

1. **Course Title** : APPAREL TESTING

2. **Course Code** : GT/FT-501

3. **Semester** : 5th

4. **Objectives:**

- i) To understand the behaviour of various fabric properties.
- ii) To understand the working of various textile testing instruments.
- iii) To have practical knowledge in the textile testing areas.

5. **Teaching Scheme(In hours)**

Lecture	Tutorial	Practical	Total
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6. **Examination Scheme**

Theory				Practical			
Examination Full Marks	Sessional Full Marks	Total Marks	Pass Marks	Practical	Practical Assessment	Total Marks	Pass Marks
-	-	-	-	50	50	100	33

7. **Detailed Practical List:**

- i) Determination of relative humidity by Hygrometer.
- ii) Practice the sample preparation for testing.
- iii) Study the various standard used for apparel testing.
- iv) Determination of crease resistance by crease recovery tester.
- v) Determination of Drapability of fabric by Drape meter.
- vi) Determination of fabric tensile strength (Warp way & Weft way).
- vii) Determination of fabric seam strength (Warp way & Weft way).
- viii) Determination of abrasion resistance of fabric.
- ix) Determination of bending modulus by stiffness tester for given sample of fabric (Warp way & Weft way).
- x) Determination of crease recovery angle in warp way & weft way.
- xi) Determination of colour fastness of fabric (Washing and light)
- xii) Determination of crimp in warp and weft way for a given sample of fabric.
- xiii) Determination of thickness of fabric.

8. **Suggested learning Resources:**

- Indian Textile Journal
- Asian Textile Journal
- Textile Trends
- Textile Technical
- Visit related Industry.

9. Book List:

Sr. No.	Author	Title	Publication
1.	J. E. Booth	Principles of Textile testing	CBS publishers, 4596, 1-A, (1996) 11 Darya Gang, New Delhi 110002
2.	B. Grover and D. S. Hamby	Hand Book of Textile Test and Quality control	Wiley Eastern Ltd, Chennai, Bombay etc, 1988
3.	S. P. Gupta	Statistical Methods	Sultan chand & sons, 4792/23, Daryaganj, New Delhi-110002, year 1983

1. **Course Title** : FASHION FORECASTING & RETAIL
2. **Course Code** : GT/FT-502
3. **Semester** : 5th
4. **Rationale of the Course:** This module aims towards developing an intuitive and intellectual approach to predict fashion trends for the coming seasons. It will provide students in depth knowledge about how to interpret fashion forecasting journals to design the appropriate product at the right time and for their target customer.
5. **Course Outcome:** After completion of this course the students will be able to-
 - CO1:** Understand the relevance of forecasting as a tool of business generation in the fashion business
 - CO2:** Understand forecasting as a tool to understand consumer behavior
 - CO3:** Observe and analyze factors that can influence trends
 - CO4:** Understand the methodology of fashion forecasting
 - CO5:** Develop skills in interpretation of forecasting and its application to different levels of fashion business.

6. Teaching Scheme (in hours)

Lecture	Tutorial	Practical	Total
42 + 3 = 45	-	-	45

7. Examination Scheme:

Theory				Practical			
Examination Full Marks	Sessional Full Marks	Total Marks	Pass Marks	Practical	Practical Assessment	Total Marks	Pass Marks
70	30	100	33	-	-	-	-

8. Detailed Course Content:

Chapter No	Chapter Title	Content	Hours
Unit-I	Introduction to Fashion Forecasting	<ul style="list-style-type: none"> ➤ The Fashion Forecasting Process ➤ Forecasting considering Fashion Cycle as a prelude to understand the methodology of fashion forecasting. ➤ Introducing innovation, the direction of fashion change ➤ Modern Forecasting methods 	12
Unit-II	Dynamics of Forecasting	<ul style="list-style-type: none"> ➤ Popular culture & Forecasting ➤ Color Forecasting ➤ Textile Forecasting ➤ Forecasting of Silhouettes ➤ The look: Design development ➤ Fashion Marketing research - Consumer behavior, Consumer Research in Fashion & Retail industry, Making trend boards based on 	12

		market and consumer research ➤ Trend forecasting for Retail ➤ Sales Forecasting for Retail Inventory management ➤ Forecasting at the workplace - Competitive analysis of the research, presenting the forecast	
Unit-III	Retail Inventory Planning & Control	➤ Retail Inventory planning ➤ Objectives, Advantages, Disadvantages, ➤ Open to Buy plan, Range plan, Range Planning process ➤ Fashion marketing plan – introduction, planning process & objectives	8
Unit-IV	The Concept of Retailing	➤ Introduction to Retail, evolution of Retailing, role of retail in the marketing system, wheel of retailing ➤ Classification & Types of Retail formats, Store based Retailing ➤ Retail market strategy ➤ Retail promotion & communication mix ➤ Retailing & Buying seasons ➤ Retail pricing strategies - Price adjustments, Markdowns, Variable pricing and price discrimination, Pricing Strategies, High / Low Pricing, Everyday low pricing, Pricing Techniques for increasing sales, Leader pricing, Odd pricing ➤ Introduction to E Retailing, E Retailing and B & M activities, Product Management, Stock Management, Shipping activities	10

9. Distribution of Marks:

Chapter No	Chapter Title	Type of Question			Total Marks
		Objective Type	Short Questions	Descriptive Questions	
Unit-I	Introduction to Fashion Forecasting	1 + 1	3	5	10
Unit-II	Dynamics of Forecasting	1 + 1 + 1 + 1	2 + 3 + 3	8	20
Unit-III	Retail Inventory Planning & Control	1 + 1 + 1 + 1	2 + 3 + 3	8	20
Unit-IV	The Concept of Retailing	1 + 1 + 1 + 1	2 + 3 + 3	8	20
	TOTAL				70

DETAILED TABLE OF SPECIFICATIONS FOR THEORY

Sr. No	Topic	OBJECTIVE TYPE				SHORT ANSWER TYPE					ESSAY TYPE				
		K	C	A	T	K	C	A	HA	T	K	C	A	HA	T
1.	Introduction to Fashion Forecasting	1	1		2		0	3		3	5				5
2.	Dynamics of Forecasting	1	2	1	4	2	3	3		8		8			8
3.	Retail Inventory Planning & Control	1	1	2	4	3	2	3		8	8				8
4.	The Concept of Retailing	1	2	1	4	2	3	3		8	8				8

K = Knowledge C = Comprehension A = Application

HA = Higher Than Application T = Total

Table Of Specifications For Theory

Sr. No	Topic (a)	Time allotted in hours (b)	Percentage Weightage (c)	K	C	A	HA
1	Introduction to Fashion Forecasting	12	25	6	1	3	-
2	Dynamics of Forecasting	12	27	3	13	4	-
3	Retail Inventory Planning & Control	8	27	12	3	5	-
4	The Concept of Retailing	10	21	11	5	4	-
Total		42	100	32	22	16	-

K = Knowledge C = Comprehension A = Application

HA = Higher Than Application

10. Suggested Implementation Strategies:

The syllabus can be completed by regular classes, special classes using audio –visual aids, tutorial classes and providing writing materials.

11. Suggested learning Resource:

- i) Kathryn McKelvey & Janine Munsie, Fashion Forecasting
- ii) Evelyn L. Brannon, Lorynn Divita, Fashion Forecasting, 4th edition
- iii) Jessica Mac Clintock, The fundamentals of Fashion (Part four)
- iv) Rita Prerna, Forecasting
- v) Promostyl & Other Fashion related Journals
- vi) Levy & Weitz, Retail Management
- vii) Berman Barry, Retail Management
- viii) Nancy J Rabolt, Concepts & Cases in Retail Management
- ix) Michael Levy, Barton A Weitz, Ajay Pandit, Retailing Management
- x) Dickerson Kitty G, Inside fashion Business

1. **Course Title** : CREATIVE GARMENT CONSTRUCTION (PRACTICAL)
2. **Course Code** : FT-503
3. **Semester** : 5th Semester
4. **Rationale of the course** : Sewing is the craft of fastening or attaching objects using stitches made with a needle and thread. Sewing is one of the oldest of the textile arts.

5. Teaching Scheme (in hours)

Lecture	Tutorial	Practical	Total
24	-	90	114

6. Examination Scheme

Theory				Practical			
Examination Full Marks	Sessional Full Marks	Total Marks	Pass Marks	Practical	Practical Assessment	Total Marks	Pass Marks
-	-	-	-	100	100	200	66

7. Detail Course Content:

Chapter No.	Chapter Title	Content	Hours
Unit-I	Creative / Designer wear	<ul style="list-style-type: none"> Select any one garments (one Western and one Indian) from any three Indian Designers of International repute and the develop pattern and construct the same. Prepare fabric cutting layouts and provide cost sheets 	30
Unit-II	Creative Party Wear	<ul style="list-style-type: none"> Construct a Men's formal Party wear (one upper garment) from pattern to development of Garment. Construct a Women's Formal Gown in any Silhouette. Prepare fabric cutting layouts and provide cost sheets. 	30
Unit-III	Creative Beach Wear	<ul style="list-style-type: none"> Construct Men's Beach wear (one short pant and one shirt) from pattern to development of garment. Prepare fabric cutting layouts and provide cost sheets 	27
Unit-IV	Creative Prom Wear	<ul style="list-style-type: none"> Construct (one women's garment) for Prom wear from pattern to development of garment. Prepare fabric cutting layouts and provide cost sheets. 	27

1. **Course Title** : CREATIVE PATTERN MAKING (PRACTICAL)
2. **Course Code** : FT-504
3. **Semester** : 5th
4. **Objectives of the course** :
 - To acquire the knowledge & skills to develop garments with style lines.
 - To acquire the knowledge & actual implementation of Dart Manipulation.
 - To acquire the basic knowledge of Draping garments.
5. **Teaching Scheme (in hours)**

Lecture	Tutorial	Practical	Total
12	-	72	84

6. Examination Scheme

Theory				Practical			
Examination Full Marks	Sessional Full Marks	Total Marks	Pass Marks	Practical	Practical Assessment	Total Marks	Pass Marks
-	-	-	-	100	100	200	66

7. Detail Course Content:

Chapter No.	Chapter Title	Content	Hours
Unit-I	Creative Designer wear	<ul style="list-style-type: none"> Select any two garments (one western and one Indian) from any three Indian Designers of International repute and drawing inspiration from it develop your own creative patterns for the same. 	20 + 3L
Unit-II	Introduction to Style lines & dart features	<ul style="list-style-type: none"> Basic Double dart series (revise) Women's Princess style lines (Classic & Armhole) Women's Panel style lines Parallel darts Radiating Darts Dart Clusters Graduating Darts 	23 + 5L
Unit-III	Creative Party Wear	<ul style="list-style-type: none"> Construct the pattern for a Men's formal Party wear of your choice. Construct the pattern for a Women's formal Party wear of your choice. Submit the patterns to your moderator along with rendered sketches of the above. <p><i>Students should be allowed to develop their existing illustrations into patterns from SMD, FI – 1 & 2 if they wish to.</i></p>	15 + 2L
Unit-IV	Creative Beach Wear	<ul style="list-style-type: none"> Construct the pattern for Men's Beach 	8

		<p>wear (one short pant and one shirt) of your choice</p> <ul style="list-style-type: none"> • Submit the patterns to your moderator along with rendered sketches of the above. <p><i>Students should be allowed to develop their existing illustrations into patterns from SMD, FI – 1 & 2 if they wish to.</i></p>	+ 1L
Unit-V	Creative Traditional Wear	<ul style="list-style-type: none"> • Construct the pattern for Women's Traditional wear of your choice. • Submit the patterns to your moderator along with rendered sketches of the above. <p><i>Students should be allowed to develop their existing illustrations into patterns from SMD, FI – 1 & 2 if they wish to.</i></p>	6 + 1L

8. Suggested learning resource:

1. The Technology of Clothing Manufacture By Carr & Latham
2. Zarapkar, Couture sewing techniques
3. Pattern making for fit and fashion by Helen Armstrong
4. Pattern making by Winifred Aldrich
5. Dress Pattern Designing Natalie Bray

1. Course Title : COSTUME DESIGN

2. Course Code : FT - 505

3. Semester : Fifth

4. Rationale of the Course: Costume Design is the investing of clothing and the overall appearance of a character or performer. This course has been designed to highlight the creative skills of the students in depicting the character through costume styling and gain insight into the protocol and expectations required to succeed in this fast paced industry.

5. Course Outcome: After completion of this course the students will be able to-

CO1: To become familiar with the fundamentals of costume design for TV/Film. They will gain insight into the protocol and expectations required to succeed in this fast paced industry.

CO2: To introduce the discipline of costume design, including character analysis and research, alongside a good research on the detailing (costume with accessories) involved in the costume design and styling

CO3: Gain confidence in using Computer Graphics for rendering effects and submit the Portfolio with proper documentation and graphical representation of the costumes, theme, backdrop etc.

6. Teaching scheme (in hours)

Lecture	Tutorial	Practical	Total
42	-	32	74

7. Examination Scheme:

Theory				Practical			
Examination Full Marks	Sessional Full Marks	Total Marks	Pass Marks	Practical	Practical Assessment	Total Marks	Pass Marks
70	30	100	33	25	25	50	17

8. Detailed Course Content:

Chapter No	Chapter Title	Content	Hours
Unit-I	Influence of various Civilizations on Textiles & Clothing, with special emphasis on Costumes	<ul style="list-style-type: none"> What is a Costume, Its Origin and development A study of the following civilizations must be done in order to understand their designs, costumes, fabrics, colour schemes, styles and techniques used. Textiles & Costumes of Ancient Near East: Mesopotamia, Sumerian Textiles & Costumes of Ancient Egypt, Greece & Rome 	7
Unit-II	Costumes across different	<ul style="list-style-type: none"> Egyptian costumes French Costumes 	9

	cultures all over the world	<ul style="list-style-type: none"> • British costumes • Roman costumes • Crete costumes • Byzantine costumes • Islamic costumes • Costumes of the far-east; Japanese, Chinese, Bhutanese, Burmese, Thai etc. • Costumes during the Neoclassical era 	
Unit-III	History of Indian costumes	<ul style="list-style-type: none"> • Costumes of Ancient India upto 1500 A.D • Costumes of Mauryan and Sunga, Kushan, Satvana, Gupta, Rajput, Mughal Dynasty, Indian War costumes, Costumes during the 19th century • The Persian Influence • The Greek Influence • The purdah system 	15
Unit-IV	Traditional Costumes of India	<ul style="list-style-type: none"> • Traditional Costumes of different States of North - east India with special emphasis to Assam, Meghalaya, Nagaland, Manipur • Rajasthan • Gujarat • West Bengal • U.P • Jammu & Kashmir • Punjab • Himachal Pradesh • South India (A.P, T.N & Kerala) 	12

10. Distribution of Marks:

Chapter No	Chapter Title	Type of Question			Total Marks
		Objective Type	Short Questions	Descriptive Questions	
Unit-I	Influence of various Civilizations on Textiles & Clothing, with special emphasis on Costumes	3	3	5	11
Unit-II	Costumes across different cultures all over the world	4	6	5	15
Unit-III	History of Indian costumes	7	7	10	24
Unit-IV	Traditional Costumes of India	11	4	10	25
	TOTAL	25			70

11. Suggested Implementation Strategies:

The syllabus can be completed by regular classes, special classes using audio –visual aids, tutorial classes and providing writing materials.

12. Suggested learning Resource:

- i. Rosemary Ingham, Costume Designer's Handbook – A complete guide for Amateur &
- ii. Professional Costume Designers
- iii. Deborah Nadoolman Landis, Costume Design
- iv. K. Swanson & Judith Everett, Promotion in the Merchandising Environment
- v. Jerligan Easterling, Fashion Merchandising & Marketing
- vi. DK Fashion, The definitive History of Costume & Style
- vii. Jill Condra, The Greenwood encyclopedia of clothing through World History
- viii. Ritu Kumar, Costumes & Textiles of Royal India
- ix. Vandana Bhandari, Costumes, Textiles & Jewellery of India

1. Course Title : COSTUME DESIGN (PRACTICAL)

2. Course Code : FT - 505

3. Semester : Fifth

4. Detailed Course Content:

Chapter No	Chapter Title	Content	Hours
Unit-I	Selection of a Theme	<ul style="list-style-type: none"> ➤ Create a plan for : (students should choose any one) <ul style="list-style-type: none"> • Character in a TV Serial • Character in a Movie • Character in a Drama / Play • Mythological Character • Cartoon character ➤ Design the complete look of the above Theme (Movie / Drama / Serial etc.), depicting the look of the Characters involved, using Mood Boards ➤ The above Theme should be based on a story line or scene; describe the Theme and also the scene in detail to co-relate with the look of your Mood Board ➤ Show the look of different Characters (the main protagonists) involved. Incorporate steps involved in the costume design process and create the costume design, style, image and identity using visual and written presentation. [Names of everything each wears and describing the shape (cut) and decoration of garments and accessories.] ➤ Use design elements to design costumes for the chosen character (<i>any one character</i>) and find ways to style it; the styling should reflect characterization. <p><i>It is important that the theme should not be repeated every year and teachers should guide the students in choosing unique themes each year. The above Characters have been provided for reference and maybe be changed or replaced with more innovative ideas every year.</i></p>	16
Unit-II	Promoting the Costumes	<ul style="list-style-type: none"> ➤ Use different combinations of Promotional Activities or Communication to promote your Costumes. It should look and sound convincing. 	6
Unit-III	The Final Portfolio	<ul style="list-style-type: none"> ➤ The final Portfolio should be submitted in such a way that it talks about the complete Theme and Character, with all the above requirements in place and the audience should be able to relate with the Theme. That will mean a successful Characterization. ➤ Computer Graphics may be used for the final submission. ➤ Students may submit Fabric swatches / printed, dyed or ornamented as a part of their Portfolio to show the actual look of the Costume, in support with graphical representation of the same. 	10

		➤ Students must evaluate cost of the final product as a part of their Portfolio.	
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5. Student Activity:

Student activity involves active participation of the students in putting forth their creativity in 2D as well as 3D form. The students will be guided through the entire process of learning but they have to put forth their creative talent in the form of designs, initially by working on the techniques and principles and then selecting a theme on which the product for end use will be based. This will give them the opportunity to work within their own space and hone their creative talent and artistic skills.

1. **Course Title** : ACCESSORY DESIGN (OPTIONAL)
2. **Course Code** : FT-506
3. **Semester** : 5th
4. **Rationale of the course** : Fashion these days has become more than just clothes; accessories can be used to transform an entire ensemble. Accessory design forms the secondary core of the whole business of fashion. Hence, this course is expected to provide the students national leadership in the area of fashion and lifestyle accessories.

5. Teaching Scheme (in hours)

Lecture	Tutorial	Practical	Total
-	-	75	75

6. Examination Scheme

Theory				Practical			
Examination Full Marks	Sessional Full Marks	Total Marks	Pass Marks	Practical	Practical Assessment	Total Marks	Pass Marks
-	-	-	-	50	50	100	33

7. Detailed Course Content:

Chapter No	Chapter Title	Content	Hours
Unit - I	Introduction to lifestyle accessory design	<ul style="list-style-type: none"> ➤ Overview ➤ Terms and definition ➤ Fundamentals of Fashion and Lifestyle accessory design. ➤ Tradition and experimental headwear / jewellery. 	10
Unit- II	Different types of accessory design and its purpose	<ul style="list-style-type: none"> ➤ Product domain- wearable accessories: Jewellery Watches Sunglass Belts Shoes & socks etc. ➤ Non wearable accessories: Purses & handbags Umbrella Travel goods etc. 	18
Unit III	Craft based design	<ul style="list-style-type: none"> ➤ Wood craft design ➤ Leather craft design ➤ Textile craft design ➤ Paper craft design ➤ Metal / clay craft design 	17
Unit - IV	Fashion Trends and Forecast	<ul style="list-style-type: none"> ➤ Fashion trends ➤ Forecasting trend ➤ Product development ➤ Indian as well as global context of various fashion trends 	15

Unit- V	Material study and material manipulation	<ul style="list-style-type: none">➤ Material behaviour studies➤ Exploring design concepts.	10
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8. Suggested Learning Resources :

Fashion accessory by Aneta Genova.

E books, design Pdf,

1. **Course Title :** CREATIVE SURFACE ORNAMENTATION (OPTIONAL SUBJECT)
2. **Course Code:** GT/FT-507
3. **Semester :** 5th
4. **Rationale of the course:** Creative surface ornamentation encompasses a mixture of techniques and application. Fusion of ornamentation not just adds value for the garment, but also increases its price to a higher extent. With a large variety of techniques, applications and materials enabling to create unique surfaces with rich and exotic texture, gorgeous colour and 3d, manipulated forms, there is an array of new and innovative techniques, that can be made with exploration and experimentation.

5. Teaching Scheme (in hours)

Lecture	Tutorial	Practical	Total
-	-	80	80

6. Examination Scheme

Theory				Practical			
Examination Full Marks	Sessional Full Marks	Total Marks	Pass Marks	Practical	Practical Assessment	Total Marks	Pass Marks
-	-	-	-	50	50	100	33

7. Detailed Course Content

Chapter No	Chapter Title	Content	Hours
Unit - I	Introduction to unconventional material exploration	Introduction of colours and settings of designs through embroidery	12
Unit- II	Develop contemporary samples	Develop contemporary samples of the following with fusion of variety of design: Kantha of Bengal Phulkari of Punjab Chikankari of Lucknow Applique Craft of Orissa Zardozi work	18
Unit III	Fabric Embellishment techniques	Fabric Embellishment techniques with contemporary latest styles and trends: Tie and dye Batik Stencil Printing Block Printing Patch Work Paper Quilling Hand painting	20
Unit - IV	Creative thinking skills	Creative fusion of techniques Development of art work Design Thinking	20

Unit- V	Material study and material manipulation	Material behaviour studies Exploring design concepts.	10
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8. **Suggested Implementation Strategies** : Regular class, audio visuals, writing materials, practical class.

9. **Suggested Learning Resource** : E-books, design Pdf, creative videos

- 1. Course title** : PROFESSIONAL PRACTICE III
- 2. Course code** : GT/FT-510
- 3. Semester** : 5th
- 4. Rationale of the course:** To develop general confidence, ability to communicate and attitude, in addition to basic technological concepts through Industrial visits, expert lectures, seminars on technical topics and group discussion.
- 5. Objectives:**
 Student will be able to:
 - Acquire information from different sources
 - Prepare notes for given topic
 - Present given topic in a seminar
 - Interact with peers to share thoughts
 - Prepare a report on industrial visit, expert lecture

6. Teaching scheme (in hours)

Lecture	Tutorial	Practical	Total
15	-	30	45

7. Examination Scheme

Theory				Practical			
Examination Full Marks	Sessional Full Marks	Total Marks	Pass Marks	Practical	Practical Assessment	Total Marks	Pass Marks
-	-	-	-	25	25	50	17

7. Detailed Course Content:

Contents	Activities	Hours
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1. INDUSTRIAL VISITS 12

Structured industrial visits be arranged and report of the same shall be submitted by the individual student, to form a part of the term work. Machine shop having CNC machines.

- i. Garment / hosiery unit
- ii. Fabric studio
- iii. Computerized embroidery unit/surface ornamentation units
- iv. Dye house
- v. Eri/ muga plantation center

2. LECTURES BY PROFESSIONAL / INDUSTRIAL EXPERT LECTURES TO BE ORGANIZED FROM ANY TWO OF THE FOLLOWING AREAS: 10

- Interview Techniques.
- Presentation techniques
- Personality development
- Research and analysis of a brand and its advantages
- Creative development process

- Garment Clothing Care
- Production Planning & Management
- Material Handling production systems
- Garment machinery & Equipment, modern technological introductions

3. INFORMATION SEARCH:

10

Information search can be done through manufacturer's catalogue, websites, magazines, books etc. and submit a report **any one** topic.

Following topics are suggested:

- i. To be an entrepreneur: concept, knowledge and skill requirement, marketing plan, organizational plan and financial plan.
- ii. To create an awareness on design ethics and human values.
- iii. Principles for ethical professional practice.
- iv. Quantity, surveying, valuation.
- v. Elements and principles of design along with colour theory.
- vi. Trend setting for the upcoming season.
- vii. Store lay outting through visual merchandising and softwares
- viii. Material manipulation to make a small scale model.

4. SEMINAR:

8

Seminar topic shall be related to the subjects of fourth semester. Each student shall submit a report of at least 10 pages and deliver a seminar (Presentation time - 10 minutes)

Mini Project / Activities: (any one)

- a) Prepare one model of store layout out of card board paper / acrylic / wood / thermocol. Take measurement and prepare drawings / sketches of different parts.
- b) 2d and 3d form of paper to come up with a design product.
- c) Take an object- make a scale up image and a scale down image to understand the proportion.

6. EVENT MANAGEMENT