

| 1                        | Name of Syllabus                       | <b>C. C. In Computerized Fashion Designing<br/>(410104)</b>   |       |       |            |            |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
|--------------------------|--|---|-------|-------|------------|------------|--|--------------------------|------------|-----------------|--------|-----------|------------|------------|----------|----------|--------------------------------------|------|-------|-----|----|---|----------|------------------------|-------|-------|-----|----|---|----------|--------------------------------------|------|-------|-----|----|---|----------|-------------------------|-------|-------|-----|----|--|--|-------|--|--|-----|-----|
| 2                        | Max.Nos of Student                     | 25 Students   |       |       |            |            |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| 3                        | Duration                               | 6 Month   |       |       |            |            |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| 4                        | Type                                   | Part Time   |       |       |            |            |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| 5                        | Nos Of Days / Week                     | 6 Days  |       |       |            |            |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| 6                        | Nos Of Hours /Days                     | 4 Hrs   |       |       |            |            |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| 7                        | Space Required                         | Workshop = 200 Sq feet<br><u>Class Room = 200 Sq feet</u><br>TOTAL = 400 Sq feet  |       |       |            |            |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| 8                        | Entry Qualification                    | S.S.C. Pass   |       |       |            |            |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| 9                        | Objective Of Syllabus/<br>introduction | The objective is to expose professionals & to meet the needs of the users by complementing their knowledge, skills, ability, creativity in the field of fashion to computer aided designing techniques & their application in the industry. A lot of flexibility is available with the use of different motifs & prints, background, drafting & Grading-special effects can be simulated & printed out with absolute accuracy.  |       |       |            |            |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| 10                       | Employment Opportunity                 | Can get job in Garment industry.  |       |       |            |            |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| 11                       | Teacher's Qualification                | I.T.I. COEA Advance Computerized patternmaking Diploma in Dress Designing & Garment manufacturing.  |       |       |            |            |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| 12                       | Training System                        | <table><tr><th colspan="3">Training System Per Week</th></tr><tr><td>Theory</td><td>Practical</td><td>Total</td></tr><tr><td>6 Hours</td><td>18 Hours</td><td>24 Hours</td></tr></table>  |       |       |            |            |  | Training System Per Week |            |                 | Theory | Practical | Total      | 6 Hours    | 18 Hours | 24 Hours |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| Training System Per Week |  |   |       |       |            |            |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| Theory                   | Practical                              | Total   |       |       |            |            |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| 6 Hours                  | 18 Hours                               | 24 Hours  |       |       |            |            |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| 13                       | Exam. System                           | <table><tr><th>Sr. No.</th><th>Paper Code</th><th>Name of Subject</th><th>TH/PR</th><th>Hours</th><th>Max. Marks</th><th>Min. Marks</th></tr><tr><td>1</td><td>41010411</td><td>Basic of Computerized Pattern Making</td><td>TH-I</td><td>3 hrs</td><td>100</td><td>35</td></tr><tr><td>2</td><td>41010412</td><td>Grading Markers Making</td><td>TH-II</td><td>3 hrs</td><td>100</td><td>35</td></tr><tr><td>3</td><td>41010421</td><td>Basic of Computerized Pattern Making</td><td>PR-I</td><td>3 hrs</td><td>100</td><td>50</td></tr><tr><td>4</td><td>41010422</td><td>Grading &amp; Marker Making</td><td>PR-II</td><td>3 hrs</td><td>100</td><td>50</td></tr><tr><td></td><td></td><td>Total</td><td></td><td></td><td>400</td><td>170</td></tr></table> |       |       |            |            |  | Sr. No.                  | Paper Code | Name of Subject | TH/PR  | Hours     | Max. Marks | Min. Marks | 1        | 41010411 | Basic of Computerized Pattern Making | TH-I | 3 hrs | 100 | 35 | 2 | 41010412 | Grading Markers Making | TH-II | 3 hrs | 100 | 35 | 3 | 41010421 | Basic of Computerized Pattern Making | PR-I | 3 hrs | 100 | 50 | 4 | 41010422 | Grading & Marker Making | PR-II | 3 hrs | 100 | 50 |  |  | Total |  |  | 400 | 170 |
| Sr. No.                  | Paper Code                             | Name of Subject   | TH/PR | Hours | Max. Marks | Min. Marks |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| 1                        | 41010411                               | Basic of Computerized Pattern Making  | TH-I  | 3 hrs | 100        | 35         |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| 2                        | 41010412                               | Grading Markers Making  | TH-II | 3 hrs | 100        | 35         |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| 3                        | 41010421                               | Basic of Computerized Pattern Making  | PR-I  | 3 hrs | 100        | 50         |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
| 4                        | 41010422                               | Grading & Marker Making   | PR-II | 3 hrs | 100        | 50         |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |
|                          |  | Total   |       |       | 400        | 170        |  |                          |            |                 |        |           |            |            |          |          |                                      |      |       |     |    |   |          |                        |       |       |     |    |   |          |                                      |      |       |     |    |   |          |                         |       |       |     |    |  |  |       |  |  |     |     |

## THEORY - I - Basic of Computerized Pattern Making

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|-----------|---|
| <b>1</b>  | <p>CAD Software.</p> <ol style="list-style-type: none"> <li>1. Career in CAD Technology.</li> <li>2. Basic knowledge of CAD Software.</li> <li>3. Utility of CAD Software.</li> </ol>   |
| <b>2</b>  | <ol style="list-style-type: none"> <li>1. Introduction to the different software rated to the subject available in the market.</li> <li>2. Knowledge of different modules in the software.</li> <li>3. Advantages &amp; Disadvantages of software.</li> <li>4. Process Flow chart.</li> </ol>   |
| <b>3</b>  | <p><b><u>Digitizing</u></b></p> <ol style="list-style-type: none"> <li>1. knowledge of process of Digitizing</li> <li>2. Knowledge of Digitizer.</li> <li>3. Importance of Digitizer.</li> </ol>  |
| <b>4</b>  | <p><b><u>Drafting</u></b></p> <ol style="list-style-type: none"> <li>1. Drafting techniques.</li> </ol>   |
| <b>5</b>  | <p><b><u>Grading</u></b></p> <ul style="list-style-type: none"> <li>• Importance of Grading</li> <li>• Types of Grading</li> <li>• Different types of Grading</li> <li>• Point Grading</li> <li>• Line Grading</li> <li>• Body Grading</li> <li>• Rule Grading</li> <li>• Button Grading</li> </ul> <p>Grading of Internal point.<br/>Match grading through comparison.</p> |
| <b>6</b>  | <p><b>Marker Making.</b></p> <p>Introduction to marker Making.</p> <p>Utility of marker</p> <p>Technical Terms related to marker according to Different forms/Tables required for Marker Making</p>   |
| <b>7</b>  | <p><b><u>Pattern Making</u></b></p> <p>Knowledge of Industrial measurement charts like. US,UK measurements specification.</p>   |
| <b>8</b>  | <p>Reading of spread sheets.</p> <p>Knowledge of contents of spread sheet.</p>  |
| <b>9</b>  | <p>Use of Technical tools like Dart manipulation, adding fullness, pleats etc.</p>  |
| <b>10</b> | <p>Knowledge of production sheets, Report, Costing, Inventory Control etc.</p>  |
| <b>11</b> | <p><b><u>Plotter</u></b></p> <p>Knowledge of plotter.</p> <p>Working of plotter.</p> <p>Importance of plotter.</p>  |
| <b>12</b> | <p>Knowledge of Auto cutting system, spreading Techniques.</p> <p>Working of Auto cutting system.</p> <p>Importance of Auto cutting system.</p>   |

## Theory - II - Grading Markers Making

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| <b>* Corel Draw</b><br>1. Drawing figurative modules of scale.<br>2. Designing fashion accessories.<br>3. Designing fashion brochures & stationery.              |
| <b>* Photoshop</b><br>1. Creative Backdrops for window display.<br>2. Applying various photography techniques using final Design.                                |
| <b>* Painter/Illustrator</b><br>1. what is illustrator<br>2. Drawing & modifying basic shapes.<br>3. Using tool box & pallet for vector graphics & bitmap images |
| <b>* Fashion Studio</b><br>1. Importance of fashion Designing in the industry.<br>2. Knowledge of terminology related to the fashion sketching.                  |
| 1. Knowledge of terminology related to the subject.<br>2. Knowledge of tools to draw a model.<br>3. Knowledge of scanner & scanning tools.                       |
| 1. Knowledge of tools to drapes to the model.  |
| 1. Knowledge of tools to add accessories to the dress.   |
| 1. Knowledge of tools to creative various effects to the Dress.  |
| 1. Knowledge of tools to create various effects to the Dress.  |
| 1. Knowledge of material available in software library & process to use the same.  |

## PRACTICAL - I Basic of Computerized Pattern Making

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| 1  | Search information from NET, Save of prepare a power point presentation related to the subject.  |
| 2  | Practice of different commands as creation of point line, dart, fullness, pleats etc.  |
| 3  | Practice of Tools to use digitizer.<br>Practice of pattern Digitizing.<br>Save the digitized pattern.<br>Apply Rule Table.   |
| 4  | Make the draft of different garments such as, frocks, blouse, choli, cut blouse, ladies shirt with salwar or skirt Trouser, boy's shirt.   |
| 5  | <b>Practice of Grading the pattern in different.</b><br>1. Point grading.<br>2. line grading.<br>3. body grading.<br>4. vale grading.<br>5. button grading.<br>6. Grading internal points etc. |
| 6  | Practice of filling different forms/tables. Practice of marker making manual practice. Practice of marker makes – Auto nesting. Practice of efficient maker making using advanced tools.       |
| 7  | Practice of making patterns of different styles.   |
| 8  | Pattern creation through spread sheets.  |
| 9  | Application of technical tools in pattern manipulation & prepare final pattern.  |
| 10 | Practice of Different report general & Process control.  |
| 11 | Practice of working with plotter. Printing of pattern in different ways.   |
| 12 | Practice of auto cutting system.   |

## **Practical - II Grading Markers Making**

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| 1. Developing garments for men's women's children's fashion figure along with accessories such as party wear, western wear. Traditional wear. |
| 2. Designing fashion accessories such as purse, shoes, hats.  |
| 3. Photoshop creating Backdrops for window display.   |
| 4. Applying various photography techniques using final Design.  |
| 5. Practical Design Painter/Illustrator.  |
| 6. Drawing & modifying basic shape.   |
| 7. Using tool box & pallet for vector graphics & bitmap images.   |
| 8. Selecting & copying objects.   |
| 9. Practices of tools to create a new model-tree hand, according to measurement.  |
| 10. Practice of scanning new model & work on it.  |
| 11. Practices of Tools to drapes a dress to the model-2D draping, 3D draping.   |
| 12. Practices of adding different accessories to the dress as lease. ribbons, Buttons etc.  |
| 13. Practice of scanning a fabric.  |
| 14. Creative new design of the fabric.  |
| 15. Apply fabric design/texture Variation.  |
| 16. Apply colour variation in the design.   |
| 17. Drape new fabric to the model.  |
| 18. Practice of scanning fabrics.   |
| 19. Creative new design of the fabric.  |
| 20. Apply fabric design/texture variation.  |
| 21. Apply colour variation the design.  |
| 23. Drape new fabric to the model.  |

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