

**Curriculum
For
3- Years Diploma
In
Dress Designing and Making
COURSE CODE: 36ADDDM2024R3**

(Revised August, 2024)

TRAINING OBJECTIVES

The revised Dress Designing and Making curriculum embodies the spirit of adaptability and ingenuity, equipping students with the integrated expertise needed to navigate the ever-evolving landscape of the garment and textile industry on both national and international stages. This comprehensive program aims to cultivate a skilled workforce proficient in design, trend forecasting, pattern making, sewing, draping, and Computer-Aided Design, addressing the industry's demand for versatile talent.

At its core, the course seeks to foster a dynamic learning environment that nurtures knowledge, innovation, creativity, and excellence. Students are empowered to engage in design intervention throughout the entire dress development process, seamlessly integrating techniques to craft compelling fashion statements. By aligning with contemporary industry needs, the curriculum caters to both commercial and domestic sectors, emphasizing dress designing and making for diverse demographics encompassing all age groups and genders.

The infusion of traditional aesthetics with modern design methodologies adds a rich tapestry of variety to the curriculum, ensuring that graduates are well-versed in a spectrum of design approaches. Notably, the updated focus on computer-aided design serves to bolster students' employability, aligning their skills with industry demands.

By instilling essential theoretical knowledge and practical skills, the program aspires to produce a capable and adept workforce tailored to meet current market demands. Ultimately, the curriculum endeavors to empower individuals to become self-reliant contributors to society, reflecting the program's commitment to creating a skilled and impactful cohort of professionals.

CURRICULUM SALIENTS:

Entry level	:	Matric
Duration	:	3- Years
:		
Total Training Hours	:	1360 Hours per Year
	:	Approx.40 hours per week
	:	7 hours / day (Friday 5 Hours)
Training Methodology	:	Practical 60%
	:	Theory 40%
Medium of Instruction	:	English/ Urdu

CURRICULUM DELIVERY STRUCTURE**1st Year**

	Curriculum Delivery	Co Curricula Activities / Vacations	Revision	Final Test	Total
Week	1-34	35-50	51	52	52
	34	16	1	1	

2nd Year

	Curriculum Delivery	Co Curricula Activities / Vacations	Revision	Final Test	Total
Week	1-34	35-50	51	52	52
	34	16	1	1	

3rd Year

	Curriculum Delivery	Co Curricula Activities / Vacations	Revision	Final Test	Total
Week	1-34	35-50	51	52	52
	34	16	1	1	

SCHEME OF STUDIES**Diploma in Dress Designing & Making (3 -Years Course)**

Scheme of Studies DDM 1st Year					
Sr.	Code	Subject	T	P	C
1.	Eng 142	English-I	6	0	2
2.	Gen 172	Urdu-I	6	0	2
3.	RE111/ISL111	Religious Education / Islamiat	3	0	1
4.	ETH111 / CIV111/TT111	Ethics-I / Civics-I / Tarjumat-ul-Quran-I	1	0	1
5.	DDM 101	Hand & Machine Embroidery	0	3	1
6.	DDM 113	Pattern Making-I	1	6	3
7.	DDM 102	Textile Technique	1	3	2
8.	DDM 162	Sewing-I	1	3	2
9.	DDM 172	Drawing & Design-I	1	3	2
10.	DDM 182	Computer Aided Design-I	1	3	2
Total			21	21	28

Scheme of Studies DDM 2nd Year					
Sr.	Code	Subject	T	P	C
1.	Eng 242	English-II	6	0	2
2.	GEN272	Urdu-II	6	0	2
3.	GEN291	Pakistan Studies	3	0	1
4.	ETH211 / CIV211/TT211	Ethics-II/ Civics-II / Tarjumat-ul-Quran-II	1	0	1
5.	DDM211	Surface Embellishment	0	3	1
6.	DDM202	Pattern Making-II	0	6	2
7.	DDM221	Sewing-II	0	3	1
8.	DDM272	Drawing & Design-II	1	3	2
9.	DDM282	Marketing & Merchandizing	2	0	2
10.	DDM292	Computer Aided Design-II	1	3	2
11.	DDM201	Quality Assurance	1	0	1
12.	MGM262	Communication Skills & Report Writing	1	3	2
Total			22	21	29

Dress Designing and Making 3-Years Course

Scheme of Studies DDM 3rd Year					
Sr.	Code	Subject	T	P	C
1	DDM302	Trends Forecasting	1	3	2
2	DDM352	Pattern Making-III	0	6	2
3	DDM372	Sewing-III	0	6	2
4	MGM332	Entrepreneurship and Business Management	2	0	2
5	DDM382	Advance Textile Design & Printing	1	3	2
6	DDM392	Computer Aided Design-III	1	3	2
7	DDM311	Final Project	0	3	1
8	DDM321	Internship	0	3	1
Optional Subjects (<i>Select any one</i>)					
Sr.	Code	Subject	T	P	C
1	DDMF332	Fashion Styling	0	6	2
2	DDMC332	Computer Graphics for Fashion Industry	0	6	2
3	DDMD332	Draping	0	6	2
		Total	5	33	16

DETAIL OF COURSE CONTENTS**Dress Designing & Making (3 Years course)****1st Year****ENG- 142 ENGLISH-I****Total Contact Hours:**

Theory:	204
Practical:	0

Part-I

1. Book I (short stories)
2. Book iii (Plays & Poetry) (15+15)
3. Composition
 - a) Letter writing
 - b) Story writing
4. Applied Grammar
 - a) Correct use of Tenses
 - b) Punctuation
 - c) Differentiation in meaning of words
5. Retranslation
 - a) A continues propose passage from English into Urdu

English Book-I

Compliers: 1. Bashir Ahmad Chaudary 2. Qazi Sajjad Ahmad

Editors: Mrs. Shaida Rasul

Publisher Punjab Text Book Board, Lahore

Intermediate English Book-II

Publishers: 1.Naiz Book Depot 2. Tariq Publishing House. 3.Wajid Alis

Author: Dr. Mahammad Sadiq

Editors: Mrs. S. M. Suleri

English Book-III

- Compliers 1. Rafiq Mahmood 2. Bashir Ahmad Chaudary 3. Qazi Sajjad Ahmad
1. Main Muhammad Afzal 5. Razzi Abidi 6. Shaid Imtaz

A New Anthology Of Essays

Publishers: Ejaz Publishers

Authors: Prof. Dr. Imdad Hussain 2. Mrs. S. M Suleri

Editors: Mrs S.M.Sulerhi

A New Anthology of Poems

Publishers: Furqan Brothers

Authors: 1. Dr. M. Sadiq 2. Raiz hussain

Editors: Prof. Riaz Hussain

Goodbye Mr. Chips

Publishers: Oxford University

Authors: Cams Hilton

Total Contact Hours:

Theory: 204

Practical: 0

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نصاب اردو (لازمی)

پارٹ - ۱ (گیارہویں جماعت کے لیے)

وقت: ۳۰۰ گھنٹے

حصہ نثر: کتاب "سرمایہ اردو"

دیئے گئے اقتباس کی سیاق و سباق کے حوالے سے تشریح

سبق کا خلاصہ

اسباق پر سوالات

نظم کی تشریح

غزل کی تشریح

نظم کا خلاصہ

قواعد و انشاء

روداد درمکالمہ روزنامہ

تلخیص

درخواست رسید

قواعد

قواعد سال اول

تشبیہ، استعارہ، تلخیص، مطلع، مقطع، قافیہ، ردیف کی تعریف اور مثالیں، تذکیر و تانیث (غیر حقیقی)

روداد درمکالمہ روزنامہ

درخواست رسید

تلخیص

INTERMEDIATE EXAMINATION,

- سرمایہ اردو (گیارہویں جماعت)
 مؤلفین : ۱ - ڈاکٹر محمد خان اشرف
 ۲ - پروفیسر ایم اے ایم اے
 ۳ - محمد زبیر ساہی
- ایڈیٹرز : ۱ - پروفیسر حفیظ صدیقی
 ناشر : پنجاب ٹیکسٹ بک بورڈ ، لاہور
- سرمایہ اردو (بارہویں جماعت)
 مؤلفین : ۱ - ڈاکٹر علی محمد خان
 ۲ - ڈاکٹر عبدالحمید
 ۳ - پروفیسر جعفر بلوچ
- ایڈیٹرز : پروفیسر محمد طاہرالحمق چشتی
 ناشر : پنجاب ٹیکسٹ بک بورڈ ، لاہور

GEN-191 ISLAMIAT/ CIVICS (for non-Muslims)

Total Contact Hours:

Theory:

10

Practical:

0

کل نمبر	تعلیمات اسلامی (لازمی)	باب اول
دو نمبر فی صفحہ	(پچاس نمبر کا ایک پرچہ ہو گا)	بنیادی عقائد ، توحید ، رسالت ، ملائکہ ، آسمانی کتابیں ، آخرت
		باب دوم
		اسوہ رسول اکرم صلی اللہ علیہ وسلم ، رحمتہ للعالمین ، اخوت ، مساوات ، صبر و استقلال ، عفو و درگزر ، ذکر
		باب سوم
		اسلامی تشخص ، ارکان اسلام ، اللہ تعالیٰ اور رسول اللہ صلی اللہ علیہ وسلم کی محبت اور اطاعت ، حقوق العباد ، معاشرتی ذمہ داریاں

چهارم

تعارف قرآن و حدیث

تعارف قرآن ، تعارف حدیث ، منتخب آیات ، منتخب احادیث

۱. منتخب آیات

- ۱ - انا نحن نزلنا الذكر واناله لحفظون ،
- ۲ - لقد كان لكم في رسول الله اسوة حسنة .
- ۳ - واعتصموا بحبل الله جميعاً ولا تفرقوا .
- ۴ - ان اكرمكم عند الله اتقاه
- ۵ - ان في خلق السموت والارض واختلاف الليل والنهار لايات لاولي الالباب
- ۶ - لن تنا لو البر حتى تنفقوا مما تحبون .
- ۷ - وما اتاكم الرسول فخذوه وما نهاكم عنه فانتهوا .
- ۸ - ان الصلوة تنهى عن الفحشاء والمنكر .
- ۹ - يا ايها الذين امنوا كتب عليكم الصيام .
- ۱۰ - ان الله باس بالعدل و الاحسان .

۱. احاديث

- ۱ - انما بعثت لا تم مكارم الاخلاق .
- ۲ - لا يؤمن احدكم حتى اكون احب اليه من والده و ولده والناس اجمعين .
- ۳ - الجنته تحت اقدام الامهات .
- ۴ - المسلم من سلم المسلمون من لسانه ويده
- ۵ - من لا يرحم الناس لا يرحمه الله .
- ۶ - الصدق ينجي والكذب يهلك .
- ۷ - كل المسلم على المسلم حرام دمه وماله و عرضه .
- ۸ - ما حال من اقتصد .
- ۹ - من سلك طريقاً يطلب فيه علماً سلك الله به طريقاً من طرق الجنة .
- ۱۰ - المؤمن اخو المؤمن كجسد الواحد ان اشتكى شيئاً منه وجد الم ذلك في سائر جسده .

سجوزہ کتاب :- اسلاميات (لازمی) برائے انٹرمیڈیٹ کلاسز

نام ناشر :- ۱ - میسرز سٹینڈرڈ بک ہاؤس ، لاہور .
۲ - میسرز فرنٹیر پبلیکیشنز کمپنی ، لاہور

RE111/ISL11	Religious Education / Islamiat
ETH111 / CIV111/TT111	Ethics-I / Civics-I / Tarjumat-ul- Quran-I

DDM 101 Hand & Machine Embroidery**Total Contact Hours:**

Theory:	0
Practical	102

T	P	C
0	3	1

Aims:

- To understand the importance and use of hand & machine embroidery in the garment & textile sector.
- To develop an understanding of hand & machine embroidery processes
- To equip students with the necessary embroidery skills to meet the standards of the industry

List of Practical: Hand & Machine Embroidery**(102 Hrs)**

1. Create Research boards on different embroidery types and label it
2. Create a Mind Map (Brainstorming) chart based on Hand & Machine Embroidery Tools, Equipment, Machinery, and Consumable with pictures and labels
3. Create the following boards as a design guideline for the embroidery practice and projects
 - 3.1 Research Board
 - 3.2 Theme Board
4. Make theme-based designs for different types of embroidery on sketch Book with rendering
5. Create design layouts for different types of embroidery projects on sketchbook/sketch papers
6. Make a Khaaka (transfer draft) on Butter sheet/ tracing paper by Tracing, Punching, and transferring a design onto fabric for embroidery purposes
7. Select and Prepare Fabric for Embroidery purposes
 - 7.1 Make a sample with Running stitch on a 6" X 6" fabric piece
 - 7.2 Make a sample with Backstitch on a 6" X 6" fabric piece
 - 7.3 Make a sample with Chain Stitch on a 6" X 6" fabric piece
 - 7.4 Make a sample with Blanket stitch on a 6" X 6" fabric piece
 - 7.5 Make a sample with Stem stitch on a 6" X 6" fabric piece
 - 7.6 Make a sample with Satin stitch sample on a 6" X 6" fabric piece
 - 7.7 Make a sample with Cross stitch on a 6" X 6" fabric piece
 - 7.8 Make a sample with Herringbone stitch on a 6" X 6" fabric piece
 - 7.9 Make a sample with Shadow work on a 6" X 6" fabric piece

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- 7.10 Make a sample with different Types of Loop Stitches on a 6” X 6” fabric piece
- 7.11 Make a sample with different types of knotted stitches on a 6” X 6” fabric piece
- 7.12 Make a sample with different Stitch Variations on a 12” X 12” fabric piece
- 7.13 Make a sample of Traditional Embroidery with Sindhi Stitch on a 6” X 6” fabric piece
- 7.14 Make a sample of Traditional Embroidery with Kashmiri Stitch on a 6” X 6” fabric piece
- 7.15 Make a sample of Traditional Embroidery with Balochi Stitch on a 6” X 6” fabric piece
- 7.16 Make a sample of Traditional Embroidery with Multani Stitch on a 6” X 6” fabric piece
- 7.17 Make a sample of Traditional embroidery with Phulkari technique on a 6” X 6” fabric piece
- 7.18 Make a sample of Traditional Embroidery with ChickenKari Technique on a 6” X 6” fabric piece
- 7.19 Make a sample of Traditional Embroidery with Swati Embroidery on a 6” X 6” fabric piece
- 7.20 Make a sample of Traditional Embroidery with Kutch Embroidery on a 6” X 6” fabric piece
- 7.21 Make a sample of the Traditional Embroidery with Ralli Work Technique on a 6” X 6” fabric piece
- 7.22 Make a sample of Traditional Embroidery with Ribbon Work Technique on a 6” X 6” fabric piece
- 8. Demonstrate the use of an Embroidery Machine following health & safety precautions
- 9. Demonstrate the procedure of handling the Common Issues of Embroidery Machine
- 10. Arrange and set up Fabric for Machine Embroidery Work
 - 10.1 Make a Machine Embroidery sample on a fabric piece of 6” x 6” with Plain Stitch/Straight Stitch/Running Stitch
 - 10.2 Make a Machine Embroidery sample on a fabric piece of 6” x 6” with Zigzag stitch
 - 10.3 Make a Machine Embroidery sample on a fabric piece of 6” x 6” with Curved designs
 - 10.4 Make a Machine Embroidery sample on a fabric piece of 6” x 6” with Satin Stitch
 - 10.5 Make a Machine Embroidery sample on a fabric piece of 6” x 6” with Cording Stitch
 - 10.6 Make a Machine Embroidery sample on a fabric piece of 6” x 6” with Stem Stitch
 - 10.7 Make a Machine Embroidery sample on a fabric piece of 6” x 6” with Long & Short
 - 10.8 Make a Machine Embroidery sample on a fabric piece of 6” x 6” with Shade Stitch
 - 10.9 Make a Machine Embroidery sample on a fabric piece of 6” x 6” with Velvet Stitch
 - 10.10 Make a Machine Embroidery sample on a fabric piece of 6” x 6” with Fancy Embroidery

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- 10.11 Make a Machine Embroidery sample on a fabric piece of 6" x 6" with Scallop Making Technique
- 10.12 Make a Machine Embroidery sample on a fabric piece of 12" x 12" with Basic Quilting
- 10.13 Make a Machine Embroidery sample on a fabric piece of 12" x 12" with Patchwork
- 10.14 Make a Machine Embroidery sample on a fabric piece of 12" x 12" with Basic Applique work
- 10.15 Make a Machine Embroidery sample on a fabric piece of 6" x 6" with Eyelet Work
- 10.16 Make a Machine Embroidery sample on a fabric piece of 6" x 6" with Mirror Work
11. Make a dossier by compiling the hand & machine embroidery samples.
12. Make a set of Dinner Table Mats, Table Runner, and Napkins in a Group project with a maximum 5 members using Hand Embroidery Techniques
13. Make a Theme-based Final Project of a Kids' Prayer Mat with Quilting, Applique Technique, and another technique of your choice (Hand Embroidery or Machine Embroidery)
14. Make a theme-based Final Project of a Wall Panel (minimum size 12" X 18") using Machine Embroidery Techniques
15. Display your work and dossier
16. Present your work in front of a Jury and get feedback
- 17. Ensure the waste material of every practical may be disposed of according to the standard SOPs.**
- 18. If the waste material should be reuse in the form of any product, it could be managed as well.**

DDM 113 Pattern Making - I**Total Contact Hours:**

Theory:	34
Practical	204

T	P	C
1	6	3

Aims:

- To familiarize students with Fashion industry terminologies in the Pattern making sector
- To enable students to differentiate various pattern-making tools and their uses
- To enable students to create garment Patterns as per industry standards and requirements
- To develop an understanding of the latest pattern-making and cutting techniques.
- To impart knowledge and skills about different garment styles and variations for pattern making and cutting.
- To make and cut patterns following health and safety procedures.

Course Contents:**Hours**

1. Introduction to Pattern Making	(8)
1.1 Difference between Pattern Drafting and Pattern Making	
1.2 Tools & Equipment of Pattern Making & their use	
1.3 Reading the Scale & Writing Key Information	
1.4 Different Terms and Terminologies in Pattern Making	
1.4.1 Grain Line	
1.4.2 Notches	
1.4.3 Darts and Dart Manipulation	
1.4.4 Seam Allowances	
1.4.5 Annotations on Pattern	
1.4.6 Different Pattern symbols and their meanings	
1.4.7 Information Chart	
1.5 Health & Safety Precautions	(4)
1.6 Understanding the different Unit Systems used in the Apparel and Fashion industry	
1.7 Understanding different Size Systems used in the garment industry	
1.8 Size Charts and their understanding	(4)
1.9 Measurement Techniques of Body & Garments for the Kids	
1.9.1 Boys	
1.9.2 Girls	
2. Pattern Making Basics: Children's Garments	(4)
2.1 Technical details of Children garments and Patterns	
2.1.1 Boys	
2.1.2 Girls	
2.1.3 Infants	

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- 2.2 Understanding of Different Children's Physique
 - 2.2.1 Petite / Thin
 - 2.2.2 Normal / Average
 - 2.2.3 Fat / Healthy / Plum
- 2.3 Understanding of Children's Garments Size Chart
 - 2.3.1 Girls Size Chart
 - 2.3.2 Boys Size Chart
- 2.4 Blocks for Children Garments
 - 2.4.1 Difference between a Block and a Pattern
 - 2.4.2 Bodice Block
 - 2.4.2.1 Boy (3-5 years old)
 - 2.4.2.2 Girl (3-5 years old)
 - 2.4.2.3 Infant
 - 2.4.3 Skirt Block
 - 2.4.3.1 Girl (3-5 years old)
 - 2.4.3.2 Infant
 - 2.4.4 Trouser Block
 - 2.4.4.1 Boy (3-5 years old)
 - 2.4.4.2 Girl (3-5 years old)
 - 2.4.4.3 Infant
 - 2.4.5 Sleeves Block
 - 2.4.5.1 Boy (3-5 years old)
 - 2.4.5.2 Girl (3-5 years old)
 - 2.4.5.3 Infant
- 2.5 Pattern-making for Children Garments (4)
 - 2.5.1 Drafting Garment Components for Pattern Making
 - 2.5.1.1 Cuff
 - 2.5.1.2 Collar & Collar Variations
 - 2.5.1.3 Pockets & Pocket Variations
 - 2.5.1.4 Different Types of Plackets
 - 2.5.1.5 Yokes
 - 2.5.2 Making Sleeves Pattern and its Variations (3-5 years old) (2)
 - 2.5.2.1 Straight Sleeves
 - 2.5.2.2 Puff Sleeves
 - 2.5.2.3 Bishop Sleeves
 - 2.5.2.4 Bell Sleeves
 - 2.5.2.5 Raglan Sleeves
 - 2.5.2.6 Butterfly Sleeves
 - 2.5.3 Making Bodice Pattern (3-5 years old)
 - 2.5.3.1 Bodice Front
 - 2.5.3.2 Bodice Back
 - 2.5.4 Making Frock Pattern (3-5 years old) (4)
 - 2.5.4.1 A-line frock
 - 2.5.4.2 Yoke frock

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- 2.5.4.3 Body frock
- 2.5.4.4 Umbrella frock
- 2.5.5 Making Skirt Pattern (3-5 years old)
 - 2.5.5.1 Straight Skirt
 - 2.5.5.2 Pleated Skirt
 - 2.5.5.2.1 Box Pleats
 - 2.5.5.2.2 Inverted Pleats
 - 2.5.5.2.3 Side Pleats
 - 2.5.5.3 Panel Skirt
- 2.5.6 Making Patterns for Bottoms (3-5 years old)
 - 2.5.6.1 Basic Shalwar (unisex)
 - 2.5.6.2 Basic Trousers (unisex)
- 2.5.7 Making Pattern for Bush Shirt (Bushirt) for Boys (3-5 years old) (4)
- 2.5.8 Making Pattern for Knickers (3-5 years old)

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Recommended Books:

- Pattern Making & cutting by Qureshia Sultana
- Pattern Design Fundamentals: Creative Pattern Drafting and Construction by Jennifer Lynne and Matthews-Fairbanks
- Pattern Making made easy by Connie, Amaden-crawford
- A Basic Guide To Pattern Drafting by Nick Verreos, David Paul
- Practical Pattern Making: A Step by Step Guide for Pattern Making by Alamu Kumarappan, Thamaraiselvi Pravindoss
- Pattern Making for Kids' Clothes: All You Need to Know about Designing, Adapting, and Customizing Sewing Patterns for Children's Clothing by Carla Hegeman Crim

Suggested Online Resources:

- Pattern Design Fundamentals (Available at:
https://www.google.com.pk/books/edition/Pattern_Design_Fundamentals/7HxyDwAAQBAJ?hl=en&gbpv=1&dq=Pattern+Making+for+beginners+book&printsec=frontcover)
- Techniques of Drafting and Pattern Making: Garments for Kids and Adolescents (Available at:
https://www.google.com.pk/books/edition/Techniques_Of_Drafting_And_Pattern_Makin/OU2BTkLQqUC?hl=en&gbpv=1&dq=Kids+Garments+Pattern+Making+book&printsec=frontcover)

Instructional Objectives: Pattern Making - I

1. Explain what is meant by Pattern Making? Describe the importance of Pattern-making in the Fashion industry.
 - 1.1 Differentiate between Pattern Drafting and Pattern Making?
 - 1.2 Differentiate between different Tools & Equipment of Pattern Making & describe their use.
 - 1.3 Describe what factors to consider while Reading the Scale & Writing Key Information
 - 1.4 List down the important Terms and Terminologies in Pattern Making?
 - 1.4.1 Describe Grain Line and its importance in garment making.
 - 1.4.2 Explain what are Notches and their importance. Describe different types of Notches with their use.
 - 1.4.3 Explain what a Dart is. What is the function of Dart Manipulation, describe with examples
 - 1.4.4 Discuss what is a Seam Allowance with examples pertaining to its uses in the garment making
 - 1.4.5 Explain the use and importance of Annotations on Pattern
 - 1.4.6 Differentiate between various Pattern symbols and their meanings
 - 1.4.7 Describe the meaning and uses of an Information Chart in Pattern Making
 - 1.5 Discuss Health & Safety Precautions while making and cutting patterns.
 - 1.6 What is meant by different Unit Systems? Describe why different unit systems are used in the Apparel and Fashion industry.
 - 1.7 Elaborate why there is a difference in Size Systems used in the garment industry
 - 1.8 What are Size Charts, describe them with examples.
 - 1.9 Explain the step by step process of measuring kids body and garments.
 - 1.9.1 Discuss the major components of the Boys figure for pattern making purposes
 - 1.9.2 Discuss the major components of the Girls figure for pattern making purposes
2. Differentiate between different Children's Garments and their components
 - 2.1. List down the Technical details of Children's garments and Patterns
 - 2.1.1. Describe the Process of measuring the boy's body
 - 2.1.2. Describe the process of measuring a girl's body
 - 2.1.3. Describe the process of the Infants body
 - 2.2. Explain why is it necessary to understand Different Children's Physique
 - 2.2.1. Describe Petite / Thin physique
 - 2.2.2. Describe Normal / Average Physique
 - 2.2.3. Describe Fat / Healthy / Plum Physique
 - 2.3. Differentiate between Children's Garments Size Chart
 - 2.3.1. Write down Girls' Size Chart for an Average Physique
 - 2.3.2. Write down Boys' Size Chart for an Average Physique
 - 2.4. What is meant by Children's Garment Blocks? List down various components of a complete garment block
 - 2.4.1. Differentiate between a Block and a Pattern
 - 2.4.2. What is meant by a Bodice Block

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- 2.4.2.1. List down the sizes of a bodice block for a Boy of 3-5 years old
- 2.4.2.2. Write down the sizes of a bodice block for a Girl of 3-5 years old
- 2.4.2.3. Write down the sizes of a bodice block for an Infant
- 2.4.3. Describe a Skirt Block?
 - 2.4.3.1. Write down the sizes of a skirt block for a Girl 3-5 years old
 - 2.4.3.2. Write down the sizes of a skirt block for an Infant
- 2.4.4. Explain a Trouser Block
 - 2.4.4.1. Write down the sizes of a trouser block for a Boy for a 3-5 years old
 - 2.4.4.2. Write down the sizes of a trouser block for a Girl for a 3-5 years old
 - 2.4.4.3. Write down the sizes of a trouser block for an Infant
- 2.4.5. Discuss what is a Sleeves Block
 - 2.4.5.1. Write down the sizes of a sleeve block for a Boy for 3-5 years old
 - 2.4.5.2. Write down the sizes of a sleeve block for a Girl for a 3-5 years old
 - 2.4.5.3. Write down the sizes of a sleeve block for an Infant
- 2.5. Explain the importance and use of Pattern-making for Children Garments within the industry
 - 2.5.1. Differentiate between various Garment Components for Children Pattern Making
 - 2.5.1.1. Write down the sizes and procedure for drafting a pattern for Cuffs for children's garments
 - 2.5.1.2. Write down the sizes and procedure for drafting a pattern for the Collar
 - 2.5.1.2.1. List down different Collar Variations
 - 2.5.1.3. Write down the sizes and procedure for drafting a pattern for the Pockets
 - 2.5.1.3.1. Describe different Pocket Variations
 - 2.5.1.4. Differentiate between various Types of Plackets
 - 2.5.1.5. Write down the sizes and procedure for drafting a pattern for the Yokes
 - 2.5.2. Write down the step-by-step procedure for Making Sleeves Pattern
 - 2.5.2.1. Write down the step-by-step procedure for Making Straight Sleeves
 - 2.5.2.2. Write down the step-by-step procedure for Making Puff Sleeves
 - 2.5.2.3. Write down the step-by-step procedure for Making Bishop Sleeves
 - 2.5.2.4. Write down the step-by-step procedure for Making Bell Sleeves
 - 2.5.2.5. Write down the step-by-step procedure for Making Raglan Sleeves
 - 2.5.2.6. Write down the step-by-step procedure for Making Butterfly Sleeves
 - 2.5.3. Write down the step-by-step procedure for Making a Bodice Pattern for a 3-5 years old
 - 2.5.3.1. Write down the technical details of a Pattern for the Bodice Front
 - 2.5.3.2. Write down the technical details of a pattern for the Bodice Back
 - 2.5.4. Differentiate between different Frock Patterns
 - 2.5.4.1. Write down the step-by-step procedure for Making an A-line frock
 - 2.5.4.2. Write down the step-by-step procedure for Making a Yoke frock
 - 2.5.4.3. Write down the step-by-step procedure for Making Body frock

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- 2.5.4.4. Write down the step-by-step procedure for Making Umbrella frock
- 2.5.5. Differentiate between different Skirt Patterns
 - 2.5.5.1. Write down the step-by-step procedure for Making a Straight Skirt
 - 2.5.5.2. Differentiate between different Pleated Skirt
 - 2.5.5.2.1. Write down the step-by-step procedure for Making Box Pleats
 - 2.5.5.2.2. Write down the step-by-step procedure for Making Inverted Pleats
 - 2.5.5.2.3. Write down the step-by-step procedure for Making Side Pleats
 - 2.5.5.3. Write down the step-by-step procedure for Making Panel Skirt
- 2.5.6. Differentiate between different Patterns for Bottoms
 - 2.5.6.1. Write down the step-by-step procedure for Making Basic Shalwar (unisex)
 - 2.5.6.2. Write down the step-by-step procedure for Making Basic Trousers (unisex)
- 2.5.7. Write down the step-by-step procedure for Making a Pattern for Bush Shirt (Bushirt) for Boys (3-5 years old)
- 2.5.8. Write down the step-by-step procedure for Making a Pattern for Knickers (3-5 years old)

1. Practice reading the scale
2. Analyze the figure of different kids' physiques
3. Take Body Measurements of the following and create a size chart with detailed measurements:
 - 3.1 Boy
 - 3.2 Girl
4. Create Blocks for Children Garments
 - 4.1 Draft and create Bodice Block of the following:
 - 4.1.1 Boy (3-5 years old)
 - 4.1.2 Girl (3-5 years old)
 - 4.1.3 Infant
 - 4.2 Draft and create Skirt Block for the following:
 - 4.2.1 Girl (3-5 years old)
 - 4.2.2 Infant
 - 4.3 Draft and create Trouser Block for the following:
 - 4.3.1 Boy (3-5 years old)
 - 4.3.2 Girl (3-5 years old)
 - 4.3.3 Infant
 - 4.4 Draft and create Sleeves Block for the following
 - 4.4.1 Boy (3-5 years old)
 - 4.4.2 Girl (3-5 years old)
 - 4.4.3 Infant
 - 4.5 Draft and Create Patterns for Children Garments
 - 4.5.1 Draft the following Garment Components for Pattern Making with variations:
 - 4.5.1.1 Cuff
 - 4.5.1.2 Collar & Collar Variations
 - 4.5.1.3 Pockets & Pocket Variations
 - 4.5.1.4 Different Types of Plackets
 - 4.5.1.5 Yokes
 - 4.5.2 Draft and Create Sleeves Pattern and its Variations (3-5 years old)
 - 4.5.2.1 Straight Sleeves
 - 4.5.2.2 Puff Sleeves
 - 4.5.2.3 Bishop Sleeves
 - 4.5.2.4 Bell Sleeves
 - 4.5.2.5 Raglan Sleeves
 - 4.5.2.6 Butterfly Sleeves
 - 4.5.3 Make Bodice Pattern for a 3-5 years old kid
 - 4.5.3.1 Bodice Front
 - 4.5.3.2 Bodice Back
 - 4.5.4 Make the following Frock Patterns for 3-5 years old kids
 - 4.5.4.1 A-line frock

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- 4.5.4.2 Yoke frock
 - 4.5.4.3 Body frock
 - 4.5.4.4 Umbrella frock
 - 4.5.5 Make the following Skirt Patterns for 3-5 years old kids
 - 4.5.5.1 Straight Skirt
 - 4.5.5.2 Pleated Skirt
 - 4.5.5.2.1 Box Pleats
 - 4.5.5.2.2 Inverted Pleats
 - 4.5.5.2.3 Side Pleats
 - 4.5.5.3 Panel Skirt
 - 4.5.6 Draft and Create the following Bottom Patterns for 3-5 years old kids
 - 4.5.6.1 Basic Shalwar (unisex)
 - 4.5.6.2 Basic Trousers (unisex)
 - 4.5.7 Draft and Create Pattern for Bush Shirt (Bushirt) for Boys of 3-5 years old with its complete components
 - 4.5.8 Draft and Create Pattern for Knickers for a 3-5 years old boy
5. **Ensure the waste material of every practical may be disposed of according to the standard SOPs.**
 6. **If the waste material should be reuse in the form of any product, it could be managed as well**

DDM 102 Textile Techniques**Total Contact Hours:**

Theory:	34
Practical	102

T	P	C
1	3	2

Aims:

- To gain knowledge of textile history and different types of textiles, their properties, and appropriate uses.
- To develop proficiency in fundamental techniques such as weaving, knitting, crocheting, and felting.
- Understand the principles behind each technique and how to apply them effectively.
- To acquire hands-on skills in using textile machinery and equipment safely and efficiently.

Course Contents:**Hours**

1. Introduction to Textile	(4)
1.1 Difference between Textile and clothing	
1.2 Classification of textiles	
1.2.1 Natural	
1.2.2 Synthetic	
1.2.3 Blended	
1.3 History of textiles	
1.3.1 Prehistoric Development	
1.3.2 Woolen Textiles Development in Southern Turkey	
1.3.3 Flax-based Woven Linen in Egypt	
1.3.4 Cotton Development in Ancient India and Africa	
1.3.5 Silk Cloth Development in Ancient China	
1.3.6 Development of Woven Textiles in Ancient Japan	
1.3.7 The Era of Woven Textiles and Silk Variations	
1.3.8 The Invention of the Great Wheel	
1.3.9 The Development of Woven Textiles in the European Countries	
2. Fiber Science	(12)
2.1 Types of Fibers	
2.1.1 Natural	
2.1.2 Synthetic	
2.2 Properties of fiber	
2.2.1 Strength	
2.2.2 Elasticity	
2.2.3 Durability	

- 2.2.4 Resiliency
- 2.3 Fiber identification
 - 2.3.1 Burning tests
 - 2.3.2 Shrinkage test
- 3. Yarn production (4)**
 - 3.1 Introduction to yarn
 - 3.2 Yarn characteristics
 - 3.2.1 Twist
 - 3.2.2 Count
 - 3.2.3 Ply(2 ply, 3 ply, 4 ply, 5 ply)
- 4. Fabric construction (14)**
 - 4.1 Weaving and basic weave structures
 - 4.1.1 Plain weave
 - 4.1.2 Satin weave
 - 4.1.3 Twill weave
 - 4.2 Hand Knitting
 - 4.2.1 Introduction to knitting tools
 - 4.2.2 Simple knitting
 - 4.2.3 Pearl knitting
 - 4.2.4 Cables knitting
 - 4.2.5 Blocks knitting
 - 4.2.6 Hole knitting
 - 4.2.7 Slip, slip knit
 - 4.3 Machine knitting
 - 4.3.1 Introduction to knitting machine
 - 4.3.2 Care and maintenance of the knitting machine
 - 4.3.3 Health & Safety precautions
 - 4.3.4 Tuck knitting
 - 4.3.5 Skip knitting
 - 4.4 Crochet
 - 4.4.1 Introduction to crochet needles
 - 4.4.2 Introduction to crocheting wool(3 ply, 4 ply)
 - 4.4.3 Chain stitch
 - 4.4.4 Slip stitch
 - 4.4.5 Double treble crochet
 - 4.4.6 Long treble
 - 4.4.7 Clusters
 - 4.4.8 Round motif
 - 4.4.9 Square motif
 - 4.4.10 Edging/Finishing
 - 4.5 Felting

Recommended Books:

- “Textiles: Basics” by Sara J. Kadolph and Anna L. Langford

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- “Learning to weave” by Deborah Chandler
- “Hand knitting” by Larissa Koedyker
- “Creative machine knitting” by Alison Dupernex
- “Crochet for beginners” by Arica Presinal

Suggested Online Resource:

https://www.reddit.com/r/knitting/comments/rydrif/what_are_the_best_resources_for_learning_knitting/

<https://missmustardseed.com/helpful-resources-for-beginner-knitting/>

<https://www.interweave.com/beginner-resources-how-to-knit/#2>

<https://www.schoolofsweetgeorgia.com/weaving/>

<https://www.morleycollege.ac.uk/courses/course/off-loom-weaving/>

<https://daisyfarmcrafts.com/resources-for-learning-how-to-crochet/>

Instructional objectives: Textile Techniques**1. Demonstrate the concept of textiles and its importance**

- 1.1 Explain the difference between textiles and clothing according to its nature
- 1.2 Explain the classification of textiles according to its origin
 - 1.2.1 Describe the nature and use of natural textile material
 - 1.2.2 Describe the nature and use of synthetic textile material
 - 1.2.3 Describe the nature and use of blended textile material
- 1.3 List down the Key developments in textiles throughout the History of textiles with dates
 - 1.3.1 Explain the Prehistoric Development in Textiles and the need for clothing
 - 1.3.2 Discuss Woolen Textiles Development in Southern Turkey.
 - 1.3.3 Elaborate the techniques used for the development of Flax-based Woven Linen in Egypt
 - 1.3.4 Explain the Development of textiles and its techniques in Ancient India and Africa
 - 1.3.5 Describe the history of textiles in Ancient China
 - 1.3.6 Explain the Development of Textiles in Ancient Japan
 - 1.3.7 Explain how Woven Textiles, Silk, and its Variations spread across the world
 - 1.3.8 Describe the Invention of the Great Wheel and its impact on the textile industry
 - 1.3.9 Describe the Woven Textiles of the European Countries

2. Explain fiber and its uses in the textile field with examples

- 2.1 Explain the types of fiber used in the textile and garment industry
 - 2.1.1 Describe the use and importance of natural fiber
 - 2.1.2 Describe the use and importance of synthetic fiber
- 2.2 Explain the different properties of fiber according to its nature
 - 2.2.1 Describe the strength property of fiber and its importance according to the end product
 - 2.2.2 Describe the elasticity property of fiber and its importance according to the end product
 - 2.2.3 Describe the durability property of fiber and its importance according to the end product
 - 2.2.4 Describe the resiliency property of fiber and its importance according to the end product
- 2.3 Explain the fiber identification and its importance
 - 2.3.1 Describe the use of burning tests and its use for fiber identification
 - 2.3.2 Why Shrinkage test is done, describe its importance

3. Explain the yarn production in the textile industry

- 3.1 Describe the meaning of yarn in textiles
- 3.2 Explain the characteristics of yarn used in the textile industry
 - 3.2.1 Describe the yarn twist and its importance in the textile industry
 - 3.2.2 Describe the yarn count and its importance in the textile industry
 - 3.2.3 Describe the ply yarn and its types(2 ply, 3 ply, 4 ply, 5 ply)

4. Explain the fabric construction and its manufacturing methods

- 4.1 Describe the weaving and basic weave structures

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- 4.1.1 Describe the plain weave and its use according to the end product
- 4.1.2 Describe the satin weave and its use according to the end product
- 4.1.3 Describe the twill weave and its use according to the end product
- 4.2 Demonstrate hand knitting and its different types
 - 4.2.1 Explain the knitting tools and their use
 - 4.2.2 Describe the simple knitting and its use according to end product
 - 4.2.3 Describe the pearl knitting and its use according to end product
 - 4.2.4 Describe the cable knitting and its use according to the end product
 - 4.2.5 Describe the block knitting and its use according to the end product
 - 4.2.6 Describe the hole knitting and its use according to the end product
 - 4.2.7 Describe the slip, slip knitting and its use according to the end product
- 4.3 Explain the machine knitting and its different types
 - 4.3.1 Discuss the function of the knitting machine
 - 4.3.2 Discuss the maintenance and use of the knitting machine
 - 4.3.3 Demonstrate health & safety precautions
 - 4.3.4 Describe the tuck knitting and its use according to the end product
 - 4.3.5 Describe the skip knitting and its use according to the end product
- 4.4 Explain the method and types of crochet used in the garment industry
 - 4.4.1 Describe the use of crochet needles and wool according to the requirement of the end product
 - 4.4.2 Describe the nature of wool used for crochet
 - 4.4.3 Describe the chain stitch and its use
 - 4.4.4 Describe the slip stitch and its use
 - 4.4.5 Describe the double treble crochet and its use
 - 4.4.6 Describe the long treble and its use
 - 4.4.7 Describe the clusters and their use
 - 4.4.8 Describe the round motif and its use
 - 4.4.9 Describe the square motif and its use
 - 4.4.10 Describe the edging/finishing and its importance in the development of the final project
- 4.5 Explain the felting, its importance, and its use in routine life

1. Create a dossier of different Fabric Swatches based on natural, synthetic, and blended fibers
2. Examine Fiber Nature with the following tests:
 - 2.1. Burning Test
 - 2.2. Shrinkage test
3. Make Off-loom weaving samples with plain weave, satin weave and twill weave
4. Make a Wall Panel Weaving project by using different off-loom weaving patterns
5. Make hand Knitting Samples 6"x6" size each
 - 5.1. Simple knitting
 - 5.2. Pearl knitting
 - 5.3. Cables knitting
 - 5.4. Blocks knitting
 - 5.5. Hole knitting
 - 5.6. Slip, slip knitting
6. Make your own choice of project with hand-knitting techniques
7. Prepare samples with machine knitting (tuck knitting, skip knitting)
8. Make a Baby Set project with machine knitting
9. Prepare crochet samples (chain stitch, slip stitch, double treble crochet, long treble, cluster, round motif, square motif, edging/finishing) 6"x6" size each
10. Make your own choice of project with the crochet technique
11. Compile a Dossier of Textile Techniques Samples
 - 11.1. Off-loom weaving
 - 11.2. Hand Knitting
 - 11.3. Machine Knitting
 - 11.4. Crochet
- 12. Ensure the waste material of every practical may be disposed of according to the standard SOPs.**
- 13. If the waste material should be reuse in the form of any product, it could be managed as well**

DDM 162 Sewing - I**Total Contact Hours:**

Theory:	34
Practical	102

T	P	C
1	3	2

Aims:

- To enable students to understand and differentiate between different fabric types, Fabric grain lines, sewing limitations of the fabric, and fabric behavior when cut on and off the grain of the fabric
- To familiarize students with industry terminologies in the Sewing/Stitching sector.
- To allow learners to identify and use sewing machines, Sewing tools, and techniques
- To enable learners to use patterns for cutting the fabric
- To allow learners to operate sewing machines following health and safety precautions
- To enable learners to maintain and handle the sewing machine, and its basic issues and resolve them.

Course Contents:**Hours**

1. Fabric Cutting and Handling	(12)
1.1 Fabric Types and Their Behavior	
1.2 Grain Line of fabric	
1.3 Selvedge of Fabric	
1.4 Fabric Shrinking Technique	
1.5 Preparing Fabric for Cutting Purposes	
1.5.1 Useful Cutting Tips	
1.5.2 Laying the Fabric	
1.5.3 Using the Patterns and Annotations for marking the fabric	
1.5.4 Creating Construction Lines on Fabric for Cutting purpose	
1.6 Cutting Techniques	
1.6.1 On Grain	
1.6.2 Off Grain	
1.7 Cutting the Fabric	
2. Introduction to Sewing Machines	(8)
2.1 Difference between Sewing and Stitching	
2.2 Difference between Domestic Sewing Machine and Industrial Sewing Machine	
2.3 Tools & Equipment for Sewing and their use	
2.4 Introduction of parts of sewing machines	
2.5 Maintenance of Sewing Machine	
2.5.1 Oiling the sewing machine	
2.5.2 Cleaning the Sewing Machine	

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- 2.5.3 Handling the Common Issues of the Sewing Machine
- 2.6 Threading of Sewing Machine
 - 2.6.1 Threading the needle
 - 2.6.2 Bobbin
- 2.7 Health and Safety Precautions
- 3. Operating the Sewing Machine to Create Garments (14)**
 - 3.1 Practicing the Control of the Sewing Machine on Paper
 - 3.1.1 Straight Lines
 - 3.1.2 Zig Zag
 - 3.1.3 Curved Lines
 - 3.1.4 Spiral
 - 3.2 Practicing the Control of the Sewing Machine on Fabric
 - 3.2.1 Straight Lines
 - 3.2.2 Zig Zag
 - 3.2.3 Curved Lines
 - 3.2.4 Spiral
 - 3.3 Creating the Sewing Components Dossier
 - 3.3.1 Straight Seam
 - 3.3.2 French Seam
 - 3.3.3 Seam Variations
 - 3.3.4 Hemming
 - 3.3.5 Folding
 - 3.3.6 Zippers & Closures
 - 3.3.7 Pleats
 - 3.3.7.1 Pin tuck Pleats
 - 3.3.7.2 Edge and .5 pleats
 - 3.3.7.3 Box/Inverted Pleats
 - 3.3.7.4 Knife Pleats
 - 3.3.7.5 Side Pleats
 - 3.3.7.6 Gathers
 - 3.3.8 Piping and Facings
 - 3.3.9 Plackets
 - 3.3.10 Pockets
 - 3.3.10.1 Patch Pocket
 - 3.3.10.2 Side Pocket
 - 3.3.10.3 Seam Pocket
 - 3.3.10.4 Slash Pocket
 - 3.3.10.5 Trousers Pockets
 - 3.3.10.5.1 Back Pocket
 - 3.3.10.5.2 Front Pocket
 - 3.3.10.6 Cargo Pocket
 - 3.3.10.7 Welt Pocket
 - 3.3.10.8 Double Welt Pocket
 - 3.3.10.9 Flap Pocket

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- 3.3.10.10 Pleated Pocket
- 3.3.11 Collars
 - 3.3.11.1 One Piece Collar
 - 3.3.11.2 Two Piece Collar
 - 3.3.11.3 Ban (Banded) Collar
 - 3.3.11.4 Peter Pan Collar
- 3.3.12 Necklines
 - 3.3.12.1 Rounded
 - 3.3.12.2 V-shaped
 - 3.3.12.3 Curved V-shape
 - 3.3.12.4 Round with slit
 - 3.3.12.5 Round with V
 - 3.3.12.6 Boat Shape
- 3.3.13 Sleeves
 - 3.3.13.1 Straight Sleeves
 - 3.3.13.2 Puff Sleeves
 - 3.3.13.3 Bishop Sleeves
 - 3.3.13.4 Bell Sleeves
 - 3.3.13.5 Raglan Sleeves
 - 3.3.13.6 Butterfly Sleeves
- 3.3.14 Yoke
- 3.3.15 Buttons & Button Holes
- 3.3.16 Labels
- 3.4 Sewing Children's Garments
 - 3.4.1 Sewing Frocks (3-5 years old)
 - 3.4.1.1 A-line frock
 - 3.4.1.2 Yoke frock
 - 3.4.1.3 Body frock
 - 3.4.1.4 Umbrella frock
 - 3.4.2 Sewing Skirts (3-5 years old)
 - 3.4.2.1 Straight Skirt
 - 3.4.2.2 Pleated Skirt
 - 3.4.2.2.1 Box Pleats
 - 3.4.2.2.2 Inverted Pleats
 - 3.4.2.2.3 Side Pleats
 - 3.4.2.3 Panel Skirt
 - 3.4.2.4 A-line Skirt
 - 3.4.2.5 Circular Skirt
 - 3.4.3 Sewing Bottoms (3-5 years old)
 - 3.4.3.1 Basic Shalwar (unisex)
 - 3.4.3.2 Basic Trousers (unisex)
 - 3.4.4 Sewing Bush Shirt (Bushirt) for Boys (3-5 years old)
 - 3.4.5 Sewing Knickers (3-5 years old)
- 3.5 Overlocking the garments

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3.6 Finishing Techniques

3.7 Pressing & Packing Techniques

Recommended Books:

- Sewing For Dummies by Janice Saunders Maresh
- Sewing For Kids: 30 Fun Projects to Hand and Machine Sew by Alexa Ward
- The Sewing Book by Alison Smith
- Complete Dressmaking Skills by Lorna Knight
- The Beginner's Guide To Dressmaking by Wendy Ward

Suggested Online Resources:

- Sewing for Beginners (Available at: https://extension.unh.edu/sites/default/files/migrated_unmanaged_files/Resource004455_Rep6349.pdf)
- Sewing Skills Handbook (Available at: <https://extension.usu.edu/sewing/files/Sewing-Skills-Beginning-Level.pdf>)
- Advanced Sewing Techniques (Available at: <https://core.ac.uk/download/pdf/4835648.pdf>)
- Simple Sewing Techniques (Available at: https://s32088.pcdn.co/wp-content/uploads/SN_Ebook_Aug.pdf)

Instructional Objectives: Sewing - I

1. Describe the process of Fabric Cutting and Handling for sewing purposes
 - 1.1 Differentiate between the different Fabric Types. Discuss the Behavior of the different Fabric types during sewing.
 - 1.2 Explain what is meant by the Grain Line of fabric and its importance in sewing
 - 1.3 Describe the Selvedge of Fabric and its use
 - 1.4 What is meant by Fabric Shrinkage? Describe the process and technique of Shrinking the Fabric
 - 1.5 Explain the process of Preparing Fabric for Cutting Purposes
 - 1.5.1 List down Useful Cutting Tips
 - 1.5.2 Discuss the process of Laying the Fabric for cutting purposes
 - 1.5.3 Explain the process of using the Patterns and its Annotations for marking the fabric for cutting
 - 1.5.4 Describe the process of creating Construction Lines on Fabric for Cutting purpose
 - 1.6 Differentiate between different Cutting Techniques
 - 1.6.1 What is meant by the On-Grain Cutting Technique? Explain the importance with examples
 - 1.6.2 What is meant by the Off-Grain Cutting Technique? Explain its uses with examples
 - 1.7 Describe the process of Cutting the Fabric
2. What is a Sewing Machines? Explain its uses in the Garment and Textiles industry with examples
 - 2.1 Differentiate between Sewing and Stitching with examples
 - 2.2 Differentiate between Domestic Sewing Machines and Industrial Sewing Machines
 - 2.3 List down the various Tools & Equipment for Sewing and their use
 - 2.4 Distinguish between the different parts of the sewing machines and explain their uses
 - 2.5 Describe the process of Maintenance of a Sewing Machine
 - 2.5.1 Describe the step-by-step process of Oiling the sewing machine
 - 2.5.2 Describe the step-by-step process of Cleaning the Sewing Machine
 - 2.5.3 Differentiate between the different Common Issues of the Sewing Machine and handling them
 - 2.6 Describe the step-by-step process of Threading the Sewing Machine
 - 2.6.1 List down the steps of Threading the needle
 - 2.6.2 List down the steps of threading the Bobbin.
 - 2.6.2.1 Identify the common mistakes while threading the bobbin
 - 2.7 Explain the various Health and Safety Precautions while working on a sewing machine
3. Describe the step-by-step process of Operating the Sewing Machine to Create Garments
 - 3.1 Explain why Practicing the Control of the Sewing Machine on Paper is necessary for a beginner

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- 3.1.1 Explain why the sewing practice of Straight Lines on paper is necessary for a beginner
- 3.1.2 Explain why the sewing practice of Zig Zag lines on paper is beneficial for a beginner
- 3.1.3 Describe the importance of the sewing practice of Curved Lines on paper is important for a beginner
- 3.1.4 Explain why the sewing practice of a spiral on paper is important for a beginner
- 3.2 Explain why Practicing the Control of the Sewing Machine on Fabric is necessary for a beginner
 - 3.2.1 Explain why the sewing practice of Straight Lines on fabric is necessary for a beginner
 - 3.2.2 Explain why the sewing practice of Zig Zag lines on fabric is beneficial for a beginner
 - 3.2.3 Describe the importance of the sewing practice of Curved Lines on fabric is important for a beginner
 - 3.2.4 Explain why the sewing practice of a spiral on fabric is important for a beginner
- 3.3 List down the Sewing Components of a garment for creating a Dossier
 - 3.3.1 List down the step-by-step process of sewing a Straight Seam and discuss the technicalities and common issues
 - 3.3.2 List down the step-by-step process of sewing a French Seam and discuss the technicalities and common issues
 - 3.3.3 Differentiate between the different Seam Variations and their technicalities while sewing
 - 3.3.4 Distinguish between Hemming and a Seam. Explain with technical examples
 - 3.3.5 Describe the step-by-step process of Folding a fabric during sewing
 - 3.3.6 Describe the step-by-step process of the sewing of Zippers & Closures in a garment
 - 3.3.7 Differentiate between the different types of Pleats and their sewing technicalities
 - 3.3.7.1 Describe the step-by-step process of the sewing of Pin tuck Pleats
 - 3.3.7.2 Describe the step-by-step process of the sewing of Edge and .5 pleats
 - 3.3.7.3 Describe the step-by-step process of the sewing of Box/Inverted Pleats
 - 3.3.7.4 Describe the step-by-step process of the sewing of Knife Pleats
 - 3.3.7.5 Describe the step-by-step process of the sewing of Side Pleats
 - 3.3.7.6 Describe the step-by-step process of the sewing of Gathers
 - 3.3.8 Describe the step-by-step process of the sewing of Piping and Facings
 - 3.3.9 Differentiate between different types of Plackets and their sewing technicalities
 - 3.3.10 Differentiate between the different types of Pockets and their sewing technicalities
 - 3.3.10.1 Describe the step-by-step process of sewing the Patch Pocket
 - 3.3.10.2 Describe the step-by-step process of sewing the Side Pocket

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- 3.3.10.3 Describe the step-by-step process of sewing the Seam Pocket
- 3.3.10.4 Describe the step-by-step process of sewing the Slash Pocket
- 3.3.10.5 Distinguish between the different types of Trousers Pockets and their sewing technicalities
 - 3.3.10.5.1 Describe the step-by-step process of sewing the Back Pocket
 - 3.3.10.5.2 Describe the step-by-step process of sewing the Front Pocket
- 3.3.10.6 Describe the step-by-step process of sewing the Cargo Pocket
- 3.3.10.7 Describe the step-by-step process of sewing the Welt Pocket
- 3.3.10.8 Describe the step-by-step process of sewing the Double Welt Pocket
- 3.3.10.9 Describe the step-by-step process of sewing the Flap Pocket
- 3.3.10.10 Describe the step-by-step process of sewing the Pleated Pocket
- 3.3.11 Differentiate between the different types of Collars and their sewing technicalities
 - 3.3.11.1 Describe the step-by-step process of sewing the One Piece Collar
 - 3.3.11.2 Describe the step-by-step process of sewing the Two Piece Collar
 - 3.3.11.3 Describe the step-by-step process of sewing the Ban (Banded) Collar
 - 3.3.11.4 Describe the step-by-step process of sewing the Classic / Shirt Collar
 - 3.3.11.5 Describe the step-by-step process of sewing the Button Down Collar
 - 3.3.11.6 Describe the step-by-step process of sewing the French Collar
 - 3.3.11.7 Describe the step-by-step process of sewing the Peter Pan Collar
- 3.3.12 Differentiate between the different types of Necklines and their sewing technicalities
 - 3.3.12.1 Describe the step-by-step process of sewing the Rounded Neckline
 - 3.3.12.2 Describe the step-by-step process of sewing the V-shaped Neckline
 - 3.3.12.3 Describe the step-by-step process of sewing the Curved V-shape Neckline
 - 3.3.12.4 Describe the step-by-step process of sewing the Round with slit Neckline
 - 3.3.12.5 Describe the step-by-step process of sewing the Round with V Neckline
 - 3.3.12.6 Describe the step-by-step process of sewing the Square Neckline
 - 3.3.12.7 Describe the step-by-step process of sewing the Boat Shape Neckline
 - 3.3.12.8 Describe the step-by-step process of sewing the Crew Neck Neckline
 - 3.3.12.9 Describe the step-by-step process of sewing the Turtle Neck Neckline
- 3.3.13 Differentiate between the different types of Sleeves and their sewing technicalities
 - 3.3.13.1 Describe the step-by-step process of sewing the Straight Sleeves
 - 3.3.13.2 Describe the step-by-step process of sewing the Puff Sleeves
 - 3.3.13.3 Describe the step-by-step process of sewing the Bishop Sleeves
 - 3.3.13.4 Describe the step-by-step process of sewing the Bell Sleeves
 - 3.3.13.5 Describe the step-by-step process of sewing the Raglan Sleeves
 - 3.3.13.6 Describe the step-by-step process of sewing the Butterfly Sleeves
- 3.3.14 Differentiate between the different types of Yokes and their sewing technicalities
- 3.3.15 Describe the step-by-step process of sewing the Buttons & Button Holes
- 3.3.16 Describe the step-by-step process of sewing the Labels

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- 3.4 Differentiate between various Children's Garments based on their sewing technicalities
 - 3.4.1 Distinguish between the different types Frocks (3-5 years old) based on their sewing technicalities
 - 3.4.1.1 Describe the step-by-step process of sewing the A-line frock
 - 3.4.1.2 Describe the step-by-step process of sewing the Yoke frock
 - 3.4.1.3 Describe the step-by-step process of sewing the Body frock
 - 3.4.1.4 Describe the step-by-step process of sewing the Umbrella frock
 - 3.4.2 Differentiate between the different types of Skirts (3-5 years old) based on their sewing technicalities
 - 3.4.2.1 Describe the step-by-step process of sewing the Straight Skirt
 - 3.4.2.2 Distinguish between the different Pleated Skirts and their sewing technicalities
 - 3.4.2.2.1 Describe the step-by-step process of sewing the Box Pleats
 - 3.4.2.2.2 Describe the step-by-step process of sewing the Inverted Pleats
 - 3.4.2.2.3 Describe the step-by-step process of sewing the Side Pleats
 - 3.4.2.3 Describe the step-by-step process of sewing the Panel Skirt
 - 3.4.2.4 Describe the step-by-step process of sewing the A-line Skirt
 - 3.4.2.5 Describe the step-by-step process of sewing the Circular Skirt
 - 3.4.3 Differentiate between the different types of Bottoms (3-5 years old) and their sewing technicalities
 - 3.4.3.1 Describe the step-by-step process of sewing the Basic Shalwar (unisex)
 - 3.4.3.2 Describe the step-by-step process of sewing the Basic Trousers (unisex)
 - 3.4.4 Describe the step-by-step process of sewing the Sewing Bush Shirt (Bushirt) for Boys (3-5 years old)
 - 3.4.5 Describe the step-by-step process of sewing the Sewing Knickers (3-5 years old)
- 3.5 Describe the step-by-step process of sewing the Overlocking garments
- 3.6 Describe the step-by-step process of sewing the Finishing Techniques
- 3.7 Describe the step-by-step process of sewing the Pressing & Packing Techniques

1. Operate the Sewing Machine to Create Garment Components
 - 1.1 Practice the Control of the Sewing Machine on Paper
 - 1.1.1 Practice with Straight Lines on an A4 size paper (Minimum 3 sheets)
 - 1.1.2 Practice with Zig Zag on an A4 size paper
 - 1.1.3 Practice with Curved Lines on an A4 size paper
 - 1.1.4 Practice with Spiral on an A4 size paper (Minimum 3 sheets)
 - 1.2 Practice the Control of the Sewing Machine on Fabric
 - 1.2.1 Practice with Straight Lines on a fabric piece of 12” X 12” (Minimum 2 pieces of fabric)
 - 1.2.2 Practice with Zig Zag on a fabric piece of 12” X 12”
 - 1.2.3 Practice with Curved Lines on a fabric piece of 12” X 12”
 - 1.2.4 Practice with Spiral on a fabric piece of 12” X 12”
 - 1.3 Create the Sewing Components Dossier
 - 1.3.1 Sew a Straight Seam on a Fabric piece
 - 1.3.2 Sew French Seam on a Fabric piece
 - 1.3.3 Sew Seam Variations on a Fabric Piece
 - 1.3.4 Hem the fabric using different types of hemming techniques
 - 1.3.5 Fold the fabric using different types of folding techniques
 - 1.3.6 Apply Zippers & Closures of Fabric Opening
 - 1.3.7 Create Pleats through Sewing Techniques
 - 1.3.7.1 Sew Pin tuck Pleats on a Fabric piece
 - 1.3.7.2 Sew Edge and .5 pleats on a Fabric Piece
 - 1.3.7.3 Sew Box/Inverted Pleats on a Fabric Piece
 - 1.3.7.4 Sew Knife Pleats on a Fabric Piece
 - 1.3.7.5 Sew Side Pleats on a Fabric Piece
 - 1.3.7.6 Create Gathers on a Fabric Piece
 - 1.3.8 Sew Piping and Facings on fabric to show the finishing techniques
 - 1.3.9 Sew different types of Plackets on fabric
 - 1.3.10 Compile the Sewed Pockets for Components Dossier
 - 1.3.10.1 Sew Patch Pocket on Fabric
 - 1.3.10.2 Sew Side Pocket on Fabric
 - 1.3.10.3 Sew Seam Pocket on Fabric
 - 1.3.10.4 Sew Slash Pocket on Fabric
 - 1.3.10.5 Sew Trousers Pockets on Fabric
 - 1.3.10.5.1 Sew Trousers Back Pocket on Fabric
 - 1.3.10.5.2 Sew Trousers Front Pocket on Fabric
 - 1.3.10.6 Sew Cargo Pocket on Fabric
 - 1.3.10.7 Sew Welt Pocket on Fabric
 - 1.3.10.8 Sew Double Welt Pocket on Fabric
 - 1.3.10.9 Sew Flap Pocket on Fabric
 - 1.3.10.10 Sew Pleated Pocket on Fabric
 - 1.3.11 Compile Sewed Collar Variations for Components Dossier
 - 1.3.11.1 Sew One Piece Collar on Fabric

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- 1.3.11.2 Sew Two-Piece Collar on Fabric
- 1.3.11.3 Sew Ban (Banded) Collar on Fabric
- 1.3.11.4 Sew Peter Pan Collar on Fabric
- 1.3.12 Compile sewed Neckline Variations for Components Dossier
 - 1.3.12.1 Sew Rounded Neckline on Fabric
 - 1.3.12.2 Sew V-shaped Neckline on Fabric
 - 1.3.12.3 Sew Curved V-shape Neckline on Fabric
 - 1.3.12.4 Sew Round with slit Neckline on Fabric
 - 1.3.12.5 Sew Round with V Neckline on Fabric
 - 1.3.12.6 Sew Boat Shape Neckline on Fabric
- 1.3.13 Compile sewed Sleeves variations for Components Dossier
 - 1.3.13.1 Sew Straight Sleeves on Fabric
 - 1.3.13.2 Sew Puff Sleeves on Fabric
 - 1.3.13.3 Sew Bishop Sleeves on Fabric
 - 1.3.13.4 Sew Bell Sleeves on Fabric
 - 1.3.13.5 Sew Raglan Sleeves on Fabric
 - 1.3.13.6 Sew Butterfly Sleeves on Fabric
- 1.3.14 Sew different types of Yokes on Fabric
- 1.3.15 Apply Buttons on Fabric and Create Button Holes with stitching techniques
- 1.3.16 Sew Labels on Fabric
- 1.4 Sew Children's Garments of different Types
 - 1.4.1 Sew different types of Frocks for a girl of 3-5 years old
 - 1.4.1.1 Sew an A-line Frock for a girl of 3-5 years old
 - 1.4.1.2 Sew a Yoke Frock for a girl of 3-5 years old
 - 1.4.1.3 Sew a Body Frock for a girl of 3-5 years old
 - 1.4.1.4 Sew an Umbrella Frock for a girl of 3-5 years old
 - 1.4.2 Sew different types Skirts for a girl of 3-5 years old
 - 1.4.2.1 Sew Straight Skirt for a girl of 3-5 years old
 - 1.4.2.2 Sew Pleated Skirts of different types for a girl 3-5 years old
 - 1.4.2.2.1 Sew Box Pleated skirt for a girl of 3-5 years old
 - 1.4.2.2.2 Sew Inverted Pleated skirt for a girl of 3-5 years old
 - 1.4.2.2.3 Sew Side Pleated skirt for a girl of 3-5 years old
 - 1.4.2.3 Sew Panel Skirt for a girl of 3-5 years old
 - 1.4.2.4 Sew A-line Skirt for a girl of 3-5 years old
 - 1.4.2.5 Sew Circular Skirt for a girl of 3-5 years old
 - 1.4.3 Sew different types Bottoms for a kid of 3-5 years old
 - 1.4.3.1 Sew Basic Shalwar (unisex) for a kid of 3-5 years old
 - 1.4.3.2 Sew Basic Trousers (unisex) for a kid of 3-5 years old
 - 1.4.4 Sew Bush Shirt (Bushirt) for Boys (3-5 years old)
 - 1.4.5 Sew Knickers (3-5 years old)
- 1.5 Demonstrate the process of Overlocking the garments
- 1.6 Demonstrate the Finishing process of the Garments
- 1.7 Press and Pack the Garments

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- 1.8 **Ensure the waste material of every practical may be disposed of according to the standard SOPs.**
- 1.9 **If the waste material should be reuse in the form of any product, it could be managed as well**

DDM 172 Drawing and Design-I**Total Contact Hours:**

Theory:	34
Practical	102

T	P	C
1	3	2

Aims:

- To develop an understanding of the elements and principles of design.
- To develop design and creative solutions using the elements and principles of design.
- To lay a strong foundation for future exploration and specialization of elements and principles of design in own work following industry requirements

Course Contents:**Hours**

1. Introduction to Drawing	(2)
1.1 Drawing tools and mediums	
1.2 Importance of Drawing in the Design Industry	
2. Study of design elements	(12)
2.1. Line and types of line	
2.1.1. Straight line	
2.1.2. Vertical line	
2.1.3. Horizontal line	
2.1.4. Diagonal line	
2.1.5. Zigzag line	
2.1.6. Curved Lines	
2.2. Shape and types of shape	
2.2.1. Geometrical shapes	
2.2.2. Abstract shapes	
2.2.3. Organic shapes	
2.3. Space and types of space	
2.3.1. Positive space	
2.3.2. Negative space	
2.3.3. Space Perception	
2.3.3.1. Foreground	
2.3.3.2. Mid-ground	
2.3.3.3. Background	
2.4. Study of form and composition through shapes	

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2.5.Texture & its different types

2.6.Color Theory

2.6.1. Classification of Colors

2.6.1.1.Primary colors

2.6.1.2.Secondary colors

2.6.1.3.Tertiary colors

2.6.1.4.Neutral Colors / Universal Colors

2.6.1.5.Hue

2.6.1.6.Value

2.6.1.7.Tone

2.6.1.8.Tints & Shades

2.6.1.9.Cool Colors and Warm Colors

2.6.2. Color Wheel

2.6.2.1.Color Wheel with Tints and Shades

2.6.3. Color schemes

2.6.3.1.Monochromatic

2.6.3.2.Analogous

2.6.3.3.Complementary

2.6.3.4.Split Complementary

2.6.3.5.Triadic

2.6.3.6.Tetradic

3. Study of design principles

(4)

3.1.Balance

3.1.1. Symmetrical Balance

3.1.2. Asymmetrical Balance

3.1.3. Radial

3.2.Proportion

3.3.Rhythm

3.4.Emphasis

3.5.Unity

3.6.Contrast

3.7.Harmony

4. Study of shading techniques

(4)

4.1.Hatching

4.2.Cross-Hatching

4.3.Solid shading

4.4.Stippling

4.5.Bracelet shading

4.6.Feathering

5. Types of Design

(4)

5.1.Geometrical design

5.2.Floral design

5.3.Folk design

5.4.Islamic design

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- 5.5. Abstract design
- 6. Introduction to still life drawing (4)**
 - 6.1 Still Life Composition
 - 6.2 Still Life Composition with Shading
 - 6.3 Still Life Composition with Light & Shadow
- 7. Study of Illusion in Drawing (4)**
 - 7.1 Techniques of creating Illusion in Drawing and design

Recommended books:

- “Design basics” by David A.Lauer and Stephen pentak
- “Interaction of Color” by Josef Albers
- “Drawing for the absolute Beginner” by Mark and Mary Willenbrink
- “Keys to Drawing” by Bert Dodson

Suggested Online Resources:

<https://medium.com/splats/9-online-resources-to-learn-how-to-draw-d69d677e9117>

<https://www.quora.com/What-are-the-best-online-resources-for-learning-drawing>

<https://artuk.org/learn/learning-resources/drawing-resources>

<https://www.youtube.com/watch?v=RECq4aANTNI>

<https://www.youtube.com/watch?v=XCx-HI7jzNg>

Instructional Objectives: Drawing & Design-I

1. Describe the concept of drawing through the use of drawing tools and mediums
 - 1.1 Describe the importance of drawing in the design industry and textile industry
2. Explain the design elements according to their characteristics
 - 2.1 Differentiate between different types of Line, their expression, and use of lines
 - 2.1.1 Describe the straight line and its impression in drawing & design
 - 2.1.2 Explain what is meant by vertical lines and its impression in drawing & design
 - 2.1.3 Discuss the horizontal line and its impression in drawing & design
 - 2.1.4 Describe the diagonal line and its impression in drawing & design
 - 2.1.5 Elaborate the zigzag line and its impression in drawing & design with examples
 - 2.1.6 What is meant by the curved line? Describe its impression in drawing & design
 - 2.2 Distinguish between the different types of shape, and their use according to product
 - 2.2.1 Describe the use of geometrical shapes in development of design
 - 2.2.2 Elaborate the use of abstract shapes in development of design with examples
 - 2.2.3 What is meant by organic shapes? Discuss the use of organic shapes in development of design
 - 2.3 Explain Space and its types according to its importance
 - 2.3.1 Discuss about positive space and its use in design development
 - 2.3.2 Discuss about negative space and its use in design development
 - 2.3.3 Differentiate between the space perception with examples and relevance in the design
 - 2.3.3.1 Describe the use of foreground space and its importance
 - 2.3.3.2 Discuss the use of mid-ground space and its importance
 - 2.3.3.3 Describe the use of background space and its importance
 - 2.4 Explain the use of form to develop the composition through shapes in drawing & design
 - 2.5 Describe the use of texture and its types and its importance in fashion illustration
 - 2.6 Explain Color theory and its importance in drawing and design development
 - 2.6.1 Discuss the color classification according to color formation
 - 2.6.1.1 Describe the characteristics of primary colors and their use
 - 2.6.1.2 Discuss the characteristics of secondary colors and their use
 - 2.6.1.3 Elaborate the characteristics of tertiary colors and their use in design
 - 2.6.1.4 Describe the characteristics of neutral colors and their use
 - 2.6.1.5 Describe the characteristics of hue and its use
 - 2.6.1.6 Explain the characteristics of value and its use with examples
 - 2.6.1.7 Describe the characteristics of tone and its use
 - 2.6.1.8 Discuss the characteristics of tints and shades and their use in design
 - 2.6.1.9 Describe the characteristics of cool colors and warm colors
 - 2.6.2 Explain color wheel and its importance in drawing and design

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- 2.6.2.1 Describe the color wheel with tints and shades and its importance
- 2.6.3 Explain the color scheme and its importance in design development
 - 2.6.3.1 Explain the characteristics of monochromatic colors with examples
 - 2.6.3.2 Discuss the characteristics of analogous colors
 - 2.6.3.3 Describe the characteristics of complementary colors with examples
 - 2.6.3.4 Discuss the characteristics of split complementary colors
 - 2.6.3.5 Discuss the characteristics of triadic colors
 - 2.6.3.6 Elaborate the concept and characteristics of triadic colors with examples
- 3. Explain the use of design principles and their importance
 - 3.1 Describe balance and its role in design development
 - 3.1.1 Describe symmetrical balance and its use in design
 - 3.1.2 Discuss Asymmetrical balance and its use in design
 - 3.1.3 Describe radial balance and its use in design
 - 3.2 Discuss Proportion and its role in design development with examples
 - 3.3 Discuss Rhythm and its role in design develop
 - 3.4 Describe Emphasis and its role in design development
 - 3.5 Explain Unity and its role in design development with examples
 - 3.6 Describe Contrast and its role in design development
 - 3.7 Describe Harmony and its role in design development with examples
- 4. Explain different shading techniques and their use in drawing
 - 4.1 Discuss hatching and its effects on drawing
 - 4.2 Explain about Cross-Hatching and its effects in drawing
 - 4.3 Discuss solid shading and its effects on drawing
 - 4.4 Describe stippling and its effects on drawing
 - 4.5 Discuss bracelet shading and its effects on drawing
 - 4.6 Elaborate about feathering and its effects on drawing
- 5. Explain the use of different types of design and their use according to their importance
 - 5.1 What is geometrical design and explain its importance in the garment industry
 - 5.2 Explain the use of floral design and its importance in the garment industry
 - 5.3 What is considered a folk design, explain with examples. Also, describe its importance in the garment industry
 - 5.4 What is considered an Islamic design? Discuss its importance in the garment industry
 - 5.5 Explain the abstract design, its types and its importance in the garment industry
- 6. Describe the still life drawing and its use to create innovation in designing
 - 6.1 What is meant by a Still Life Composition? Describe various compositions with examples
 - 6.2 Explain different Shading Techniques and their use in still life with examples
 - 6.3 Explain why Light & Shadow must be considered while making a still life composition
- 7. Explain illusion art drawing to promote its use in different fields.
 - 7.1 Explain various Techniques of creating Illusion in Drawing and design with examples

1. Practice with Different types of lines and shapes to refine drawing skills.
2. Draw different lines to create an impression in drawing
3. Make different shapes through lines (Geometrical, Abstract and Organic)
4. Make different forms through shapes
5. Makes composition through basic shapes and form
6. Explore elements of designs to develop designs with different shading techniques
7. Draw the design with the use of lines, shapes, and different types of space
8. Practice with the still life drawing technique with different objects
 - 8.1 Pencil
 - 8.2 Eraser
 - 8.3 Sharpener
 - 8.4 Composition of Pencil, Eraser and Sharpener
 - 8.5 Fruit Drawing with Light and Shadow
 - 8.6 Vegetables with Shading Techniques
 - 8.7 Composition of Fruits and Vegetables
 - 8.8 Books with Flowerpot/plant
 - 8.9 Water bottles with Tableware with Shading
 - 8.10 Background Fabric Drape with a Foreground table and Chair composition
9. Develop the color sheet with classification of colors(Primary, Secondary, Tertiary, neutral, hue, value and tone)
10. Develop the design through tints and shades
11. Develop a design pattern with cool and warm colors
12. Make the color wheel according to color division
13. Make the color wheel with tints and shades
14. Development of design with different color scheme
 - 14.1 Monochromatic
 - 14.2 Analogous
 - 14.3 Complementary
 - 14.4 Split Complementary
 - 14.5 Triadic
 - 14.6 Tetradic
15. Develop various Theme based design patterns using the Principles of Design and demonstrate the exploration of multiple Elements of design:
 - 15.1 Geometric Designs
 - 15.2 Abstract Designs
 - 15.3 Flora Designs
 - 15.4 Fauna Designs
 - 15.5 Folk Design
 - 15.6 Traditional Designs
 - 15.7 Islamic Designs
16. Make illusion art drawing through lines and shapes
17. Dossier making through compiling prepared samples.

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18. Ensure the waste material of every practical may be disposed of according to the standard SOPs.
19. If the waste material should be reuse in the form of any product, it could be managed as well

DDM 182 COMPUTER AIDED DESIGN - I**Total Contact Hours:**

Theory:	34
Practical	102

T	P	C
1	3	2

Aims:

- To develop an understanding of basic computer operations and applications.
- To understand working & use of Computer for day-to-day use in the field of design
- To work with MS Office Software to accomplish day-to-day tasks in the Fashion & Apparel Design Industry
- To develop learners' skills with CAD Software for designing purposes in the Fashion and Apparel design industry
- To work on the computer following health and safety precautions

Course Contents:**Hours****1. Operating a Computer System**

1.1. Introduction to Computer	(5)
1.1.1. The need for Computers in the daily life	
1.1.2. Advantages of the Computers	
1.1.3. Disadvantages of the Computer	
1.1.4. Computer Types and Classification	
1.1.5. Difference between Data & Information	
1.1.6. Computer Hardware	
1.1.6.1.Computer Components	
1.1.6.2.Computer Peripherals	
1.1.6.3. Input Devices	
1.1.6.4.Output Devices	
1.1.6.5.Storage Units & Storage Devices	
1.1.7. Computer Software	
1.1.7.1.System Software & its Types	
1.1.7.2.Application Software & its Types	
1.2. Health & Safety Precautions	
1.3. Working with a Computer Software	
1.3.1. Procedure of Turning on & Shutting Down of a Computer System	
1.3.2. Working with Windows Operating System	

- 1.3.2.1. Understanding of Key Terminologies
- 1.3.2.2. Windows Interface
 - 1.3.2.2.1. Desktop
 - 1.3.2.2.2. Windows Explorer / File Explorer
 - 1.3.2.2.3. Files & Programs
 - 1.3.2.2.4. Creating and managing folders
- 1.3.2.3. Working with Internet
 - 1.3.2.3.1. Search Engines & their use
 - 1.3.2.3.2. Emails
 - 1.3.2.3.2.1. Making an Email Account
 - 1.3.2.3.2.2. Composing an Email
 - 1.3.2.3.2.3. Replying to an Email

2. Working with MS Office Software

- 2.1. Getting started with MS Word (6)
 - 2.1.1. Introduction to MS-Word
 - 2.1.2. Introduction to MS Word & its Interface
- 2.2. Working with File Menu
 - 2.2.1. Create a new document
 - 2.2.2. Saving & Opening a document
 - 2.2.3. Save As option
 - 2.2.4. Printing Options
 - 2.2.4.1. Page Setup (Set the margins & Paper)
 - 2.2.4.2. Printing technicalities
 - 2.2.5. Export Options
- 2.3. Working with Home Menu / Ribbon
 - 2.3.1. Understanding the Clipboard
 - 2.3.2. Editing & formatting the text
 - 2.3.2.1. Fonts
 - 2.3.2.2. Font Styles
 - 2.3.2.2.1. Bold
 - 2.3.2.2.2. Italic
 - 2.3.2.2.3. Underline
 - 2.3.2.2.4. Strike Through
 - 2.3.2.2.5. Subscript
 - 2.3.2.2.6. Superscript
 - 2.3.2.3. Font Size
 - 2.3.2.4. Text Effects & Typography
 - 2.3.2.5. Change Case
 - 2.3.3. Paragraph Settings
 - 2.3.3.1. Paragraph Alignment
 - 2.3.3.2. Bullets & Numbering
 - 2.3.3.3. Indents
 - 2.3.3.4. Line and Paragraph Spacing
 - 2.3.3.5. Borders & Shadings

Dress Designing and Making 3-Years Course

- 2.3.4. Preset Styles
- 2.3.5. Spell Check & Grammar
- 2.4. Working with Insert Menu
 - 2.4.1. Pages
 - 2.4.2. Tables & Table Properties
 - 2.4.3. Illustrations
 - 2.4.3.1. Pictures
 - 2.4.3.2. Shapes
 - 2.4.3.3. Charts
 - 2.4.3.4. Smart Art
 - 2.4.3.5. Media
 - 2.4.4. Links
 - 2.4.5. Header & Footer
 - 2.4.5.1. Page number
 - 2.4.6. Text
 - 2.4.6.1. Text box
 - 2.4.6.2. Word Art
 - 2.4.6.3. Date & Time
 - 2.4.7. Equations and Symbols
- 2.5. Working with Design & Theme of the Document
- 2.6. Working with Page Layout and Setup
- 2.7. MS Word: Tips & Tricks
- 3. Working with MS PowerPoint Software**
 - 3.1. Introduction to MS-Power Point & its Uses (5)
 - 3.2. Working with File Menu
 - 3.2.1. Creating a New presentation
 - 3.2.2. Opening an existing presentation
 - 3.2.3. Saving a Presentation
 - 3.2.4. Save As Options
 - 3.2.5. Printing Options
 - 3.2.6. Share & Export
 - 3.3. Working with Slides
 - 3.3.1. Adding a Slide
 - 3.3.2. Cut, Copy & Pasting and Slide
 - 3.3.3. Moving & Dragging a Slide
 - 3.3.4. Deleting a Slide
 - 3.3.5. Slide Options
 - 3.3.6. Slide Layouts
 - 3.3.7. Fonts & Paragraphs
 - 3.3.8. Themes & Backgrounds
 - 3.3.9. Adding Pictures
 - 3.3.10. Adding Shapes & Symbols
 - 3.3.11. Adding Tables
 - 3.3.12. Adding Media

3.3.13. Adding Transitions and Animations to the slides

3.4. Slide Show and its different Options

4. Working with Corel Draw Software (18)

4.1. Introduction to Corel Draw

4.1.1. Difference between Bitmap & Vector Graphics

4.1.2. Corel Draw and its uses

4.1.3. Importance of Corel Draw

4.1.4. Limitations of Corel Draw in the Design Industry

4.1.5. Features of Corel Draw

4.2. Corel Draw Interface

4.2.1. Working with File Menu

4.2.1.1. Creating New File

4.2.1.1.1. Presets or Page Sizes

4.2.1.1.2. Color Modes

4.2.1.1.3. Pages

4.2.1.1.4. Orientation

4.2.1.1.5. Resolution

4.2.2. Opening Files

4.2.2.1. CDR Format

4.2.2.2. Other Supported Formats

4.2.2.3. Importing the files of different formats

4.2.3. Save / Save As Options

4.2.4. Import/Export options

4.2.5. Print options

4.3. Working with Corel Draw Interface

4.3.1. Tool Box

4.3.1.1. Practicing the different options of Tool Box

4.3.1.1.1. Pick Tool

4.3.1.1.2. Creating Shapes and Manipulating them

4.3.1.1.3. Shape Tool

4.3.1.1.4. Free Hand Tool

4.3.1.1.5. Drawing Lines and Poly lines

4.3.1.1.6. Drawing Freehand Polygons

4.3.1.1.7. Drawing Perfect Shapes

4.3.1.1.8. Pen Tool

4.3.1.1.9. Zoom Tool

4.3.1.1.10. Crop Tool

4.3.1.1.11. Artistic Media Tool

4.3.1.1.12. Drop Shadow and Transparency

4.3.1.1.13. Working with Fill options and Outlines

4.3.1.1.14. Eyedropper and Paint bucket Tools

4.3.1.1.15. Pattern Fill

4.3.1.1.16. Interactive Mesh fill

4.3.2. Working View Menu and its options

Dress Designing and Making 3-Years Course

- 4.3.3. Working with Layout Menu and its options
- 4.3.4. Mastering the Text Tool
 - 4.3.4.1. Artistic and paragraph text
 - 4.3.4.2. Formatting Text
 - 4.3.4.3. Embedding Objects into text
 - 4.3.4.4. Wrapping Text around Object
 - 4.3.4.5. Linking Text to Objects
 - 4.3.4.6. Creating paragraph text
 - 4.3.4.7. Setting Indents Using the Ruler
 - 4.3.4.8. Importing Text
 - 4.3.4.9. Using the Spell Checker
- 4.3.5. Mastering the Object Menu and its options
 - 4.3.5.1. Selecting & Manipulating Objects
 - 4.3.5.2. Selecting and Deselecting Objects
 - 4.3.5.3. Moving Objects
 - 4.3.5.4. Copying and Deleting Objects
 - 4.3.5.5. Deleting Objects
 - 4.3.5.6. Align & Distribute
 - 4.3.5.7. Sizing Objects
 - 4.3.5.8. Transforming Objects
 - 4.3.5.9. Shaping Objects
 - 4.3.5.10. Mirroring Objects
 - 4.3.5.11. Rotating and Skewing Objects
 - 4.3.5.12. Outlining & Filling Objects
- 4.3.6. Applying Effects
 - 4.3.6.1. Power of Blends
 - 4.3.6.2. Distortion
 - 4.3.6.3. Contour Effects
 - 4.3.6.4. Envelopes
 - 4.3.6.5. Lens effects
 - 4.3.6.6. Transparency
 - 4.3.6.7. Creating Depth Effects
 - 4.3.6.8. Power Clips
- 4.3.7. Working with Bitmap Commands
 - 4.3.7.1. Working with Bitmaps
 - 4.3.7.2. Editing Bitmaps
 - 4.3.7.3. Applying effects on Bitmaps
 - 4.3.7.4. Printing
- 4.3.8. Corel Draw- Web resources
 - 4.3.8.1. Internet Tool bar
 - 4.3.8.2. Setting your webpage
 - 4.3.8.3. Exporting files
 - 4.3.8.4. Creating buttons with rollover effects
- 4.3.9. Navigating the Drawings and Pages

Dress Designing and Making 3-Years Course

- 4.3.9.1.Moving Around the Current Page
- 4.3.9.2.Viewing Modes
- 4.3.9.3.Inserting and Deleting Pages
- 4.3.9.4.Changing Page
- 4.4. Using Corel Trace
 - 4.4.1. Types of Graphic Formats
 - 4.4.2. About Corel Trace
 - 4.4.3. Tracing Images
 - 4.4.4. Importing Traced Files into CorelDraw
 - 4.4.5. Special Trace Effects
- 4.5. Using Corel R.A.V.E.
 - 4.5.1. About Corel RAVE
 - 4.5.2. Publishing to the web Create web rollovers
 - 4.5.3. Creating interactive movies
 - 4.5.4. Tweaking objects to create animation
 - 4.5.5. Exporting to Macromedia Flash format

Recommended Book:

- Inside Corel CAD (2nd Edition)
- The CorelDraw Work PLACE Ready Training Package
- Bring It Home with Corel DRAW: A Guide to In-House Graphic Design
- Corel DRAW X6 The Official Guide
- Color Management in Corel DRAW Graphics Suite X6
- Computer Concepts with MS Office by Tasleem Mustafa & Tariq Mahmood

Suggested Online Resources:

- <https://support.microsoft.com/en-us/office/word-for-windows-training-7bcd85e6-2c3d-4c3c-a2a5-5ed8847eae73>
- <https://support.microsoft.com/en-us/office/powerpoint-for-windows-training-40e8c930-cb0b-40d8-82c4-bd53d3398787>
- <https://product.corel.com/help/CorelDRAW/540229932/Main/EN/User-Guide/CorelDRAW-X7>

1. Describe Computer System
 - 1.1.Explain what is a Computer?
 - 1.1.1. Explain the importance Computer in the everyday life
 - 1.1.2. Elaborate advantages of the Computers
 - 1.1.3. Elaborate disadvantages of the Computer
 - 1.1.4. Differentiate between Types and Classification of computer
 - 1.1.5. Differentiate between Data & Information
 - 1.1.6. Describe Computer Hardware with examples
 - 1.1.6.1.Differentiate between the various Computer Components with examples
 - 1.1.6.2.Differentiate between the various Computer Peripherals with examples
 - 1.1.6.3.Explain the Input Devices and their use. Differentiate between the various input devices and their functions
 - 1.1.6.4.Explain the Output Devices and their use. Differentiate between the various output devices and their functions
 - 1.1.6.5.Differentiate between Storage Units & Storage Devices
 - 1.1.7. Describe what is a Computer Software
 - 1.1.7.1.Differentiate between System Software & its Types
 - 1.1.7.2.Differentiate between Application Software & describe its Types
 - 1.2. Explain Health & Safety Precautions in computer Lab
 - 1.3. Describe the step by step process of working with a Computer Software
 - 1.3.1. Describe the step-by step process of Turning on & Shutting Down of a Computer System
 - 1.3.2. Describe the use and advantages of Windows Operating System
 - 1.3.2.1.Discuss Key Terminologies of the Windows operating system with examples and their use
 - 1.3.2.2.Describe Windows Interface
 - 1.3.2.2.1. Explain Desktop and its components
 - 1.3.2.2.2. Differentiate between Windows Explorer / File Explorer
 - 1.3.2.2.3. Differentiate between Files & Programs
 - 1.3.2.2.4. Describe step-by-step process of creating and managing folders (rename, cut, copy, paste, and delete)
 - 1.3.2.3.Describe what is the Internet and explain its importance in the modern life
 - 1.3.2.3.1. Explain Search Engine & their uses
 - 1.3.2.3.2. Explain what is an Email
 - 1.3.2.3.2.1.Describe the step-by-step process of Making of an Email Account
 - 1.3.2.3.2.2.Explain what is meant by Composing of an Email. Describe the step-by-step process of Email Composing

- 1.3.2.3.2.3. Describe the step-by-step process of Replying to an Email
2. Describe the function and uses of MS office Software and its importance within the garments industry
 - 2.1. Describe the importance of MS Word software
 - 2.1.1. Explain the uses of MS Word
 - 2.1.2. Explain MS Word Interface
 - 2.2. Describe File Menu and its function
 - 2.2.1. Describe the step-by-step process of Create a new document
 - 2.2.2. Describe the step-by-step process of Saving & Opening a document
 - 2.2.3. Describe the Save As option and its function
 - 2.2.4. Describe Printing Options and its uses
 - 2.2.4.1. Explain Page Setup, margins & Paper
 - 2.2.4.2. Explain Printing technicalities
 - 2.2.5. Describe Export Options and its uses
 - 2.3. Describe Home Menu / Ribbon
 - 2.3.1. Describe the function of Clipboard
 - 2.3.2. Elaborate the types of Editing & formatting the text
 - 2.3.2.1 Describe Fonts and its uses
 - 2.3.2.2 Describe Font Styles and their importance
 - 2.3.2.2.1 Describe the use of Bold Font Style
 - 2.3.2.2.2 Describe the use of Italic Font Style
 - 2.3.2.2.3 Describe the use of Underline Font Style
 - 2.3.2.2.4 Describe the use of Strike Through Font Style
 - 2.3.2.2.5 Describe the use of Subscript Font Style
 - 2.3.2.2.6 Describe the use of Superscript Font Style
 - 2.3.2.3 Describe Font Size and their importance
 - 2.3.2.4 Differentiate between Text Effects & Typography and their uses
 - 2.3.2.5 Describe what is a Change Case and its use
 - 2.3.3 Differentiate between the different Paragraph Settings
 - 2.3.3.1 Describe Paragraph Alignment and its uses
 - 2.3.3.2 Explain Bullets & Numbering and their uses
 - 2.3.3.3 Explain the Indents and their uses
 - 2.3.3.4 Describe Line and Paragraph Spacing and their importance
 - 2.3.3.5 Explain Borders & Shadings and their uses
 - 2.3.4 Elaborate Preset Styles and their uses
 - 2.3.5 Explain Spell Check & Grammar and its importance
 - 2.4 Describe Insert Menu
 - 2.4.1 Describe step-by-step procedure of Inserting Pages and its uses
 - 2.4.2 Distinguish between the Tables, its various settings, and Table Properties
 - 2.4.3 Explain the use of Illustrations within the MS Word software
 - 2.4.3.1 Describe step-by-step procedure of insertion of Pictures

Dress Designing and Making 3-Years Course

- 2.4.3.2 Describe step-by-step procedure of insertion of Shapes
- 2.4.3.3 Describe step-by-step procedure of insertion of Charts
- 2.4.3.4 Describe the uses of Smart Art and its importance
- 2.4.3.5 Explain the use of Media within MS Word and its importance
- 2.4.4 Explain Links in MS Word and its uses
- 2.4.5 Differentiate between Header & Footer and explain its importance
 - 2.4.5.1 Describe step-by-step procedure of insertion of Page number in Header/Footer
- 2.4.6 Describe what is a Text tool in MS Word and its importance
 - 2.4.6.1 Describe step-by-step procedure of insertion of a Text box
 - 2.4.6.2 Describe step-by-step procedure of insertion of Word Art and its uses
 - 2.4.6.3 Describe step-by-step procedure of insert of Date & Time
- 2.4.7 Describe step-by-step procedure of insertion of Equations and Symbols
- 2.5 Explain design & Theme of the Document and their uses
- 2.6 Describe Page Layout and Setup
- 2.7 Describe Tips & Tricks of MS Word
- 3. Describe the importance of MS PowerPoint Software within the industry
 - 3.1 Describe MS-Power Point & its Uses
 - 3.2 Differentiate between different options of the File Menu
 - 3.2.1 Explain what is meant by presentation and elaborate its uses with examples
 - 3.2.2 Describe step-by-step process of how to open existing presentation
 - 3.2.3 Describe step-by-step procedure of saving a MS PowerPoint Presentation
 - 3.2.4 Elaborate Save As Options and its uses
 - 3.2.5 Elaborate Printing Options and its uses
 - 3.2.6 Describe Share & Export options and its uses
 - 3.3 Describe Slides of MS PowerPoint and its function
 - 3.3.1 Describe step-by-step procedure of addition of a Slide
 - 3.3.2 Describe method of Cut, Copy & Paste of Slide
 - 3.3.3 Describe step-by-step process of Moving & Dragging a Slide
 - 3.3.4 Describe step-by-step procedure of Deleting a Slide
 - 3.3.5 Elaborate Slide Options and its uses
 - 3.3.6 Explain Slide Layouts and its importance
 - 3.3.7 Describe Fonts & Paragraphs and their different functions
 - 3.3.8 Describe Themes & Backgrounds and their uses
 - 3.3.9 Describe step-by-step procedure of Adding Pictures onto a slide
 - 3.3.10 Describe step-by-step procedure of adding Shapes & Symbols on a slide
 - 3.3.11 Describe step-by-step procedure of Adding Tables on a slide
 - 3.3.12 Describe step-by-step procedure of Adding Media on a slide

Dress Designing and Making 3-Years Course

- 3.3.13 Explain the importance of adding Transitions and Animations to the slides
- 3.4 Explain what is meant by Slide Show and describe its different Options
- 4. Describe the uses of Corel Draw Software in different Industries
 - 4.1. Explain what is the Corel Draw software and its importance
 - 4.1.1. Differentiate between Bitmap & Vector Graphics
 - 4.1.2. Describe the uses of Corel draw in Garment and Textiles
 - 4.1.3. Describe Importance of Corel Draw in the garment industry
 - 4.1.4. Explain Limitations of Corel Draw in the Design Industry
 - 4.1.5. Explain Features of Corel Draw
 - 4.2. Describe Corel Draw Interface
 - 4.2.1. Describe File Menu and its various options
 - 4.2.1.1. Describe New File Management and explain each function
 - 4.2.1.1.1. Elaborate Presets or Page Sizes and their importance
 - 4.2.1.1.2. Elaborate Color Modes and their uses
 - 4.2.1.1.3. Explain Pages and their functions
 - 4.2.1.1.4. Describe page Orientation and its uses
 - 4.2.1.1.5. Describe Resolution and its importance
 - 4.2.2. Describe the step-by-step process of Opening Files
 - 4.2.2.1. Describe what is meant by CDR Format. Does the CDR format file could be opened by any other software, list down the names?
 - 4.2.2.2. Differentiate between Supported Formats of CorelDraw
 - 4.2.2.3. Describe the step-by-step process of Importing the files of different formats
 - 4.2.3. Describe Save / Save As Options with examples
 - 4.2.4. Describe Import/Export options with their uses
 - 4.2.5. Explain Print options
 - 4.3. Describe functions of various tools in Corel Draw Interface
 - 4.3.1. Elaborate Tool Box and describe the following and their uses:
 - 4.3.1.1. List down the tools in the tool box
 - 4.3.1.1.1. Pick Tool
 - 4.3.1.1.2. Shapes and Manipulating them
 - 4.3.1.1.3. Shape Tool
 - 4.3.1.1.4. Free Hand Tool
 - 4.3.1.1.5. Drawing Lines and Polylines
 - 4.3.1.1.6. Drawing Freehand Polygons
 - 4.3.1.1.7. Drawing Perfect Shapes
 - 4.3.1.1.8. Pen Tool
 - 4.3.1.1.9. Zoom Tool
 - 4.3.1.1.10. Crop Tool
 - 4.3.1.1.11. Artistic Media Tool
 - 4.3.1.1.12. Drop Shadow and Transparency
 - 4.3.1.1.13. Fill options and Outlines
 - 4.3.1.1.14. Eyedropper and Paint Bucket Tools
 - 4.3.1.1.15. Pattern Fill

- 4.3.1.1.16. Interactive Mesh fill
- 4.3.2. Describe Menu and its options
- 4.3.3. Describe the Layout Menu and its options
- 4.3.4. Describe the following features of the Text Tool
 - 4.3.4.1. Differentiate between Artistic and paragraph text
 - 4.3.4.2. Describe Formatting Text
 - 4.3.4.3. Describe the step-by-step process of Embedding Objects into text
 - 4.3.4.4. Describe the step-by-step process of Wrapping Text around Object
 - 4.3.4.5. Describe the step-by-step process of Linking Text to Objects
 - 4.3.4.6. Describe the step-by-step process of Paragraph text
 - 4.3.4.7. Describe the use and function of Indents Using the Ruler
 - 4.3.4.8. Describe the step-by-step process of Importing Text and its use
 - 4.3.4.9. Explain Spell Checker and its importance
- 4.3.5. Describe the Object Menu and its options
 - 4.3.5.1. Describe Selecting & Manipulating Objects
 - 4.3.5.2. Elaborate Selecting and Deselecting Objects
 - 4.3.5.3. Describe the step-by-step process of Moving the Objects
 - 4.3.5.4. Describe the step-by-step process of Copying and Deleting Objects
 - 4.3.5.5. Describe the step-by-step process of Deleting Objects
 - 4.3.5.6. Describe the importance and use of Alignment & Distribute
 - 4.3.5.7. Describe what is meant by Size Objects and its uses
 - 4.3.5.8. Explain the importance of Transforming Objects and its functions
 - 4.3.5.9. Describe the use of Shape Objects
 - 4.3.5.10. Describe the step-by-step process of Mirroring Objects
 - 4.3.5.11. Differentiate between Rotating and Skewing of Objects
 - 4.3.5.12. Describe the step-by-step process of Outline & Fill Objects
- 4.3.6. Describe the use different Effects and their uses
 - 4.3.6.1. Describe Power of Blends
 - 4.3.6.2. Describe Distortion with examples
 - 4.3.6.3. Describe Contour Effects with examples of its uses
 - 4.3.6.4. Describe Envelopes and its uses
 - 4.3.6.5. Describe Lens effects with examples pertaining to its uses
 - 4.3.6.6. Describe Transparency with examples pertaining to its use
 - 4.3.6.7. Describe Depth Effects and its uses
 - 4.3.6.8. Describe Power Clip with examples of its uses
- 4.3.7. Describe Bitmap Commands with examples
 - 4.3.7.1. Explain what is meant by a Bitmap
 - 4.3.7.2. Describe the importance of Editing of Bitmaps
 - 4.3.7.3. Describe why the effects are applied on Bitmaps
 - 4.3.7.4. Describe Printing options
- 4.3.8. Describe Corel Draw- Web resources and its uses
 - 4.3.8.1. Elaborate Internet Tool bar
 - 4.3.8.2. Describe webpage
 - 4.3.8.3. Describe Export files and its functions

Dress Designing and Making 3-Years Course

- 4.3.8.4. Describe rollover effects and its uses
- 4.3.9. Describe what is meant by Navigating the Drawings and Pages
 - 4.3.9.1. Describe the step-by-step process of Moving Around the Current Page
 - 4.3.9.2. Differentiate between the various Viewing Modes
 - 4.3.9.3. Explain Insert and Delete Pages in Corel Draw
 - 4.3.9.4. Describe Changing Page and its functions
- 4.4. Describe the use and Importance of Corel Trace
 - 4.4.1. Differentiate between various Types of Graphic Formats and their uses
 - 4.4.2. Differentiate between Corel Draw and Corel Trace
 - 4.4.3. Describe the step-by-step process of Tracing Images
 - 4.4.4. Describe the step-by-step process of Importing Traced Files into CorelDraw
 - 4.4.5. Describe the use of Special Trace Effects
- 4.5. Describe the use and importance of Corel R.A.V.E.
 - 4.5.1. Differentiate between Corel Draw, Corel Trace and Corel RAVE
 - 4.5.2. Explain how to Publish to the web Create web rollovers
 - 4.5.3. Describe the importance and use of Creating interactive movies
 - 4.5.4. Explain why the objects are Tweaked to create animation
 - 4.5.5. Describe the step-by-step process of Exporting file to Macromedia Flash format

List of Practical: Computer Aided Design - I**102 Hrs.**

1. Switch on the computer, attach Computer component and Peripheral devices
2. Make a folder in any partition(drive) in hard disk and give name to the folder
3. Save file in the folder and delete the folder/File
4. Shut down computer
5. Create a report on the importance of Corel Draw in the Clothing and Textiles industry.
Add Images, tables, effects within the MS Word interface
6. Prepare a cover letter using MS Word
7. Create a CV using MS Word
8. Make a portfolio of your work in PowerPoint Presentation and apply slide transition and animation on the portfolio presentation
9. Create an email account
 - 9.1. Compose an Email
 - 9.2. Reply to an Email
10. Use Corel Draw Basic Tools and create basic designs
11. Fill and outline Colors in Geometric Shapes
12. Sketch freehand and fill colors in Corel Draw using different tools
13. Fill colors with Color Gradient
14. Apply Special Effects to the designs
15. Apply effects on images in Corel Draw
16. Create a shadow effect on any kind of design
17. Prepare Color Chart
18. Create pattern repeats for textile prints
 - 18.1. Allover Layout (Overall)
 - 18.2. Block Repeat (other names are Basic repeat, Full drop repeat, Square Repeat, Straight-across repeat, straight repeat)
 - 18.3. Tossed Layout (Other names random layout or irregular pattern layout)
 - 18.4. Frieze pattern layout
 - 18.5. Composite repeat
 - 18.6. Border layout
19. Create Folk Art Pattern Design
20. Create Cultural Design Pattern
21. Create your own Brand's logo
22. Make flyer of opening announcement of your clothing brand
23. Create 3D theme based Design on Corel Draw
24. Create the layout and design of a web page of your brand using Corel Draw Software
25. Trace Images using Corel Trace
26. Animate a design using Corel Rave

DETAIL OF COURSE CONTENTS**Dress Designing & Making (3 Years course)****2nd Year****ENG- 242 ENGLISH-II****Total Contact Hours:**

Theory: 204

Practical: 0

1. Book ii

Modern propose and old heroes

2. Novel

3. Composition

(Descriptive and narrative Essays consisting of 300 to 400 words)

4. Applied Grammar

a) Correction of common Errors

b) Direct and indirect narration

c) Use of prepositions

d) Phrases of current usage

5. Translation

A continuous prose passage from Urdu/ Bengali into English

Intermediate English Book-II**English Book-I**

Compliers: 1. Bashir Ahmad Chaudary 2. Qazi Sajjad Ahmad

Editors: Mrs. Shaida Rasul

Publisher Punjab Text Book Board, Lahore

Intermediate English Book-II

Publishers: 1.Naiz Book Depot 2. Tariq Publishing House. 3.Wajid Alis

Author: Dr. Mahammad Sadiq

Editors: Mrs.S.M Suleri

English Book-III

Compliers 1. Rafiq Mahmood 2. Bashir Ahmad Chaudary 3. Qazi Sajjad Ahmad

2. Main Muhammad Afzal 5. Razzi Abidi 6. Shaid Imtaz

A New Anthology Of Essays

Publishers: Ejaz Publishers

Authors: Prof. Dr.Imdad Hussain 2. Mrs. S. M Suleri

Editors: Mrs S.M.Sulerhi

A New Anthology of Poems

Publishers: Furqan Brothers
Authors: 1.Dr. M.Sadiq 2. Raiz hussain
Editors: Prof. Riaz Hussain

Noval: Good bye Mr. Chips

Publishers: Oxford University
Authors: Cams Hilton

GEN- 272 URDU-II

Total Contact Hours:

Theory: 204 Practical: 0

2

INTERMEDIATE EXAMINATION,

پارٹ-II (بارہویں جماعت کے لیے)

کل نمبر:

وقت: ۳-۰۰ گھنٹے

حصہ نثر: کتاب "سرمایہ اردو"

دیئے گئے اقتباس کی سیاق و سباق کے حوالے سے تشریح

سبق کا خلاصہ

اسباق پر سوالات

نظم کی تشریح

غزل کی تشریح

نظم کا خلاصہ

قواعد و انشاء

مضمون

خط آپ بیتی

قواعد

قواعد سال دوم

مختلف حروف کا استعمال، فاعل، مفعول کے ساتھ فعل کی مطابقت، رموز و اوقاف۔ چند مصادر بطور امدادی افعال

خط آپ بیتی

مضمون

GEN- 291 Pakistan Studies**Total Contact Hours:**

Theory:	102
Practical:	0

CHAPTER-I: Genesis of the Islamic Republic Of Pakistan

1. Ideology of Pakistan
 - I. Concept
 - II. Components
1. Islam
 - I. Democracy
 - II. Social justice, equality and responsibility
 - III. Basic Human Rights
2. Pakistan The Result of the Muslim Struggle
3. Tehrik-e- Khilafat
4. Foundation of Muslim: League
5. Ali Garh Tehrik
6. Pakistan Resolution
7. Gripps' Mission"
8. Elections of 1945-46
9. Cabinet Mission Plan
10. Shimla Conference
11. Interim Government
12. 3rd June 1947 plan
13. Independence Act 1947
14. Emergence of Pakistan

CHAPTER-II: Initial Problems Of Islamic Republic Of Pakistan

- A. Problem:
1. Introductions remarks
 2. Red Cliff Award- its injustices
 3. Administrative problems
 4. Influx of Refugees
 5. Division of Assets
 6. Division of Armed Forces and Assets
 7. Water / Canal dispute
 8. Accession of Princely states. (Junagrath , Manawardar, Kashmir
 9. Hydearbad Daccan)

A. Intermediate Examination

1. What action were taken to resolve the problem
2. National Solidarity and stability

B. The Vision of Quaid-i-Azam Muhammad Ali Jinnah about Pakistan

1. Settlement Of refugees
2. Advice to Govt. Official for National Service
3. Provincialism, Parochialism
4. Guiding principal for the economy of Pakistan

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5. Guiding Principle of Foreign Policy
6. Advice to the students to concentrate on education

C. Ways and means to resolve problem

- i. Leadership qualities
- ii. Negotiations, remises, concessions, discussion faith unity and discipline

CHAPTER III: Geography of the Islamic Republic Of Pakistan

1. Physiography of Pakistan
2. Climatic zones of Pakistan
3. Imbalanced Economic Growth and Regional Disparities
4. Influence of Climate on Human Life
5. Geo-strategic Position
6. Attraction for Tourists
7. Gateway to Landlocked Countries Afghanistan, Central Asian
8. Republic
9. Map Reading

CHAPTER IV: Steps towards an Islamic Republic Of Pakistan

1. Significance and impact of Objective Resolution 1949
2. Islamic provisions in the constitutional documents
3. Steps towards Islamization since 1949
4. Difficulties in the way of implementing Islamic provisions
5. Rights and Responsibilities
6. Affect if one breaches and deviates from them
7. Human Rights
8. Salient features World Human Rights Declaration-1948
9. Khutba Hujjat-ul-Vida, the comprehensive charter of human Rights

CHAPTER V: Administrative Structure of Pakistan and Good Governance

1. Federal Government's various institutions and their functions
2. Provisional Government and their functions
3. Local Government with reference to Devaluation Plan 2001
4. Islamic perspective of good governance
5. Administration in the era of Hazrat Umar (R.A.U)
6. Development of a Power plan and good Governance. Targets and expectations
7. Obstacles and remedies in the way to good Governance

CHAPTER-VI: Culture of the Islamic Republic of Pakistan

1. Meaning and significance of culture
2. Ancient Civilization with reference to Pakistan epitome from "History of World" by Tryon Be.
3. Cultural Heritage of Pakistan: main sites
4. Common Characteristics of Pakistan Culture, Be Pakistani Buy Pakistani by Pakistani
5. Gender equity, issues and problems
6. Rights of women in Islam

7. Policies for women participation in sociopolitical affairs of Pakistan

CHAPTER-VII Languages of the Islamic Republic Of Pakistan

3. Languages as vehicles of culture integration and human relationship
4. The National Language- Urdu Historical development
5. Regional languages in Pakistan
 - I. Punjabi
 - II. Pushto
 - III. Sindhi
 - IV. Balochi

CHAPTER –VIII: National Integration and Property

1. Meaning of national integration and cohesion
2. Significance in an Islamic Democratic State
3. Problem in the way to National Cohesion and integration in Pakistan
4. Remedial measure. My your and our role

CHAPTER-IX: Economic Planning and Development in the Islamic Republic of Pakistan

1. Meaning and importance of Economic Planning and Development
2. Agriculture Development
3. Industrial development
4. Trade and Commerce
5. Natural Resource Development and their conservation
6. Education and Health for All
7. Information Technology
8. Economic planning in the light of all five years plans
 - I. Strategy
 - II. Targets
 - III. Achievements

An overview of the plans as a whole

CHAPTER-X: Foreign Policy of Islamic Republic Of Pakistan

1. Definition of Foreign Policy of Pakistan
2. Principal of the Policy of Pakistan
3. Objectives of the Foreign Policy of Pakistan
4. Foreign Policy of Pakistan with China, India, Iran, USA Afghanistan, Saudi Arabia
5. A Glimpse of World Affairs and Foreign Policy successes and failures

Text Book: Pakistan studies (Urdu & English Version)

Authors: Muhammad Farooq Malik

Dr. Sultan Kahan

Rai Faiz

Khadam Ali Kahan

Publisher: Punjab Text Book Board Lahore.

AS per Syllabus of BISE from PCTB Book

Pakistan Studies
Ethics-II/ Civics-II / Tarjumat-ul-Quran-II

DDM211 Surface Embellishment**Total Contact Hours:**

Theory: 0

Practical: 102

T	P	C
0	3	1

Aims.

- To understand the principals of decorative surface embellishment
- To enrich the students how to use the sense to express their personal styles and preferences in decorative surface embellishment
- To enhance the understanding of students regarding modern and traditional techniques
- To polish the skills of students about adding extra layers on surface
- To enrich the students how to enhance the visual attractiveness of an object

List of Practical: Surface Embellishment**(102 Hrs)****1. Compile samples of Mirror work**

- 1.1.Create a sample of Basic/simple Mirror work on a fabric piece of 4” X 4”
- 1.2.Create a sample of Phulkari Mirror work on a fabric piece of 4” X 4”
- 1.3.Create a sample of Sindhi mirror work on a fabric piece of 4” X 4”

2. Compile samples of Tarkashi work

- 2.1.Create a sample of Geometric patterns of Tarkashi on a fabric piece of 4” X 4”
- 2.2.Create a sample of Traditional motifs of Tarkashi on a fabric piece of 4” X 4”

3. Compile samples of Beading work

- 3.1.Create a sample of practice of basic bead embroidery on a fabric piece of 4” X 4”
- 3.2.Create a sample of bead weaving on a fabric piece of 4” X 4”
- 3.3.Create a sample of beaded fringe on a fabric piece of 4” X 4”
- 3.4.Create a sample of beaded Appliqué on a fabric piece of 4” X 4”

4. Compile samples of Sequins Work

- 4.1.Create a sample of Flat and Cupped sequins on a fabric piece of 6” X 6”
- 4.2. Create a sample of Matte sequins – Flat and Embossed on a fabric piece of 6” X 6”

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- 4.3. Create a sample of Metallic sequins on a fabric piece of 6" X 6"
5. **Compile samples of Smocking Techniques**
 - 5.1. Create a sample of English smocking on a fabric piece of 8" X 8"
 - 5.2. Create a sample of American Smocking on a fabric piece of 8" X 8"
 - 5.3. Create a sample of Lattice Smocking on a fabric piece of 8" X 8"
6. **Compile samples of Mukaish work**
 - 6.1. Create a sample of the Chatai Mukaish on a fabric piece of 6" X 6"
 - 6.2. Create a sample of the Fardi work on a fabric piece of 6" X 6"
 - 6.3. Create a sample of the Kamdani work on a fabric piece of 6" X 6"
7. **Compile samples of Techniques of Adda Work**
 - 7.1. Create a sample of Tilla Work on a fabric piece of 8" X 8"
 - 7.2. Create a sample of Zardozi
 - 7.2.1. Naqshi Work on a fabric piece of 8" X 8"
 - 7.2.2. Dabka Work on a fabric piece of 8" X 8"
 - 7.2.3. Kora Work on a fabric piece of 8" X 8"
 - 7.3. Create a sample of Resham Aari Work on a fabric piece of 8" X 8"
8. **Create samples of Quilting**
 - 8.1. English Quilting on a fabric piece of 12" x 12"
 - 8.2. French Quilting on a fabric piece of 12" x 12"
 - 8.3. Italian Quilting on a fabric piece of 12" x 12"
 - 8.4. Experimental Quilting with Different Techniques and Embellishment
9. **Compile a Dossier of all the Embellishment Samples you have created**
10. **Create Embellishment Projects to Display and Present in front of Jury**
 - 10.1. Make a shirt for a girl of 3-5 years old with Mukaish, Mirror, Sequins work, and Bead work for the Eid Occasion
 - 10.2. Make a Kurta Neckline with Tarkashi Technique for a kid of 1-3 years old (Girl or Boy)
 - 10.3. Make a Kids' Bedding Set (Newborn) with Quilting and Smocking Technique Mixed with any other technique of your choice in a group of maximum 3 members
 - 10.4. Create a Wall Hanging (minimum size 12" x 18") with Ada work Techniques of own choice
- 11 **Ensure the waste material of every practical may be disposed of according to the standard SOPs.**

- 12 **If the waste material should be reuse in the form of any product, it could be managed as well**

DDM202 Pattern Making - II

Total Contact Hours:

Theory:	0
Practical	204

T	P	C
0	6	2

Aims:

- To enable students to create Ladies garment Patterns as per industry standards and requirements
- To impart knowledge and skills about different garment styles and variations for pattern making and cutting.
- To make and cut patterns following health and safety procedures.

List of Practical: Pattern Making – II (204)

- 1. Take Women’s Measurements and create a size chart**
 - 1.1 Take Women’s Body Measurements of various physiques
 - 1.2 Take Women’s Garment Measurements
- 2. Draw the Technical Drawings for Marking Allowances**
 - 2.1 Draw Seam Allowance Details
 - 2.2 Draw Ease Allowance Details
- 3. Draft and Create Sleeves Pattern and its Variations (3-5 years old)**
 - 3.1 Flared Sleeve
 - 3.2 Umbrella Sleeves
 - 3.3 One-piece sleeve
 - 3.4 Balloon Sleeves
 - 3.5 Slit Sleeves
 - 3.6 Cap Sleeves
 - 3.7 Dolman/Batwing Sleeves
 - 3.8 Leg of Mutton Sleeves
- 4. Make Patterns for Women's Garments (Base Size 42)**
 - 4.1 Construct Basic Blocks for Women’s Wear
 - 4.1.1 Draft and create Bodice Block
 - 4.1.2 Draft and Construct Skirt Block
 - 4.1.3 Draft and Construct Trousers Block
 - 4.1.4 Draft and Create Darts for Manipulating the shape

5. Make Patterns for Ladies Garments Size 42 (Standard Size)

- 5.1 Construct Ladies fitted shirt Pattern with Darts Manipulation
- 5.2 Draft and Construct Kurta with Panels Pattern
- 5.3 Draft and make Open Aline Shirt Pattern
- 5.4 Draft and create a pattern of Slip without Sleeves

6. Make Patterns for Ladies' Bottoms Size 42 (Standard Size)

- 6.1 Draft and construct Straight Trousers Pattern
- 6.2 Draft and create Basic Shalwar (Kunday wali Shalwar) Pattern with Belt
- 6.3 Make Patiala Shalwar Pattern
- 6.4 Construct Choori-Dar Pajama Pattern
- 6.5 Draft and Create Sharara Pattern
- 6.6 Construct Garara Pattern

7. Create Pattern Grading for the following:

- 7.1 Make Pattern grading from a Women's Shirt Pattern by choosing a base size
- 7.2 Make Pattern Grading from a Women's Trousers Pattern by choosing a base size

8 Ensure the waste material of every practical may be disposed of according to the standard SOPs.**9 If the waste material should be reuse in the form of any product, it could be managed as well**

DDM221 Sewing - II**Total Contact Hours:**

Theory:	0
Practical	102

T	P	C
0	3	1

Aims:

- To enable students to Sew Ladies garment as per industry standards and requirements
- To allow learners to use sewing machines, Sewing tools, and techniques
- To enable learners to use patterns for cutting the fabric
- To allow learners to operate sewing machines following health and safety precautions
- To enable learners to maintain and handle the sewing machine, and its basic issues and resolve them

List of Practical: Sewing – II**(102 Hrs)**

1. Prepare fabric for sewing purposes
2. Use the already created patterns for marking the fabric for sewing purposes of Ladies' Garments
3. Cut the Fabric for sewing purposes
4. Sew the Sleeves Variation for Women:
 - 4.1 Sew Flared Sleeve on Fabric
 - 4.2 Sew Umbrella Sleeves on Fabric
 - 4.3 Sew One-piece Sleeve on Fabric
 - 4.4 Sew Balloon Sleeves on Fabric
 - 4.5 Sew Slit Sleeves on Fabric
 - 4.6 Sew Cap Sleeves on Fabric
 - 4.7 Sew Dolman/Batwing Sleeves on Fabric
 - 4.8 Sew Leg of Mutton Sleeves on Fabric
5. Sew Ladies' Garments using Patterns (Size 42 - Standard Size)
 - 5.1 Sew Ladies fitted shirt with Darts Manipulation
 - 5.2 Sew Ladies Kurta with Panels
 - 5.3 Sew Women's Open Aline Shirt
 - 5.4 Sew Women's Slip without Sleeves
6. Sew Ladies' Bottoms using Patterns (Size 42 - Standard Size)

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- 6.1 Sew Women's Straight Trousers
- 6.2 Sew Ladies Basic Shalwar (Kunday wali Shalwar) with Belt
- 6.3 Sew Women's Patiala Shalwar
- 6.4 Sew Choori-Dar Pajama for women
- 6.5 Sew Women's Sharara
- 6.6 Sew Ladies Garara
- 7. Apply the Finishing process to the Garments
 - 7.1 Over-lock the Garments
 - 7.2 Press and Pack the Garments
- 8 **Ensure the waste material of every practical may be disposed of according to the standard SOPs.**
- 9 **If the waste material should be reuse in the form of any product, it could be managed as well**

DDM272 Drawing and Design-II**Total Contact Hours:**

Theory:	34
Practical	102

T	P	C
1	3	2

Aims:

- To develop an understanding of human posture and proportions.
- To develop the technical and flat drawing concept according to industry requirements.
- To lay a strong foundation for future exploration and specialization within drawing and design.

Course Contents:**Hours**

1. Introduction to Calligraphy	(2)
1.1 History of Calligraphy	
1.2 Types of Main Calligraphy Styles	
1.2.1 Eastern Calligraphy	
1.2.2 Western Calligraphy	
1.2.3 Islamic Calligraphy	
1.2.4 South Asian Calligraphy	
2. Introduction to human posture and proportions	(2)
3. Study of Human Anatomy	(6)
3.1 Bones	
3.2 Muscles	
3.3 Head	
3.4 Hands and arms	
3.5 Legs and feet	
4. Study of figure drawing	(2)
4.1 Silhouette development	
5. Study of female figure, selection of design, color & fabric according to figure	(2)
6. Introduction to technical drawing	(2)
6.1 Use of Technical drawing	
6.2 Importance of Technical drawing	
7. Introduction to flat drawing	(2)
7.1 Use of flat drawing	
7.2 Importance of flat drawing	
8. Garment components and variations	(4)
8.1 Sleeves & variations	
8.2 Cuffs & variations	
8.3 Collars & variations	

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- 8.4 Yokes & variations
- 8.5 Pockets & variations
- 8.6 Plackets & variations
- 8.7 Zippers & closers
- 8.8 Skirts & variations
- 8.9 Trousers & variations
- 9. Concept Boards and their Importance in the design development (6)**
 - 9.1 Theme selection
 - 9.2 Research Board
 - 9.3 Mood Board
 - 9.4 Color board
 - 9.5 Storyboard
- 10. Introduction to Fashion Illustration (2)**
 - 10.1 Tools for Illustration
 - 10.2 Use and importance of illustrations in the fashion industry
 - 10.3 Study of Female Fashion Illustration
 - 10.3.1 8 Heads Illustration
 - 10.3.2 9 Heads Illustration
 - 10.3.3 Exploration of Contrapposto: Weight Shifting technique in Fashion Illustration
- 11. Study of children's face and body figure (2)**
 - 11.1 Children's Anatomy
- 12. Designing of children's wear according to age and theme (2)**
 - 12.1 Important Things to consider while designing children's wear
 - 12.1.1 Design Development stages
 - 12.1.2 Fabric selection
 - 12.1.3 Color selection
 - 12.1.4 Embellishment material selection
- 13 Ensure the waste material of every practical may be disposed of according to the standard SOPs.**
- 14 If the waste material should be reuse in the form of any product, it could be managed as well**

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Recommended books:

- “Figure drawing and anatomy for the artist” by John Raynes Mitchell Beazley.
- “Figure it out human proportions” by Christopher Hart.
- “Figure drawing in proportion” by Michael Massen.
- “Fashion flats & technical drawing” by Bina Abling Felice DaCosta.

Suggested Online Resources:

<https://artprof.org/resources/anatomy-resources/>

<https://www.clipstudio.net/how-to-draw/archives/161109>

https://techpacker.com/blog/design/what-you-need-to-know-about-fashion-flat-sketches/#google_vignette

<https://fashionillustrationtribe.com/>

<https://www.youtube.com/watch?v=wD0DcwkP-xw>

Instructional Objectives: Drawing & Design-II

1. Differentiate between the various types of calligraphy and its use in modern products with examples
 - 1.1 Discuss Eastern calligraphy and its use
 - 1.2 Explain what is considered to be Western calligraphy and its use
 - 1.3 Explain how you identify Islamic calligraphy. Explain its uses in the modern-day garment industry
 - 1.4 Elaborate the South Asian calligraphy and its use
2. Describe the concept of human posture and proportions
3. Explain the human anatomy
 - 3.1 Differentiate between different types of Bones in a human body and their understanding of fashion drawing
 - 3.2 Describe the importance of the study of muscles in the Garment Industry
 - 3.3 Describe the importance of the study of a human head in the clothing industry
 - 3.4 Describe the importance of sketching hands and arms for a dress designer
 - 3.5 Describe the importance of sketching legs and feet for a garment designer
4. What is meant by figure drawing? Explain its importance in the fashion industry
 - 4.1 What is meant by silhouette development, explain with examples
 - 4.2 Describe the use and importance of silhouette development
5. Describe the importance of understanding the female figure for designing garments
 - 5.1 Describe the factors to focus on while selecting colors for a garment
 - 5.2 Discuss the factors to focus on while selecting a design for a garment
 - 5.3 Explain the factors to focus on while selecting Fabric for a garment
 - 5.4 Describe the factors to focus on while selecting embellishment material for a garment
6. Describe the technical drawing and its importance in the garment industry
 - 6.1 Discuss the use of technical drawing in the clothing and textiles industry
 - 6.2 Why are the technical drawings made? Explain with examples
7. Describe what is meant by the flat drawing
 - 7.1 Discuss the use of flat drawing with examples
 - 7.2 Describe the importance of flat drawing
8. Explain the variations in garments according to fashion trends
 - 8.1 Describe the sleeves & its variations
 - 8.2 Describe the collars & their variations
 - 8.3 Describe the cuffs & their variations
 - 8.4 Describe the yokes & their variations
 - 8.5 Describe the pockets & their variations
 - 8.6 Describe the plackets & their variations
 - 8.7 Differentiate between the various types of zippers and closers
 - 8.8 Describe the skirts & their variations
 - 8.9 Describe the trousers & their variations
9. What is meant by a Concept board? Explain its components and uses
 - 9.1 Describe the concept of the mood board and its importance in the textile and fashion industry

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- 9.2 Describe the concept of a color board and its importance in the textile and fashion industry
- 9.3 Describe the concept of a storyboard and its importance in the textile and fashion industry
- 10. Why is a fashion illustration made? Explain its use in the fashion industry
 - 10.1 Differentiate between the various tools for Illustration and their impact
 - 10.2 Explain the use and importance of illustrations in the fashion industry
 - 10.3 Explain the importance of female fashion Illustration and its uses in the local industry
 - 10.3.1 Describe 8 Heads Illustration and its importance
 - 10.3.2 Describe 9 Heads Illustration and its importance
 - 10.3.3 Describe and define the term Contrapposto and its use and importance in the Fashion Illustration
- 11. Describe the characteristics of children's faces and body figures.
 - 11.1 Describe how children's anatomy is different from male and female anatomy
- 12. Explain how to design children's wear according to age and theme
 - 12.1 Describe what important things are to consider while designing children's wear
 - 12.1.1 Describe the Design Development stages of children's garments
 - 12.1.2 Describe the importance of fabric selection
 - 12.1.3 Describe the importance of color selection
 - 12.1.4 Describe the importance of embellishment material selection for kids

1. Make Calligraphy Compositions for the following with different medium
 - 1.1. Eastern Calligraphy
 - 1.2. Western Calligraphy
 - 1.3. Islamic Calligraphy
 - 1.4. South Asian calligraphy
 - 1.5. Create a T-shirt Print based on a calligraphy theme of your own choice
 - 1.6. Create a scarf design based on a Calligraphy theme of your own choice
2. Draw human anatomy (Bones, Muscles, Head, hands & arms, legs & feet)
3. Draw the human posture and proportions
4. Explore the movement of human posture with glazed paper
5. Make figure drawing with different mediums
6. Development of different types of figure silhouette
7. Make technical drawings according to age /Gender
8. Make flat drawing according to age/Gender
9. Draw the technical sketches of different garments
10. Draw the technical sketches of sleeves & variations
11. Draw the technical sketches of cuffs & variations
12. Draw the technical sketches of yokes & variations
13. Draw the technical sketches of zippers & closers
14. Draw the technical sketches of plackets & variations
15. Draw the technical sketches of pockets & variations
16. Draw the technical sketches of collars & variations
17. Draw the technical sketches of skirts & variations
18. Draw the technical sketches of trousers & variations
19. Make a research board, mood board, color board, and storyboard according to theme
20. Develop theme-based fashion illustrations with 8 heads and 9 heads for practice
21. Develop theme-based Women's fashion illustrations to create a complete look-board
22. Explore the Contrapposto technique of weight shifting and posture
23. Render the theme-based fashion drawings
24. Develop the sketching of children's faces and body figure
25. Draw children's wear according to age and theme (Girls & Boys)
26. Develop theme-based Kids' fashion illustrations to create a complete look-board and render it
27. Compile your work and develop a portfolio for Display
- 28. Ensure the waste material of every practical may be disposed of according to the standard SOPs.**
- 29. If the waste material should be reuse in the form of any product, it could be managed as well**

DDM282 Marketing & Merchandising**Total Contact Hours:**

Theory:	68
Practical	00

T	P	C
2	0	2

Aims:

- To understand the basic principles of marketing and merchandising within the fashion industry.
- To develop an understanding of consumer behavior and market segmentation.
- To equip students with the necessary skills to create and implement effective marketing strategies.
- To provide a structured approach to learning marketing and merchandising in the fashion industry, incorporating theoretical knowledge and practical application to ensure students are well-prepared for a career in the field of fashion marketing and merchandising.

Course Contents:**Hours**

1. Introduction to Marketing and Merchandising	(6)
1.1 Definition and scope of marketing and merchandising	
1.2 Role of marketing and merchandising in the fashion industry	
1.3 Overview of the fashion market	
2. Consumer Behavior	(6)
2.1 Understanding consumer needs and motivations	
2.2 Factors influencing consumer behavior and decision-making process	
3. Market Research and Analysis	(6)
3.1 Importance of market research	
3.2 Techniques for market research	
3.3 Analyzing market trends and data	
4. Marketing Mix 4 P's	(10)
4.1 Product: Fashion product development and life cycle	
4.2 Price: Pricing strategies and models	
4.3 Place: Distribution channels and logistics	
4.4 Promotion: Advertising, sales promotion, and public relations	

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5. Merchandising (12)

- 5.1 What is Merchandising
- 5.2 Types of Merchandising
- 5.3 Retail Merchandising
- 5.4 Visual Merchandising

6. Digital Marketing (10)

- 6.1 Types of Digital Marketing
- 6.2 Social Media Marketing
- 6.3 Content & Targeted marketing
- 6.4 Gorilla Marketing
- 6.5 Role of Search engine optimization (SEO)

7. Workshops & Field visits (18)

- 7.1 Guest Lectures, Workshops & Trainings
- 7.2 Field Trips
- 7.3 Study Marketing Campaign
- 7.4 Study of Brand Identity & Identification of Merchandizing Strategies

Recommended books:

1. "Fashion Marketing and Merchandising" by *Mary G. Wolfe*
2. "Marketing Fashion: Strategy, Branding and Promotion" by *Harriet Posner*
3. "Fashion Marketing & Merchandising" by *James Clark*
4. "The Fundamentals of Fashion Management" by *Susan Dillon*
5. "Fashion Retailing: From Managing to Merchandising" by *Dimitri Koumbis*

Online Resources:

1. Coursera - Fashion as Design
2. EdX - Fashion Marketing
3. Fashion Institute of Technology - Marketing and Merchandising
4. Udemy - Fashion Marketing
5. MarketingProfs - Digital Marketing

Instructional Objectives: Marketing & Merchandizing

1. Differentiate between Marketing & Merchandizing with Examples
 - 1.1 Define and Explain the Scope of Marketing and Merchandizing in current scenario with examples
 - 1.2 Explain the importance of marketing and merchandizing in the Fashion Industry:
 - 1.3 Discuss in groups the role of marketing and merchandizing in the fashion industry & provide an overview of the fashion market and its dynamics.
2. Explain the meaning of Consumer Behavior with examples
 - 2.1 Explain the concept of Consumer Needs and Motivations
 - 2.2 Identify and Analyze Factors Influencing Consumer Behavior and Decision making process
3. Describe Market Research and Analysis in detail by covering following points
 - 3.1 Explain the significance of market research in the fashion industry.
 - 3.2 Identify and describe application of various market research techniques.
 - 3.3 Analyze market trends and interpret market data for decision-making.
4. Explain the Marketing Mix (4 P's) in details by covering all below mentioned segments
 - 4.1 Explain fashion product development and understand its life cycle.
 - 4.2 Identify and apply various pricing strategies and models.
 - 4.3 Explain distribution channels and logistics in the fashion industry.
 - 4.4 Explain advertising, sales promotion, and public relations with examples & strategies.
5. Describe Merchandizing with example
 - 5.1 Define merchandizing and its significance.
 - 5.2 Classify and explain different types of merchandizing.
 - 5.3 Describe the principles and practices of retail merchandizing.
 - 5.4 Explain visual merchandizing strategies and cover all stages.
6. Define Digital Marketing and explain the related concepts with examples
 - 6.1 Identify and describe various types of digital marketing.
 - 6.2 Explain and tell how to implement social media marketing strategies.
 - 6.3 Write and explain content and tell how to apply targeted marketing strategies.
 - 6.4 Explain and write guerrilla-marketing strategies.
 - 6.5 Explain the role of search engine optimization (SEO) techniques to improve online presence.
7. Participate and attend Workshops & Field Visits to get true insights
 - 7.1 Explain in a report on what u have studied in Guest Lectures, workshops and training sessions that enabled you to gain practical skills and make presentation.
 - 7.2 Explain in a report about your visit to stores to observe and study their marketing and merchandizing strategies.

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- 7.3 Explain in a report that provides an analysis of real-world marketing campaigns related to Garment and Textiles brands.
- 7.4 Explain the brand identity and merchandising strategies in the fashion industry and disguise to competitor brands in a report.

DDM292 COMPUTER AIDED DESIGN - II**Total Contact Hours:**

Theory:	34			
Practical	102	T	P	C
		1	3	2

Aims:

- To develop an understanding of basic computer operations and applications.
- To understand working & use of Computer for day-to-day use in the field of design
- To work with MS Office Software to accomplish day-to-day tasks in the Fashion & Apparel Design Industry
- To develop learners' skills with CAD Software for designing purposes in the Fashion and Apparel design industry
- To work on the computer following health and safety precautions

Course Contents:**Hours**

1. Getting Start with MS-Excel	(2)
1.1 Introduction to MS-Excel & its interface	
1.2 Working with Home Menu	
1.2.1 Working with Rows and Columns	
1.2.2 Insert Rows & Column	
1.2.3 Delete & Format Cell / Row	
1.2.4 Cell style	
1.2.5 Editing & Formatting the Cells, Row & Column	
1.2.6 Entering Data & Apply Conditional formulas	
1.2.7 Format as table	
1.3 Working with Insert Menu	
1.3.1 Tables & Table Properties	
1.3.2 Pictures	
1.3.3 Shapes	
1.3.4 Charts	
1.3.5 Smart Art	
1.3.6 Symbol	
1.3.7 Links	
1.3.8 Header & Footer	
1.3.9 Text box	
1.3.10 Word Art	
1.3.11 Equations and Symbols	
1.4 Working with Formulas & Data	
1.5 Working with Review & View	
1.6 Working with Page Layout and Setup	
2. Getting started with Adobe Illustrator	(30)
2.1 Creating a new document	

- 2.2 Saving the document
- 2.3 Getting to know the work area
 - 2.3.1 Exploring the Workspace
 - 2.3.2 Getting to know the tools
 - 2.3.3 Working with the Properties panel
 - 2.3.4 Exploring the Contextual Task Bar
 - 2.3.5 Working with Panels
 - 2.3.6 Moving and docking panels
 - 2.3.7 Switching and resetting workspaces
 - 2.3.8 Using panel and context menus
 - 2.3.9 Changing the view of artwork
 - 2.3.10 Using View Commands
 - 2.3.11 Panning in a document
 - 2.3.12 Rotating the view
 - 2.3.13 Viewing artwork
 - 2.3.14 Navigating multiple artboards
- 2.4 Creation of Artwork
 - 2.4.1 Techniques for selecting artwork
 - 2.4.2 Selecting objects
 - 2.4.3 Using the Selection Tool
 - 2.4.4 Selecting and editing with the Direct Selection tool
 - 2.4.5 Selecting with a marquee
 - 2.4.6 Locking objects & Unlocking objects
 - 2.4.7 Selecting similar objects
 - 2.4.8 Hiding objects
 - 2.4.9 Selecting in Outline mode
 - 2.4.10 Aligning objects
 - 2.4.10.1 Aligning objects to each other
 - 2.4.10.2 Aligning to a Key Object
 - 2.4.10.3 Distributing objects
 - 2.4.10.4 Aligning Anchor Points
 - 2.4.10.5 Aligning to the artboard
 - 2.4.11 Working with Groups
 - 2.4.11.1 Grouping items
 - 2.4.11.2 Editing a group in Isolation mode
 - 2.4.11.3 Creating a nested group
 - 2.4.11.4 Editing a nested group
 - 2.4.11.5 Exploring object arrangement & Arranging objects
 - 2.4.12 Working with shapes
 - 2.4.12.1 Working with basic shapes
 - 2.4.12.1.1 Creating rectangles & editing rectangles
 - 2.4.12.1.2 Changing the color of the shapes
 - 2.4.12.1.3 Rounding rectangle corners by dragging
 - 2.4.12.1.4 Rounding individual corners

- 2.4.12.1.5 Changing a corner type
- 2.4.12.1.6 Creating an ellipse
 - 2.4.12.1.6.1 Editing an ellipse
 - 2.4.12.1.6.2 Changing stroke alignment
 - 2.4.12.1.6.3 Creating a pie shape from an ellipse
- 2.4.13 Drawing lines & editing a line
 - 2.4.13.1 Creating polygons & editing a polygon
 - 2.4.13.2 Creating a star
- 2.4.14 Working with drawing modes
 - 2.4.14.1 Using Draw Inside mode
 - 2.4.14.2 Practicing with Draw Inside mode
 - 2.4.14.3 Editing content drawn inside
 - 2.4.14.4 Pasting artwork between documents
- 2.4.15 Editing and combining shapes and paths
 - 2.4.15.1 Editing paths and shapes & Cutting with the Scissors tool
 - 2.4.15.2 Joining paths and Cutting with the Knife tool
 - 2.4.15.3 Cutting in a straight line with the Knife tool
 - 2.4.15.4 Using the Eraser tool
 - 2.4.15.5 Erasing in a straight line
 - 2.4.15.6 Creating a compound path
 - 2.4.15.7 Outlining strokes
 - 2.4.15.8 Combining shapes
 - 2.4.15.9 Working with the Shape Builder tool
 - 2.4.15.10 Combining objects using Path
 - 2.4.15.11 Understanding shape modes
 - 2.4.15.12 Reshaping a path
 - 2.4.15.13 Using the Width tool
 - 2.4.15.14 Using Intertwine
 - 2.4.15.15 Assembling the sign
 - 2.4.15.16 Assembling the poster
- 2.4.16 Working with symbols
 - 2.4.16.1 Using default Illustrator symbol libraries
 - 2.4.16.2 Transforming symbol instances
 - 2.4.16.3 Editing a symbol
- 2.4.17 Working with Dynamic Symbols
 - 2.4.17.1 Creating a symbol
 - 2.4.17.2 Breaking a link to a symbol
 - 2.4.17.3 Replacing symbols
- 2.4.18 Working with Creative Cloud Libraries
 - 2.4.18.1 Adding assets to a Creative Cloud library
 - 2.4.18.2 Using Library Assets
 - 2.4.18.3 Updating a library asset
- 2.4.19 Creating a Mockup
- 2.4.20 Global Editing

- 2.4.21 Transforming artwork
 - 2.4.21.1 Making a Custom-sized Artboard
 - 2.4.21.2 Creating a new same-sized artboard
 - 2.4.21.3 Moving and resizing artboards
 - 2.4.21.4 Copying artboards between documents
 - 2.4.21.5 Aligning and arranging artboards
 - 2.4.21.6 Setting options for artboards
 - 2.4.21.7 Working with rulers and guides
 - 2.4.21.7.1 Creating guides
 - 2.4.21.8 Positioning artwork using the Properties panel
 - 2.4.21.9 Transforming content
 - 2.4.21.10 Working with the bounding box
 - 2.4.21.11 Scaling objects precisely
 - 2.4.21.12 Rotating objects with the Rotate tool
 - 2.4.21.13 Scaling using Transform Each
 - 2.4.21.14 Shearing objects
 - 2.4.21.15 Transforming using menu commands
- 2.4.22 Making Patterns through Repeats
- 2.4.23 Applying a mirror repeat
 - 2.4.23.1 Editing a mirror repeat
- 2.4.24 Working with the Puppet Warp tool
 - 2.4.24.1 Adding pins & Rotating pins
- 2.5 Exploring color modes
 - 2.5.1 Applying an existing color
 - 2.5.2 Making a Custom Color
 - 2.5.3 Saving a color as a swatch
 - 2.5.4 Editing the global swatch
 - 2.5.5 Editing a non-global swatch
 - 2.5.6 Using the Color Picker to create color
 - 2.5.7 Creating and saving a tint of a color
 - 2.5.8 Copying appearance attributes
 - 2.5.9 Using the Color Guide panel for creative inspiration
 - 2.5.10 Applying colors from the Color Guide panel
 - 2.5.11 Applying and editing color
 - 2.5.11.1 Recoloring artwork
 - 2.5.11.2 Applying a gradient
 - 2.5.11.3 Editing strokes
 - 2.5.11.4 Sampling Color in Recolor Artwork
 - 2.5.11.5 Making color variations with the sample prompts using Generative
- 2.6 Working with Live Paint
 - 2.6.1 Creating a Live Paint Group
 - 2.6.2 Painting with the Live Paint Bucket Tool.
 - 2.6.3 Modifying a Live Paint Group

- 2.7 Organizing your artwork with layers
 - 2.7.1 Creating layers
 - 2.7.1.1 Creating a Sublayer
 - 2.7.1.2 Editing layers and objects.
 - 2.7.1.3 Locating content in the Layers panel
 - 2.7.1.4 Dragging content between layers
 - 2.7.1.5 Trying another method for dragging content to a layer
 - 2.7.1.6 Locking and hiding layers
 - 2.7.1.7 Reordering layers and content
 - 2.7.1.8 Viewing individual layers or objects as outlines
 - 2.7.1.9 Pasting layers from another document
 - 2.7.1.10 Merging layers into a new layer
 - 2.7.1.11 Searching and altering layers
- 2.8 Creating a clipping mask
- 2.9 Creating a blend with specified steps
 - 2.9.1 Modifying a blend
 - 2.9.2 Creating a Smooth Color Blend
 - 2.9.3 Editing a smooth color blend
- 2.10 Getting creative with patterns
 - 2.10.1 Applying an existing pattern
 - 2.10.2 Creating Your Own Pattern
 - 2.10.3 Applying your Pattern
 - 2.10.4 Editing your pattern
- 2.11 Working with Text
 - 2.11.1 Adding text
 - 2.11.2 Adding text at a point
 - 2.11.3 Adding area type
 - 2.11.4 Converting between area type and point type
 - 2.11.5 Importing a plain-text
 - 2.11.6 Threading text
 - 2.11.7 Creating and Applying Text Styles
 - 2.11.8 Creating text lists
 - 2.11.8.1 Applying text lists
 - 2.11.8.2 Editing text lists
 - 2.11.9 Wrapping text
 - 2.11.9.1 Curving text on a path
 - 2.11.9.2 Warping text
 - 2.11.9.3 Reshaping text with a preset envelope warp
 - 2.11.10 Formatting type
 - 2.11.10.1 Changing font family and font style
 - 2.11.10.2 Activating Adobe Fonts
 - 2.11.10.3 Applying fonts to text in Illustrator
 - 2.11.10.4 Changing font size
 - 2.11.10.5 Changing the color of text

- 2.11.10.6 Changing additional character formatting
- 2.11.11 Changing paragraph formatting
 - 2.11.11.1 Vertically aligning area type
 - 2.11.11.2 Creating columns of text
 - 2.11.11.3 Creating and applying a paragraph style
 - 2.11.11.4 Editing a paragraph style
- 2.12 Drawing with the pen tool
 - 2.12.1 Starting with the Pen tool
 - 2.12.1.1 Creating straight lines to make Custom Shapes and symbols
 - 2.12.1.2 Drawing a path using a pen tool
 - 2.12.1.3 Drawing Complex shapes and compound objects with the Pen tool
 - 2.12.1.4 Exploring Curved Paths with the use of pen Tool
 - 2.12.1.5 Combining curves and straight lines
 - 2.12.1.6 Changing path direction
 - 2.12.1.7 Editing paths and points
 - 2.12.1.7.1 Deleting and adding Anchor points
 - 2.12.1.7.2 Converting between smooth points and corner points
 - 2.12.1.8 Converting anchor points with the Anchor Point tool
- 2.13 Brushes in Adobe Illustrator
 - 2.13.1 Working with brushes
 - 2.13.1.1 Types of brushes
 - 2.13.1.2 Editing a brush
 - 2.13.1.2.1 Drawing with the Paintbrush Tool
 - 2.13.1.2.2 Editing paths with the Paintbrush tool
 - 2.13.1.2.3 Removing a brush stroke
 - 2.13.1.3 Using Calligraphic brushes
 - 2.13.1.3.1 Applying a Calligraphic brush to artwork
 - 2.13.1.4 Using Art brushes
 - 2.13.1.4.1 Applying an existing Art brush
 - 2.13.1.4.2 Creating an Art Brush
 - 2.13.1.4.3 Editing an Art Brush
 - 2.13.1.5 Using Pattern brushes
 - 2.13.1.5.1 Creating a Pattern Brush
 - 2.13.1.5.2 Applying a Pattern Brush
 - 2.13.1.5.3 Editing a Pattern Brush
 - 2.13.1.6 Using Bristle Brushes
 - 2.13.1.6.1 Changing Bristle Brush Options
 - 2.13.1.6.2 Painting with a Bristle Brush
 - 2.13.1.6.3 Grouping Bristle brush paths
 - 2.13.1.7 Working with the Blob Brush Tool
 - 2.13.1.7.1 Drawing with the Blob Brush Tool
 - 2.13.1.7.2 Editing with the Eraser Tool
- 2.14 Working with images

- 2.14.1 Placing an image
 - 2.14.1.1 Transforming a placed image
 - 2.14.1.2 Cropping an image
 - 2.14.1.3 Placing multiple images
- 2.14.2 Masking content
 - 2.14.2.1 Masking content with a shape
 - 2.14.2.2 Exploring the Created Mask
- 2.14.3 Editing the mask and image
 - 2.14.3.1 Automatic masking for an image
 - 2.14.3.2 Editing the Image Mask
- 2.14.4 Creating an opacity mask
 - 2.14.4.1 Editing an opacity mask
- 2.14.5 Working with image link
 - 2.14.5.1 Finding link information
 - 2.14.5.2 Embedding and un-embedding images

3. Creating Tech Pack and Specifications

(2)

- 3.1 Difference between a Tech Pack and a Specification
- 3.2 Importance and Use of Tech Pack and Specification
- 3.3 Types of Tech Pack and Specifications
- 3.4 Components of Tech Pack and Specification
 - 3.4.1 Flat Sketches
 - 3.4.2 Computer Aided Designs
 - 3.4.3 Sizing information
 - 3.4.4 Grading rules
 - 3.4.5 Construction details
 - 3.4.6 Print Information
 - 3.4.7 Wash and Finishes details
 - 3.4.8 Accessories Details
 - 3.4.9 Material specifications
 - 3.4.10 Service specifications
 - 3.4.11 Finished product specifications
 - 3.4.12 Process specifications
 - 3.4.13 Color Details
 - 3.4.14 Trimming details
 - 3.4.15 Bill of Materials
 - 3.4.16 Costing sheet
 - 3.4.17 Reference images
 - 3.4.18 Labelling and packing information
 - 3.4.19 Tech pack and Specification of developed sample garment
 - 3.4.20 Printing of Tech Pack and Specification

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Recommended Book:

- Mastering Adobe Illustrator 2024
- Adobe Illustrator Classroom in a Book 2024 Release
- Adobe Photoshop, Illustrator, and InDesign

Suggested Online Resources:

<https://www.adobe.com/creativecloud/illustration/discover/fashion-illustration.html>

<https://www.pinterest.com/SuccessfulFashionDesigner/adobe-illustrator-for-fashion/>

<https://www.udemy.com/course/learn-to-draw-fashion-with-adobe-illustrator-cc-beginners/?couponCode=24T7MT72224>

<https://creativecloud.adobe.com/en-x-AFRICA/learn/illustrator/web/fashion-illustration>

<https://techpacker.com/blog/design/what-is-a-tech-pack/>

Instructional Objectives: Computer-Aided Design – II

1. Describe the use of MS Excel and its use in the industry
 - 1.1 Describe the interface of MS Excel
 - 1.2 List the options of the Home Menu in MS Excel.
 - 1.2.1 Differentiate between Rows and Columns
 - 1.2.2 Describe the step-by-step process of Inserting Rows & Column
 - 1.2.3 Describe why Rows and columns are deleted
 - 1.2.4 Define Cell style with examples
 - 1.2.5 What is meant by Editing & Formatting the Cells, Row & Column
 - 1.2.6 Describe the step-by-step process of Entering Data.
 - 1.2.6.1 Explain the use of Conditional formulas with examples
 - 1.2.7 Describe the step-by-step process of Formatting the Excel sheet as a table
 - 1.3 Describe the function of the Insert Menu
 - 1.3.1 Describe the use of Tables & Table Properties with examples
 - 1.3.2 Describe the step-by-step process of inserting Pictures in an MS Excel sheet
 - 1.3.3 Explain the use of shapes in MS Excel with examples
 - 1.3.4 Differentiate between different types of Charts and the function of each
 - 1.3.5 What is meant by Smart Art, explain with examples
 - 1.3.6 Describe the step-by-step process of adding Symbols to an MS Excel sheet
 - 1.3.7 What are Links, explain their use with examples
 - 1.3.8 What is meant by Header & Footer, explain its importance in MS Excel sheets
 - 1.3.9 Describe the step-by-step process of inserting the Text box in MS Excel sheet
 - 1.3.10 Describe the importance of Word Art
 - 1.3.11 Explain the importance of Equations and Symbols in MS Excel
 - 1.4 Explain why Formulas are used in MS Excel and their importance
 - 1.5 Explain the function of Review & View
 - 1.6 Explain the function of Page Layout and Setup
2. Describe the use of Adobe Illustrator and its importance in the Garment and Textiles industry
 - 2.1 Describe the step-by-step process of Creating a new document
 - 2.2 Describe the step-by-step process of Saving the document
 - 2.3 Explain the work area components of Adobe Illustrator
 - 2.3.1 Explain what is meant by exploring Workspace
 - 2.3.2 List down the different tools of Adobe Illustrator
 - 2.3.3 What is the Properties panel, Explain its function
 - 2.3.4 Explain the function of the Contextual Task Bar
 - 2.3.5 Describe the function of Panels in the Adobe Illustrator
 - 2.3.6 Explain what is the importance of Moving and docking panels
 - 2.3.7 What is meant by Switching and resetting the workspaces? Explain its use with examples
 - 2.3.8 List down the options of panel and context menus

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- 2.3.9 Describe the step-by-step process of changing the view of an artwork
- 2.3.10 What are the View Commands, explain their function
- 2.3.11 What is the function of Panning in a document? Explain its importance
- 2.3.12 What is the importance of Rotating the view
- 2.3.13 What is the function of View in artwork
- 2.3.14 Explain why navigating multiple artboards is important.
- 2.4 What is considered to be an Artwork? Explain with examples
 - 2.4.1 Differentiate between the various Techniques for selecting an artwork
 - 2.4.2 Describe the Step-by-Step process of Selecting objects
 - 2.4.3 What is the function of the Selection Tool
 - 2.4.4 Describe the function of the Direct Selection tool
 - 2.4.5 Describe the step-by-step process of Selecting with a Marquee tool
 - 2.4.6 What is the importance of Locking objects & Unlocking objects, explain with examples
 - 2.4.7 Describe the step-by-step process of Selecting similar objects
 - 2.4.8 What is the importance of hiding objects, and why is it used?
 - 2.4.9 Describe the Outline mode
 - 2.4.10 What is meant by Aligning objects
 - 2.4.10.1 Describe the step-by-step process of Aligning objects to each other
 - 2.4.10.2 Describe the step-by-step process of Aligning to a Key Object
 - 2.4.10.3 Explain the function of Distributing objects
 - 2.4.10.4 Explain the function of Aligning Anchor Points
 - 2.4.10.5 Describe the step-by-step process of Aligning to the artboard
 - 2.4.11 What is meant by Groups, explain with examples its importance
 - 2.4.11.1 Describe the step-by-step process of Grouping items
 - 2.4.11.2 Describe the step-by-step process of Editing a group in Isolation mode
 - 2.4.11.3 Describe the step-by-step process of Creating a nested group
 - 2.4.11.4 Describe the step-by-step process of Editing a nested group
 - 2.4.11.5 Describe the step-by-step process of Exploring object arrangement & Arranging objects
 - 2.4.12 What is the importance of Working with shapes? Explain its importance
 - 2.4.12.1 List down the different basic shapes you could make with Adobe Illustrator
 - 2.4.12.1.1 Describe the step-by-step process of Creating rectangles & editing rectangles
 - 2.4.12.1.2 Describe the step-by-step process of Changing the color of the shapes
 - 2.4.12.1.3 Describe the step-by-step process of Rounding rectangle corners by dragging
 - 2.4.12.1.4 Describe the step-by-step process of Rounding individual corners

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- 2.4.12.1.5 Describe the step-by-step process of Changing a corner type
- 2.4.12.1.6 Describe the step-by-step process of Creating an ellipse
 - 2.4.12.1.6.1 Describe the step-by-step process of Editing an ellipse
 - 2.4.12.1.6.2 Describe the step-by-step process of Changing stroke alignment
 - 2.4.12.1.6.3 Describe the step-by-step process of Creating a pie shape from an ellipse
- 2.4.13 Differentiate between a Line and Shape
 - 2.4.13.1 Describe the step-by-step process of Creating polygons & editing a polygon
 - 2.4.13.2 Describe the step-by-step process of Creating a star
- 2.4.14 Describe the function of Drawing modes
 - 2.4.14.1 Describe the step-by-step process of Using the Draw Inside mode
 - 2.4.14.2 Describe the importance of the Draw Inside mode
 - 2.4.14.3 Describe the step-by-step process of Editing content drawn inside
 - 2.4.14.4 Describe the step-by-step process of Pasting artwork between documents
- 2.4.15 Describe the use of Editing and combining shapes and paths
 - 2.4.15.1 Explain the function of Cutting with the Scissors tool
 - 2.4.15.2 Describe the step-by-step process of Joining paths and Cutting with the Knife tool
 - 2.4.15.3 Describe the step-by-step process of Cutting in a straight line with the Knife tool
 - 2.4.15.4 Describe the function of the Eraser tool
 - 2.4.15.5 Describe the step-by-step process of Erasing in a straight line
 - 2.4.15.6 Describe the step-by-step process of Creating a compound path
 - 2.4.15.7 Describe the step-by-step process of Outlining strokes
 - 2.4.15.8 Describe the step-by-step process of Combining shapes
 - 2.4.15.9 Explain the importance of the Shape Builder tool
 - 2.4.15.10 Describe the step-by-step process of Combining objects using Path
 - 2.4.15.11 Explain the function and importance of the Shape modes
 - 2.4.15.12 Describe the step-by-step process of Reshaping a path
 - 2.4.15.13 Describe the function of the Width tool
 - 2.4.15.14 Explain the function of Using Intertwine
 - 2.4.15.15 Describe the step-by-step process of Assembling a sign
 - 2.4.15.16 Describe the step-by-step process of Assembling a poster
- 2.4.16 Explain what a symbol is and elaborate its use in different contexts
 - 2.4.16.1 Describe the function of the default Illustrator symbol libraries

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- 2.4.16.2 Describe the step-by-step process of Transforming symbol instances
- 2.4.16.3 Describe the step-by-step process of Editing a symbol
- 2.4.17 Explain the function and importance of dynamic symbols
 - 2.4.17.1 Describe the step-by-step process of Creating a symbol
 - 2.4.17.2 Describe the step-by-step process of Breaking a link to a symbol
 - 2.4.17.3 Describe the step-by-step process of Replacing symbols
- 2.4.18 Discuss the function and importance of Creative Cloud libraries
 - 2.4.18.1 Describe the step-by-step process of Adding assets to a Creative Cloud library
 - 2.4.18.2 Describe the step-by-step process of Using library assets
 - 2.4.18.3 Describe the step-by-step process of Updating a library asset
- 2.4.19 What is meant by a mockup? Explain its importance with examples from the Garment and textiles industry
- 2.4.20 What is meant by Global editing? Explain its function
- 2.4.21 What is the meaning of Transforming artwork?
 - 2.4.21.1 Describe the step-by-step process of Making a custom-sized artboard
 - 2.4.21.2 Describe the step-by-step process of Creating a new same-sized artboard
 - 2.4.21.3 Describe the step-by-step process of Moving and resizing artboards
 - 2.4.21.4 Describe the step-by-step process of Copying artboards between documents
 - 2.4.21.5 Describe the step-by-step process of Aligning and arranging artboards
 - 2.4.21.6 What is the function of Setting options for artboards
 - 2.4.21.7 Explain the function of rulers and guides
 - 2.4.21.7.1 Describe the step-by-step process of Creating guides
 - 2.4.21.8 Why is it important to Position artwork using the Properties panel
 - 2.4.21.9 Explain the meaning of Transforming content and its use
 - 2.4.21.10 Explain what is a bounding box and its function
 - 2.4.21.11 Describe the step-by-step process of Scaling objects precisely
 - 2.4.21.12 Describe the step-by-step process of Rotating objects with the Rotate tool
 - 2.4.21.13 Explain the function of Transform Each tool
 - 2.4.21.14 What is meant by Shearing objects
 - 2.4.21.15 What are the different Menu commands used for Transform an object
- 2.4.22 Differentiate between the various types of patterns
- 2.4.23 Explain the technicalities of a Mirror Repeat
 - 2.4.23.1 Describe the step-by-step process of Editing a mirror repeat
- 2.4.24 Explain the function of the Puppet Warp tool

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- 2.4.24.1 Describe the step-by-step process of Adding pins & Rotating pins in Puppet Warp Tool
- 2.5 Explain color modes and their use
 - 2.5.1 Describe the step-by-step process of Applying an existing color
 - 2.5.2 Describe the step-by-step process of Making a Custom Color
 - 2.5.3 Describe the step-by-step process of Saving a color as a swatch
 - 2.5.4 Describe the step-by-step process of Editing the global swatch
 - 2.5.5 Describe the step-by-step process of Editing a non-global swatch
 - 2.5.6 Describe the step-by-step process of Using the Color Picker to create color
 - 2.5.7 Describe the step-by-step process of Creating and saving a tint of a color
 - 2.5.8 Explain the function of Copying appearance attributes
 - 2.5.9 Discuss the function of the Color Guide panel
 - 2.5.10 Describe the step-by-step process of Applying colors from the Color Guide panel
 - 2.5.11 Why is it important to Apply and edit color
 - 2.5.11.1 Describe the step-by-step process of Recoloring artwork
 - 2.5.11.2 Describe the step-by-step process of Applying a gradient
 - 2.5.11.3 Describe the step-by-step process of Editing strokes
 - 2.5.11.4 Describe the step-by-step process of Sampling color in Recolor Artwork
 - 2.5.11.5 Why is it necessary to make color variations with sample prompts using Generative
- 2.6 Explain the function and importance of Live Paint
 - 2.6.1 Describe the step-by-step process of Creating a Live Paint group
 - 2.6.2 Explain the function of the Live Paint Bucket tool.
 - 2.6.3 Describe the step-by-step process of Modifying a Live Paint group
- 2.7 What is meant by Layers? Explain the importance of working with the Layers
 - 2.7.1 Describe the step-by-step process of creating layers in Adobe Illustrator
 - 2.7.1.1 Describe the step-by-step process of Creating a sublayer
 - 2.7.1.2 Describe the step-by-step process of Editing layers and objects
 - 2.7.1.3 How do you Locate content in the Layers panel
 - 2.7.1.4 Describe the step-by-step process of Dragging content between layers
 - 2.7.1.5 Describe the different methods for dragging content to a layer
 - 2.7.1.6 Explain the function and uses of Locking and hiding layers
 - 2.7.1.7 Why Reordering layers and content is necessary, explain with examples.
 - 2.7.1.8 Describe the step-by-step process of Viewing individual layers or objects as outlines
 - 2.7.1.9 Describe the step-by-step process of Pasting layers from another document
 - 2.7.1.10 Describe the step-by-step process of Merging layers into a new layer
 - 2.7.1.11 Describe the importance of Searching and altering layers

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- 2.8 Explain what a Clipping mask is. Elaborate with examples
- 2.9 Describe the step-by-step process of Creating a blend with specified steps
 - 2.9.1 Describe the step-by-step process of Modifying a blend
 - 2.9.2 Describe the step-by-step process of Creating a Smooth Color Blend
 - 2.9.3 Describe the step-by-step process of Editing a smooth color blend
- 2.10 Define patterns with examples
 - 2.10.1 Describe the step-by-step process of Applying an existing pattern
 - 2.10.2 Describe the step-by-step process of Creating your pattern
 - 2.10.3 Describe the step-by-step process of Applying your pattern to a design
 - 2.10.4 Describe the step-by-step process of Editing your pattern
- 2.11 Describe the function of the Text tool and its options
 - 2.11.1 Describe the step-by-step process of Adding text
 - 2.11.2 Describe the step-by-step process of Adding text at a point
 - 2.11.3 Describe the step-by-step process of Adding area type
 - 2.11.4 Differentiate between area type and point type
 - 2.11.5 Describe the step-by-step process of Importing a plain-text
 - 2.11.6 What is the function and uses of Threading text
 - 2.11.7 What is the meaning of Creating and applying text styles and their uses
 - 2.11.8 Why the Text lists are created, explain their use and importance
 - 2.11.8.1 Describe the step-by-step process of Applying text lists
 - 2.11.8.2 Describe the step-by-step process of Editing text lists
 - 2.11.9 What is meant by Wrapping text and its use in the industry
 - 2.11.9.1 Describe the step-by-step process of Curving text on a path
 - 2.11.9.2 Describe the step-by-step process of Warping text
 - 2.11.9.3 Describe the step-by-step process of Reshaping text with a preset envelope warp
 - 2.11.10 What is the importance of Formatting type
 - 2.11.10.1 Describe the step-by-step process of Changing font family and font style
 - 2.11.10.2 Describe the step-by-step process of Activating Adobe Fonts
 - 2.11.10.3 Describe the step-by-step process of Applying fonts to text in Illustrator
 - 2.11.10.4 Describe the step-by-step process of Changing font size
 - 2.11.10.5 Describe the step-by-step process of Changing the color of text
 - 2.11.10.6 Describe the step-by-step process of Changing additional character formatting
 - 2.11.11 Why Changing paragraph formatting is necessary? Describe its applications within the industry
 - 2.11.11.1 Describe the function of Vertically aligning area type
 - 2.11.11.2 Describe the step-by-step process of Creating columns of text
 - 2.11.11.3 Creating and applying a paragraph style
 - 2.11.11.4 Editing a paragraph style
- 2.12 Describe the function of the pen tool
 - 2.12.1 Explain the use and importance of the Pen tool with examples

Dress Designing and Making 3-Years Course

- 2.12.1.1 Describe the step-by-step process of creating straight lines to make Custom Shapes and symbols
- 2.12.1.2 Describe the step-by-step process of drawing a path using a pen tool
- 2.12.1.3 Describe the step-by-step process of Drawing Complex shapes and compound objects with the Pen tool
- 2.12.1.4 Describe the step-by-step process of making curved paths with the use of Pen Tool
- 2.12.1.5 Describe the step-by-step process of Combining Curves and Straight Lines
- 2.12.1.6 What is the use of changing path direction?
- 2.12.1.7 What is the function of Editing paths and points?
 - 2.12.1.7.1 Describe the step-by-step process of Deleting and adding anchor points
 - 2.12.1.7.2 Describe the step-by-step process of Converting between smooth points and corner points
- 2.12.1.8 Converting anchor points with the Anchor Point tool
- 2.13 What is the Function of Brushes in Adobe Illustrator?
 - 2.13.1 Describe the use and importance of working with Brushes with examples
 - 2.13.1.1 Differentiate between the various types of brushes
 - 2.13.1.1.2 Why is it necessary to Edit a brush, explain with examples
 - 2.13.1.1.2.1 Describe the step-by-step process of Drawing with the Paintbrush Tool
 - 2.13.1.1.2.2 Describe the step-by-step process of Editing paths with the Paintbrush tool
 - 2.13.1.1.2.3 Describe the step-by-step process of Removing a brush stroke
 - 2.13.1.3 What is the use of Calligraphic brushes, explain with examples
 - 2.13.1.3.1 Describe the step-by-step process of Applying a Calligraphic brush to artwork
 - 2.13.1.4 Elaborate the function and uses of Art Brushes
 - 2.13.1.4.1 Describe the step-by-step process of Applying an existing Art Brush
 - 2.13.1.4.2 Describe the step-by-step process of Creating an Art Brush
 - 2.13.1.4.3 Describe the step-by-step process of Editing an Art Brush
 - 2.13.1.5 Describe the Use and importance of Pattern Brushes with examples
 - 2.13.1.5.1 Describe the step-by-step process of Creating a Pattern Brush
 - 2.13.1.5.2 Describe the step-by-step process of Applying a Pattern Brush

- 2.13.1.5.3 Describe the step-by-step process of Editing a Pattern Brush
- 2.13.1.6 What is a Bristle brush in Adobe Illustrator? Explain its use with examples
 - 2.13.1.6.1 Describe the step-by-step process of Changing Bristle brush options
 - 2.13.1.6.2 Describe the step-by-step process of Painting with a Bristle Brush
 - 2.13.1.6.3 Describe the step-by-step process of Grouping Bristle Brush Paths
- 2.13.1.7 Describe the function and use of the Blob Brush tool
 - 2.13.1.7.1 Describe the step-by-step process of Drawing with the Blob Brush tool
 - 2.13.1.7.2 Describe the step-by-step process of Editing with the Eraser tool
- 2.14 Describe an Image
 - 2.14.1 Describe the step-by-step process of Placing an image within the Adobe Illustrator interface
 - 2.14.1.1 Describe the step-by-step process of Transforming a placed image
 - 2.14.1.2 Describe what is meant by Cropping an image
 - 2.14.1.3 Describe the step-by-step process of Placing multiple images
 - 2.14.2 What is the use and importance of Masking content
 - 2.14.2.1 Describe the step-by-step process of Masking content with a shape
 - 2.14.2.2 Describe the step-by-step process of exploration of the created mask
 - 2.14.3 Why Editing the mask and image is necessary, describe with examples
 - 2.14.3.1 Describe the step-by-step process of Automatic masking for an image
 - 2.14.3.2 Describe the step-by-step process of Editing the Image Mask
 - 2.14.4 Describe the step-by-step process of Creating an opacity mask
 - 2.14.4.1 Describe the step-by-step process of Editing an opacity mask
 - 2.14.5 What is an Image Link? Explain its function with examples
 - 2.14.5.1 Describe the step-by-step process of Finding link information
 - 2.14.5.2 Describe the step-by-step process of Embedding and un-embedding images
- 3. Describe the function of Tech Pack and Specifications within the garment and textiles industry
 - 3.1 Differentiate between a Tech Pack and a Specification
 - 3.2 Explain the Importance and Use of Tech Pack and Specification
 - 3.3 Differentiate between the various Types of Tech Pack and Specifications
 - 3.4 List down the Components of Tech Pack and Specification
 - 3.4.1 Describe Flat Sketches and its use in Tech Pack and Specifications

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- 3.4.2 Describe the use of Digital Designs (Computer Aided Designs) in the Tech Pack and Specifications
- 3.4.3 Explain Sizing information and its use in Tech Pack and Specifications
- 3.4.4 What is meant by the Grading Rules? Explain its use and importance
- 3.4.5 What is meant by Construction Details? Explain its importance in the Tech Pack and Specifications
- 3.4.6 Why Print Information is provided within Tech Pack and Specifications?
- 3.4.7 Describe Wash and Finishes details and its use in Tech Pack and Specifications
- 3.4.8 Explain what is meant by Accessories Details and its use in Tech Pack and Specifications
- 3.4.9 What is meant by Material specifications, explain with examples
- 3.4.10 Describe what is Service specifications and its uses
- 3.4.11 Explain Finished product specifications and its importance
- 3.4.12 What is the Process specifications, explain its use in Tech Pack and Specifications
- 3.4.13 Describe Color Details and its use in Tech Pack and Specifications
- 3.4.14 Explain Trimming details and its use in Tech Pack and Specifications
- 3.4.15 Why Bill of Materials is added in the Tech Pack and specification?
- 3.4.16 Differentiate between a Costing sheet and Bill of materials
- 3.4.17 What is the importance of adding Reference images in the Tech Pack and specifications
- 3.4.18 Describe the importance of Labelling and packing information and its use in Tech Pack and Specifications
- 3.4.19 Explain why Tech pack and Specification are made for a developed sample garment
- 3.4.20 Describe why it is necessary to print Tech Pack and Specifications.

List of Practical Computer Aided Design – II 102 Hrs.

1. Practice with MS Excel by creating the following:
 - 1.1.Prepare a List of Materials and Consumables with Quantity and Prices for a Garment Setup.
 - 1.2.Create a bill of a garment with a breakdown of material and accessories with prices for a client
 - 1.3.Create a Bill of Quantity / Bill of Materials for a Garment order
 - 1.4.Create Expense, balance, and Revenue sheet for a month for your business
2. Practice with Adobe Illustrator by Creating the Following:
 - 2.1.Create a minimum 3 different designs with basic shapes
 - 2.2.Create a minimum 3 geometric designs with strokes, fills, and color variations
 - 2.3.Create a design with Lines with the use of line-weight variations
 - 2.4.Convert a Low-Resolution art into High-Resolution Art
 - 2.5.Create a Vector Based Image with Pen Tool tracing
 - 2.6.Create a Vector-based Artwork and use it on different mediums/projects (Mock-up)
 - 2.7.Extract a color palette from an image. Create Vector-based textile prints and demonstrate using that color palette in the designs. Show its use on end products (Mock-up)
 - 2.8.Create a Logo with Blend Tool
 - 2.9.Create a Design with Blend Tool
 - 2.10. Create a background Design with various tools
 - 2.11. Create a Low-poly Self Portrait
 - 2.12. Create Theme based Logo and Icons for your business website
 - 2.13. Create Theme Based Marketing Materials for your business
 - 2.14. Create a Dotted spiral Vortex by using the Distort & transformation tool. Create a Design and show it as a Mock-up of an end product.
 - 2.15. Create a design with clipping mask & image place
 - 2.16. Transform photo into a pencil drawing
 - 2.17. Create a Text based Design and arrange a mock-up of a T-shirt
 - 2.18. Create rendered Digital Illustrations
3. Create Tech Pack and Specifications for Street-wear Garment Collection
 - 3.1.Create Rendered Digital Illustrations For street-wear collection
 - 3.2.Create a Complete Look board
 - 3.3.Create CAD Drawings and Mockup
 - 3.4.Create Technical Drawing
 - 3.5.Create Flat Sketches
 - 3.6.Create Sizing information Chart
 - 3.7.Create Construction details
 - 3.8.Create Print Information
 - 3.9.Create Wash and Finish details
 - 3.10. Create Accessories Details
 - 3.11. Create Material specifications

Dress Designing and Making 3-Years Course

- 3.12. Create Service specifications
- 3.13. Create Finished product specifications
- 3.14. Create Process specifications
- 3.15. Create Color Details
- 3.16. Create Trimming details
- 3.17. Create Bill of Materials
- 3.18. Create a Costing sheet
- 3.19. Create Labelling and packing information
- 3.20. Create and Compile a complete set of Tech pack and Specification
- 3.21. Print Tech Pack and Specification for the Street-wear Collection

DDM201 Quality Assurance

Total Contact Hours:

Theory:	34
Practical	0

T	P	C
1	0	1

Aims:

- To develop students' understanding related to the underlying principles of quality assurance and its importance in the Fashion industry
- To develop learners' knowledge about the benefit of quality parameters that identify and prevent defects, errors, and failures.
- To create students' understanding of optimizing resources, waste reduction, and improving productivity through Quality management and assurance processes.
- To enable students to identify quality parameters to meet customer requirements, expectations, and needs.

Course Contents:

Hours

1. Introduction to Quality Assurance	(4)
1.1. What is Quality	
1.1.1. Fitness for Purpose	
1.1.2. Meeting customer requirements	
1.1.3. Conformance to standards	
1.1.4. Excellence	
1.2. Quality Assurance	
1.2.1. Importance of Quality Assurance	
1.2.2. Quality Assurance Roles and Responsibilities	
1.2.3. Difference between Quality Assurance and Quality Control	
1.2.4. Quality Assurance Principles	
1.2.5. Quality Assurance cycle	
1.3. Quality Assurance Approaches	
1.3.1. Failure Testing	
1.3.2. Statistical Control	
1.3.3. Total Quality Management (TQM)	
1.3.4. Quality Assurance Frameworks (Models and Standards)	
2. Measuring Quality in the Fashion Industry	(6)
2.1. Quantitative measure	

Dress Designing and Making 3-Years Course

- 2.1.1. Numerical data
- 2.1.2. Defect rates
- 2.1.3. Failure rates
- 2.1.4. Performance metrics.
- 2.2. Qualitative measures
 - 2.2.1. Non-numerical data
 - 2.2.2. Customer feedback
 - 2.2.3. User experience
 - 2.2.4. Expert evaluations.
- 2.3. Benchmarking in the garments industry
 - 2.3.1. Comparing performance with industry averages
 - 2.3.2. Best practices
 - 2.3.3. Competitors.
- 2.4. Audits
 - 2.4.1. Preparation for Audits
 - 2.4.2. Assessments
 - 2.4.3. Audit Report
 - 2.4.4. Action planning on the weak area

3. Parameters of Quality in the Fashion Industry**(8)**

- 3.1. Effectiveness
- 3.2. Efficiency
- 3.3. Reliability
- 3.4. Maintainability
 - 3.4.1. Ease of maintenance
 - 3.4.2. Repair
 - 3.4.3. Upgrade
- 3.5. Safety
 - 3.5.1. Minimizing harm or risk to people
 - 3.5.2. Environment
 - 3.5.3. Assets.
- 3.6. Flexibility
- 3.7. Aesthetics
 - 3.7.1. Visual appeal
 - 3.7.2. User experience
 - 3.7.3. Emotional connection.
- 3.8. Timelines

Dress Designing and Making 3-Years Course

3.8.1. Meeting deadlines

3.8.2. Delivery times

3.8.3. Response times.

3.9. Accuracy

3.9.1. Precision

3.9.2. Correctness

3.9.3. Freedom from errors.

3.10. Compliance

3.10.1. Adhering to regulations

3.10.2. Standards

3.10.3. Laws.

3.10.3a. Certified Quality Assurance Associate (CQAA)

3.10.3b. Certified ISO 9001:2015 Lead Auditor

4. Quality Assurance areas in the Fashion Industry (8)

4.1. Fabric Quality

4.1.1. Fiber content

4.1.2. Fabric weight

4.1.3. Thread count

4.1.4. Fabric density

4.1.5. Shrinkage

4.2. Color Fastness

4.2.1. Color accuracy

4.2.2. Wash fastness

4.2.3. Light fastness

4.2.4. Rub fastness

4.3. Dimensional Stability

4.3.1. Measurement accuracy

4.3.2. Fit and sizing

4.3.3. Shrinkage control

4.3.4. Stretch and recovery

4.4. Appearance and Aesthetics

4.4.1. Visual appeal

4.4.2. Surface texture

4.4.3. Luster and shine

4.4.4. Wrinkle resistance

4.4.5. Smoothness

4.5. Performance and Functionality of Garments

4.5.1. Durability

4.5.2. Water resistance

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- 4.5.3. Breathability
- 4.5.4. Insulation
- 4.5.5. Stretch and recovery
- 4.6. Workmanship and Construction Quality of Garments
 - 4.6.1. Stitch quality
 - 4.6.2. Seam strength
 - 4.6.3. Hemming and finishing
 - 4.6.4. Buttonhole quality
- 4.7. Packaging and Labeling of Garments
 - 4.7.1. Packaging material and quality
 - 4.7.2. Label accuracy and completeness
 - 4.7.3. Labeling regulations compliance
- 4.8. Comfort and Wear ability of Garment
 - 4.8.1. Softness and comfort
 - 4.8.2. Fit and sizing
 - 4.8.3. Ease of movement
 - 4.8.4. Breathability and moisture management
- 5. Safety and Regulations in Fashion Industry (4)**
 - 5.1. Flammability
 - 5.2. Toxicity
 - 5.3. Labeling and certification
 - 5.4. Compliance with regulations
- 6. Sustainability and Environmental Impact in the Fashion Industry (4)**
 - 6.1. Eco-friendly materials
 - 6.2. Sustainable production processes
 - 6.3. Waste reduction and recycling
 - 6.4. Environmental Compliance

Recommended Books:

- Quality Management in the Clothing and Textile Industries by A. J. Chuter
- Managing Quality in the Apparel Industry by Pradip V. Mehta and Satish K. Bhardwaj
- The Fundamentals of Quality Assurance in the Textile Industry by Stanley Bernard Brahams
- Quality Assurance for Textiles and Apparel by Sara J. Kadolph

Suggested Online Resources:

- Quality Management in Fashion Industries (Available at <https://conf.uni-obuda.hu/jubilee/Schmel.pdf>)
- A book for Apparel Quality Control & Quality Assurance (Available at: <https://www.slideshare.net/slideshow/apparel-quality-control-quality-assurance/123294103#1>)
- Report: Implementation Of Quality Management Systems And Business Excellence Frameworks In Pakistani Textile Companies (Available at: <http://admin.umt.edu.pk/Media/Site/STD/FileManager/OsamaArticle/Dec1/Implementation%20of%20QMS%20and%20Business%20Excellence.pdf>)

Instructional Objectives: Quality Assurance

1. What is meant by Quality Assurance
 - 1.1.Explain what is meant by Quality with examples
 - 1.1.1. Describe the meaning of "fitness for purpose" in the context of quality
 - 1.1.2. Explain how meeting customer requirements contributes to ensuring quality.
 - 1.1.3. Explain why conformance to standards is an essential aspect of maintaining quality.
 - 1.1.4. How does striving for excellence influence the overall quality of a product or service?
 - 1.2.What is the Function of Quality Assurance, explain with examples.
 - 1.2.1. Explain the importance of Quality Assurance in product development and?
 - 1.2.2. Differentiate between the roles and responsibilities of a Quality Assurance team.
 - 1.2.3. Differentiate between Quality Assurance and Quality Control? Explain how Quality Assurance and Quality Control complement each other.
 - 1.2.4. Describe the fundamental principles of Quality Assurance
 - 1.2.5. Describe the Quality Assurance cycle, including planning, implementation, evaluation, and improvement
 - 1.3.Differentiate between the various Quality Assurance Approaches
 - 1.3.1. Describe the failure testing and its use in Quality Assurance. Explain different types of failure testing, such as stress testing and fault injection.
 - 1.3.2. Explain different types of statistical control charts, such as X-bar and R charts, etc.
 - 1.3.3. Differentiate between Quality assurance and Total Quality Management (TQM) and its core principles
 - 1.3.4. List down different Quality Assurance frameworks, models, and standards.
2. What is the importance of Measuring Quality in the Garment and Textiles Industry?
 - 2.1.What is meant by Quantitative measure, Describe with Examples
 - 2.1.1. Explain how numerical data is used to measure quality performance.
 - 2.1.2. Discuss the concept of defect rates and their impact on quality.
 - 2.1.3. Differentiate between failure rates and defect rates.
 - 2.1.4. Explain how performance metrics are used to measure quality performance.
 - 2.2.Explain the Qualitative measures and their function
 - 2.2.1. What is meant by Non-numerical Data, Elaborate on the benefits of using non-numerical data to identify trends and patterns?
 - 2.2.2. Elaborate on the benefits of customer feedback in identifying quality issues.
 - 2.2.3. Discuss the importance of user experience in quality control. Explain how user experience is measured and evaluated.
 - 2.2.4. Explain how Expert Evaluations are conducted and analyzed. Also, elaborate on the benefits of Expert Evaluations in identifying quality issues.
 - 2.3. What is meant by Benchmarking in the garments industry?
 - 2.3.1. Explain how industry averages are used as a benchmark for performance. Describe the process of comparing performance with industry averages.

Dress Designing and Making 3-Years Course

- 2.3.2. Explain how best practices are identified and implemented. Describe the process of adopting best practices in quality control.
- 2.3.3. Explain how competitors' performance is used as a benchmark
- 2.4. What are the benefits of Audits, explain with examples
 - 2.4.1. Explain the steps involved in preparing for an audit. Differentiate between preparation for internal and external audits.
 - 2.4.2. Explain the different types of assessments used in quality control.
 - 2.4.3. Explain the key elements of an audit report. Elaborate on the benefits of using the audit report to drive improvement.
 - 2.4.4. Explain the steps involved in creating an action plan.
- 3. Differentiate between the various Parameters of Quality in the Clothing Industry
 - 3.1. Explain how effectiveness is measured in quality control.
 - 3.2. Explain how efficiency is measured in quality control. Differentiate between efficiency and effectiveness.
 - 3.3. Explain how reliability is measured in quality control.
 - 3.4. What is meant by Maintainability?
 - 3.4.1. Explain how ease of maintenance is measured. Elaborate on the benefits of easy maintenance.
 - 3.4.2. Discuss the importance of repair in quality control.
 - 3.4.3. Elaborate on the benefits of upgrading.
 - 3.5. What is the Role of Safety in Quality Assurance?
 - 3.5.1. Explain how harm or risk is measured. Elaborate on the benefits of minimizing harm or risk.
 - 3.5.2. Discuss the importance of environmental safety.
 - 3.5.3. Describe the process of evaluating asset safety. Elaborate on the benefits of asset safety.
 - 3.6. Discuss the importance of flexibility in quality control. Elaborate on the benefits of flexible quality control.
 - 3.7. What is meant by Aesthetics in Quality Assurance
 - 3.7.1. Elaborate on the benefits of considering visual appeal in quality control.
 - 3.7.2. Discuss the importance of user experience in quality control. Explain how user experience is measured.
 - 3.7.3. Explain how emotional connection is measured. Differentiate between emotional connection and brand loyalty.
 - 3.8. What is meant by Timeline, explain its importance in Quality Assurance
 - 3.8.1. Discuss the importance of meeting deadlines in quality control.
 - 3.8.2. Elaborate on the benefits of considering delivery times in quality control.
 - 3.8.3. Differentiate between response times and resolution times.
 - 3.9. What is the role of Accuracy in Quality Assurance
 - 3.9.1. Explain how precision is measured. Elaborate on the benefits of precise quality control.
 - 3.9.2. Describe the process of evaluating correctness. Elaborate on the benefits of correct quality control.
 - 3.9.3. Elaborate on the benefits of error-free quality control.

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- 3.10. What is meant by Compliance in Quality Assurance?
- 3.10.1. Write down the importance of adhering to regulations in quality control.
- 3.10.2. Describe the process of evaluating standards and the importance of standards in quality control.
- 3.10.3. Define the benefits of lawful quality control. Differentiate between laws and regulations.
- 3.10.3.1. Discuss the importance of CQAA certification in quality control.
- 3.10.3.2. Elaborate on the benefits and importance of Certified ISO 9001:2015 Lead

Auditor certification.

4. Differentiate between the various Quality Assurance areas in the Fashion Industry

4.1. What is meant by Fabric Quality

- 4.1.1. Explain how fiber content affects the properties of a fabric.
- 4.1.2. Explain how fabric weight affects the properties and quality of a fabric.
- 4.1.3. Elaborate on the benefits of high thread count. Differentiate between low and high thread count fabrics.
- 4.1.4. Describe the process of measuring fabric density. Elaborate on the benefits of knowing the fabric density.
- 4.1.5. Describe the process of measuring shrinkage. Differentiate between shrinkage and stretching.

4.2. What is meant by Color Fastness?

- 4.2.1. Describe the process of evaluating color accuracy. Differentiate between color accuracy and color consistency.
- 4.2.2. Discuss the importance of wash fastness in clothing and textiles. Differentiate between wash fastness and color bleeding.
- 4.2.3. Describe the process of evaluating light fastness.
- 4.2.4. Explain how rub fastness is measured. Differentiate between rub fastness and abrasion resistance.

4.3. What is Dimensional Stability, explain with examples

- 4.3.1. Explain how measurement accuracy is ensured.
- 4.3.2. Explain how fit and sizing are determined. Elaborate on the benefits of accurate fit and sizing.
- 4.3.3. Elaborate on the benefits of shrinkage control.
- 4.3.4. Describe the process of evaluating stretch and recovery. Discuss the importance of stretch and recovery in clothing and textiles.

4.4. How do Appearance and Aesthetics affect the overall quality?

- 4.4.1. Describe the elements that contribute to visual appeal. Elaborate on the benefits of high visual appeal.
- 4.4.2. Discuss the importance of surface texture in clothing and textiles.
- 4.4.3. Describe the factors that affect the luster and shine of a fabric
- 4.4.4. Explain how wrinkle resistance is measured. Describe the treatments used to enhance wrinkle resistance.

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- 4.4.5. Describe the factors that affect the smoothness of a fabric. Elaborate on the benefits of smoothness.
- 4.5. Why Performance and Functionality of Garments need to be monitored, describe with examples
 - 4.5.1. Discuss the importance of durability in textiles. Describe the factors that affect durability.
 - 4.5.2. Describe the treatments used to enhance water resistance. Differentiate between water resistance and waterproofing.
 - 4.5.3. Discuss the importance of breathability in textiles. Describe the factors that affect breathability.
 - 4.5.4. Describe the types of insulation used in textiles.
 - 4.5.5. Describe the factors that affect stretch and recovery. Elaborate on the benefits of textiles with good stretch and recovery.
- 4.6. What Factors Affect the Workmanship and Construction Quality of Garments, explain with examples
 - 4.6.1. List down common stitch defects. Explain how stitch quality is evaluated.
 - 4.6.2. Write down the standards for acceptable seam strength. Explain how seam strength is measured.
 - 4.6.3. Write down the standards for acceptable hemming and finishing.
 - 4.6.4. Explain how buttonhole quality is evaluated. Describe the factors that affect buttonhole quality.
- 4.7. What is the role of Packaging and Labeling of Garments in Quality Assurance?
 - 4.7.1. Describe the factors that affect packaging material and quality. List down common packaging material defects.
 - 4.7.2. Distinguish between label types (e.g., product labels, shipping labels). List down common labeling errors.
 - 4.7.3. Describe the key labeling regulations (e.g., FDA, EU, GHS). Distinguish between labeling requirements for different products.
- 4.8. What is meant by Comfort and Wear ability of a Garment, explain with examples
 - 4.8.1. Elaborate on the benefits of soft and comfortable textiles. List down common softness and comfort tests.
 - 4.8.2. Describe the factors that affect fit and sizing. Differentiate between fit and sizing.
 - 4.8.3. Distinguish between movement types (e.g., stretching, bending). List down common ease of movement tests.
 - 4.8.4. Discuss the importance of breathability and moisture management in textiles. Distinguish between moisture management technologies (e.g., wicking, waterproofing).
5. What is the meaning of Safety and Regulations in the Garment and Textile Industry? Explain with examples
 - 5.1. Explain the different types of flammability tests used for fabrics and materials.
 - 5.2. Describe the process of testing for toxicity in Clothing products. Elaborate on the regulations and standards for toxicity in Textile products.
 - 5.3. Explain the different types of labels and certifications used in the garment industry.

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5.4.Explain the different types of regulations governing fashion production, such as REACH and CPSIA.

6. How Sustainability and Environmental Impacts the Clothing Industry, explain with examples

6.1.Explain the differences between natural and synthetic materials and their environmental impact.

6.2.Discuss the importance of sustainable production processes in reducing environmental impact.

6.3.Explain the process of implementing waste reduction and recycling programs in Clothing production.

6.4.Describe the process of conducting environmental impact assessments in fashion production.

MGM262 Communication Skills & Report Writing**Total Contact Hours:**

Theory: 34

Practical 102

T	P	C
1	3	2

Aims:

- To develop students' understanding of effective communication practices within various organizational contexts.
- To cultivate efficient and professional communication skills through various channels, including emails, presentations, and formal documents.
- To provide students with the necessary tools to analyze and respond to business communication challenges and opportunities.
- To familiarize students with communication norms and cross-cultural communication strategies in a business context.
- To enhance students' ability to write clear, concise, and persuasive business reports.

Course Contents:**Hours****1. Introduction to Communication****(28)**

1.1 The Need for Communication: How Communication was developed.

1.2 Meaningful Communication

1.3 Importance of Communication

1.4 Purpose of Communication

1.5 Types of Communication

1.5.1 Direct Communication

1.5.2 Indirect Communication

1.6 Dimensions of Communication

1.6.1 Downward

1.6.2 Upward

1.6.3 Horizontal / Lateral

1.6.4 Diagonal

1.6.5 Grapevine Communication

1.7 Communication Channels

1.7.1 Formal Channels

1.7.2 Informal Channels

1.8 7 C's of communication

1.8.1 Clear

1.8.2 Concise

1.8.3 Concrete

1.8.4 Correct

Dress Designing and Making 3-Years Course

- 1.8.5 Coherent
- 1.8.6 Complete
- 1.8.7 Courteous
- 1.9 Introduction to Business Communication
 - 1.9.1 Difference Between Business Communication and Normal Communication
 - 1.9.2 Forms of Business Communication
 - 1.9.2.1 Verbal Communication
 - 1.9.2.2 Non-verbal Communication
 - 1.9.2.3 Interpersonal Communication
 - 1.9.2.4 Media Communication
 - 1.9.2.5 Visual Communication within an Organization
 - 1.9.3 Ethics in Business Communication
 - 1.9.4 Technology and Business Communication
 - 1.9.5 Communication Management at the Workplace
 - 1.9.6 Communication Barriers
 - 1.9.7 Meetings and their importance
 - 1.9.8 Importance of keeping everyone in the loop
- 1.10 Skills for Business Communication
 - 1.10.1 Listening Skills in Business Communication
 - 1.10.1.1 Difference between listening & hearing
 - 1.10.1.2 Types of Listening
 - 1.10.1.3 Importance of Listening in Communication
 - 1.10.1.4 Barriers to Listening
 - 1.10.1.5 Traits of a Good Listener
 - 1.10.2 Speaking Skills in Business Communication
 - 1.10.2.1 Importance of Speaking in Communication
 - 1.10.2.2 Types of Speaking
 - 1.10.2.3 Do's & Don'ts
 - 1.10.2.4 Presentations at Workplace
 - 1.10.2.4.1 Ethics of presentation
 - 1.10.2.4.1.1 Do's of a presentation
 - 1.10.2.4.1.2 Don'ts of a Presentation
 - 1.10.2.4.1.3 Building up confidence for delivering presentations
 - 1.10.2.4.1.4 Importance of Knowing Your Audience
 - 1.10.2.4.1.5 Delivering Effective Presentations
 - 1.10.3 Reading Skills in Business Communication
 - 1.10.3.1 Purpose of Reading
 - 1.10.3.2 Techniques for Good Comprehension
 - 1.10.3.2.1 Skimming and Scanning
 - 1.10.3.2.2 Structure of Text
 - 1.10.3.2.3 Structure of Paragraph
 - 1.10.3.2.4 Essentials for Effective Reading
 - 1.10.4 Writing Skills in Business Communication

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- 1.10.4.1 Types of Writing
- 1.10.4.2 Importance of Writing
- 1.10.4.3 Style of Writing
- 1.10.4.4 Tone in Writing
- 1.10.4.5 Ethics of Writing in Business Communication
- 1.10.4.6 Writing Process
 - 1.10.4.6.1 Brainstorming
 - 1.10.4.6.2 Prewriting
 - 1.10.4.6.3 Writing
 - 1.10.4.6.4 Revision
 - 1.10.4.6.5 Editing
- 1.10.4.7 Technical Writing
 - 1.10.4.7.1 Importance and Uses
 - 1.10.4.7.2 Characteristics
 - 1.10.4.7.3 Techniques for good technical writing
- 1.10.4.8 Writing for Specific Purposes
 - 1.10.4.8.1 Business Letters
 - 1.10.4.8.2 Emails
 - 1.10.4.8.3 Applications
 - 1.10.4.8.4 Quotation
 - 1.10.4.8.5 Notice
 - 1.10.4.8.6 Minutes of Meeting
 - 1.10.4.8.7 Memo
 - 1.10.4.8.8 Agenda

2. Report Writing

(6)

- 2.1 Objective of Report Writing
- 2.2 Types of Reports
- 2.3 Format and Parts of a Report
- 2.4 Characteristics of a Business Report
 - 2.4.1 Tips and Techniques of writing a good business report
 - 2.4.2 Traps to avoid when writing a business report
- 2.5 Stages of Report Writing
 - 2.5.1 Information Gathering
 - 2.5.2 Planning
 - 2.5.2.1 Consider the Purpose and scope of the report
 - 2.5.2.2 Consider the Audience
 - 2.5.2.3 Streamline the gathered information
 - 2.5.2.4 Design the structure of the report
 - 2.5.3 Writing
 - 2.5.4 Revision
 - 2.5.4.1 Proofreading the content
 - 2.5.4.2 Spelling and Grammar check
 - 2.5.4.3 Editing and Rewriting
 - 2.5.5 Quality Checking of the report

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- 2.5.5.1 Check the Structure
- 2.5.5.2 Check the facts
- 2.5.5.3 Check the Length
- 2.5.5.4 Check the Tone
- 2.5.5.5 Check the Style
- 2.5.5.6 Check the Errors
- 2.5.5.7 Check the Requirements

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Recommended Books:

- Report Writing for Business by Raymond Vincent Lesikar
- Guide to Report Writing by Michael Netzley
- Effective Communication in Organisations by Michael Fielding
- Effective Business Communication by Asha Kaul
- The Handbook of Communication Ethics by George Cheney, Steve May, Debashish Munshi

Suggested Online Resources:

- Business Communication – Notes | Theory of Communication. (Available at: <http://www.rapodar.ac.in/pdf/elearn/Business%20Communication%20Semester%20I%20notes.pdf>)
- An Introduction to Business Writing. (Available at: <https://writing.colostate.edu/guides/pdfs/guide70.pdf>)
- A guide to Professional/Business Writing | The Write Advice. (Available at: <https://secure.uwf.edu/media/university-of-west-florida/colleges/cassh/departments/writing-lab/A-Guide-to-Professional-and-Business-Writing.pdf>)
- Business Writing Workbook | Business Writing: A Roadmap to Better Communication. (Available at: https://spada.uns.ac.id/pluginfile.php/176121/mod_resource/content/1/Business%20Writing%20Workbook.pdf)
- Basics of Report Writing. (Available at: [http://www1.ximb.ac.in/users/fac/Niraj/niraj.nsf/23e5e39594c064ee852564ae004fa010/240638fb464425fe652570c0001bddee/\\$FILE/Basics%20of%20Writing%20Reports.pdf](http://www1.ximb.ac.in/users/fac/Niraj/niraj.nsf/23e5e39594c064ee852564ae004fa010/240638fb464425fe652570c0001bddee/$FILE/Basics%20of%20Writing%20Reports.pdf))
- Report Writing (Available at: https://www.examples.com/docs/report-writing.html#google_vignette)

Instructional Objectives: Communication Skills & Report Writing

1. What is meant by Communication? Define with Examples
 - 1.1 Explain how Communication was developed over time.
 - 1.2 Describe Meaningful Communication with examples.
 - 1.3 Explain the importance of communication within daily life and an organization.
 - 1.4 Discuss the Purpose of Communication within an organization and daily life.
 - 1.5 Explain different types of Communication with examples from the garment industry
 - 1.5.1 What is meant by Direct Communication, elaborate with examples
 - 1.5.2 Explain Indirect Communication with examples
 - 1.6 Analyze the Dimensions of Communication and their use within the industry
 - 1.6.1 Describe Downward Communication and its examples
 - 1.6.2 Explain Upward communication and its examples
 - 1.6.3 Elaborate Horizontal / Lateral Communication with examples
 - 1.6.4 What is meant by Diagonal communication, elaborate with industry-set examples
 - 1.6.5 Analyze the positive and negative impact of Grapevine Communication within an organization, and explain with examples.
 - 1.7 Discuss different Communication Channels with examples from an organizational setup.
 - 1.7.1 Analyze the Formal Channels of Communication with examples from an industrial setup
 - 1.7.2 Analyze the Informal Channels of Communication with examples from an industrial setup
 - 1.8 Differentiate between the 7 C's of communication with examples from an organizational setup
 - 1.8.1 Discuss the meaning of Clear communication and give examples from the garment industry
 - 1.8.2 Describe the meaning of Concise Communication and give examples from the fashion & textiles industry
 - 1.8.3 Discuss the meaning of Concrete communication and elaborate it with industry-set examples
 - 1.8.4 Explain what is meant by Correct Communication. State examples from the garments industry
 - 1.8.5 Define the meaning of Coherent Communication and elaborate it with industry-set examples
 - 1.8.6 Explain the meaning of Complete Communication. Give Examples from the Garments and Textiles Industry
 - 1.8.7 What is meant by Courteous Communication, explain with examples from the industry
 - 1.9 Explain the meaning of Business Communication and elaborate with examples from the industry.
 - 1.9.1 Differentiate Between Business Communication and Normal Communication with examples

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- 1.9.2 Identify different Forms of Business Communication and explain with examples from the apparel and textiles industry
 - 1.9.2.1 Describe the meaning of Verbal Communication with examples
 - 1.9.2.2 Elaborate the meaning of Non-verbal Communication with industry-set examples
 - 1.9.2.3 Discuss in detail about Interpersonal Communication. Elaborate with examples from the industry
 - 1.9.2.4 What is meant by Media Communication? Elaborate with examples from the industry
 - 1.9.2.5 Explain Visual Communication and its use within an Organization with examples
- 1.9.3 Describe the meaning of ethics. List down various Ethics in Business Communication with examples from the industry
- 1.9.4 Analyze the role of Technology and Business Communication with industry-set examples.
- 1.9.5 Explain the benefits of Communication Management at the Workplace
- 1.9.6 Distinguish between different Communication Barriers and their types with examples.
- 1.9.7 Elaborate why Meetings are important within an organization.
- 1.9.8 Describe the importance of keeping everyone in the loop while working within a team.
- 1.10 What are different Skills used within Business Communication and elaborate on their importance.
 - 1.10.1 Explain the importance of Listening Skills in Business Communication
 - 1.10.1.1 Distinguish between listening & hearing with examples
 - 1.10.1.2 Differentiate between different types of Listening with examples
 - 1.10.1.3 Explain with examples the importance of Listening in Communication
 - 1.10.1.4 What are different Barriers to Listening, explain with examples
 - 1.10.1.5 Describe the Traits of a Good Listener
 - 1.10.2 Analyze the importance of Speaking Skills in Business Communication with industry-set examples
 - 1.10.2.1 Describe the importance of Speaking in Communication with clear examples from the garment industry
 - 1.10.2.2 Distinguish between different types of Speaking with examples
 - 1.10.2.3 List Do's & Don'ts of speaking skills in business communication with examples
 - 1.10.2.4 Differentiate between different types of presentations and Explain why Presentations at the Workplace are important.
 - 1.10.2.4.1 List down the ethics of presentation in a formal setting with examples
 - 1.10.2.4.1.1 Explain the Do's of a presentation with examples

- 1.10.2.4.1.2 Discuss the Don'ts of a Presentation with examples
- 1.10.2.4.1.3 Why is it important to build up confidence for delivering presentations?
- 1.10.2.4.1.4 Why is it important to know your audience for delivering a presentation?
- 1.10.2.4.1.5 What are the Key points to focus on while delivering an effective presentation? Explain with examples
- 1.10.3 Discuss what is meant by Reading Skills in Business Communication and its importance in the industry
 - 1.10.3.1 Explain the Purpose of Reading within an organization with examples
 - 1.10.3.2 Differentiate between various techniques for Good Comprehension with examples
 - 1.10.3.2.1 Describe the purpose of Skimming and Scanning, elaborate with examples
 - 1.10.3.2.2 What is meant by Text Structure? Why text structuring is important within business communication?
 - 1.10.3.2.3 What is meant by the structure of the Paragraph? Explain with examples from the industry.
 - 1.10.3.2.4 List down the essential points for Effective Reading
- 1.10.4 Explain what is meant by Writing Skills in Business Communication and its importance in the industry
 - 1.10.4.1 Differentiate between various types of writing with examples.
 - 1.10.4.2 Explain the importance of writing with examples from the industry
 - 1.10.4.3 Distinguish between different Style of Writing with examples
 - 1.10.4.4 What is meant by Tone in Writing? Elaborate with examples.
 - 1.10.4.5 List down the Ethics of Writing in Business Communication. Explain each with industry-set examples.
 - 1.10.4.6 Discuss the Writing Process within the business communication. Explain each step with examples.
 - 1.10.4.6.1 Explain what is Brainstorming and its importance in the writing process.
 - 1.10.4.6.2 What is meant by Prewriting? Explain with examples
 - 1.10.4.6.3 Why Writing is important in Business communication, discuss with relevant examples from the garment industry.
 - 1.10.4.6.4 Discuss the importance of Revision of written text.
 - 1.10.4.6.5 Why do we need to edit a written text after the revision?
 - 1.10.4.7 What is meant by Technical Writing? Elaborate with examples

- 1.10.4.7.1 What is the Importance and Uses of Technical Writing within the garment and textile industry?
- 1.10.4.7.2 Describe various Characteristics of technical writing.
- 1.10.4.7.3 Distinguish between different Techniques for good technical writing with examples
- 1.10.4.8 Why does writing for specific purposes require a different mindset? State the importance of knowing different styles of writing within the industry.
 - 1.10.4.8.1 Explain the format and components of a Business Letter.
 - 1.10.4.8.2 Describe the Importance of Emails in Professional Life. Elaborate with industry-set examples.
 - 1.10.4.8.3 What are the different types of Applications? Differentiate between them. Also, discuss the format of an application.
 - 1.10.4.8.4 Discuss the importance of Quotation in the garment and textile industry.
 - 1.10.4.8.5 Differentiate between different types of office Notices with examples from the garment industry.
 - 1.10.4.8.6 Explain what is meant by Minutes of Meeting. Discuss the format and importance of the Minutes of Meeting.
 - 1.10.4.8.7 Elaborate what a Memo is with industry-set examples.
 - 1.10.4.8.8 Why an Agenda is written? Explain its format.
- 2. Explain the need of Report Writing in the garment industry.
 - 2.1 What is the Objective of Report Writing in an organization?
 - 2.2 Differentiate between different Types of Reports with examples.
 - 2.3 Discuss the Format and Parts of a Report
 - 2.4 What are the Characteristics of a Business Report?
 - 2.4.1 List down different Tips and Techniques for writing a good business report
 - 2.4.2 Explain the Traps to avoid when writing a business report
 - 2.5 Explain the different stages of report writing.
 - 2.5.1 Elaborate on the importance of Information Gathering for writing a report.
 - 2.5.2 Why is it necessary to Plan the writing of a report?
 - 2.5.2.1 Why should the Purpose and scope of the report be considered before writing the report?
 - 2.5.2.2 Explain why the Audience be considered while writing a report.
 - 2.5.2.3 How can the gathered information be organized to streamline report writing?
 - 2.5.2.4 Why do we design the structure of a report before writing it?
 - 2.5.3 What is the purpose of writing a report?
 - 2.5.4 Explain why the written content must be revised before finalizing it.
 - 2.5.4.1 Describe the meaning of Proofreading and elaborate on its importance.

- 2.5.4.2 Explain how Spelling and Grammar checking could refine your report.
- 2.5.4.3 What is meant by Editing and Rewriting a report? Why is it important to edit and rewrite the content?
- 2.5.5 Write down the steps of Quality Checking of a Report. Explain the importance of quality-checking of the report.
 - 2.5.5.1 List down the procedure of Checking the Structure of a report
 - 2.5.5.2 Explain the importance of Checking the facts and figures of a report
 - 2.5.5.3 Why Checking the Length of the report is necessary?
 - 2.5.5.4 How do you check the Tone of the report content?
 - 2.5.5.5 Why is it important to check the Style of the report?
 - 2.5.5.6 Explain why Error checking of the report is necessary. How would it affect the report if it is not checked?
 - 2.5.5.7 Why Requirement checking is necessary for report writing? Explain with examples

1. Write an Inquiry-based business letter to a supplier to check the availability of specific materials considering the Fashion & textile setup
2. Write Business Emails
 - 2.1 Compose an inquiry-based email to a supplier for a specific purpose
 - 2.2 Reply to an email from your HR in which he inquired about your recent absence.
3. Write Applications on different topics considering an organizational setup
 - 3.1 Sick Leave Application
 - 3.2 Loan Application
 - 3.3 Application for an Urgent Piece of Work (Half-Day Leave)
4. Compile a Quotation for a Fashion & Textiles based order
 - 4.1 Create Bills & Invoices for Fashion/Textile based order
5. Write Notice on different topics for office-based use
6. Take Minutes of a Meeting having a set agenda
7. Write an office Memo on a specific topic
8. Write an Agenda for a meeting based on a specific scenario
9. Report Writing for Specific purposes
 - 9.1 Write a Short Report based on the fashion & textile industry
 - 9.2 Compose a Long Report based on a specific topic from the fashion & textiles industry
 - 9.3 Write Summary of a Report
 - 9.4 Write down an Overview of the Report
10. Complete and compile the class Activity Sheets

DETAIL OF COURSE CONTENTS**Dress Designing & Making (3 Years course)****3rd Year****DDM302 Trends Forecasting****Total Contact Hours:**

Theory:	34
Practical	102

T	P	C
1	3	2

Aims:

- To develop students' skills to identify the role of trend forecasting in the fashion industry
- To provide students with the necessary tools to identify traditional and nontraditional resources to research trends within the fashion forecasting process
- To develop an understanding of fashion behavior with seasonal changing
- To develop an understanding of employing demography within trend forecasting
- To enhance students' ability to research and forecast future trends based on a systematic process
- To enable students to employ different tools to design, create, and communicate the forecasted trend

Course Contents:**Hours**

1. Introduction to Forecasting	(14)
1.1 Areas of Forecasting	
1.2 Importance of Forecasting	
1.3 Aims and Goals of Forecasting	
1.4 Major Areas of Forecasting	
1.4.1 Socio-Economic Forecasting	
1.4.2 Cultural Forecasting	
1.4.3 Technological Forecasting	
1.4.4 Competitive Analysis	
1.4.5 Political Factors	
1.4.6 Environmental Factors	
1.5 Types of Forecasting Methods	
1.5.1 Qualitative Methods	
1.5.2 Quantitative Methods	

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- 1.5.3 Micro/Macro Analysis
- 1.6 Elements of Forecasting
 - 1.6.1 Research work
 - 1.6.1.1 Season
 - 1.6.1.2 Material
 - 1.6.1.3 Colors
 - 1.6.1.4 Product
 - 1.6.1.5 Company
 - 1.6.1.6 Industry
 - 1.6.1.7 Socio-economic factors
 - 1.6.1.8 Target Audience
 - 1.6.2 Future Expectancy of the Product / Business
 - 1.6.3 Market Comparison
 - 1.6.3.1 Local Market
 - 1.6.3.2 National Level
 - 1.6.3.3 International Level
 - 1.6.4 Aims and Goals for the Business
 - 1.6.4.1 Short Term
 - 1.6.4.2 Long term
- 1.7 Principles of Forecasting
 - 1.7.1 Making a Perfect Prediction VS Uncertainty
 - 1.7.2 Group Considerations: Forecast is not for Individuals
 - 1.7.3 Forecast Challenges
 - 1.7.3.1 Short-term predictions VS long-term predictions
 - 1.7.3.2 Chances of a failed forecast
 - 1.7.3.3 Making it work
- 1.8 Theories of Forecasting
 - 1.8.1 Theory of Economic Rhythm
 - 1.8.2 Action and Reaction Approach
 - 1.8.3 Sequence Method or Time Lag Method
 - 1.8.4 Specific Historical Analogy
 - 1.8.5 Cross-Cut Analysis
 - 1.8.6 Model Building Approach
- 1.9 Steps in Forecasting
 - 1.9.1 Problem Identification
 - 1.9.2 Research: Information Collection
 - 1.9.3 Research Analysis and Conclusion
 - 1.9.4 Choosing Forecasting Model
 - 1.9.4.1 Qualitative Forecasting
 - 1.9.4.2 Quantitative Forecasting
 - 1.9.4.3 Micro/Macro Trends
 - 1.9.5 Data Analysis
 - 1.9.6 Model Performance Analysis
- 1.10 Advantages of Forecasting

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- 1.10.1 Planning and Development
- 1.10.2 Considerations of Environmental Changes
- 1.10.3 Analysis of Weaker Areas
- 1.10.4 Production Control
- 1.11 Limitations and Challenges of Forecasting
- 2 Fashion Forecasting** (8)
- 2.1 Difference between Trend and Fashion Forecasting
- 2.2 Role and Responsibilities of a Trend Forecaster
- 2.3 Seasonal Catalogue VS Collection
- 2.4 Forecast Durations
 - 2.4.1 Long-term Forecasting
 - 2.4.2 Short-term forecasting
- 2.5 Direction of Fashion/Trend Change
 - 2.5.1 Drivers of Change
 - 2.5.1.1 Season
 - 2.5.1.2 Materials
 - 2.5.1.3 Technology
 - 2.5.1.4 Cultural Indicators
 - 2.5.1.5 Media
 - 2.5.1.6 Social Media
 - 2.5.1.7 Fashion Calendar
 - 2.5.1.8 Global Fashion Weeks
 - 2.5.1.9 Sustainability Trends for Apparel and Fashion Industry
- 2.6 The Fashion/Trend Cycle
 - 2.6.1 Introductory Phase
 - 2.6.2 Acceptance Phase
 - 2.6.3 Rejection Phase
- 2.7 The Fashion Curve
- 2.8 Theories of Fashion/Trend Adoption
 - 2.8.1 Downward flow (Trickle Down Approach)
 - 2.8.2 Horizontal Flow (Trickle Across Approach)
 - 2.8.3 Upward Flow (Trickle Up Approach)
- 3 Process of Fashion/Trend Forecasting** (12)
- 3.1 Understanding the Trend Forecasting Business
 - 3.1.1 The Global Meeting: Industry Catalysts
 - 3.1.2 Local Market and the Cultural Frame
 - 3.1.3 Youth Voice
- 3.2 Form of Trends
 - 3.2.1 Buyers Trends
 - 3.2.2 Mega market
 - 3.2.3 Market niche
 - 3.2.4 Product trends
 - 3.2.4.1 Targets Audience
 - 3.2.4.2 Customer

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- 3.2.4.3 Consumer
- 3.2.4.4 Clients
- 3.3 Actors of Trend Research
 - 3.3.1 Past Trends Research
 - 3.3.2 Present Trends Research
 - 3.3.3 Future Trends Research
- 3.4 Market Research
 - 3.4.1 Primary Research
 - 3.4.2 Secondary Research
 - 3.4.3 Qualitative Research VS Quantitative Research
 - 3.4.4 Competitor Analysis
 - 3.4.5 Consumer VS Customer
 - 3.4.5.1 Consumer Research
 - 3.4.5.2 Customer Research
 - 3.4.5.3 Market Segmentation
 - 3.4.6 Color Forecasting
 - 3.4.7 Material & Finishes Forecasting
 - 3.4.8 Techniques & Processes
 - 3.4.9 Socio-Cultural Adherence
- 3.5 Research Analysis and Compilation
- 3.6 Boards Development
 - 3.6.1 Research Board
 - 3.6.2 Mood Board
 - 3.6.3 Story Board
 - 3.6.4 Color Board
 - 3.6.5 Techniques and Processes Board
 - 3.6.6 Material Board
 - 3.6.7 Textiles, Cuts and Accessories
- 3.7 Concept & Design Development Phase
 - 3.7.1 Textile Development and Sourcing
 - 3.7.2 Marketing
 - 3.7.2.1 Fashion Shows
 - 3.7.2.2 Advertisement through various channels
- 3.8 Sales Forecasting
 - 3.8.1 Importance of Sales Forecasting
 - 3.8.2 Benefits of an Accurate Sales Forecast
 - 3.8.3 Compilation and Analysis
 - 3.8.4 Measuring Forecast Accuracy
- 3.9 Format and Elements of the Forecast Report
- 3.10 Compiling the Forecast Report

Recommended Books:

- Fashion Trends: Analysis and Forecasting by Eundeok Kim
- Fashion Trend Forecasting by Gwyneth Holland
- The Trend Forecaster's Handbook by Martin Raymond
- Fashion Forward: A Guide to Fashion Forecasting by Chelsea Rousso
- Fashion Forecasting: Studio Instant Access by Lorynn Divitta

Suggested Online Resources:

- A Guide to Fashion Forecasting. (Available at: <https://www.studocu.com/en-us/document/fashion-institute-of-technology/fashion-forecasting/notes-fashion-forecasting/5969389>)
- Article: Fashion Forecasting. (Available at: <https://www.fibre2fashion.com/industry-article/83/fashion-forecasting>)
- Article: Uncover the benefits of fashion trend forecasting for your clothing business (Available at: <https://audaces.com/en/blog/fashion-trend-forecasting>)

Instructional Objectives: Trends Forecasting

1. Discuss what is meant by Forecasting
 - 1.1 Describe different Areas of Forecasting
 - 1.2 Discuss the Importance of Forecasting with Examples
 - 1.3 List the Aims and Goals of Forecasting
 - 1.4 Differentiate between Major Areas of Forecasting with examples.
 - 1.4.1 Explain the Socio-Economic Forecasting with examples
 - 1.4.2 Describe what is meant by Cultural Forecasting with examples
 - 1.4.3 Discuss the importance of Technological Forecasting
 - 1.4.4 What is meant by Competitive Analysis? Discuss its importance with examples.
 - 1.4.5 Explain the Political Factors in Forecasting and its impact with examples
 - 1.4.6 Explain the Environmental Factors affecting forecasting with examples
 - 1.5 Distinguish between the different Types of Forecasting Methods
 - 1.5.1 Explain the Qualitative Methods of forecasting with examples
 - 1.5.2 Describe the Quantitative Methods of forecasting with examples
 - 1.5.3 Differentiate between Micro and Macro Analysis with examples
 - 1.6 Explain various Elements of Forecasting with examples
 - 1.6.1 Explain what is meant by Research and its importance
 - 1.6.1.1 Describe with examples what Seasonal Research means for Forecasting
 - 1.6.1.2 Why is material research important in Forecasting? Explain with examples
 - 1.6.1.3 Explain why Color research is important for forecasting with examples
 - 1.6.1.4 Discuss what Product research means in forecasting and why it is important.
 - 1.6.1.5 Describe the importance of conducting research on the Company during forecasting.
 - 1.6.1.6 Explain why it is important to research the relevant Industry for forecasting with examples
 - 1.6.1.7 How do Socio-Economic factors affect forecasting? Explain with examples
 - 1.6.1.8 Explain the importance of researching Target Audience for forecasting.
 - 1.6.2 Describe the Future Expectancy of a Product / Business in Forecasting.
 - 1.6.3 Explain the meaning of Market Comparison in forecasting
 - 1.6.3.1 Discuss why Local Market Research and Comparison is necessary for forecasting
 - 1.6.3.2 Describe why National Level Market research and comparison is required for Forecasting
 - 1.6.3.3 Explain why International Level Market comparison and research is required for Comparison

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- 1.6.4 Differentiate between Aims and Goals of a Business and their importance in the Forecasting
 - 1.6.4.1 Discuss the meaning of the short-term goals of a business and their importance in Forecasting
 - 1.6.4.2 Explain why the Long-term of a business must be kept in mind for forecasting
- 1.7 What is meant by Principles of Forecasting?
 - 1.7.1 Explain the factors that affect the Making of a Perfect Prediction
 - 1.7.1.1 Why is an element of uncertainty present in forecasting? Explain with examples
 - 1.7.2 Describe the importance of Considering a Group while forecasting rather than an Individual
 - 1.7.3 Distinguish between different Forecast Challenges
 - 1.7.3.1 Differentiate between Short-term predictions VS long-term predictions
 - 1.7.3.2 Discuss the Chances of a failed forecast with examples
 - 1.7.3.3 Describe the important points of making the forecast work
- 1.8 Differentiate between the different Theories of Forecasting
 - 1.8.1 Explain the Theory of Economic Rhythm with Examples
 - 1.8.2 Discuss the Action and Reaction Approach with examples
 - 1.8.3 What is meant by Sequence Method or Time Lag Method, explain with examples
 - 1.8.4 Describe the Specific Historical Analogy in forecasting with examples
 - 1.8.5 Explain the Cross-Cut Analysis in forecasting with examples
 - 1.8.6 What is meant by the Model Building Approach? Explain with examples
- 1.9 Identify and list down the Steps in Forecasting
 - 1.9.1 Describe the importance of Problem Identification in Forecasting
 - 1.9.2 List down the steps involved in conducting Research / Information Collection in forecasting
 - 1.9.3 Why is it important to conduct Research Analysis and its Conclusion
 - 1.9.4 Differentiate between the different Forecasting Models
 - 1.9.4.1 Explain the Qualitative Forecasting Model
 - 1.9.4.2 Discuss the Quantitative Forecasting Model with examples
 - 1.9.4.3 Micro/Macro Trends
 - 1.9.5 How is Data Analysis done? Explain the importance of data analysis
 - 1.9.6 Explain why Model Performance Analysis is important.
- 1.10 Describe the Advantages of Forecasting with examples
 - 1.10.1 Explain how forecasting aids in the Planning and Development of a product
 - 1.10.2 Discuss the impact of forecasting in consideration of Environmental Changes
 - 1.10.3 How does forecasting allow the Analysis of weak areas of a product or organization? Explain with examples
 - 1.10.4 Explain how forecasting aids in Production Control within an organization. Also, discuss why production control is necessary within an organization
- 1.11 Differentiate between the Limitations and Challenges of Forecasting

Dress Designing and Making 3-Years Course

- 2 Explain the importance of Fashion Forecasting
 - 2.1 Differentiate between Trend and Fashion Forecasting
 - 2.2 Explain the Role and Responsibilities of a Trend Forecaster
 - 2.3 Distinguish between Seasonal Catalogue and Collection
 - 2.4 What is meant by Forecast Duration, explain with examples
 - 2.4.1 Explain what is a Long-term Forecasting with examples
 - 2.4.2 Explain what is a Short-term forecasting with examples
 - 2.5 Describe what is meant by Direction of Fashion/Trend Change
 - 2.5.1 Explain what are the different Drivers of Change in the Garment industry
 - 2.5.1.1 How Season drives the change in the market and garment industry
 - 2.5.1.2 Describe how Materials affect the change in the garment and textile industry
 - 2.5.1.3 Explain how Technology and its advancement drive the change in the clothing industry
 - 2.5.1.4 What are Cultural Indicators? Explain how culture drives the change in the clothing industry of a specific area
 - 2.5.1.5 Describe how Media is a catalyst of change in the garment and textiles industry
 - 2.5.1.6 How does Social Media drive change in the clothing industry? Explain with examples
 - 2.5.1.7 What is the importance of the Fashion Calendar? How this aid in the change in the Fashion and Textile industry?
 - 2.5.1.8 Describe how Global Fashion Weeks drives the change in the Garment and Textile industry
 - 2.5.1.9 How Sustainability Trends Drive Change in the Apparel and Fashion Industry? Explain with examples
 - 2.6 Explain the Fashion/Trend Cycle with examples.
 - 2.6.1 Describe the Introductory Phase of the Fashion/Trend Cycle with examples
 - 2.6.2 Explain the Acceptance Phase of the Fashion/Trend Cycle with examples
 - 2.6.3 Explain the Rejection Phase of the Fashion/Trend Cycle? Explain with examples
 - 2.7 Explain the Fashion Curve and its importance with examples.
 - 2.8 Distinguish between the different Theories of Fashion/Trend Adoption with examples
 - 2.8.1 Explain the Downward flow (Trickle Down Approach) with examples
 - 2.8.2 Explain the Horizontal Flow (Trickle Across Approach) with examples
 - 2.8.3 Explain the Upward Flow (Trickle Up Approach) with examples
- 3 Describe the Process of Fashion/Trend Forecasting
 - 3.1 Explain the importance of Trend Forecasting Business and discuss the global industry catalyst
 - 3.1.1 Discuss the role and responsibility of The Global Meeting: Industry Catalysts and how they affect the Fashion forecasting business
 - 3.1.2 Explain how the Local Market and the Cultural Frame affect the trend-forecasting business

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- 3.1.3 Describe with examples how Youth Voice could affect the trend-forecasting business
- 3.2 Differentiate between various Forms of Trend with examples
 - 3.2.1 What is meant by Buyers Trends, explain with examples
 - 3.2.2 Describe Mega market trend with examples
 - 3.2.3 Explain the Market niche trend
 - 3.2.4 Discuss Product Trends with Examples
 - 3.2.4.1 How does the Target Audience set trends for a product, explain with examples
 - 3.2.4.2 How does the Customer set trends for a product, explain with examples
 - 3.2.4.3 How does the Consumer set trends for a product, explain with examples
 - 3.2.4.4 Explain how Clients could set trends for a product. Give example
- 3.3 Describe the Actors of Trend Research with Examples
 - 3.3.1 Why Past Trends Research is important, explain with examples.
 - 3.3.2 Elaborate with examples on the importance of Present Trends Research
 - 3.3.3 Describe the Future Trends Research with examples
- 3.4 What is meant by Market Research? List down major areas to focus on while conducting the Market research
 - 3.4.1 What is Primary Research, elaborate the importance with examples
 - 3.4.2 Differentiate between different Secondary Research sources and their importance
 - 3.4.3 Distinguish between Qualitative Research and Quantitative Research with examples
 - 3.4.4 Explain the major areas to focus on while conducting the Competitor Analysis.
 - 3.4.5 Differentiate between Consumer and customer with examples
 - 3.4.5.1 Describe the importance of Consumer Research, elaborate with examples
 - 3.4.5.2 Why Customer Research is conducted. Explain its importance with examples
 - 3.4.5.3 What is meant by Market Segmentation? Explain its importance
 - 3.4.6 Explain why Color Forecasting is done. Elaborate with examples
 - 3.4.7 Explain why Material & Finishes Forecasting is done with examples
 - 3.4.8 Elaborate with examples of why Techniques & Processes research is important for trends/fashion forecasting
 - 3.4.9 Why Socio-Cultural Adherence is important for fashion forecasting research? Explain with examples
- 3.5 Describe the major factors of conducting Research Analysis and Compilation
- 3.6 Why board development is important for the fashion forecasting process?
 - 3.6.1 What is meant by the Research Board? Explain the factors to consider while making the research board.
 - 3.6.2 Explain what is a Mood Board and its importance with examples

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- 3.6.3 Describe why Story Boards are made. Explain the components of a storyboard.
- 3.6.4 What is the importance of a Color Board? What is its importance in trend forecasting?
- 3.6.5 Explain the importance of creating a Techniques and Processes Board.
- 3.6.6 What is a Material Board? Explain its importance
- 3.6.7 Differentiate between Textiles, Cuts, and Accessories board with examples
- 3.7 Describe the Concept & Design Development Phase with examples
 - 3.7.1 Describe the importance of Textile Development and Sourcing
 - 3.7.2 Differentiate between different Marketing techniques for the Garment and Clothing industry
 - 3.7.2.1 Describe the importance of Fashion Shows in trend forecasting
 - 3.7.2.2 Explain the importance of advertising through various channels in trend forecasting
- 3.8 What is meant by Sales Forecasting?
 - 3.8.1 Explain the Importance of Sales Forecasting
 - 3.8.2 Describe the Benefits of an Accurate Sales Forecast
 - 3.8.3 Explain why it is important to compile and analyze the sale forecasting
 - 3.8.4 Discuss how to Measure Forecast Accuracy
- 3.9 Describe the Format and Elements of the Forecast Report
- 3.10 What is meant by Forecast Report? Describe its importance in the Garment industry.

List of Practical: Trends Forecasting**(102 Hrs)**

1. Conduct Secondary research for a specific line/collection
2. Conduct Primary research for a specific line/collection
3. Analyze Qualitative and Quantitative Research for the shortlisted line/collection
4. Conduct Market research and analyze the research data.
5. Conduct Consumer research and analyze the data.
6. Create a Market segmentation plan based on the selected line/collection
7. Create the Trend forecasting boards:
 - 7.1 Research Board
 - 7.2 Mood Board
 - 7.3 Storyboard
 - 7.4 Color Board
 - 7.5 Textile Board
 - 7.6 Accessory Board
 - 7.7 Techniques & Processes consideration
 - 7.8 Materials and Finishes board
 - 7.9 Cut-line Board
8. Create a Look board based on the forecasting boards.
9. Create a Sales forecasting report for the short-listed line/collection
10. Compile the Forecasting Report for the short-listed line/collection
11. Identify and Source Materials and Accessories from the Local market based on the Forecast to meet the outlook of the short-listed line/collection
12. Present the report with boards to a jury.
- 13. Ensure the waste material of every practical may be disposed of according to the standard SOPs.**
- 14. If the waste material should be reuse in the form of any product, it could be managed as well**

DDM352 Pattern Making - III**Total Contact Hours:**

Theory:	0
Practical	204

T	P	C
0	6	2

Aims:

- To enable students to create Men's Garment Patterns as per industry standards and requirements
- To impart knowledge and skills about different garment styles and variations for pattern making and cutting.
- To make and cut patterns following health and safety procedures.

List of Practical: Pattern Making – III**(204 Hrs)**

- 1. Take Men's Measurements and create a size chart**
 - 1.1 Take Men's Body Measurements of various physiques
 - 1.2 Take Men's Garment Measurements of different types
- 2. Make Patterns Components and Blocks for Men's Garments**
 - 2.1 Draft the Technical Drawings of various Men's Collars & Necklines
 - 2.1.1 Draft and construct One-Piece Collar Block and Pattern
 - 2.1.2 Draft and construct Two-Piece Collar Block and Pattern
 - 2.1.3 Draft and construct French Collar Pattern
 - 2.1.4 Classic / Shirt Collar
 - 2.1.5 Button Down Collar
 - 2.1.6 Draft and construct Lapel Collar Pattern
 - 2.1.7 Draft and construct Notch Collar Pattern
 - 2.1.8 Draft and construct Sailor Collar Pattern
 - 2.1.9 Draft and construct Ban (Banded Collar) Block and Pattern
 - 2.1.10 Draft and construct Crew Neck Pattern
 - 2.1.11 Draft and construct V-Neck Pattern
 - 2.2 Construct Basic Blocks for Men's Wear
 - 2.2.1 Draft and Construct Bodice Block for Men
 - 2.2.2 Draft and create Trousers Block for Men
- 3. Make Patterns for Men's Garments**
 - 3.1 Construct Men's Button-Down Shirt Pattern
 - 3.2 Draft and Create Men's Kurta without panels Pattern
 - 3.3 Construct a pattern for Men's Eastern Kameez
 - 3.4 Create a patterns for Men's Waist Coat
 - 3.5 Draft and Construct Men's T-Shirt Pattern
 - 3.6 Construct a Men's Polo Shirt Pattern

- 4. Make Patterns for Men's Bottoms**
 - 4.1 Draft and Construct a Pattern for Straight Trousers for Men
 - 4.2 Draft and create Basic Shalwar Pattern for Men
 - 4.3 Construct Dress Pants Pattern for Men
- 5. Create Pattern Grading for the following**
 - 5.1 Make Pattern grading from a Men's Shirt Pattern by choosing a base size
 - 5.2 Make Pattern Grading from a Men's Trousers Pattern by choosing a base size
- 6. Draft and Construct Patterns for a Project of your Own Choice**
- 7. Ensure the waste material of every practical may be disposed of according to the standard SOPs.**
- 8. If the waste material should be reuse in the form of any product, it could be managed as well**

DDM372 Sewing - III**Total Contact Hours:**

Theory:	0
Practical	204

T	P	C
0	6	2

Aims:

- To enable students to Sew Men's Garments as per industry standards and requirements
- To allow learners to use sewing machines, Industrial Sewing Machines, Sewing tools, and techniques
- To enable learners to use patterns for cutting the fabric
- To allow learners to operate sewing machines following health and safety precautions
- To enable learners to maintain and handle the sewing machine, and its basic issues and resolve them

List of Practical: Sewing – III**(204 Hrs)**

1. Prepare fabric for sewing purposes
2. Use the already created patterns for marking the fabric for sewing purposes of Ladies Garments
3. Cut the Fabric for sewing purposes
4. Practice with a High-Speed Single Needle Lock Stitch Machine
 - 4.1 Demonstrate the process of Oiling, cleaning, and maintenance of the Machine
 - 4.2 Demonstrate the process of Operating lock stitch machine
 - 4.2.1 Demonstrate the process of Stitching practice on A4 paper
 - 4.2.2 Demonstrate the process of Stitching Practice on Fabric
 - 4.2.3 Demonstrate the process of Placement of fabric and handling of machine
 - 4.2.4 Demonstrate the application of Straight and curve sewing on fabric
 - 4.2.5 Demonstrate the application of Round seam sewing on fabric
 - 4.2.6 Demonstrate the application of Corner seam sewing on fabric
5. Practice with Operating Button Sewing Machine
 - 5.1 Demonstrate the process of Oiling, cleaning, and maintenance of the Machine
 - 5.2 Demonstrate the process of Threading a button sewing machine
 - 5.3 Demonstrate the process of Operating Button Sewing Machine
 - 5.3.1 Adjust the size of buttons
 - 5.3.2 Practice the application of Buttons using the Machine
6. Practice with Operating Bar-tack Sewing Machine
 - 6.1 Demonstrate the process of Oiling, cleaning, and maintenance of the Machine
 - 6.2 Demonstrate the process of Threading the sewing machine
 - 6.3 Demonstrate the process of Operating the Bar-tack Sewing Machine
 - 6.3.1 Demonstrate the Placement and Adjustment of Fabric
 - 6.3.2 Demonstrate the process of Tension Adjustment

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- 6.3.3 Conduct Stitching practice on the Bar-Tack Sewing Machine
- 7. Practice with Operating Feed of Arm Sewing Machine
 - 7.1 Demonstrate the process of Oiling, cleaning, and maintenance of the Machine
 - 7.2 Demonstrate the process of Threading the Feed of Arm sewing machine
 - 7.3 Demonstrate the process of Sewing on Feed of Arm Sewing Machine
- 8. Practice with Operating Overlock Sewing Machine
 - 8.1 Demonstrate the process of Oiling, cleaning, and maintenance of the Machine
 - 8.2 Demonstrate the process of Threading the Overlock Sewing Machine
 - 8.3 Conduct Sewing Practice on Overlock Sewing Machine
- 9. Sew Garment Components for Men's Wear
 - 9.1 Sew Men's Collars & Necklines and compile them in a folder
 - 9.1.1 Sew One-Piece Collar
 - 9.1.2 Sew Two-Piece Collar
 - 9.1.3 Sew French Collar
 - 9.1.4 Sew Lapel Collar
 - 9.1.5 Sew Notch Collar
 - 9.1.6 Sew Sailor Collar
 - 9.1.7 Sew Ban (Banded Collar)
 - 9.1.8 Sew Crew Neck
 - 9.1.9 Sew V-Neck
- 10. Sew Men's Garments
 - 10.1 Sew Men's Button-Down Shirt
 - 10.2 Sew Kurta without panels for Men
 - 10.3 Sew Men's Eastern Kameez
 - 10.4 Sew Waist Coat for Men
 - 10.5 Sew a T-Shirt for Men
 - 10.6 Sew Men's Polo Shirt
- 11. Sew Men's Bottoms
 - 11.1 Sew Straight Trousers for men
 - 11.2 Sew men's Basic Shalwar
 - 11.3 Sew a Dress Pant for men
- 12. Sew the Project of your Own Choice
- 13. Apply Finishing Techniques to the stitched garments and components
- 14. **Ensure the waste material of every practical may be disposed of according to the standard SOPs.**
- 15. **If the waste material should be reuse in the form of any product, it could be managed as well**

MGM332 Entrepreneurship & Business Management

Total Contact Hours:

Theory:	68
Practical	00

T	P	C
2	0	2

Aims:

- To understand the principles and importance of entrepreneurship and business management.
- To develop an understanding of starting and managing a new business and related processes.
- To equip students with the necessary skills to effectively create business plans and manage business operations.

Course Contents:

Hours

1. Introduction to Business Entrepreneurship	(10)
1.1 Difference between business & entrepreneurship	
1.2 Scope of Entrepreneurship	
1.3 Characteristics of successful entrepreneurs	
1.4 Types of business and entrepreneurship (social, commercial, etc.)	
2. Business Idea Generation and Evaluation	(10)
2.1 Factors influencing consumer behavior and Decision-making process	
2.2 The Purpose of Business	
2.3 Feasibility analysis	
2.4 Marketing & Sales	
2.5 CSR Corporate social responsibility	
3 Business Planning	(10)
3.1 Importance of business planning	
3.2 Document design	
3.3 Components of a business plan (executive summary, market analysis, organizational structure, etc.)	
3.4 SWOT analysis	
3.5 PEST analysis	

Dress Designing and Making 3-Years Course

- 3.6 Goals of business
- 4 Financial Management (9)**
 - 4.1 Basics of financial accounting
 - 4.2 Budgeting and financial forecasting
 - 4.3 Funding sources and capital structure
- 5 Operations Management (9)**
 - 5.1 Production and operations management
 - 5.2 Supply chain management
 - 5.3 Quality control and improvement
- 6 Legal and Ethical Considerations (4)**
 - 6.1 Business laws and regulations
 - 6.2 Ethical issues in business
 - 6.3 Social responsibility of entrepreneurs
- 7 Final Report: Launching own business and Becoming an Entrepreneur (16)**
 - 7.1 Mind mapping
 - 7.2 Generate Business Idea
 - 7.3 Identify Customer / Consumer
 - 7.4 Target audience
 - 7.5 Timeline
 - 7.6 Details about Product/services
 - 7.7 Business Plan
 - 7.8 Investment Plan
 - 7.9 Brand ID Development
 - 7.10 Branding Design (LOGO, Stationary and Business profile)
 - 7.11 Launching & Marketing plan
 - 7.12 Business Display

Dress Designing and Making 3-Years Course

Recommended books:**Books:**

1. *"Entrepreneurship: Theory, Process, and Practice"* by Donald F. Kuratko
2. *"The Lean Startup: How Today's Entrepreneurs Use Continuous Innovation to Create Radically Successful Businesses"* by Eric Ries
3. *"Business Model Generation: A Handbook for Visionaries, Game Changers, and Challengers"* by Alexander Osterwalder & Yves Pigneur
4. *"Start with Why: How Great Leaders Inspire Everyone to Take Action"* by Simon Sinek
5. *"The E-Myth Revisited: Why Most Small Businesses Don't Work and What to Do About It"* by Michael E. Gerber

Online Resources:

1. [Coursera - Entrepreneurship](#)
2. EdX - Becoming an Entrepreneur
3. MIT OpenCourseWare - Entrepreneurship Courses
4. Harvard Business School Online - Entrepreneurship Essentials
5. [Entrepreneurship.org - Resources for Entrepreneurs](#)

Instructional Objectives: Entrepreneurship & Business Management

- 1 Explain the term Business Entrepreneurship. Elaborate with examples
 - 1.1 Differentiate between business and entrepreneurship and discuss the advantages and disadvantages of each with examples
 - 1.2 Describe the scope of entrepreneurship within the local market
 - 1.3 Identify characteristics of successful entrepreneurs.
 - 1.4 Classify and differentiate the various types of entrepreneurship and businesses
- 2 Discuss the different factors in launching a Business, Generation of business Idea and Evaluation
 - 2.1 Analyze and explain factors influencing consumer behavior and decision-making process
 - 2.2 Explain the purpose of business.
 - 2.3 Discuss the significance of corporate social responsibility (CSR).
 - 2.4 Explain and Evaluate business ideas through feasibility analysis.
 - 2.5 What is meant by marketing and sales strategies? Analyze the created sales and marketing strategies
- 3 What are the steps involved in a Business Planning
 - 3.1 Explain and Design business model and Identify the gap, need or wants
 - 3.2 Explain the significance of business planning.
 - 3.3 Differentiate between the components of business plan documents. Analyze the created business plan documents.
 - 3.4 Identify and describe components of a business plan.
 - 3.5 Explain and Analyze SWOT and PEST of your business.
 - 3.6 Differentiate between the various types of goals of a business and their impact.
- 4 Explain in depth how to allocate budget and manage Financial Management
 - 4.1 Explain the basics of financial accounting.
 - 4.2 Explain budgeting and forecasting and analyze the developed forecast
 - 4.3 Identify various funding sources & analyze the Developed a suitable capital structure for a business
- 5 What is operations Management explain in detail with examples
 - 5.1 Explain production and operations management principles.
 - 5.2 Describe the components of supply chain management.
 - 5.3 Identify and analyze quality control techniques & strategies for continuous improvement.
- 6 Describe Legal and Ethical Considerations in business & entrepreneurship

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- 6.1 Identify & explain relevant business laws and regulations.
- 6.2 Differentiate between various ethical issues in business and entrepreneurship
- 6.3 Explain the social responsibilities of entrepreneurs.
- 7 Explain in a report on the various factors for Launching your Own Business and Becoming an Entrepreneur
 - 7.1 Identify business options through mind mapping technique
 - 7.2 Explain the mind mapping findings to generate business ideas.
 - 7.3 Identify target customers and audience
 - 7.4 Explain & Present the Developed Business Plan
 - 7.5 Explain business category including product/service details
 - 7.6 Describe the investment plan in report
 - 7.7 Explain the Designed and developed brand identity and write USP
 - 7.8 Explain and present the Designed branding elements (logo, stationary, and business profile)
 - 7.9 Explain the Implementation of the Positioning Statement
 - 7.10 Explain the Developed marketing plan.
 - 7.11 Explain and present the created business concept.
 - 7.12 Submit complete document of whole project in report and PPT

DDM382 Advance Textile Design & Printing**Total Contact Hours:**

Theory: 34

Practical 102

T	P	C
1	3	2

Aims:

- To encourage creative thinking and innovative approaches to textile design, exploring new techniques, materials, and processes.
- To develop advanced skills in textile design software, digital printing technologies, and traditional printing methods like screen printing, block printing, and dyeing techniques.
- To promote sustainable practices, eco-friendly materials, and ethical considerations for the textile design and printing industry.

Course Contents:**Hours**

- | | |
|--|------------|
| 1. Introduction to fabric manufacturing | (2) |
| 1.1 Types of looms | |
| 1.2 Off-loom weaved fabric | |
| 1.3 On-loom weaved fabric | |
| 2. Weave-I (On-loom Basic Weave) | (2) |
| 2.1 Basic weave and its variations | |
| 2.1.1 Plain weave | |
| 2.1.2 Basket-weave | |
| 2.2 Twill weave and its variations | |
| 2.2.1 Zigzag Twill Weave | |
| 2.2.2 Herringbone Twill Weave | |
| 2.2.3 Diamond Twill Weave | |
| 2.3 Satin weave | |
| 3. Weave-II (Advance weave) | (2) |
| 3.1 Fancy weave | |
| 3.1.1 Velveteen | |
| 4. Weave-III (3D weave) | (2) |
| 4.1 Honeycomb | |
| 5. Characteristics of fabrics | (2) |
| 5.1 Cotton | |
| 5.2 Wool | |
| 5.3 Silk | |

Dress Designing and Making 3-Years Course

- 5.4 Linen
- 5.5 Synthetic fabric
 - 5.5.1 Polyester
 - 5.5.2 Nylon
- 5.6 Transparent fabric(Net, Organza, Chiffon)
- 6. Advance Textiles (2)**
- 6.1 Smart textiles
- 7. Finishing (2)**
- 7.1 Chemical Finishing
 - 7.1.1 Wrinkle-free finish
 - 7.1.2 Water-repellent finish
- 7.2 Mechanical Finishing
 - 7.2.1 Calendaring
 - 7.2.2 Embossing
- 8. Design conception (2)**
- 8.1 Theme selection
- 8.2 Project Selection (Market and Target Audience)
- 8.3 Boards development
- 8.4 Design development
- 9. Textile Repeats (4)**
- 9.1 Block repeat
- 9.2 Mirror repeat
- 9.3 Half-drop repeat
- 9.4 Brick repeat
- 9.5 Diamond repeat
- 10. Sustainability (2)**
- 10.1 Introduction and pillars of sustainability
- 10.2 Recycling and advantages of recycling
- 11. Dyeing and Printing (12)**
- 11.1 Concepts of basic dyeing
 - 11.1.1 Natural dyeing
 - 11.1.2 Tie & Dye
- 11.2 Batik
 - 11.2.1 Various Techniques and Methods of Batik
- 11.3 Block printing
 - 11.3.1 Method of block printing
 - 11.3.2 Vegetable stamping
- 11.4 Screen Printing
 - 11.4.1 Methods of screen printing
- 11.5 Digital Printing
 - 11.5.1 Inkjet printing
 - 11.5.2 Drop-on-Demand (DOD) Inkjet
 - 11.5.3 Direct to Fabric (DTF) Technique
- 11.6 Fabric painting and silk painting

Dress Designing and Making 3-Years Course

Recommended Books:

- “Introduction to Textile Printing” by Clarke, William
- “Design on Fabrics” by Meda Parker Johnston, Glen Kaufman
- “Textiles and clothing sustainability” by Subramanian Senthilkannan Muthu
- “Introduction to Textiles” by Stout, Evelyn E.
- “Digital printing of textiles” by H. Ujjie

Suggested Online Resources:

<https://gathertextiles.com/products/726798>

<https://www.schoolofsweetgeorgia.com/weaving/>

<https://classbento.com.au/learn-indonesian-batik-for-beginners>

<https://www.classcentral.com/subject/block-printing>

<https://www.domestika.org/en/courses/4769-introduction-to-block-printing>

<https://www.screenprinting.com/collections/screen-printing-online-course>

<https://www.squeegeeandink.co.uk/learn-to-screen-print/>

<https://www.hunarcourses.com/traditional-fabric-painting>

<https://smartmouse.in/fabric-painting-online-class.php>

<https://www.svitlanaprouty.com/blog/155045/learning-silk-painting-from-the-beginningintroduction-to-materials-and-supplies-for-painting-on-silk-1>

<https://www.youtube.com/watch?v=eeUDnikKBCY>

https://www.youtube.com/watch?v=OZ_MNH4XrkI

Instructional Objectives: Advance Textile Design & Printing

1. Explain the methods of fabric manufacturing with different techniques
 - 1.1 Describe types of looms and their use according to the end product
 - 1.2 Discuss what is considered to be an Off-loom weaved fabric and its use in the garment and textile industry
 - 1.3 Describe what is an On-loom weaved fabric and its use in the garment and textile industry
2. Differentiate between various on-loom weaving fabrics and their uses
 - 2.1 Describe basic weave and its variations
 - 2.1.1 Describe plain weave and its variations
 - 2.1.2 Describe basket-weave and its variations
 - 2.2 Explain the twill weave and its variations
 - 2.2.1 Describe zigzag Twill and its use according to the end product
 - 2.2.2 Describe herringbone and its use according to the end product
 - 2.2.3 Describe diamond and its use according to the end product
 - 2.3 Explain the satin weave and its use in the textile industry
3. What is meant by advanced weaving and its demand in the textile industry
 - 3.1 Discuss fancy weave and its use according to the end product
 - 3.1.1 Describe velveteen and its demand according to fashion trends
4. Describe the concept of 3D weave and its use in the textile and fashion industry
 - 4.1 Describe honeycomb weave and its use in the garment and textile industry
5. Explain the characteristics of different types of fabric
 - 5.1 Describe cotton fabric and its use according to the end product
 - 5.2 Describe wool fabric and its use according to the end product
 - 5.3 Describe silk fabric and its use according to the end product
 - 5.4 Describe linen fabric and its use according to the end product
 - 5.5 Describe synthetic fabric and its use according to the end product
 - 5.5.1 Describe polyester fabric and its use according to the end product
 - 5.5.2 Describe nylon fabric and its use according to the end product
 - 5.6 Describe transparent fabric and its use according to the end product
 - 5.6.1 Describe net fabric and its use according to the end product
 - 5.6.2 Describe organza fabric and its use according to the end product
 - 5.6.3 Describe chiffon fabric and its use according to the end product
6. Explain the advanced textiles and their importance
 - 6.1 Describe the smart textiles and its scope regarding human needs
7. Explain the concept of Finish and types of finishes in textiles
 - 7.1 Explain chemical finish and its use according to the end product
 - 7.1.1 Describe the wrinkle-free finish and its importance in garment and textile industry
 - 7.1.2 Describe the water-repellent finish and its importance in the garment and textile industry
 - 7.2 Explain mechanical finish and its use according to the end product
 - 7.2.1 Describe the calendaring finish and its importance in garment and textile industry

- 7.2.2 Describe the embossing finish and its importance in garment and textile industry
- 8. Discuss what is meant by design conception and explain the steps included in the design conception
 - 8.1 Describe what is a theme and explain the importance of theme selection
 - 8.2 Describe why Market and Target Audience must be considered before project selection
 - 8.3 List down all of the boards and explain the importance of each.
 - 8.4 Describe the design development process. List down the steps in design development and explain the importance of each
- 9. Explain the concept of repeated design and its use in textile prints and designs
 - 9.1 Describe block repeat and its use in design pattern
 - 9.2 Discuss what is a mirror repeat and its use in design-making
 - 9.3 Describe half drop repeat and its use in design pattern
 - 9.4 Explain brick repeat and its use in textile prints
 - 9.5 Describe diamond repeat and its use in textile prints
- 10. Demonstrate the concept of sustainability and its scope in the textile and fashion industry
 - 10.1 Discuss the introduction and pillars of sustainability
 - 10.2 Describe the concept of recycling and the advantages of recycling for a sustainable garment and textiles industry
- 11. Explain the dyeing and printing in the textile and fashion industry
 - 11.1 Discuss the concepts of basic dyeing and its importance
 - 11.1.1 Describe natural dyeing and its importance
 - 11.1.2 Discuss the step-by-step process of Tie & Dye and its use in the textile and fashion industry
 - 11.2 Explain the concept of batik technique
 - 11.2.1 Describe what is the Batik technique and explain the step-by-step process of Batik
 - 11.3 What is the importance of the block printing technique for fabric printing
 - 11.3.1 Describe the step-by-step process of block printing
 - 11.3.2 Describe what is meant by vegetable stamping and its use according to the end product
 - 11.4 What is the screen printing technique? Explain different types of screen printing techniques used in the industry
 - 11.4.1 Describe the step-by-step process of screen printing
 - 11.5 Explain what digital printing technique is and its scope in the textile industry
 - 11.5.1 Describe Inkjet printing and its importance in the textiles industry
 - 11.5.2 Describe Drop-on-Demand(DOD) Inkjet and its importance
 - 11.5.3 Explain the Direct to Fabric technique (DTF) and its uses in the industry
 - 11.6 Explain the fabric painting and silk painting according to fashion trends

List of Practical: Advance Textile Design & Printing**102 Hrs.**

1. Collect Fabric swatches and create a Swatch book with its identification in terms of touch, texture, and appearance for Weaving, Knitting, and non-woven Fabrics
2. Make Samples with the On-loom weaving technique
 - 2.1.plain weave
 - 2.2.basket weave.
3. Make samples with off-loom and on-loom weaving techniques
 - 3.1.Zigzag twill
 - 3.2.Herringbone
 - 3.3.Diamond.
4. Make samples of satin weave with off-loom and on-loom weaving techniques
5. Make samples of fancy weave (Velveteen) with off-loom and on-loom weaving techniques
6. Make samples of 3D weave honeycomb with off-loom and on-loom weaving techniques
7. Make a scrapbook of different types of fabrics (cotton, wool, silk, linen, net, organza, chiffon, polyester, nylon)
8. Make a research board of images of smart textiles
9. Apply Finishes to textiles in a lab
 - 9.1.Visit the industry and compile a report of your visit to explain finishes and its process on textile products
10. Develop a research board, mood board, and color board according to the theme
11. Develop designs from the boards for upholstery and apparel use
12. Make different repeat designs from the selected theme (Block repeat, Mirror repeat, Half drop repeat, Brick repeat, Diamond repeat).
13. Make a project with recycled material to promote the concept of sustainability
14. Make Tie & Dye samples of cotton and silk fabric (Folding, pleating, spiral twisting and other)
15. Make Samples with the Batik techniques (Dip method, Brush method, and tjanting tool)
16. Make block printing samples
17. Create a block-printing project according to the selected theme
18. Make vegetable stamping samples and explore their application on mini projects
19. Make screen printing samples
20. Develop and apply upholstery design by using screen printing
21. Apply Screen printing techniques to apparel design
22. Make fabric painting samples and use this technique for a project
23. Make silk painting samples and use this technique for a project
24. Compile a report to describe your visit to the Digital printing Textile industry and evaluate the use of techniques you witnessed there
25. Compile a Portfolio of samples
26. Present your portfolio and projects to the Jury
- 27. Ensure the waste material of every practical may be disposed of according to the standard SOPs.**
- 28. If the waste material should be reuse in the form of any product, it could be managed as well**

DDM392 COMPUTER AIDED DESIGN-III**Total Contact Hours:**

Theory:	34
Practical	102

T	P	C
1	3	2

Aims:

- To develop an understanding of basic computer operations and applications.
- To understand working & use of Computer for day-to-day use in the field of design
- To develop learners' skills with CAD Software for designing purposes in the Fashion and Apparel design industry
- To work on the computer following health and safety precautions

Course Contents:**Hours**

1. Use of Adobe Photoshop for the Garment and Textiles Industry	(2)
1.1 Introduction of Adobe Photoshop	
1.1.1 State-of-the-art tools of Adobe Photoshop	
1.1.1.1 Work more efficiently	
1.1.1.2 Edit images with ease	
1.1.1.3 Creative options	
1.1.1.4 Create compelling Web designs	
1.1.1.5 Typographic control	
1.1.1.6 Automate repetitive tasks	
1.1.1.7 Develop a reliable workflow	
1.2 Installation of Adobe Photoshop	
2. Adobe Photoshop Work Area	(2)
2.1 Understanding the Interface	
2.2 Menu and Options	
2.3 Using Rulers, Guides, Grid, Columns	
2.4 Tool Preset	
2.5 Palettes, Color, and Swatches	
2.6 Libraries	
2.6.1 Managing libraries with the Preset Manage	
2.7 Color Settings	
2.8 Setting the Preferences	
2.9 Using plug-in modules	
2.10 Assigning scratch disks	
2.11 Using the File Browse and Managing Files	
3. Working with Colors	(4)
3.1. Color Modes, Models and Swatches	

Dress Designing and Making 3-Years Course

- 3.2. Adjusting the monitor display
- 3.3. Channels and bit depth
- 3.4. Converting between color modes
- 3.5. Converting between Grayscale and Bitmap modes
- 3.6. Converting to indexed color
 - 3.6.1. Conversion options for indexed-color images
 - 3.6.2. Customizing indexed color tables
- 3.7. Using the color table to edit colors and assign transparency
 - 3.7.1. Using predefined color tables
 - 3.7.2. Saving and loading color tables
- 3.8. Color management
 - 3.8.1. Importance and Use of Color Management
 - 3.8.2. Viewing Environment for Color Management
 - 3.8.3. Setting up color management
 - 3.8.3.1. Using predefined color management settings
 - 3.8.3.2. Customizing color management settings
 - 3.8.3.3. Specifying working spaces
 - 3.8.3.4. Specifying color management policies
 - 3.8.3.5. Customizing advanced color management settings
 - 3.8.4. Saving and loading color management settings
 - 3.8.5. Synchronizing color management between applications
 - 3.8.6. Soft-proofing colors
 - 3.8.7. Changing the color profile of a document
 - 3.8.8. Embedding profiles in saved documents
 - 3.8.9. Obtaining, installing, and updating color profiles
 - 3.8.10. Creating an ICC Monitor Profile
 - 3.8.11. Creating, Saving, and Loading Working Space Profiles
 - 3.8.11.1. Creating custom RGB profiles
 - 3.8.11.2. Creating custom CMYK profiles
 - 3.8.11.3. Creating custom grayscale and spot-color profiles
 - 3.8.12. Compensating for dot gain in the film using transfer functions

4. Photoshop Tool Bar

(4)

- 4.1. Move Tool and its Options
- 4.2. Marquee Tool and its Options
- 4.3. Lasso Tool and its Options
- 4.4. Magic Wand Tool and its Options
- 4.5. Crop Tool and its Options
- 4.6. Frame tool and its functions
- 4.7. Eyedropper Tool and its Options
- 4.8. Spot Healing Brush Tool and its Options
- 4.9. Brush Tool and its Options
- 4.10. Clone Stamp Tool and its Options
- 4.11. History Brush Tool and its Options
- 4.12. Eraser Tool and its Options

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- 4.13. Gradient Tool and its Options
- 4.14. Blur Tool and its Options
- 4.15. Dodge Tool and its Options
- 4.16. Pen Tool and its Options
- 4.17. Type Tool and its Options
- 4.18. Path Selection Tool and its Options
- 4.19. Shape Tools and its Options
- 4.20. Hand Tool and its Options
- 4.21. Zoom Tool and its Options
- 4.22. Foreground and Background Colors
- 4.23. Editing a Toolbar
- 5. Using Layers, Channel and Masks (4)**
 - 5.1. Working with Layers
 - 5.1.1. Using the Layers palette
 - 5.1.2. Creating layers and layer sets
 - 5.1.3. Working with layered objects
 - 5.1.4. Managing layers
 - 5.1.5. Setting opacity and blending options
 - 5.1.6. Using layer effects and styles
 - 5.1.7. Using adjustment layers and fill layers
 - 5.1.8. Masking layers
 - 5.1.9. Creating clipping groups
 - 5.1.10. Grouping and Liking Layers
 - 5.1.11. Merging Layers
 - 5.1.12. Flatten Image
 - 5.2. Working with channels
 - 5.2.1. Using the Channels palette
 - 5.2.2. Managing channels
 - 5.2.3. Deleting channels
 - 5.2.4. Mixing color channels
 - 5.2.5. Adding spot colors
 - 5.2.6. Using channel calculations to blend layers and channels
 - 5.3. Masking in Photoshop
 - 5.3.1. Creating temporary masks in Quick Mask mode
 - 5.3.2. Storing masks in alpha channels
- 6. Working with Filters (4)**
 - 6.1. Improving performance with filters
 - 6.2. Choosing a filter effect
 - 6.2.1. Artistic filters
 - 6.2.2. Blur filters
 - 6.2.3. Brush Stroke filters
 - 6.2.4. Distort filters
 - 6.2.5. Noise filters
 - 6.2.6. Pixelate filters

- 6.2.7. Render filters
- 6.2.8. Sharpen filters
- 6.2.9. Sketch filters
- 6.2.10. Stylize filters
- 6.2.11. Texture filters
- 6.2.12. Video filters
- 6.2.13. Digimarc filters
- 6.2.14. Lighting Effects filter
- 7. **Working with Images** **(4)**
 - 7.1. Bitmap images and vector graphics
 - 7.2. Editing an Image
 - 7.2.1. Opening and Importing Images
 - 7.2.2. Scanning images
 - 7.2.3. Importing images using WIA (Windows Image Acquisition) Support
 - 7.3. Image Size and Resolution
 - 7.4. Reverting to a previous version of an image
 - 7.5. Editing and Retouching of images
 - 7.5.1. Modes
 - 7.5.2. Adjustments
 - 7.5.2.1. Brightness/ Contrast
 - 7.5.2.2. Tone
 - 7.5.2.3. Color
 - 7.5.2.4. Levels
 - 7.5.2.5. Curves
 - 7.5.2.6. Shadows/Highlights
 - 7.5.3. Image Size
 - 7.5.4. Canvas Size
 - 7.5.5. Image Rotation
 - 7.5.6. Flipping Images
 - 7.5.7. Image Correction
 - 7.5.7.1. Minor Corrections
 - 7.5.7.2. Repairing images
 - 7.5.8. Retouching images
 - 7.5.8.1. Using the Smudge tool
 - 7.5.8.2. Using the focus tools
 - 7.5.8.3. Using the toning tool
 - 7.5.8.4. Using the sponge tool
 - 7.5.8.5. Liquify and its uses
 - 7.5.8.5.1. Distorting images through Liquify filter/Tool
 - 7.5.8.5.2. Freezing and thawing areas
 - 7.5.8.5.3. Reconstructing distortions
 - 7.5.8.5.4. Saving and loading distortions
 - 7.6. Duplicating and Cloning images
 - 7.7. Cropping images

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- 7.7.1. Transforming perspective while cropping
- 7.8. Transforming objects in two dimensions
- 7.9. Transforming objects in three dimensions
- 7.10. Image Creation
 - 7.10.1. Merging different Images to create a singular image
 - 7.10.2. Applying Filters to Achieve Realistic Effects
- 7. Selecting, Drawing and Painting (4)**
 - 7.1 Pixel selections
 - 7.1.1 Adjusting pixel selections
 - 7.1.2 Softening the edges of a selection
 - 7.1.3 Moving, copying, and pasting selections and layers
 - 7.1.4 Using the Snap command
 - 7.1.5 Saving and loading selections
 - 7.1.6 Deleting selections
 - 7.1.7 Removing fringe pixels from a selection
 - 7.1.8 Extracting objects from their background
 - 7.2 Drawing in Photoshop
 - 7.2.1 Using the shape tools
 - 7.2.1.1 Editing and Modification of Shapes
 - 7.2.2 Using the Pen Tool to Create Paths and Shapes
 - 7.2.2.1 Editing paths and shapes
 - 7.2.2.2 Managing paths and shapes
 - 7.2.2.3 Converting between paths and selection borders
 - 7.2.2.4 Adding color to paths
 - 7.2.3 Using the gradient tool
 - 7.2.4 Using the Paint Bucket tool
 - 7.2.5 Filling and stroking selections and layers
 - 7.2.6 Creating and Managing Patterns
 - 7.2.6.1 Using the Pattern Maker
 - 7.2.7 Using the Adobe Color Picker
 - 7.2.8 Using other color pickers
 - 7.2.9 Working with Brushes
 - 7.2.10 Using the Art History Brush tool
 - 7.2.11 Setting options for painting and editing tools
- 8. Working with Text (2)**
 - 8.1 Creating type
 - 8.2 Working with type layers
 - 8.3 Formatting characters
 - 8.3.1 Selecting characters
 - 8.3.2 Using the Character palette
 - 8.3.3 Choosing a font
 - 8.3.4 Choosing a type size
 - 8.3.5 Changing the type color
 - 8.3.6 Specifying leading

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- 8.3.7 Specifying kerning and tracking
- 8.3.8 Adjusting horizontal or vertical scale
- 8.3.9 Specifying baseline shift
- 8.3.10 Changing case
- 8.3.11 Making characters superscript or subscript
- 8.3.12 Applying underline and strikethrough
- 8.3.13 Using ligatures and old style numerals
- 8.3.14 Using fractional character widths
- 8.3.15 Viewing text using the operating system layout
- 8.3.16 Rotating vertical type
- 8.4 Checking for spelling errors
- 8.5 Finding and replacing text
- 8.6 Formatting paragraphs
 - 8.6.1 Selecting paragraphs and showing the Paragraph palette
 - 8.6.2 Aligning and justifying type
 - 8.6.3 Indenting paragraphs
 - 8.6.4 Changing space above or below paragraphs
 - 8.6.5 Specifying Hanging Punctuation
- 8.7 Controlling hyphenation and justification
- 8.8 Working with Composition
- 8.9 Creating Typography From Type and Applying Effects
- 9. Digital Drawing (4)**
 - 9.1 Introduction to Digital Art
 - 9.2 Benefits of Digital Art
 - 9.2.1 Versatility and Flexibility
 - 9.2.2 Accessible and Cost-Effective
 - 9.2.3 Wide Range of Artistic Possibilities
 - 9.3 Essential Tools for Digital Art
 - 9.3.1 Graphics Tablets and their Types
 - 9.3.2 Digital Drawing Software/ Apps used in the industry and their functions
 - 9.3.3 Stylus Pens and its types
 - 9.4 Getting Acquainted with the Tools
 - 9.4.1 Function of Digital Drawing Accessories and Tools
 - 9.4.2 Draw with a Tablet and stylus
 - 9.4.2.1 Tracing options
 - 9.4.2.2 Drawing Options
 - 9.4.2.2.1 Doodling and Sketching
 - 9.4.2.2.2 Drawing from outlines
 - 9.4.2.2.3 Filling the outlines
 - 9.4.2.2.4 Shading
 - 9.4.2.3 Rendering/Painting Options
 - 9.4.2.4 Applying Effects and Textures
 - 9.4.2.5 Achieving Light, Highlight, Shadows Effects

Dress Designing and Making 3-Years Course

Recommended Books:

- Adobe Photoshop Cs2 Tips And Tricks
- Photoshop CS Bible
- Adobe Photoshop CS one-on-one
- Adobe Photoshop CS5 Bible
- Photoshop CS5 for Dummies

Suggested Online Resources:

- https://www.reddit.com/r/graphic_design/comments/17y55oh/what_tools_are_you_using_to_create_digital_art/
- <https://www.skillshare.com/en/blog/how-to-make-digital-art-a-complete-guide/>
- <https://www.adobe.com/products/photoshop.html>

Instructional Objectives: Computer Aided Design-III

1. Describe the Use of Adobe Photoshop for the Garment and Textiles Industry
 - 1.1 Differentiate between Adobe Photoshop and Adobe Illustrator
 - 1.1.1 Explain the State-of-the-art tools of Adobe Photoshop
 - 1.1.1.1 How Photoshop allows to Work more efficiently
 - 1.1.1.2 Explain why it is easy to Edit images with Adobe Photoshop
 - 1.1.1.3 Differentiate between the various Creative options Photoshop offers.
 - 1.1.1.4 How does Photoshop aid in creating compelling Web designs? Explain with examples
 - 1.1.1.5 How does Photoshop offer more Typographic control over other similar software?
 - 1.1.1.6 Describe how Photoshop allows the Automation of repetitive tasks for an efficient workflow
 - 1.1.1.7 How does Photoshop offer a Reliable Workflow? Explain with examples
 - 1.2 Describe the step-by-step process of the Installation of Adobe Photoshop
2. Describe the Adobe Photoshop Work Area and its functions
 - 2.12 Explain the Photoshop Interface and its various options
 - 2.13 List down the different Menu and their functions
 - 2.14 Describe the importance of Using Rulers, Guides, Grids, and Columns. Differentiate between each
 - 2.15 What is a Tool Preset, explain its function
 - 2.16 Differentiate between Palettes, Colors, and Swatches
 - 2.17 Explain the role and function of Libraries in Adobe Photoshop
 - 2.18 Why is it important to manage libraries?
 - 2.19 What different Color Settings does Adobe Photoshop have, explain the difference in each
 - 2.20 What various options do Preference settings offer?
 - 2.21 Explain what is the function of Plug-in Modules
 - 2.22 Why Assigning scratch disks is important?
 - 2.23 Why do we use File Browse?
3. Why is it important to work with Colors
 - 3.1. Differentiate between Color Modes, Color Models and Swatches
 - 3.2. Explain why it is important to Adjust the monitor display
 - 3.3. Explain Channels and bit depth and their function
 - 3.4. Describe the step-by-step process of Converting between color modes
 - 3.5. Describe the step-by-step process of Converting between Grayscale and Bitmap modes
 - 3.6. Describe the step-by-step process of Converting to indexed color
 - 3.6.1. What are the different options for indexed-color images
 - 3.6.2. Describe the importance of Customizing indexed color tables
 - 3.7. Explain why is it important to edit colors and assign transparency

- 3.7.1. Describe the step-by-step process of Using predefined color tables
- 3.7.2. Describe the step-by-step process of Saving and loading color tables
- 3.8. What is meant by Color management, explain its use and function
 - 3.8.1. Describe the Importance of Color Management
 - 3.8.2. What is meant by Viewing Environment for Color Management, explain its function
 - 3.8.3. Why is it necessary to Set up color management
 - 3.8.3.1. Why do we use predefined color management settings?
 - 3.8.3.2. Why do we Customize color management settings?
 - 3.8.3.3. Explain the importance of Specifying working spaces
 - 3.8.3.4. Explain the function of Specifying color management policies
 - 3.8.3.5. Describe the importance of Customizing advanced color management settings
 - 3.8.4. Describe the step-by-step process of Saving and loading color management settings
 - 3.8.5. Why is it important of Synchronizing color management between applications
 - 3.8.6. What is meant by Soft-proofing colors? Explain with examples
 - 3.8.7. Why do we Change the color profile of a document? Explain with examples
 - 3.8.8. Describe the step-by-step process of Embedding profiles in saved documents
 - 3.8.9. Describe why it is necessary to Obtain, install, and update color profiles
 - 3.8.10. Describe the step-by-step process of Creating an ICC Monitor Profile
 - 3.8.11. Why is it necessary for Creating, Saving, and Loading Working Space Profiles
 - 3.8.11.1. Describe the step-by-step process of Creating custom RGB profiles
 - 3.8.11.2. Describe the step-by-step process of Creating custom CMYK profiles
 - 3.8.11.3. Describe the step-by-step process of Creating custom grayscale and spot-color profiles
 - 3.8.12. What is meant by dot gain in the film?
- 4. List down the various Photoshop Tool Bar tools and their functions
 - 4.1. What is the function of Move Tool, Describe its different Options
 - 4.2. What is the function of Marquee Tool, explain its different Options
 - 4.3. What is the function of the Lasso Tool, describe its different Options
 - 4.4. What is the function of the Magic Wand Tool, describe its various Options
 - 4.5. What is the function of the Crop Tool? Differentiate between its various Options
 - 4.6. What is the function of the Frame tool?
 - 4.7. What is the function of the Eyedropper Tool, explain its different Options
 - 4.8. What is the function of the Spot Healing Brush Tool? Differentiate between its various Options
 - 4.9. Differentiate between the Brush Tool and its various Options
 - 4.10. Explain the use of the Clone Stamp Tool. Distinguish between its different Options

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- 4.11. What is the use of the History Brush Tool? Explain its different Options
- 4.12. What is the function of the Eraser Tool, describe its different Options
- 4.13. Differentiate between Gradient Tool and its different Options
- 4.14. Explain the use of Blur Tool and elaborate on its Options with examples
- 4.15. Describe the function of Dodge Tool and explain its Options with examples
- 4.16. What is the importance and function of Pen Tool? Distinguish between its Options
- 4.17. Differentiate between the various options of a Type Tool
- 4.18. What is a Path Selection Tool? Explain its different Options
- 4.19. Differentiate between the various Shape Tools and their Options
- 4.20. What is the function of Hand Tool, explain its Options
- 4.21. What is the use of Zoom Tool?
- 4.22. Differentiate between Foreground and Background Colors
- 4.23. Why do we need to edit a Toolbar?
5. Differentiate between Layers, Channel and Masks
 - 5.1. Why do we work with Layers? Explain with examples
 - 5.1.1. What is the function of Using the Layers palette
 - 5.1.2. Why is it important to Create layers and layer sets
 - 5.1.3. Why do we work with layered objects?
 - 5.1.4. What is the function of Managing layers
 - 5.1.5. Differentiate between the function of opacity and blending options
 - 5.1.6. Why do we use layer effects and styles? Explain with examples
 - 5.1.7. Why do we adjust layers and fill layers
 - 5.1.8. What is the importance of Masking layers
 - 5.1.9. Why do we create clipping groups?
 - 5.1.10. Differentiate between Grouping and Liking Layers
 - 5.1.11. Why do we Merge Layers?
 - 5.1.12. What is the function and use of Flatten Image?
 - 5.2. What are Channels? Describe the use and function of channels
 - 5.2.1. Why do we use the Channels palette
 - 5.2.2. Why is it important to Manage Channels
 - 5.2.3. Describe the step-by-step process of Deleting channels
 - 5.2.4. Describe the step-by-step process of Mixing color channels
 - 5.2.5. Describe the step-by-step process of Adding spot colors
 - 5.2.6. Why do we use channel calculations to blend layers and channels
 - 5.3. What is the use and function of Masking in Photoshop
 - 5.3.1. Describe the step-by-step process of Creating temporary masks in Quick Mask mode
 - 5.3.2. Describe the step-by-step process of Storing masks in alpha channels
6. What is the role and function of Filters in Adobe Photoshop
 - 6.1. How could we Improve performance with Filters?
 - 6.2. Differentiate between the various Filter Effects
 - 6.2.1. What is the use of Artistic filters, describe with examples
 - 6.2.2. Why Blur filters are used, explain with examples
 - 6.2.3. Describe the function of Brush Stroke filters

- 6.2.4. What is the use of Distort filters?
- 6.2.5. Why are Noise filters used in the Photoshop?
- 6.2.6. Describe the function Pixelate filters and explain its application
- 6.2.7. Distinguish between the Render filters and their function
- 6.2.8. Why Sharpen filters are used, explain its application
- 6.2.9. Why do we use Sketch filters? Describe their importance
- 6.2.10. What are the different the Stylize Filters and their function?
- 6.2.11. Where do we use Texture filters, explain with examples
- 6.2.12. Where and why do we apply Video filters
- 6.2.13. Explain the use of the Digimarc filters
- 6.2.14. Explain the use and importance of the Lighting Effects filter
- 7. Describe why we work with Images on Adobe Photoshop
 - 7.1. Differentiate between Bitmap images and vector graphics
 - 7.2. Explain why we Edit an existing Image
 - 7.2.1. Describe the different processes of Opening and Importing Images
 - 7.2.2. Describe the step-by-step process of Scanning images
 - 7.2.3. What is the use and function of WIA (Windows Image Acquisition) Support
 - 7.3. Differentiate between Image Size and Resolution
 - 7.4. Describe the step-by-step process of Reverting to a previous version of an image
 - 7.5. What is meant by Editing and Retouching images, Describe its importance
 - 7.5.1. List down the different Modes and their function in the Image menu
 - 7.5.2. What is the function of Adjustments, differentiate between the various Adjustment tools/options
 - 7.5.2.1. Differentiate between Brightness and Contrast
 - 7.5.2.2. What is considered to be a Tone? Why do we need to adjust it for Image editing?
 - 7.5.2.3. What different options do we get in the Color options in the Image Menu
 - 7.5.2.4. Why do we adjust the Levels for an Image / Artwork?
 - 7.5.2.5. Describe the use and function of Curves
 - 7.5.2.6. Differentiate between Shadows and Highlights
 - 7.5.3. Describe Image Size and its use
 - 7.5.4. Describe Canvas Size and its use
 - 7.5.5. Explain Image Rotation and its function
 - 7.5.6. Why do we need to Flip Images
 - 7.5.7. What is meant by Image Correction, explain the factors that require Correction
 - 7.5.7.1. What is considered to be Minor Corrections in Images, explain with examples
 - 7.5.7.2. Explain what is meant by repairing images, how is it different from Image Correction?
 - 7.5.8. Explain what is meant by Retouching images and their use in the industry
 - 7.5.8.1. What is the function of the Smudge tool

- 7.5.8.2. Describe the use and function of the focus tools
- 7.5.8.3. Why is the Toning tool used in Retouching?
- 7.5.8.4. What is the use and function of the Sponge Tool?
- 7.5.8.5. What is the function and uses of the Liquify Filter/Tool
 - 7.5.8.5.1. Distorting images through the Liquify filter/Tool
 - 7.5.8.5.2. Why do we need Freezing and thawing areas functions?
 - 7.5.8.5.3. What is the meaning of Reconstructing distortions and why do we use it?
 - 7.5.8.5.4. Describe the step-by-step process of Saving and loading distortions
- 7.6. Differentiate between Duplicating and Cloning images
- 7.7. Describe the step-by-step process of Cropping images
 - 7.7.1. What is the role and use of Transforming perspective while cropping
- 7.8. Describe the step-by-step process of Transforming objects in two dimensions
- 7.9. Describe the step-by-step process of Transforming objects in three dimensions
- 7.10. What is meant by Image Creation, how is it different from retouching and editing of images?
 - 7.10.1. Describe the step-by-step process of Merging different Images to create a singular image
 - 7.10.2. Describe why we Apply Filters during Image Creation.
- 10. Differentiate between Drawing and Painting
 - 10.1 What is a Pixel? What is meant by Pixel selection?
 - 10.1.1 Why do we need to adjust pixel selections?
 - 10.1.2 Describe the step-by-step process of Softening the edges of a selection
 - 10.1.3 Differentiate between Moving, copying, and pasting selections and layers
 - 10.1.4 Describe the step-by-step process of Using the Snap command and elaborate on its use
 - 10.1.5 Describe the step-by-step process of Saving and loading selections
 - 10.1.6 Describe the step-by-step process of Deleting selections
 - 10.1.7 Describe the step-by-step process of Removing fringe pixels from a selection
 - 10.1.8 Describe the step-by-step process of Extracting objects from their background
 - 10.2 Why do we need to draw in Photoshop?
 - 10.2.1 Why do we use shape tools for Drawing in Photoshop?
 - 10.2.1.1 Describe the step-by-step process of Editing and Modification of Shapes for drawing
 - 10.2.2 Explain why we use the Pen Tool
 - 10.2.2.1 Describe the step-by-step process of Editing paths and shapes created by Pen Tool
 - 10.2.2.2 Describe the step-by-step process of Managing paths and shapes
 - 10.2.2.3 Describe the step-by-step process of Converting between paths and selection borders
 - 10.2.2.4 Describe the step-by-step process of Adding color to paths
 - 10.2.3 Describe the step-by-step process of Using the gradient tool
 - 10.2.4 Describe the step-by-step process of Using the Paint Bucket tool

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- 10.2.5 Describe the step-by-step process of Filling and stroking selections and layers
- 10.2.6 Why do we need to Create and Manage Patterns
 - 10.2.6.1 Describe the step-by-step process of Using the Pattern Maker
- 10.2.7 Describe the step-by-step process of Using the Adobe Color Picker
- 10.2.8 Describe the step-by-step process of Using other color pickers
- 10.2.9 What is the importance of Working with Brushes
- 10.2.10 What is the importance of Using the Art History Brush tool
- 10.2.11 Why is it necessary to set options for painting and editing tools
- 11. What is the function and importance of Working with Text
 - 11.1 Describe the step-by-step process of Creating type
 - 11.2 What is the function of type layers
 - 11.3 Why do we need to Format characters
 - 11.3.1 Describe the step-by-step process of Selecting characters
 - 11.3.2 Describe the importance of Using the Character palette
 - 11.3.3 Why do we Choose a font
 - 11.3.4 Describe the step-by-step process of Choosing a type size
 - 11.3.5 Describe the step-by-step process of Changing the type color
 - 11.3.6 What is the meaning of Leading in Typography?
 - 11.3.7 Differentiate between Kerning and Tracking
 - 11.3.8 Why do we adjust the horizontal or vertical scale in Typography?
 - 11.3.9 What is meant by baseline shift
 - 11.3.10 Describe the step-by-step process of Changing case
 - 11.3.11 Describe the step-by-step process of Making characters superscript or subscript
 - 11.3.12 Describe the step-by-step process of Applying underline and strikethrough
 - 11.3.13 Describe the step-by-step process of Using ligatures and old style numerals
 - 11.3.14 Describe the step-by-step process of Using fractional character widths
 - 11.3.15 The function of Viewing text using the operating system layout
 - 11.3.16 Describe the step-by-step process of Rotating vertical type
 - 11.4 Describe the step-by-step process of Checking for spelling errors
 - 11.5 Describe the step-by-step process of Finding and replacing text
 - 11.6 Explain why do we Format paragraphs.
 - 11.6.1 Describe the step-by-step process of Selecting paragraphs and showing the Paragraph palette
 - 11.6.2 What is the function of Aligning and justifying type
 - 11.6.3 What is meant by indenting paragraphs?
 - 11.6.4 Describe the step-by-step process of Changing space above or below paragraphs
 - 11.6.5 What is meant by Hanging Punctuation
 - 11.7 Describe the step-by-step process of Controlling hyphenation and justification
 - 11.8 Describe the step-by-step process of Working with Composition
 - 11.9 Why do we need to create Typography From Type
- 12. Describe Digital Drawing and its elements
 - 12.1 What is meant by Digital Art
 - 12.2 Explain the use and Benefits of Digital Art in the Garment and textiles industry
 - 12.2.1 How Digital Drawing offers Versatility and Flexibility in the work?

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- 12.2.2 How digital art is Accessible and Cost-Effective?
- 12.2.3 Differentiate between various Artistic Possibilities of Digital Art/Drawing
- 12.3 List down the Essential Tools for Digital Art and their use
 - 12.3.1 What is the role of Graphics Tablets, differentiate between its various Types
 - 12.3.2 Differentiate between the various Digital Drawing Software/ Apps
 - 12.3.3 Describe the function Stylus Pens and differentiate between its types
- 12.4 Differentiate between the various Tools for Digital Drawing/Design
 - 12.4.1 Describe the Function of Digital Drawing Accessories and Tools
 - 12.4.2 Describe the step by Step process of Drawing with a Tablet and stylus
 - 12.4.2.1 Describe the Tracing options while working with a Tablet
 - 12.4.2.2 Describe the use of Drawing Options while working with a Tablet
 - 12.4.2.2.1 Describe the step-by-step process of Doodling and Sketching while working with a Tablet
 - 12.4.2.2.2 Describe the step-by-step process of Drawing from outlines
 - 12.4.2.2.3 Describe the step-by-step process of Filling the outlines
 - 12.4.2.2.4 Describe the step-by-step process of Shading
 - 12.4.2.3 What are the different Rendering/Painting Options for creating digital art?
 - 12.4.2.4 Why do we apply Effects and Textures to digital art?
 - 12.4.2.5 What is the importance of Achieving Light, Highlight, and Shadows Effects in a digital design

1. Manipulate images of different themes
2. Create Conceptual Boards:
 - 2.1. Research Board
 - 2.2. Mood Board
 - 2.3. Theme Board
3. Develop Theme-Based Textile Motifs using different tools, effects, and filters
 - 3.1. Geometrical Patterns
 - 3.2. Abstract Patterns
 - 3.3. Mandala Theme Patterns
 - 3.4. Calligraphy-based patterns
 - 3.5. Typography-based patterns
 - 3.6. Flora & Fauna Themed Patterns
 - 3.7. Patterns for Kids
 - 3.8. Patterns for own choice theme
4. Create the following repeats on any chosen theme:
 - 4.1. Block Repeat
 - 4.2. Mirror Repeat
 - 4.3. Diamond Repeat
 - 4.4. Brick Repeat
 - 4.5. Half Drop Repeat
 - 4.6. Full Drop Repeat
5. Create Theme Based designs for T-shirts and create mock-ups:
 - 5.1. Men
 - 5.2. Women
 - 5.3. Kids
 - 5.3.1. Girls
 - 5.3.2. Boys
6. Design Layout of a 3-piece Lawn Suit (Theme Based):
 - 6.1. Shirt Front
 - 6.2. Shirt Back
 - 6.3. Shirt Sleeves
 - 6.4. Trousers
 - 6.5. Dupatta
7. Create/Trace Fashion Illustrations with Garments on different themes and render them to achieve a true fabric outlook
8. Create a Fashion Seasonal Catalogue for your own choice of season
9. Create Mock-ups
 - 10.1. Textile Design on a T-Shirt
 - 10.2. Textile Print on Cushions
 - 10.3. Lawn Suit- 3 Piece on a Model
10. Marketing Material Design for own brand Using CAD SOFTWARE of Own Choice
 - 11.1. Logo
 - 11.2.- Visiting Card

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- 11.3.- Letter Head
- 11.4.- Magazine Ad
- 11.5.- Newspaper Ad
- 11.6.- Billboard Ad
- 11.7.- Streamers Ad
- 11.8.- Social Media Ad and Banners
- 11.9.- Social Media Page Posts (minimum 3)
- 11. Create a Portfolio of your complete work
- 12. Create a Designer CV using Photoshop
- 13. Use a Digital Tablet to Trace and Render the Following:
 - 13.1.Fashion Illustration with Garment (Minimum 3)
 - 13.2.Textile Prints (Minimum 3)

DDM311 Final Project**Total Contact Hours:**

Theory:	0
Practical	102

T	P	C
0	3	1

Aims:

- To allow learners to Formulate a full-fledged design Project
- To develop learner's skills in creating project outlines, specification, and feasibility of the project
- To conduct primary and secondary research for the selected project
- To implement the project and evaluate the outcome
- To display and present the final project

Unit Outline: Final Project**(102 Hrs)**

1. Analyze options to select your project
 - 1.1 List down various Project Options
 - 1.1.1 Conduct Basic Research on each option
 - 1.1.2 Finalize the Project based on research
 - 1.2 Discuss the Rationale of the Project
 - 1.3 Analyze the Importance of the Project
 - 1.4 Explain the Aims & Goals of the Project
 - 1.5 Identify the Intended Outcomes of the project
 - 1.6 Identify the Targeted Audience
 - 1.7 Create the Time Plan of the Project
 - 1.8 Analyze and List the Resources Required
 - 1.9 Create Project Specification by writing:
 - 1.9.1 What would be the Project?
 - 1.9.2 What would be the outcomes?
 - 1.9.3 What will be achieved through this project?
 - 1.9.4 How would this all be achieved?
 - 1.9.5 What is the Market Value of the Project?
 - 1.9.6 How it is beneficial for the target audience?
 - 1.9.7 What is the Aesthetic Significance of this project?

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- 1.9.8 What are the Functional Criteria on which the project would be based?
- 1.10 Distinguish between various Challenges of the Project at different stages of the project.
- 1.11 Create Project Feasibility in terms of design, production and application
- 1.12 Create a Cost Estimation of your project
2. Conduct Research for your project
 - 2.1 Conduct Primary Research
 - 2.2 Conduct Secondary Research
 - 2.3 Compile the Research Findings
3. Develop Boards for your project
 - 3.1 Create Research Boards
 - 3.2 Develop Mood Boards
 - 3.3 Construct Story Boards
 - 3.4 Develop Theme Board
 - 3.5 Construct Materials Boards
 - 3.6 Create a Swatch Book
4. Generate Ideas & Develop designs
 - 4.1 Create Basic Ideas
 - 4.2 Analyze the basic ideas and create finalized ideas
 - 4.3 Experiment with various color options by Rendering the Designs
5. Create Technical Drawings
6. Create Technical Package & Specification
7. Collect and Source Material for the project
8. Implement the Design
 - 8.1 Create Patterns for the Project
 - 8.2 Sew the Project based on the pattern and design
 - 8.3 Apply Finishing Techniques to the Project
9. Evaluate your Project in terms of design, production, and application
10. Create an Experimental Dress with Recycling Materials on the same theme
11. Display your Projects and Present it in front of a jury to get feedback

Unit Guidelines: Final Project

1. The Final Project could be completed in a group of a maximum 3 students or it could be completed individually
2. Final Display and Jury is required for the completion of this unit
3. Peer Group, supervisor, and Jury Feedback must be submitted as evidence
4. Developmental Work, Rough Work, Pictures of the process must be submitted as evidence
5. If it is completed as a group project, the following must be submitted as evidence:
 - 5.1 List of Group Members
 - 5.2 Division of Work among the Members
 - 5.3 Roles and Responsibilities of each Group Member against each allocated Task
6. **Ensure the waste material of every practical may be disposed of according to the standard SOPs.**
7. **If the waste material should be reuse in the form of any product, it could be managed as well**

Note: For the Group project, the group must ensure that each group member is allocated each task (For Example: Research work must be completed by each group member where the research area could be different for each such as for Primary research, each group member will research a different primary research source. Similarly, during the design development stage, each member will be sketching different options from which the ideas would be synthesized)

DDM321 Internship**Total Contact Hours:**

Theory:	0
Practical	102

T	P	C
0	3	1

Aims:

- To enable learners to explore career options within the Garment and Textile industry
- To apply for an internship program within the Clothing & Textiles industry.
- To Compile Dossier/Portfolio for Interview
- To enroll in an internship program within the Apparel and Textile industry to gain work experience related to the tasks completed within the classroom.
- To allow learners to apply knowledge and skills learned within the class and in the projects to the Professional tasks within the Garment / Textiles industry during an Internship program
- To gain self-understanding, self-confidence, and interpersonal skills within the industry
- To develop work competencies for a specific profession or occupation
- To compile a report related to the internship and reflect upon the internship experience

Unit Outline: Internship**(102 hrs)**

1. Make a CV to apply for a job
2. Compile a Portfolio/Dossier for the Interview
3. Enroll in an Internship program (Duration: Minimum 04 weeks) within the Garment and Textiles industry. (The internship must be related to the content of the complete Course).
4. Compile a record of the tasks completed at the internship and submit it as evidence
5. Submit the Internship Letter as evidence of your internship
6. Internal Supervisor's feedback and remarks must be submitted as evidence
7. Compile and submit a Report of Internship
 - 7.1 Name of Company
 - 7.2 Name of Supervisor
 - 7.3 Contact Details & Email of the Supervisor
 - 7.4 Description of your roles and responsibilities in the internship program
 - 7.5 Outline the Skills and attributes you learned/used during the internship
 - 7.6 Challenges you faced during the internship
 - 7.7 Reflection and Evaluation of Your Internship Experience

DETAIL OF COURSE CONTENTS**Dress Designing & Making (3 Years course)****3rd Year****(OPTIONAL SUBJECTS)****DDMF332 Fashion Styling****Total Contact Hours:**

Theory:	0
Practical	204

T	P	C
0	6	2

Aims:

- To understand the principles and importance of fashion styling in the fashion industry.
- To develop an understanding of basic and intermediate styling techniques.
- To equip students with the necessary skills to create and implement styling concepts.
- To gain knowledge of historical and contemporary fashion trends and how they influence styling decisions.
- To build proficiency in collaborating with photographers, models, makeup artists, and other industry professionals to execute cohesive styling projects.

List of Practical: Fashion Styling**(204 Hrs.)****1. Compile a report on Fashion Styling based on the following:**

- 1.1 Scope of fashion styling
- 1.2 Role of a fashion stylist
- 1.3 Importance of styling in the fashion industry
- 1.4 Analyze and create a style profile for a peer.
- 1.5 Present the findings with visuals in front of a Jury

2. Study and identify Historical and Contemporary Fashion Trends & Forecasting

- 2.1 Create comparative analysis for the Evolution of fashion through decades and make a presentation
- 2.2 Compile a report on the Key fashion movements and icons

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- 2.3 Research current trends and forecast upcoming fashion trends as per your selected season.
 - 2.4 Compile a report on Current trends and forecasting based on your research
 - 2.5 Design and Create Look board of minimum 3 Key Fashion Movements in a contemporary setting with styling (*for example: Egyptian Themed Air Hostess Collection OR Pop Art Themed Sports Wear*)
 - 2.6 Present your research findings through mood boards and concept boards.
- 3. Build a Colorful Wardrobe by practicing the use of Elements and Principles of Design**
- 3.1 Create a Client's Brief and work on arrange a capsule collection for that specific client
 - 3.2 Study the Life style of the client and create a mind map for ideas generation
 - 3.3 Study Silhouettes and body type
 - 3.4 Develop Presentation (Reference) boards
 - 3.4.1 Research Board
 - 3.4.2 Story Board
 - 3.4.3 Color Board
 - 3.4.4 Textiles, texture and Prints Board
 - 3.4.5 Cuts & Silhouette board
 - 3.4.6 Mood Board
 - 3.5 Create Designs and Render them
 - 3.6 Demonstrate the use of color, material, prints and textures in accordance to the reference boards
 - 3.7 Create a capsule wardrobe for a specific client profile for a specific season.
 - 3.8 Justify the selection of items including colors and prints and how they align with the client's lifestyle
 - 3.9 Present your idea to a jury
- 4. Identify Personal styling and Mood board creation for a Specific Event for a client**
- 4.1 Select a personal client, Identify the personal style and get details of the event
 - 4.2 Create the client brief based on the requirements of the client
 - 4.3 Compile in depth research and create a mood board, source outfits, and accessories.
 - 4.4 Make Wardrobe analysis infographic and build a capsule wardrobe
 - 4.5 Apply Styling strategy for the occasion
 - 4.6 Arrange for a Photoshoot of the Stylized Wardrobe on the client
 - 4.7 Present your work
- 5. Study and understand Editorial and Commercial Styling**
- 5.1 Distinguish between editorial and commercial styling.
 - 5.2 Create mood boards and develop concepts.
 - 5.3 Collaborate with photographers, models, and makeup artists.
 - 5.4 Make a research board and develop a concept for an editorial photoshoot of the previous wardrobe and styling
 - 5.5 Make a research board and develop a concept for an Commercial photoshoot of the previous wardrobe and styling
 - 5.6 Stylize the client and wardrobe for the photoshoot of Commercial level and editorial style to analyze the difference in approach

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6. Create practical Styling for Media Industry

- 6.1 Identify Style for Television industry
- 6.2 Create Style for television and film for a specific show and host
- 6.3 Develop Style for digital and social media with example.
- 6.4 Participate in Mock-styling workshop (in-house) to style models for a mock fashion show.
- 6.5 Focus on coordination, creativity, and execution under time constraints.

7. Research & Final Project

- 7.1 Attend master classes deliver by industry experts.
- 7.2 Develop notes and Participate in workshops and trainings.
- 7.3 Compile a report with evidence to field trips to fashion shows and exhibitions.
- 7.4 Combine elements of personal, editorial, and commercial styling into a Comprehensive final project.
- 7.5 Present the final project to the class and invited industry professionals for critique.

8. Practical Sessions Portfolio

- 8.1 Compile the record of the Engagement in hands-on styling exercises.
- 8.2 Compile mock styling projects and presentations.
- 8.3 Compile all styling projects into a professional portfolio.
- 8.4 Present the portfolio for feedback and review.

9. Ensure the waste material of every practical may be disposed of according to the standard SOPs.**10. If the waste material should be reuse in the form of any product, it could be managed as well**

DDMC332 COMPUTER GRAPHICS FOR FASHION INDUSTRY**Total Contact Hours:****Theory: 00****Practical 204**

T	P	C
0	6	2

Aims:

- To understand working & use of Computer for day-to-day use in the field of design
- To develop learners skills with Computer graphic software for designing purposes in the Fashion and Apparel design industry
- To key aspects of the design process, from research/strategy, creative brief development, and campaign development to teamwork and presentation and content creation
- To work on the computer following health and safety precautions

List of Practical: Computer Graphics for Fashion Industry (204 Hrs.)

Note: Use your own choice of software to create a full-fledged project of your own choice and theme:

1. Create Design Concept Boards for your project
 - 1.1 Research Board
 - 1.2 Story Board
 - 1.3 Theme Board
 - 1.4 Mood Board
 - 1.5 Cut-line Board
 - 1.6 Material Board
2. Create Textile prints and patterns for your project using Digital Tablet
 - 2.1 Key Designs
 - 2.2 Repeats
 - 2.3 Patterns
 - 2.4 Open Designs
3. Create Print Designs for Lawn Collection with the use of Digital Tablet
 - 3.1 Shirt
 - 3.2 2 Piece
 - 3.3 3 Piece
 - 3.3.1 Women
 - 3.3.2 Girls
 - 3.4 Overall Prints
4. Create Print Design for Bedsheets

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5. Use Digital Tablet to Create Digital Fashion Illustrations with rendering. Also, show the print application for the garments
 - 5.1 Men
 - 5.2 Women
 - 5.3 Kids
 - 5.3.1 Boy
 - 5.3.2 Girl
 - 5.3.3 Infant
6. Create a Complete Technical Package and Specifications for the designed garments
7. Design Packaging for the Products you have designed
8. Create Mockups for the designs you have created
9. Make a Digital Portfolio of your work and upload it online on a Portfolio Website
10. Create a Digital Presentation of your work and present it in front of a Jury to gather feedback
11. Use Canvas to create Social Media Posts for your Online Brand

DDMD332 Draping**Total Contact Hours:**

Theory:	0
Practical	204

T	P	C
0	6	2

Aims:

- To develop an ability to interpret two-dimensional apparel designs into three-dimensional designs in fabric, through the draping process
- To develop an understanding of the draping process
- To understand terminology, procedures, and problems in draping.
- To understand conventional and unconventional draping methods
- To develop an understanding of students related to fabric's characteristics, grain, draping quality, and its effect on the development of silhouette and style.
- To equip students with specialist skills to use Draping techniques as an alternative method of garment making.
- To develop students' competencies for draping fabric to the required shape and creating a flat pattern to match the silhouette.
- To equip students with the necessary skills for various draping techniques to make patterns and garments

List of Practical: Draping**(204 hrs)**

1. Demonstrate the procedure of adding tapes/ribbons to the Dress Stand Mannequin
2. Develop a Design Silhouette for draping purposes of a traditional form garment
 - 2.1 Choose the fabric as per the design silhouette
 - 2.2 Demonstrate the fabric cutting techniques according to the design silhouette for draping
 - 2.3 Construct the following to start the Draping process by pinning up the fabric to the Dress stand/Mannequin:
 - 2.3.1 Basic Bodice Front
 - 2.3.2 Basic Bodice Back
 - 2.3.3 Basic Skirt
 - 2.4 Create Volume in the Dress Form through the following to create Bodice and Skirt Variations:
 - 2.4.1 Darts manipulation
 - 2.4.2 Fullness
 - 2.4.3 Gathers
 - 2.4.4 Pleats
 - 2.4.5 Yokes

- 2.5 Demonstrate the process of Muslin/Calico Trueing to Create Flat Patterns
 - 2.5.1 Mark the drape before removing it from the mannequin accurately
 - 2.5.2 Lining, Muslin, underplayed fabric & basic dress form
 - 2.5.3 Body Movement & ease
 - 2.5.4 Adding the openings & fastenings
 - 2.5.5 Trace drapes to create a Flat Pattern
 - 2.5.6 Add Seam Allowances to the Flat Pattern
 - 2.5.7 Finalize the flat pattern
 - 2.5.8 Cut True fabric based on the Flat Pattern
 - 2.5.9 Stitch the True fabric to achieve the Design Silhouette
- 3. Develop a Design Silhouette for draping purposes of a Non-Traditional / Unconventional Form garment**
 - 3.1 Demonstrate the process of Draping an Unconventional Dress Form on the Mannequin as per the design
 - 3.2 Demonstrate the process of Muslin/Calico Trueing
 - 3.3 Create Flat patterns of the unconventional dress form
 - 3.4 Demonstrate the Cutting techniques of True fabric based on the Flat Pattern
 - 3.5 Conclude the process by Stitching the True fabric to achieve the Design Silhouette
 - 3.6 Display the Dress and Present it in front of a Jury to gather feedback
- 4. Ensure the waste material of every practical may be disposed of according to the standard SOPs.**
- 5. If the waste material should be reuse in the form of any product, it could be managed as well**

MINIMUM QUALIFICATION OF INSTRUCTOR

Subjects	Minimum Qualification and Experience Details
1. Hand & Machine Embroidery 2. Textile Techniques 3. Advance Textile Design & Printing 4. Surface Embellishment 5. Trends Forecasting	<ul style="list-style-type: none"> • BS Textile Design / Bachelor in Textile Design - with a minimum of 1 year of relevant industry experience (Hand & Machine Embroidery Proficient) <li style="text-align: center;">Or • BS (Hons.) Home Economics with a minimum of 1 year of relevant industry experience (Hand & Machine Embroidery Proficient) <li style="text-align: center;">Or • BS Home Economics (Clothing & Textiles) / BS Home Economics (Textiles & Clothing) with a minimum of 1 year of relevant industry experience (Hand & Machine Embroidery Proficient) <li style="text-align: center;">Or • BFA Textile Design - with a minimum of 1 year of relevant industry experience (Hand & Machine Embroidery Proficient) <li style="text-align: center;">Or • Dress Design & Making (DDM) with a minimum of 5 years of relevant industry experience (Hand & Machine Embroidery Proficient)
6. Pattern Making I, II, III	<ul style="list-style-type: none"> • 4-Years' BS Fashion Design / Bachelor in Fashion Design - (Pattern Making Proficient) • DDM with a minimum of 5 years of relevant industry experience (Pattern Making Proficient).
7. Sewing I, II & III	<ul style="list-style-type: none"> • 4-Years' BS Fashion Design / Bachelor in Fashion Design - (Sewing Proficient) • DDM with a minimum of 5 years of relevant industry experience (Sewing Proficient)
8. Drawing & Design I, II	<ul style="list-style-type: none"> • 4-Years' BS Fashion Design / Bachelor in Fashion Design • BS (Hons.) Home Economics with a minimum of 1 year of relevant industry experience • 4-Years' BS Textile Design / Bachelor in Textile

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	<p>Design</p> <ul style="list-style-type: none"> • 4- Years’ BS Home Economics (Clothing & Textiles) / BS Home Economics (Textiles & Clothing) • 4- Years’ BFA Textile Design • 4-Years’ BS Graphic Design / Bachelor in Graphic Design (Fashion Illustration Proficient) • 4-Years’ BFA with a minimum of 1 year of relevant Industry experience (Fashion Illustration Proficient) • Dress Design & Making (DDM) with a minimum of 5 years relevant industry experience with Good Drawing Skills
9. Computer-Aided Design – I, II	<ul style="list-style-type: none"> • 4-Years’ BS Fashion Design / Bachelor in Fashion Design (CAD Proficient) • 4-Years’ BS Textile Design / Bachelor in Textile Design (CAD Proficient) • BS (Hons.) Home Economics with a minimum of 1 year of relevant industry experience • 4 Years’ BS Home Economics (Clothing & Textiles) / BS Home Economics (Textiles & Clothing) - (CAD Proficient) • 4 Years’ BFA Textile Design (CAD Proficient) • 4-Years’ BS Graphic Design / Bachelor in Graphic Design (Subject’s Core Content Specialist) • Dress Design & Making (DDM) with a minimum of 5 years relevant industry experience with CAD Skills
10. CAD III 11. Computer Graphics for Fashion Industry	<ul style="list-style-type: none"> • 4-Years’ BS Fashion Design / Bachelor in Fashion Design (with CAD & Graphic Tablet Proficiency) • 4-Years’ BS Textile Design / Bachelor in Textile Design (with CAD & Graphic Tablet Proficiency) • 4 Years’ BS Home Economics (Clothing & Textiles) / BS Home Economics (Textiles & Clothing) - (with CAD & Graphic Tablet Proficiency) • 4 Years’ BFA Textile Design (with CAD & Graphic Tablet Proficiency) • 4-Years’ BS Graphic Design / Bachelor in Graphic Design (Graphic Tablet Proficient)

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	<ul style="list-style-type: none"> • Dress Design & Making (DDM) with a minimum of 5 years relevant industry experience with CAD & Graphic Tablet Proficiency
12. Marketing & Merchandizing 13. Entrepreneurship and Business Management 14. Communication Skills and Report Writing	<ul style="list-style-type: none"> • 4-Years' Bachelor / BS in Fashion Marketing and Merchandising • 4- Years' BS Marketing & Merchandising • BBA (Marketing) with a minimum of 1 years of relevant marketing Experience
15. Quality Assurance	<ul style="list-style-type: none"> • BSc in Textile Technology (Preferably with a minimum of 1 year of industry experience working in a similar capacity) • BS in Total Quality Management (Preferably with a minimum of 1 year of industry experience working in a similar capacity) • BBA with a Minimum of 2 years of relevant industry experience in the subject specialist area
16. Fashion Styling 17. Draping	<ul style="list-style-type: none"> • 4-Years' BS Fashion Design / Bachelor in Fashion Design (Preferably with a minimum of 1 year of industry experience working in a similar capacity)
<ul style="list-style-type: none"> • Machine Embroidery Lab • Sewing Lab • Textile Techniques Lab • Knitting Lab • Textile Design Studio • Computer Aided Design Lab 	<ul style="list-style-type: none"> • Lab Technician for each Lab. Must be a proficient machine specialist and technician with a minimum of 2 years of industry experience working with the relevant machinery
18. English	<ul style="list-style-type: none"> • M.A. (Relevant Subject) with B.Ed. <p>Note: Subject's Core Content Proficiency is required. Prior Industry and Teaching Experience would be preferred</p>
19. Urdu	
20. Islamiat / Civics (for Non-Muslims)	
21. Pakistan Studies	

Note: Teacher instructor having Masters or above qualification as mentioned above are encouraged to apply

Note: Subject's Core Content Proficiency is required. Prior Industry and Teaching Experience would be preferred

EMPLOYABILITY OF THE PASS-OUT STUDENTS

The pass-out of this course may work in the following sectors/areas

Sr. No.	Potential Employers (Industry/Sectors)	Sr. No.	Potential Employers (Industry/Sectors)
1.	Fashion Brand	2.	Textile Brand
3.	Clothing Industry	4.	Garment Manufacturing Industry
5.	Textile Industry	6.	Home Textile Industry
7.	Apparel Units	8.	Textiles Production Houses
9.	Garment Production Houses	10.	Boutiques
11.	Stitching Units	12.	Graphic Design House
13.	Marketing & Merchandizing	14.	Buying Houses
15.	Vocational Institutes	16.	Schools
17.	NGO	18.	TV Channel

The pass-out of this course may work in the following positions:

Sr. No.	Potential Jobs / Designation	Sr. No.	Potential Jobs / Designation
1.	Entrepreneur	2.	Freelance Designer
3.	Assessor (DDM / Relevant trades)	4.	Junior Instructor
5.	Teacher's Assistant	6.	Art Teacher
7.	Sketcher	8.	Junior Embroidery Designer
9.	Junior Embroidery Artist	10.	Assistant to Surface Designer
11.	Assistant Clothing Designer	12.	Assistant Fashion Designer
13.	Assistant Textile Designer	14.	Assistant to Pattern Designer
15.	Sewing Machine Operator	16.	Junior Digital Designer
17.	CAD Artist	18.	CG Designer
19.	Junior Graphic Designer	20.	Print Designer (Junior)
21.	Textile Print Designer	22.	Assistant Fashion Stylist
23.	Wardrobe Designer in TV Channel	24.	Wardrobe Manager in TV Channel

Dress Designing and Making 3-Years Course

25.	Backstage Stylist's Crew in Fashion Show	26.	Assistant to the Marketing Manager
27.	Assistant Manager Marketing & Merchandising	28.	Assistant Merchandiser
29.	Assistant to Business Development Manager	30.	Assistant to Brand Manager
31.	Office Assistant	32.	Assistant to Quality Assurance Manager
33.	Assistant to Quality Manager	34.	Assistant M&E
35.	Trend Forecaster	36.	Assistant to Research & Development Manager
37.	Assistant to Research Analyst	38.	Research Assistant

Curriculum Revision Committee

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