

Certificate in
Fashion Designing
under SCVT Craftsman Training Scheme

**Certificate in
Fashion Designing
under SCVT Craftsman Training Scheme**

Eligibility : 12th Science pass under 10+2 system or duly recognized Diploma in Engineering from any AICTE approved Polytechnic Diploma of 3yrs duration after class 10th.

Fees : 20,000/-

Age : As per Department's normal ITI Admission norms

Duration of Training : 52 Weeks (1 year) @ 30 hrs/week.
- 2 hrs/week for Library
- 2 hrs/week for Week End Exam
- 2 hrs/week for Extra Curricular Activity

Total : 6 hrs/week

30 - 6 = 24 hrs/week total course hours.

Total Practical hrs/week : 12 hrs

Total Theory hrs/week : 12 hrs

Total No. of hours for course : 52 x 24 hrs = 1248 hrs

Total no. of hours for Practical : 52 x 12 hrs = 624 hrs

Total no. of hours for Theory : 52 x 12 hrs = 624 hrs

Total Students per Batch : 20

Objectives of the Course :

- 1) Learning Fundamentals & Advance Concepts of Designing.
- 2) To attain optimum skill level as Dress designer in any of Garment Firm.
- 3) Can work in any Garments Industries as a Product Designer.
- 4) Learning various packages CorelDraw 9.0, Photoshop 5.5, Fractal Expression.
- 5) Can open his own Fashion Boutique.

Minimum Hardware and Furniture Required for Fashion Designing trade under the aegis of SCVT pattern

Sr. No.	Hardware and Furniture Specification	Quantity Reqd. for 4 Batches
1	Server With P- III or P- IV Processor @ 500 MHz. with 128 MB RAM, 10.2 GB HDD, 1.44 MB FDD 16 Bit Ethernet Card 52 x CD ROM Drive , SVGA Color Monitor 101 Keyboard, Mouse, 56.6 Kbps. Modem Sound Card and Speakers + Microphone, Telephone with internet Connection .	1
2	Nodes With P-III Processors @ 500 MHz. with 64 MB RAM, 10.2 GB HDD, 1.44 MB FDD 16 Bit Ethernet Card , SVGA Color Monitor 101 Keyboard, Mouse	20 + 1 (In theory room)
3	1 Construction Lab with a) Sewing Machines b) Pattern Cutting Table c) Dress Forms i.e. Dummies d) Stoves e) Vessels f) Iron with Iron Board	 10 2 4 2 4 2
4	5 KVA Stabilizer	2
5	0.5 KVA UPS for Server	1
6	16 Port Hub for LAN RJ 45 connectors, UTP cable	2 Hubs (Cable and connectors as per requirement)
7	132 Column Dot Matrix printer	1
8	Desk-jet or Laser or Inkjet printer	1
9	Scanner & Color Plotter	1 each
10	Window A.C. with 1.5 & 2 ton capacity	2 (one of 1.5 Ton / one of 2 Ton)
11	Vacuum cleaner	1
12	Computer tables with Sunmica top having sliding tray for keyboard and one shelf for storage	20
13	Student chairs with castor and adjustable height having cushion	20
14	Cushion Fix Chairs with rest arm and movable writing pad support	20
15	White Board	2
16	Over Head Projector (OHP) or any other Multi-media type display device	1

Note : Each Batch Comprising of 20 Students.

Software Required for Fashion Designing trade under the aegis of SCVT pattern

Software Specification
Windows NT (Server) , Windows NT (Workstation)/Windows 98 ,CorelDraw 9.0, Photoshop 5.5, Fractal Expression. All Softwares should be license version

Faculty Qualification : He should be a Degree/Diploma holder in any discipline and should have done Fashion Designing course from NIFT, NID or any reputed Computer Institute with minimum six months teaching experience in any Fashion Design Institute.

Faculty Requirement :Minimum 3 faculties are needed with above qualification for 2 batches each of 25 students. (1Faculty for theory and 2 faculties as a lab coordinator)

Note : Theory and practical should be conducted simultaneously for each batch of 25 students

Area Requirement : For Practical Lab : 300 Sq. ft.
For Theory Room : 200 Sq. ft
For Library Room : 150 Sq. ft.
For Construction Lab : 300 Sq. ft.

Office Space, Pantry etc. should be there. Separate Toilet Facility for ladies and gents should be there.

Total Area requirement for Institute is 1200 Sq. Ft. minimum.

Reference Books : ABCs of Windows 98, ABCs of Windows NT 4.0 Workstation, Complete Reference, 2000 years of Fashion, Inside the Fashion Business, Encyclopedia of Fashion, Indian Costumes, Pattern cutting and making, Draping for Fashion Design, Textiles Design, Fabric Art-Heritage of India, Fiber to Fabric, Arts of India, Fashion Magazines.

Exam Pattern : 1 hour Theory (100 marks) & 2 hours Practical (300 marks). Mid-term exam should be conducted after six months. Final examination should be conducted at the end of the course.

**Fashion Designing
Subjects & Duration**

Sr. No.	Topics	Course Duration in weeks	Total Theory Hrs	Total Practical Hrs.
1	Windows NT 4.0 / Windows'98	1	12	12
2	CorelDraw 9.0 & Fashion Technologies	20	240	240
3	PhotoShop 5.5 & Fashion Technologies	23	240	240
4	Fractal Expression & Fashion Technologies	2	24	24
5	Cutting age Technologies	3	36	36
6	Project	3	36	36
	Total	52 weeks	624 hrs.	624 hrs.

Fashion Designing Week wise Breakup

Week - 1

Windows '98

Getting Started with Windows'98

Understanding Windows

- Maximizing/Minimizing Windows
- Moving/Closing/Enlarging Windows
- Using System Menu
- Windows Toolbar

Task Bar

Start Button

Active Desktop

Managing Desktop

My Computer Window

Control Panel

Windows'98 Explorer

Windows Help

MS-DOS and Windows'98

Windows'98 Accessories

Installed Application/Uninstall Application

Windows Setup Page

Paint

WordPad

Notepad

Calculator

Week - 2

What is Design?

What is Fashion?

History of World Fashion

Lines and Shapes

3D Visualization

Object Drawing

Nature Drawing

Live Sketching

Week - 3

History of World Fashion

History of Indian Fashion

Introduction to Figures

Angular Croqui

Curved Croqui

Side figure and its Variation

Front figure and its Variation

Fashion Design

Week – 4

Basic Fashion Terms
Study of Fashion Designers
Study of Designing Process
3/4th Figures & its Variations
Back Figures & its Variations
Understanding different Poses
Introduction to Colors
Theory behind Colors
Practical on Colors

Week – 5

Understanding Fall of Garments
Introduction to Textiles
Fibers and Yarns
Draping Outfits on Fashion Figures
Project on History of Indian Fashion
Properties of Fibers
Study on Different Fabrics
Design Ideas & its Variations

Week – 6

Study on Different Fabrics
Weaves
Practical on Weaves
How to prepare Project Report
How to work on Themes & Concepts
Fashion Accessories
Designing a Theme
Visit to Process and Spinning Houses

Week – 7

Introduction to Computers
Introduction to Pattern Making & its Importance
Introduction to basic tools used in Pattern Making
How to take Measurements
Child's Bodice
Designing on a Theme
Working on Computers

Week – 8

Theory on Basic Bodice
Transferring the Pattern to the Fabric
Introduction to the Stitching & Tools
Variation of Child's Bodice
Cutting of the Variation Adopted

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Basic Stitches used for Stitching

Week – 9

Introduction to Sewing Machine & its Parts
Study of different parts & their Functions
CorelDraw 9.0
Operating the Machine & Controlling i
Stitching the Variation Adopted
Sketching on Computers
Introduction to types of Finishes
CorelDraw 9.0
Learn the types of Finishes
Finishing the variation of Baby Bodice

Week – 10

Darts, Tucks and Pleats
CorelDraw 9.0
Discussion on a Theme
Types of Darts, Tucks & Pleats
Draping Garments on Figure Sketch on Computers
Designing for a Theme
Introduction to an Adult Basic Bodice
CorelDraw 9.0
What is Texture Rendering?
Draft of the Basic Bodice
Designing on CorelDraw 9.0

Week – 11

What is Dart Manipulation?
Types of Methods used
Study of Textures
Practical of Dart Manipulation
Texture Rendering
Introduction to Collars
Types of Collars
Drafts of Collars & their Testfits

Week – 12

Theory on types of Machines
Study a Texture
CorelDraw 9.0
Stitching of Collars
Texture Rendering & Designing
Designing with the above Textures

Week – 13

Introduction to Sleeves
Types of Sleeves

Fashion Design

Draft and Cutting of Sleeves
Study of Falls of different Fabrics used for Different Sleeves
Variation of a Sleeve
Study of a Texture
Testfits & Stitching of Sleeves
Cutting & Stitching
Texture Rendering

Week – 14

Study on Variations Adopted to make different Tops
Study of Textures
Cutting & Stitching of Variations
Texture Rendering

Week – 15

Introduction to Body Torso
How Variations can be Adopted
Uses of Body Torso
Drafting & Cutting of Body Torso
Testfits of Body Torso
Variations of Body Torso

Week – 16

Study of a Texture
CorelDraw 9.0
Stitching of Body Torso & its Variations
Texture Rendering
Designing a Range of Garments

Week – 17

Adaptation of a Basic Skirt from Torso
Types of Skirts
Draft of a Basic Bodice
Testfit
Types of Skirts

Week – 18

Variation of Skirts
Cutting of Skirts
Stitching of Skirts

Week – 19

Introduction to Indian Garments
Different Indian Garments
Drafting & Cutting of Salwaars & Chudidaars

Week – 20

Stitching of Indian Garments
Details about Kalidaar Kurta
Stitching of Salwaar, Chudidaar
Draft of Kalidaar Kurta
Stitching of Kalidaar Kurta

Week – 21

Adaptation of Kurtas
Instructions regarding Stitching the Kurta
Draft & Cutting of Kurta
Stitching of Kurta

Week – 22

Introduction to Photoshop 5.5
Theory of Photoshop 5.5
Details of Cutting of a Shirt
Operating Photoshop 5.5
Sketching Made Easy with Photoshop 5.5
Draft & Cutting of a Shirt

Week – 23

Instruction regarding Stitching of Shirts
Details about Accessories used in a Shirts
Visit to a Production Unit
Stitching the Shirt
Project Report on Visit

Week – 24

Details regarding Stitching a Trouser
Instructions for Stitching a Trouser
Theory of Photoshop 5.5
Drafting & Cutting of a Trouser
Draping of Garments
Use of Photoshop 5.5 in the field of Designing

Week – 25

Introduction to Flat Drawing
What is Flat Drawing?
Discussion on New Theme
How Flat Drawing is done
Sketching different Garments
Designing Garments

Fashion Design

Week – 26

Introduction to Surface Ornamentation
Understanding Surface Ornamentation
Why Flat Drawing is necessary?
Sketching different Garments as Flat Drawing
Designing total Range of Garments on Photoshop 5.5

Week – 27

Introduction to Swatch Rendering
Why is it necessary?
Project on Surface Ornamentation
How Swatch Rendering is done?
Collecting and Detailing different Swatches

Week – 28

Theory behind the Process Creating Design Patterns
Details of Design Patterns
Process of Creating Designs
Creating different Design Patterns

Week – 29

Theory of Photoshop 5.5
Difference between Flat Drawing & Draping on Figures
Project
Designing on Photoshop 5.5
Designing 7 Showing the difference between the Two
Project

Week – 30

Types of Surface Ornamentation
Types of Materials used for Surface Ornamentation
Introduction to Needle Art
Details about Surface Ornamentation
Starting with Embroidery Stitches

Week – 31

Introduction to the Term Garments
Details of Different Embroidery Stitches
Process involved in Term Garment
Embroidery Stitches & Creating Samples

Week – 32

Use of Computers in Surface Ornamentation Patterns
Procedure involved in Making of Term Garments

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Theory on Photoshop 5.5
Creating Patterns with Computers
Process at the Second Stage
Practicals

Week – 33

Discussions on next Stage of Term Garment
Theory on Photoshop 5.5
Visit to Boutiques
Practical on Term Garment
Practical on Photoshop 5.5

Week – 34

Discussion on Fabric Painting & their Techniques
Introduction to Draping
Photoshop 5.5
Practical on Fabric Painting
How Draping is done
Photoshop 5.5

Week – 35

Next stage of Term Garment
Introduction to Fractal Expression
Uses of Fractal Expression
Practicals on Term Garment
Practicals on Fractal Expression

Week – 36

Discussion on Tie 'n' Dye
Draping
Project on Photoshop 5.5
Practical on different Techniques of Tie 'n' Dye
Draping
Photoshop 5.5

Week – 37

Term Garment
Fractal Expression
Introduction to Marketing
Term Garment
Fractal Expression
Project of Photoshop 5.5

Week – 38

Discussion of Batik
Draping
Project on CorelDraw9.0

Fashion Design

Practicals on Batik
Draping
Project on Textiles of India

Week – 39

Term Garment
Marketing & Merchandising
Term Garment
Project on Textiles of India

Week – 40

Uses of Draping
Marketing & Merchandising
Design & Drape
Project on Surface Ornamentation of India

Week – 41

Discussion on Market Survey
Discussion on the Visit
Textiles of India
Visit to Draping & Printing House
Term Garment
Project Report on Visit
Project on Textiles of India

Week – 42

Marketing & Merchandising
Introduction to Net Fashion
Term Garment
Draping Project
Project on Surface Ornamentation of India

Week – 43

Marketing & Merchandising
Textiles of India
Term Garment
Project on Textiles of India

Week – 44

Textiles of India
Uses of Net Fashion
Project on Indian Textiles
Pattern Making Project

Week – 45

Discussions on Presentation

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Marketing & Merchandising
Term Garment
Project on Surface Ornamentation

Week – 46

Presentations & their Feedbacks
Final Presentations of given Project

Week – 47 to 49

Cutting age Technologies

Week – 50 to 52

PROJECT

