

1	Name of Syllabus	C. C. In Computerized Fashion Designing (410104)																																															
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 <u>Class Room = 200 Sq feet</u> TOTAL = 400 Sq feet																																															
8	Entry Qualification	S.S.C. Pass																																															
9	Objective Of Syllabus/ 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																																	
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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 & 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
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THEORY - I - Basic of Computerized Pattern Making

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

* Corel Draw 1. Drawing figurative modules of scale. 2. Designing fashion accessories. 3. Designing fashion brochures & stationery.
* Photoshop 1. Creative Backdrops for window display. 2. Applying various photography techniques using final Design.
* Painter/Illustrator 1. what is illustrator 2. Drawing & modifying basic shapes. 3. Using tool box & pallet for vector graphics & bitmap images
* Fashion Studio 1. Importance of fashion Designing in the industry. 2. Knowledge of terminology related to the fashion sketching.
1. Knowledge of terminology related to the subject. 2. Knowledge of tolls to draw a model. 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

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. Practice of pattern Digitizing. Save the digitized pattern. 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	Practice of Grading the pattern in different. 1. Point grading. 2. line grading. 3. body grading. 4. vale grading. 5. button grading. 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. |
