

GOVERNMENT OF THE PUNJAB

**TECHNICAL EDUCATION & VOCATIONAL
TRAINING AUTHORITY**



CURRICULUM FOR

Textile Design

(1 – Year Course)

October, 2015

**CURRICULUM SECTION
ACADEMICS DEPARTMENT**

96-H, GULBERG-II, LAHORE

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TRAINING OBJECTIVES:

- To make students understand the importance of textile design in local market.
- To aware them with the basic design development process.
- To give them the knowledge about making textile repeats.
- To make them proficient in doing different textile repeats and lay outs of the designs
- To give the student knowledge that would enable him to get employment in local industry.

CURRICULUM SALIENT:

Name of the Course	:	Textile Design
Entry level	:	Matric
Duration of course	:	one year
Total training hours	:	1600 hours.
Training hours per week	:	40 hours
	:	7 Hours per day except
	:	5 Hours Friday
Training Methodology	:	Practical 80%
		Theory 20%

SKILL COMPETENCY DETAILS: -

On successful completion of this course, the trainee should be able to:-

- Create his own designs using elements and principles of design.
- Make different types of textile repeats
- Render the designs using different media
- Apply tie and dye.
- Perform fabric and silk paint
- Make stenciling
- Apply screen printing
- Perform batik
- Apply hand embroidery
- Apply Machine Embroidery
- Make Embellishment
- Use computer aided software to develop digital design.

KNOWLEDGE PROFICIENCY DETAILS: -

On successful completion of this course, the trainee should be able to: -

- Understand the concept of fundamental elements and principles of design
- Understand and implement the process basic of design development.
- Know the method of making textile repeats and their importance in textile industry.
- Understand the importance of research in creation and implementation of design.
- Explain the processes involved in doing basic textile techniques.
- Know how to work in a professional environment.
- Know how to communicate professionally.
- Follow health and safety procedures.

CURRICULUM DELIVERY STRUCTURE

	Curriculum Delivery	Revision	Co-curricular Activities	Final Test	Total
W E E K	1-20	21	22-25	26	26
	20	1	4	1	

SCHEME OF STUDIES
Textile Design
 (1 – Year Course)

Sr. No	Main Topics	Theory Hours.	Practical Hours	Total Hours
Semester-1				
1.	Design Development	70	168	238
2.	Tie and Dye	10	26	36
3.	Fabric & Silk Paint	8	55	63
4.	Hand Embroidery	14	93	107
5.	Embellishment	10	94	104
6.	Final Project 1	14	98	112
7.	Computer Fundamentals	14	66	80
8.	Functional English	20	20	40
9.	Work Ethics	-	20	20
Total		160	640	800
Semester- 2				
1.	Batik	7	46	53
2.	Machine Embroidery	48	170	218
3.	Stenciling	8	40	48
4.	Screen Printing	10	70	80
5.	Final Project 2	12	104	116
6.	Computer Aided Design (CAD)	55	170	225
7.	Functional English	20	20	40
8.	Work Ethics	-	20	20
Total		160	640	800
Grand Total		320	1280	1600

DETAIL OF COURSE CONTENTS

Textile Design
(One Year Course)

Sr. No	Detail of Topics	Theory Hours	Practical Hours
Semester 1			
1.	Design Development 1.1. Introduction to Elements and Principles of Design 1.2. Definition of elements of design 1.2.1. Line 1.2.2. Shape 1.2.3. Form 1.2.4. Color 1.2.5. Texture 1.2.6. Space 1.2.7. Size 1.3. Definition of Principles of design 1.3.1. Balance 1.3.2. Harmony 1.3.3. Rhythm 1.3.4. Contrast 1.3.5. Emphasis 1.3.6. Grid of elements and principles of design 1.4. Color /Theory 1.4.1. Color wheel 1.4.2. Types of colors (primary,secondary, tertiary) 1.4.3. Value and intensity of color 1.4.4. Tonal Gradation 1.4.5. Temperature of color	70	168

	<p>1.4.6. Color schemes (monochromatic, analogous, complementary, split complementary, double complementary, double split complementary, triad, tetrad)</p> <p>1.5. Creation of theme based design using elements and principles of design</p> <p>1.5.1. Selection and research on theme</p> <p>1.5.2. Design extraction</p> <p>1.5.3. Create five designs each measuring 12”X12” using elements and principles of design.</p> <p>1.5.4. Rendering of design 5 using poster paints, water colors, water color pencils and mixed media.</p> <p>1.6. Introduction and importance of Textile repeats</p> <p>1.6.1. Block repeat on A3 size sheet</p> <p>1.6.2. Rendering of block repeat in mix media</p> <p>1.6.3. Mirror repeat</p> <p>1.6.4. Rendering of mirror repeat in mix media</p> <p>1.6.5. Diamond repeat</p> <p>1.6.6. Rendering of diamond repeat in mixmedia</p> <p>1.6.7. Half Drop repeat</p> <p>1.6.8. Rendering of Drop repeat in mix media</p> <p>1.6.9. Brick repeat</p> <p>1.6.10. Rendering of brick repeat in mix media</p> <p>1.6.11. Lay outs of the designs for shirt and dupatta</p>		
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	1.6.12. Rendering of layouts developing textures using different media.		
2.	Tie and dye 2.1. Introduction to tie and dye 2.2. Instruction of tying the fabric sample 2.2.1. Tying the fabric in different techniques 2.3. Dying the fabric sample 2.3.1 Preparation of dye 2.3.2 Dying the fabric 2.3.3 Un-tying and drying the fabric samples. 2.4 Five experimental samples of size 12"x12" with the combination of minimum three techniques.	10	26
3.	Fabric & Silk Paint 3.1. Design Creation for fabric and silk painting 3.2. Selection of Fabric 3.3. Introduction to tracing techniques 3.3.1. Tracing through light table 3.3.2. Tracing through punching method 3.3.3. Tracing through carbon paper 3.4. Fabric Painting on 12"X 12" samples 3.4.1. Fabric Painting on 12"X 12" samples 3.4.2. Tracing the designs on a selected fabric 3.4.3. Painting the designs making four samples each using: Plain colors Emboss colors Pearl colors Combination of above three types of paints	8	55

	<p>3.5. Silk Painting on 12”X 12”sample</p> <p>3.5.1. Tracing the design on a selected fabric</p> <p>3.5.2. Painting the design creating four samples of silk painting each of size 12”x12”</p> <p>3.5.3. Two samples painted in mixed media each of size 12”x12”</p>		
<p>4.</p>	<p>Hand Embroidery</p> <p>4.1. Introduction to different embroidery stitches</p> <p>4.1.1. Running Stitch</p> <p>4.1.2. Back Stitch</p> <p>4.1.3. Chain Stitch</p> <p>4.1.4. Stem Stitch</p> <p>4.1.5. Button hole Stitch</p> <p>4.1.6. French Knot Stitch</p> <p>4.1.7. Bullion Knot Stitch</p> <p>4.1.8. Lazy Dazy</p> <p>4.1.9. Fly Stitch</p> <p>4.1.10. Feather Stitch</p> <p>4.1.11. Cross Stitch</p> <p>4.1.12. Herringbone</p> <p>4.1.13. Wheel Stitch</p> <p>4.1.14. Spider Stitch</p> <p>4.1.15. Knot Stitch</p> <p>4.1.16. Fern Stitch</p> <p>4.1.17. Couching</p> <p>4.1.18. Satin Stitch</p> <p>4.1.19. Long and Short</p> <p>4.2. Research on different types of fabrics and materials that can be used for hand embroidery.</p>	<p>14</p>	<p>93</p>

	<p>4.3. Selection of fabric swatches for different embroidery stitches</p> <p>4.4. Creating designs for making embroidery sample.</p> <p>4.5. Creating Trace of the design through punching method</p> <p>4.6. Tracing the designs on fabric</p> <p>4.7. Embroidery on the final wall picture of size12”X14”</p>		
5.	<p>Embellishment</p> <p>5.1. Introduction to Embellishment</p> <p>5.2. Research on different embellishment materials e.g. tilla, beads, dabka, kora etc.</p> <p>5.3. Fabric swatches using different embellishment materials</p> <p>5.4. Creating the designs for embellishment</p> <p>5.5. Tracing the design on fabric</p> <p>5.6. Final samples using different embellishment materials</p>	10	94
6.	<p>Final Project 1 (Lamp/ Light)</p> <p>6.1. Research on lamps/ lights</p> <p>6.2. Creation of structural designs</p> <p>6.3. Creation of surface design</p> <p>6.4. Final rendered design</p> <p>6.5. Technical drawing</p> <p>6.6. Making of final project</p>	14	98
7.	<p>Computer Fundamentals</p> <p>7.1. Basics of Computer</p> <p>7.1.1. Basics of Computer</p> <p>7.1.2. Computer</p> <p>7.1.3. Types of Computer</p>	14	66

	<ul style="list-style-type: none"> 7.1.4. Computer Hardware 7.1.5. Computer Software & its Types 7.1.6. Operating Systems (OS) 7.2. Windows OS <ul style="list-style-type: none"> 7.2.1. Using Windows OS 7.2.2. Creating, Maintaining and Saving Files in Windows OS 7.3. Microsoft (MS) Word Software <ul style="list-style-type: none"> 7.3.1. Interface of the Software 7.3.2. Creating, Saving, Editing & 7.3.3. Maintaining Documents 7.3.4. Inserting Tables, Clipart, Shapes & Pictures 7.4. MS PowerPoint <ul style="list-style-type: none"> 7.3.1. Interface of The software 7.3.2. Menu Bar or Ribbons 7.3.3. Working on PowerPoint 7.3.4. Design & Animations 		
8.	Functional English	20	20
9.	Work Ethics		20
Semester 2			
1.	Batik <ul style="list-style-type: none"> 1.1. Introduction to Batik <ul style="list-style-type: none"> 1.1.1. Brief history of Batik 1.1.2. Materials used for doing batik 1.1.3. Types of fabrics used for making batik 1.2. Fabric swatches using different techniques like making cracks, dip and dye method, brush method using brush and painting tool 1.3. Creating the designs for batik 1.4. Tracing the designs on fabric 	7	46

	1.5. Produce five Batik samples each of size 12”X12”		
2.	Machine Embroidery 2.1. Introduction to Embroidery Machines 2.1.1. Types of Machines 2.1.2. Parts of embroidery Machine 2.2. Care of embroidery Machine and oiling of parts 2.3. Materials used in Machine embroidery 2.4. Method of operating embroidery machine 2.5. Different Stitches in Machine embroidery 2.5.1. Back Stitch 2.5.2. Satin Stitch 2.5.3. Long & Short Stitch 2.5.4. Fancy Stitch 2.5.5. Appliqué 2.5.6. Cut Work 2.5.7. Cord work 2.5.8. Quilting 2.5.8.1. English Quilting 2.5.8.2. French or sectional Quilting 2.5.8.3. Italian or corded Quilting 2.6. Research on fabric used in Machine embroidery 2.7. Creation of machine embroidery samples using each embroidery stitch 2.8. Create designs for making embroidery samples with multiple stitches 2.9. Tracing designs on fabric 2.10. Five Machine embroidery samples of size 12”x12” using at least five stitches in each sample.	48	170

3.	Stenciling 3.1. Creation of Designs 3.2. Separation of negative and positive space 3.3. Tracing of design on stencil sheet 3.4. Cutting Stencil 3.5. Selection of fabrics 3.6. Printing with stencil on 12”X12” fabric samples	8	40
4.	Screen printing 4.1. Introduction of screen printing 4.2. Tools, equipment& materials used for screen printing 4.3. Design development 4.4. Color separation of designs 4.5. Techniques of screen making 4.5.1. Block out screens 4.5.2. Photographic screens 4.6. Preparation of dyes 4.7. Procedure of printing with screens 4.8. Projects 4.8.1. Swatch book of screen samples 4.8.2. Apparel	10	70
5.	Final Project 2 (Home accessories-cushions, sofa throw, wall hanging, vase) 5.1. Research on home accessories 5.2. Creation of designs 5.3. Final rendered designs 5.4. Technical drawings 5.5. Making of final project	12	104
6.	Computer Aided Design (CAD) 6.1. Adobe Photoshop 6.1.1. Introduction To Adobe Photoshop	55	170

	<ul style="list-style-type: none">6.1.2. Interface of the software6.1.3. Menu Bar6.1.4. Creating New Files, Paper Sizes, Pixels6.1.5. Colors, Swatches & Styles6.1.6. Tool Bar<ul style="list-style-type: none">6.1.6.1. Pick Tool6.1.6.2. Marquee Tool6.1.6.3. Lasso Tool6.1.6.4. Magic Wand6.1.6.5. Cropping6.1.6.6. Brushes6.1.6.7. Clone Stamps6.1.6.8. Eraser6.1.6.9. Fill & Gradient Tool6.1.6.10. Pen Tool6.1.6.11. Text Tool6.1.6.12. Shapes Tools6.1.7. Working with Layers<ul style="list-style-type: none">6.1.7.1. Creating, copying, editing and deleting layers6.1.7.2. Layer Properties6.1.7.3. Layer Styles6.1.7.4. Layer Masking6.1.7.5. Grouping and Merging Layers6.1.8. Using Edit Menu<ul style="list-style-type: none">6.1.8.1. Cut, Copy, Paste6.1.8.2. Color Fill6.1.8.3. Stroke6.1.8.4. Transformation (scale, rotate,		
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	<p style="text-align: center;">skew, distort, warp & Flip)</p> <p>6.1.9. Using Image Menu for Image Editing</p> <p>6.1.9.1. Image Modes</p> <p>6.1.9.2. Adjustments (Color Balance, Brightness, Contrast, Hue, Saturation)</p> <p>6.1.9.3. Photo Filters</p> <p>6.1.10. Using Filters</p> <p>6.1.11. Assignment: Trace the manual created repeats using the basic toolbar and transformations. Apply colors, filters and effects on it.</p> <p>6.2. Adobe Illustrator</p> <p>6.2.1. Introduction to Adobe Illustrator</p> <p>6.2.2. Interface of the Software</p> <p>6.2.3. Menu Bar</p> <p>6.2.3.1. 6.2.3.1 File Menu</p> <p>6.2.3.2. 6.2.3.2 Edit Menu (Cut, Cop, Paste, Edit Colors, Color Settings)</p> <p>6.2.3.3. 6.2.3.3 Object (Transform, Live Paint, Live Tracing, Envelope Distort, Group, Path, Blend, Pattern)</p> <p>6.2.3.4. 6.2.3.4 Type (font, Size)</p> <p>6.2.4. Tool Bar</p> <p>6.2.4.1. Pen tool</p> <p>6.2.4.2. Shape Tool</p> <p>6.2.4.3. Paint Bucket</p> <p>6.2.4.4. Paint Bucket</p> <p>6.2.4.5. Text Tool</p>		
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	6.2.4.6. Lasso Tool 6.2.5. Overview of Panel 6.2.6. Assignment: Develop the layouts, technical drawings and designs of your final project on the software using different tools and effects.		
7.	Functional English	20	20
8.	Work Ethics		20
Total		320	1280

List of Practical

Semester 1

1. Draw different types of lines.
2. Draw different types of shapes.
3. Convert different shapes into forms.
4. Draw a grid using each principle of design over every element.
5. Draw a color wheel differentiating primary, secondary and tertiary colors.
6. Make a value chart using any one of primary color.
7. Create a design and render it in warm colors
8. Create a design and render it in cool colors.
9. Create a design and render it in monochromatic color scheme.
10. Create a design and render it in complementary color scheme.
11. Create a design and render it in split complementary color scheme.
12. Create a design and render it in double complementary color scheme.
13. Create a design and render it in double split complementary color scheme.
14. Create a design and render it in triad color scheme.
15. Create a design and render it in tetrad color scheme.
16. Make block repeat on A3 size sheet and render it in mix media.
17. Make mirror repeat on A3 size sheet and render it in mix media.
18. Make diamond repeat on A3 size sheet and render it in mix media.
19. Make half drop repeat on A3 size sheet and render it in mix media.
20. Make brick repeat on A3 size sheet and render it in mix media.
21. Create a layout of shirt and dupatta using different types of repeats and render it.
22. Produce five samples of tie and dye using different techniques and of size 12"x12".
23. Produce two samples painted in mixed media each of size 12"x12"
24. Create the trace of a design using punching method.
25. Make a wall panel of size 12"x14" using multiple hand embroidery stitches.
26. Produce a sample of size 12"x12" using different embellishment materials practically.

27. Create a lamp/ light using multiple surface adornment techniques.

Semester 2

1. Trace the manual created repeats using the basic toolbar and transformations. Apply colors, filters and effects on it.
2. Develop the layouts, technical drawings and designs of your final project on the software using different tools and effects.
3. Melt paraffin and bee wax in proper ratio.
4. Produce five Batik samples each of size 12”X12”.
5. Create a swatch book of sample each with a different machine embroidery stitch.
6. Produce a sample of English quilting.
7. Produce a sample of French quilting.
8. Produce a sample of Italian quilting.
9. Produce five machine embroidery samples of size 12”x12” using at least five stitches in each sample.
10. Cut a stencil neatly for printing.
11. Produce stenciled samples, each of size 12”x12” on different types of fabrics.
12. Make a swatch book of screen printing samples.
13. Create an apparel with screen printing as major surface technique.
14. Create a project with cushions, sofa throw, wall hanging and vase using different surface ornamentation techniques.

LIST OF Tools and Equipment
(For a Class of 25 Students)

Name of Trade	Textile Design
Duration of Course	1 year

Sr. No.	Tools and equipment	Quantity
1.	Drawing boards	25
2.	Drawing tables	25
3.	Light tables	2
4.	Paper cutters	25
5.	Fabric Scissors	5
6.	Sharpeners	25
7.	Paint Brushes	25
8.	Color Palettes	25
9.	Containers for melting wax	5
10.	Containers for making dyes	10
11.	Needles	2 packs
12.	Embroidery Frames	25
13.	Screens	25
14.	Embroidery Machines	25
15.	Computers	25
16.	Multimedia	1
17.	Frames for silk painting and batik	25
18.	Adda	5
19.	Aar	25
20.	Brushes for wax application	25
21.	Yjanting tools	25

LIST OF CONSUMABLES
(For a Class of 25 Students)

Sr. No.	Consumables	3.1.1.1 Quantity
1.	Pencils	25
2.	Erasers	25
3.	Sharpeners	25
4.	Sketch books	25
5.	Poster paints (5 basic colors)	25 each color
6.	Water color pencils	5 packs
7.	Water colors	5 kits
8.	Fabric	5 yards (each student)
9.	Carbon paper	25
10.	Butter paper	50
11.	Powder Dyes (5 colors)	5 tola each
12.	Fabric Paints (5 basic colors)	25 each color
13.	Seta silk (5 colors)	2 each color
14.	Stencil sheets	25
15.	Paraffin Wax	1 kg
16.	Bee Wax	1 kg
17.	Drawing sheets	50
18.	Embroidery threads	20 guchi each student
19.	Machine embroidery threads	20 reels each student
20.	Embellishment material	1 tola each material per student

MINIMUM QUALIFICATION OF INSTRUCTOR

Bachelor degree in Textile design with minimum one year experience in relevant field/ teaching experience

OR

One year diploma in Textile design with minimum two years of experience in relevant field.

OR

DDM (diploma in dress making) 3-Year course with 4 Years relevant teaching/ Industry experience

REFERENCE BOOKS

1. Arts and Crafts Embroidery Laura Euler
2. Ascher: Fabric, Art, Fashion Valerie D. MendesFrances Hinchcliffe
3. Printed Textile Design Amanda Briggs-Goode

EMPLOYABILITY OF PASS-OUTS

The pass outs of this course may find job / employment opportunities in the following areas / sectors: -

1. Textile and Garments Industry
2. Boutique and industrial homes.
3. Schools as a teacher for Home Economics/Drawings/Designing.
4. Self employment

CURRICULUM DEVELOPMENT COMMITTEE

Ms. AmmaraMaqbool Interior Verifier, Arts & Crafts Step Institute of Art, Design & Management, 93-B-3, Gulberg III, Lahore.	Convener
Mr. Junaid-ur-Rehman Internal Verifier & Program Manager, Institute of Art, Design & Management, 93-B3 Gulberg III	Member
Ms. Ayesha Khan Instructor, GCT (W) Lytton Road Lahore	Member