appropriate for buyers</li> </ul>	03
<b>Total</b>			<b>56</b>

## 7. SUGGESTED LIST OF STUDENT ACTIVITIES

7.1 Students will prepare File/journal for the above mentioned Experiments

## 8. SUGGESTED LEARNING RESOURCES

### A. List of Books

Sr. No.	Title of Book	Author	Publication
1	Visual Design	Marian L. Davis.	Prentice Hall, Englewood diffs, New Jersey.
2	Art in Everyday Life	Harriet Goldstein	Vettagoldstein Publisher
3	Mc'calls sewing in colour		Hamlyn Publication
4	How you look and dress	Byrta Carson	

**B List of Major Equipment/ Instrument**

--N.A.--

**C List of Software/Learning Websites**

--N.A.—

**9. COURSE CURRICULUM DEVELOPMENT COMMITTEE****Faculty Members from Polytechnics**

- **Prof. (Mrs.) N. A. Atrey**, I/c HOD, Dept of CACD&DM,G.P.G.,Ahmedabad
- **Prof. (Ms.) F.V.Kugashiya**, Lecturer, Dept of ACD&DM,G.P.G.,Ahmedabad
- **Prof. (Mrs.) B.M.Patel**, Lect.Deptt of CACDDM,K.J.Polytechnic, Bharuch
- **Prof. (Mrs.) D.B.Suthar**, Lect., Department of CACDDM, G.P. Himmatnagar.

**Co-ordinator and Faculty Members from NIFT-Gandhinagar**

- **Prof. PavanGodiwala**, Project Coordinator
- **Prof. Ravi Joshi**, Asst. Professor, Fashion Design

**Co-ordinator and Faculty Members from NITTTR Bhopal**

- **Prof. (Mrs.) Chanchal Mehra**, Associate Professor, Department of Vocational Education and Entrepreneurship Development.