

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** : ADVANCE GARMENT CONSTRUCTION (PRACTICAL)
2. **Course Code** : GT-503
3. **Semester** : 5th
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	Introduction to Be spoke Tailoring and made to measure	<ul style="list-style-type: none"> Construct the garment of your choice (top & bottom wear) in your own measurement using patterns that you have developed in the previous semester. Prepare fabric cutting layouts and provide cost sheets. 	25 + 7L
Unit II	Garment Construction for Skirts (construct any two)	<ul style="list-style-type: none"> Straight Skirt Skirt with Box pleats Skirt with Panels Skirt with yoke Skirt waistbands- Straight & Shaped. 	25 + 7L
Unit III	Garment construction for Men's Upper wear	<ul style="list-style-type: none"> Stitch the garments from the final patterns developed in the previous semester. (any one) 	20 + 5L
Unit IV	Garment construction for Men's Lower wear OR Garment construction for Dress Code Design	<ul style="list-style-type: none"> Stitch the garments from the final patterns developed in the previous semester. (construct any one) OR Construct the garment designed and illustrated in the subject Dress Code Design. Submit the final garment in standard size along with the following: <ul style="list-style-type: none"> ✓ Cutting layout & Fabric consumption ✓ Cost Evaluation ✓ Apparel Quality Report 	20 + 5L

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** : ADVANCE PATTERN MAKING & DRAPING (PRACTICAL)
2. **Course Code** : GT-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	-	80	92

6. Examination Scheme

Theory				Practical			
Examination Full Marks	Sessional Full Marks	Total Marks	Pass Marks	Practical	Practical Assessment	Total Marks	Pass Marks
-	-	-	-	100	50	150	50

7. Detail Course Content:

Chapter No.	Chapter Title	Content	Hours
Unit I	Introduction to Be spoke Tailoring and made to measure	<ul style="list-style-type: none"> • Measurement taking: Made to Measure & Reproduction of Pre-Stitched Garment. • Develop the pattern of a garment of your choice (top & bottom wear) in your own measurement. 	16
Unit II	Introduction to Style lines	<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 	30
Unit III	Introduction to Draping	<ul style="list-style-type: none"> • Dress Form : Preparation, Measurement & Tools • Draping Principles & Techniques • Muslin Preparation 	6
Unit IV	Draping: Basic dress foundation & Darts & Dart equivalents	<ul style="list-style-type: none"> • Front & Back Bodice • Front & Back Skirt • Manipulating Dart excess: Shoulder dart, French Dart • Dart equivalents: Gathers, Pleats, Tucks • Classic Princess drape, Surplice, Off-shoulder 	20
Unit V	Pattern Making for	<ul style="list-style-type: none"> • Straight Skirt 	11

	Skirts	<ul style="list-style-type: none">• Skirt with Box pleats• Skirt with Panels• Skirt with yoke• Skirt waistbands- Straight & Shaped.	
Unit VI	Collars & sleeve	<ul style="list-style-type: none">• Sleeve:<ul style="list-style-type: none">○ Straight Sleeve○ Raglan○ Sleeve with gathered cuff• Collar<ul style="list-style-type: none">○ Convertible○ Cuff & Sleeve Opening○ Frilled cuff	9

8. Suggested learning resource:

1. The Technology of Clothing Manufacture By Carr & Latham
2. Zarakar, 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
6. Draping for Apparel Design Helen Joseph Armstrong

- 1. Course Title :** PRODUCT DEVELOPMENT & PRODUCTION PLANNING
- 2. Course Code :** GT - 505
- 3. Semester :** Fifth
- 4. Rationale of the Course:** Apparel Design & Product development involves the art of applying design aesthetics to apparel and accessories keeping in mind the changes in consumer taste and behavior.
The designers must anticipate these changes and attempt to design clothes that are functional yet aesthetically appealing.
This course has been designed to highlight the creative skills of the students in designing different categories of clothing 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 designing different categories of apparel for Men, Women and Kids. They will gain insight into the protocol and expectations required to succeed in this fast paced industry.

CO2: To introduce the discipline of apparel design, understand consumer tastes and preferences, alongside a good research on the detailing (garment with accessories) involved in apparel 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.

7. Teaching scheme (in hours):

Lecture	Tutorial	Practical	Total
42 + 3	-	32	77

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	Introduction to Product Development	<ul style="list-style-type: none"> Introduction to Product development Product should be based on market needs, product standards & specification before development (pre conceived ideas), level of quality & performance standards Creative & technical design 	7

Unit-II	Analyzing a garment in order to develop a product	<ul style="list-style-type: none"> • Garment analysis & specification development • Garment components & assembly (steps involved) • Quality of stitches & seams, Machines used • Overall finishing, Quality & appearance of the product 	7
Unit-III	Line planning: Line development-	<ul style="list-style-type: none"> ➤ Introduction to Line planning and its stages ➤ Line development <ul style="list-style-type: none"> • Pre-adoption product development (design spec and fit standards, inspiration boards, concept boards to define product lines) • Line adoption- Creative & Technical design, Finalizing Product lines • Post-adoption product development (Size, material – fabrics & finishes, establishing the fit of a garment using Basic Block, production patterns & grading & marker making, spreading, cutting, operation breakdown, quality, packaging, sample) 	10
Unit-IV	Sourcing of Materials	<ul style="list-style-type: none"> • Material sourcing process & responsibilities • Production sourcing – domestic & international • Key terms used in sourcing like CMT, CMP, FPP, HPP etc. 	6
Unit-V	Line planning: Production-	<ul style="list-style-type: none"> ➤ Production <ul style="list-style-type: none"> • Equipments used • Workstation layout • Method description • Production and quality standards • Handling requirements and equipment or systems • Acceptable quality level 	12

9. Distribution of Marks:

Chapter No	Chapter Title	Type of Question			Total Marks
		Objective Type	Short Questions	Descriptive Questions	
Unit-I	Introduction to Product Development	1 + 1	2 + 3+3	5	15
Unit-II	Analyzing a garment in order to develop a product	1 + 1	3	5	10
Unit-III	Line planning: Line development-	1 + 1	2 + 3 + 3	5 + 5	20
Unit-IV	Sourcing of Materials	-	3 + 2	5	10
Unit-V	Line planning: Production-	1 + 1 + 1	2	5 + 5	15

	TOTAL				70
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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
I	Introduction to Product Development	1	1		2	3	2	3		8			5		5
II	Analyzing a garment in order to develop a product	1	1		2		3			3	5				5
III	Line planning: Line development-	1		1	2	3	2	3		8		5	5		10
IV	Sourcing of Materials				0	3	2			5		5			5
V	Line planning: Production-	1	1	1	3		2			2	5		5		10

K = Knowledge C = Comprehension A = Application
 HA = Higher Than Application T = Total

TABLE OF SPECIFICATIONS FOR THEORY

S. N	Topic (a)	Time allotted in hours (b)	Percentage Weightage (c)	K	C	A	H A
I	Introduction to Product Development	7	17	4	3	8	-
II	Analyzing a garment in order to develop a product	7	17	6	4	-	-
III	Line planning: Line development-	10	24	4	7	9	-
IV	Sourcing of Materials	6	14	3	7	-	-
V	Line planning: Production-	12	28	6	3	6	-
Total		42	100	23	24	23	

K = Knowledge C = Comprehension A = Application,
 HA = Higher Than Application (Analysis, Synthesis, Evaluation)

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. Ruth E. Glock & Grace I. Kunz, Apparel Manufacturing – Sewn product analysis
- ii. Jerligan Easterling, Fashion Merchandising & Marketing

- iii. Carr & Latham, The Technology of Clothing Manufacture
- iv. Eberle Hannelore, Clothing Technology (Europa Lehrmittel)
- v. Leslie Davis Burns, Nancy O Bryant, The Business of Fashion designing, Manufacturing and Marketing

1.Course Title:PRODUCT DEVELOPMENT & PRODUCTION PLANNING(PRACTICAL)**2. Course Code** : GT - 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) ➤ A Women's wear Brand (Ethnic wear) ➤ A Men's wear Brand (Ethnic wear) ➤ A Women's wear Brand (Western wear) ➤ A Men's wear Brand (Smart casuals or Formal wear) ➤ A Kids wear Brand ➤ Traditional wear (Men or Women) ➤ Bridal wear (Indian or Western) ➤ Choose a theme to design the garment styles for any one of the above, for a particular season (For example Spring-Summer 2019). ➤ Use Mood Boards and suitable color scheme to go with your theme. ➤ Design at least 10 sets of garments in a series, for example if you are designing a Party wear top then there should be at least 10 options in that category, along with pants or skirts to complete the entire look. ➤ All illustrations can be done on the computer and handmade illustrations are not compulsory. ➤ Create a Range plan for the entire collection for a particular season (planned inventory for a Retail store) ➤ Create a process or sequence flow chart of the entire process, including the series of steps involved in stitching the garment parts in order to obtain the final garment. Detailing is very important, for example, Fabric and trim details, the stitch type, type of sewing machine to be used, type of seam and so on. <p>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 examples have been provided for reference and maybe be changed or replaced with more innovative ideas every year.</p>	15
Unit-II	Promoting the Costumes	<ul style="list-style-type: none"> ➤ Use different combinations of Promotional Activities or Communication to promote your Brand. It should look and sound convincing. 	5
Unit-III	The Final Portfolio	<ul style="list-style-type: none"> ➤ The final Portfolio should be appealing and relate with the Theme. ➤ Students may submit Fabric swatches / printed, dyed or ornamented as a part of their Portfolio to show the actual look of the Garment, in support with graphical representation of the same. ➤ Students must evaluate cost of the final product as a part of their Portfolio. 	12

5. Suggested Implementation Strategies:

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

6. Suggested learning Resource:

- 1) Rosemary Ingham, Costume Designer's Handbook – A complete guide for Amateur & Professional Costume Designers
- 2) Deborah Nadoolman Landis, Costume Design
- 3) K. Swanson & Judith Everett, Promotion in the Merchandising Environment
- 4) Jerligan Easterling, Fashion Merchandising & Marketing
- 5) DK Fashion, The definitive History of Costume & Style
- 6) Jill Condra, The Greenwood encyclopedia of clothing through World History
- 7) Ritu Kumar, Costumes & Textiles of Royal India
- 8) Vandana Bhandari, Costumes, Textiles & Jewellery of India

1. **Course Title** : DRESSCODE DESIGNING (OPTIONAL SUBJECT)
2. **Course Code** : GT-506
3. **Semester** : 5th
4. **Rationale of the Course:** Dress code refers to a specific type of clothing to be worn by a group of people under specific circumstances or a commonly accepted way of dressing to fit a particular occasion.

Dress code is an important part of the retail industry as a whole, more so in case of hospitality services.

This course has been designed to highlight the creative skills of the students in designing uniforms for kindergarten, hospitals, retail stores, luxury hotels and spas and so on.

- 5. Course Outcome:** After completion of this course the students will be able to-
- CO1:** To become familiar with the fundamentals of designing different categories of apparel for Men, Women and Kids. They will gain insight into the protocol and expectations required to succeed in this fast paced industry.
- CO2:** To introduce the discipline of Dress code design, understand consumer needs and create an aesthetic and functional garment.
- 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)

Teaching scheme (in hours)

Lecture	Tutorial	Practical	Total
-	-	75	75

7. 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

8. Detailed Course Content:

Chapter No	Chapter Title	Content	Hours
Unit-I	Selection of a Theme	<ul style="list-style-type: none"> ➤ Create a dress code plan for : (students should choose any <i>one</i>) <ul style="list-style-type: none"> - A Female & Male Nurse in a Hospital - A Female & Male staff at a Luxury (5 star) Hotel - A Female & Male staff at a Spa or Salon - A Female & Male staff at a Departmental Store - A Female & Male staff at a store selling Sports goods - The kids of A Kindergarten School (Male & 	45

		Female) ➤ Choose a theme to design the garment styles for any one of the above. ➤ Use Mood Boards (based upon the motto and vision of that organization) and suitable color scheme to go with your theme. ➤ Design atleast 3 sets of garments in a series, for example you should design 3 sets each of top and bottom wear for both Male and Female respectively. ➤ All illustrations can be done on the computer and hand made illustrations are not compulsory. <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 examples have been provided for reference and maybe be changed or replaced with more innovative ideas every year.</i>	
Unit-II	Process flow chart & Sewing	➤ Create a process or sequence flow chart of the entire process, including all the technical details involved in stitching the garment parts in order to obtain the final garment. Detailing is very important, for example, Fabric and trim details, the stitch type, type of sewing machine to be used, type of seam and so on.	20
Unit-III	The Final Garment	➤ The final garment needs to be submitted along with the following: <ul style="list-style-type: none"> - Design Sheets - Patterns - Process Flow chart - Stitched Garment (in Standard size) - Cutting layout & Fabric consumption - Cost Evaluation - Quality Report 	10

9. 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.

10. Suggested learning Resource:

- i) Rosemary Ingham, Costume Designer's Handbook – A complete guide for Amateur & Professional Costume Designers
- ii) Deborah Nadoolman Landis, Costume Design
- iii) Daring Diane, Corporate dress code
- iv) Robert O Byrne, A Man's guide to flawless style
- v) Dress codes for all occasions – 12 levels, from White Tie to Active casuals

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

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