



॥ सा विद्या या विमुक्तये ॥

स्वामी रामानंद तीर्थ मराठवाडा विद्यापीठ, नांदेड

'ज्ञानतीर्थ', विष्णुपुरी, नांदेड - ४३१ ६०६ (महाराष्ट्र राज्य) भारत

SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY, NANDED

'Dnyanteerth', Vishnupuri, Nanded - 431 606 (Maharashtra State) INDIA

Established on 17th September, 1994, Recognized By the UGC U/s 2(f) and 12(B), NAAC Re-accredited with 'B++' grade

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प्रस्तुत विद्यापीठाच्या अंतर्गत संलग्नित
महाविद्यालयातील आंतर विद्याशाखेमधील
बी.व्होक (B.Voc. Apparel Manufacturing
and Clothing Technology I year) या
विषयाचा अभ्यासक्रम शैक्षणिक वर्ष
२०२१-२२ पासून लागू करण्याबाबत.

प रि प त्र क

या परिपत्रकान्वये सर्व संबंधितांना कळविण्यात येते की, दिनांक ११.०१.२०२२ रोजीच्या फॅशन तदर्थ, अभ्यासमंडळाच्या बैठकीतील शिफारसी नुसार आंतरविद्याशाखेतील पदवी स्तरावरील **B. Voc. Apparel Manufacturing and Clothing Technology I year** च्या अभ्यासक्रमास मा. विद्यापरिषदेच्या मान्यतेच्या आधिन राहून मा. कुलगुरू महोदयांनी मान्यता दिली आहे. त्या नुसार सदर अभ्यासक्रम शैक्षणिक वर्ष २०२१-२२ पासून लागू करण्यात येत आहे.

सदरील परिपत्रक व अभ्यासक्रम प्रस्तुत विद्यापीठाच्या www.srtmun.ac.in या संकेत-स्थळावर उपलब्ध आहेत. तरी सदरील बाब ही सर्व संबंधितांच्या निदर्शनास आणून द्यावी.

'ज्ञानतीर्थ' परिसर,

विष्णुपुरी, नांदेड - ४३१ ६०६.

जा.क्र.: शैक्षणिक-१ / परिपत्रक / पदवी / बी.व्होक.

अभ्यासक्रम / २०२१-२२ / ३००

दिनांक : २१.०१.२०२२.

प्रत माहिती व पुढील कार्यवाहीस्तव :

- १) मा. अधिष्ठाता, आंतर विद्याशाखा, प्रस्तुत विद्यापीठ.
- २) मा. सहयोगी, आंतर विद्याशाखा, प्रस्तुत विद्यापीठ.
- ३) मा. कुलसचिव, यांचे कार्यालय, प्रस्तुत विद्यापीठ.
- ४) मा. संचालक, परीक्षा व मूल्यमापन मंडळ यांचे कार्यालय, प्रस्तुत विद्यापीठ.
- ५) मा. प्राचार्य, सर्व संबंधित महाविद्यालये, प्रस्तुत विद्यापीठ.
- ६) सिस्टम एक्सपर्ट, शैक्षणिक विभाग, प्रस्तुत विद्यापीठ यांना देवून कळविण्यात येते की, सदरील परिपत्रक विद्यापीठाच्या संकेत स्थळावर प्रकाशित करावे.



स्वाक्षरित / -

सहा.कुलसचिव

शैक्षणिक (१-अभ्यासमंडळ) विभाग



**SWAMI RAMANAND TEERTH
MARATHWADA UNIVERSITY, NANDED
SYLLABUS**

**UGC Sanctioned Vocational Course
Curriculum based on the
Choice Based Credit System (CBCS Pattern)
w.e.f. 2021-22**

B. VOC

**Name of the Programmed: Apparel
Manufacturing and Clothing Technology**

B.VOC Apparel Manufacturing and Clothing Technology:

It is an Undergraduate (UG) Program of 3 Years (6 Semesters) duration degree course.

Eligibility for Admission:

- A candidate for being eligible for admission to the first year
- Degree in B.VOC Fashion Designing must have passed the Higher Secondary Examination (10+2) of Maharashtra State Board or any Examination of any Statutory University with Science, Arts, Commerce or Vocational streams.
- Candidate with Diploma in Textile Technology in Costume and Fashion Design conducted by the Department of Technical Education of any State
- (10+3 Pattern Diploma in fashion design of any state) Diploma in Dress Design & garment Manufacturing MSBTE Technical board are eligible for Admission directly in the Second year of the B.VOC degree course.
- Candidate with Diploma in Handloom Technology and Diploma in Handloom and Textiles conducted by the Ministry of Textiles, Government of India are Also eligible for admission directly in the Second year B.VOC degree course.

Program Learning Outcomes

The student can encourage learning & developing sensitivity to take the challenges & make the designs for global level. Utilize their advanced knowledge creativity as well as good technical understanding of the production process for clothing.

Note-

- Passing criteria for theory 40%
- Passing Practical Criteria 40%

NOTE -

- Total Credit for First Year: 60
- Internal Marks for Theory CA 35 Marks
- End of Semester Examination ESE 40 Marks
- Each Theory paper 75 marks Each Theory Is Of 3 Credits
- Each Practical paper 100 marks
- End of Semester practical examination 100 marks
- Each Practical Is Of 4 Credits and garment construction 6 credits
- Other rules for A.T.K.T., grace, class, applicable to B.A degree will be applicable to B.VOC Degree
- Environmental study paper as per B.A. to UGC B.VOC. for final Third Year will be applicable

Weightage - 50% for Practical

50% for Theory

CC FD - CORE COURSE OF FASHION DESIGN

PR – PRACTICAL

TH – THEORY

CA - CONTINUE ASSESSMENT

ESE - END SEMESTER EXAMINATION

EXAMINATION PATTERN 2021-22

Theory paper – 75 Marks

CA - 35 marks

Mark Distribution

- Tutorial 25 marks
- Test oral / written 10 marks

ESE – 40 Marks

- Question no 1 solve any 2 questions = 10 marks
- Question no 2,3,4,5 solve any 3 questions = 30 marks
- Each question carries equal marks.
- **Note** - If any changes occur in examination pattern as per Humanities the exam pattern will be applicable as per BA to B. VOC Degree

Practical Paper – 100 marks, Garment construction-150 mark

Mark distribution for practical

- Record book 40 marks
- Seminar / PPT Presentation 10 Marks
- Examination - 50 Marks

Solve any two of 1 to 3

Each question carries 25 marks

The final B.VOC degree will be awarded only after successful completion of three years course the suggested credits for each of the years are as follows

	Award	Duration	Credit
First Year	Diploma in B.VOC Apparel manufacturing clothing technology	Two semesters	60 credits
Second Year	Advanced diploma in B.VOC Apparel manufacturing clothing technology	Four semesters	60 credits
Third Year	B.VOC in Apparel manufacturing clothing technology	Six Semester	60 Credits

First year semester First

SR N O	cours e Code	PA P ER NO	Subject Name	weekl y Lectur e	Tot al Let rues	C. A.	ES E	PR A CTI C AL	Tot al Mar KS	Cre dit to
1	TH	1	Compulsory English (Th)	04	48	35	40		75	03
2	TH	2	Fashion Apparel Design (Th)	04	48	35	40		75	03
3	TH	3	Elementary Textile (Th)	04	48	35	40		75	03
4	TH	4	Pattern Drafting (Th)	04	48	35	40		75	03
5	PR	5	Garment Construction (PR)	06	72	-	-	150	150	06
6	PR	6	Source of Fashion Drawing (PR)	06	72	-	-	100	100	04
7	PR	7	Textile Art Application (PR)	06	72	-	-	100	100	04
8	PR	8	Computer Aided Design (PR)	06	72	-	-	100	100	04
			TOTAL	40	480	140	160	450	750	30

First year semester Second

SR N O	cours e Code	PA P ER NO	Subject Name	weekl y Lectur e	Tot al Let rues	C. A.	ES E	PR A CTI C AL	Tot al Mar KS	Cre dit to
1	TH	9	Compulsory English (Th)	04	48	35	40		75	03
2	TH	10	Fashion Apparel Design (Th)	04	48	35	40		75	03
3	TH	11	Elementary Textile (Th)	04	48	35	40		75	03
4	TH	12	Pattern Drafting (Th)	04	48	35	40		75	03
5	PR	13	Garment Construction (PR)	06	72	-	-	150	150	06
6	PR	14	Source of Fashion Drawing (PR)	06	72	-	-	100	100	04
7	PR	15	Textile Art Application (PR)	06	72	-	-	100	100	04
8	PR	16	Computer Aided Design (PR)	06	72	-	-	100	100	04
			TOTAL	40	480	140	160	450	750	30

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

First Year SEMESTER – 1

Theory Paper No-1

Compulsory English

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

NOTE - Compulsory English is applicable for B.VOC as per BA SRTMUN

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

First Year SEMESTER – 1

Theory Paper No-2

Fashion Apparel Design

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

Objectives:

- To introduce students to elements and principles of design color theory Knowledge on fashion art and its importance
- Fashion important in our life as it gives a good impression in, we are dress according to the latest style, to develop understanding of elements of design (point, line, pattern, shape, color form & Space. To understand & analyze the effective use of elements / principle of design & fashion in the garment design process.
-

Pre-Requisites Student should have known about design skill & art

UNIT I

Introduction to Fashion Design

Meaning, Basic Designs, Types of lines, position, shape, size, composition of lines. Design structural decorative.

UNIT II

Principle of Design:

Balance, rhythm, proportion, emphasis, harmony.

UNIT III

Elements of Design:

Lines, Color, Texture, Fabric, Silhouette

Learning Outcomes: Fashion occupies the center stage in popular understanding of modern culture. To impart knowledge on fashion art and its importance

Describe the Fashion; Explain Fashion, Designer, and Designing Process To introduce students to elements and principles of design color theory

References: Dynamic of Fashion edition first/second edition publisher Elaine Stone

Concept to consumer publisher phylae

1] Helen L. B. 'The Theory of Fashion Design'.

2] Njeims I. B. (1976), 'Fashion and Clothing Technology', Holton Educational Pub.

3] Michel B. B., 'Fashion the Mirror of History', New York, Batter Berry Ariane. Greenwich House.

4] Carso B., 'How to Look and Dress', McGraw Hill Book Co.

5] Tatham C and Seaman J. 'Fashion Design Drawing Course', James and Hudson.

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

First Year SEMESTER – 1

Theory Paper No-3

Elementary Textile

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

Objectives: -

To enable students to: -

- 1. Impart knowledge regarding fibers and its properties.**
- 2. Gain knowledge of yarn.**
- 3. Understand the various fabric construction techniques.**

Pre-Requisites Student should have known about different types of fabrics

UNIT I

Fiber: Definition, properties, physical, chemical, biological

UNIT II

Classification: Natural Fiber-Animal, Vegetable, mineral, man-made fiber-Rayon, Nylon.

UNIT III

Care Of Garment:

Washing of fabric: Cotton, Line, Silk, Wool, Synthetic.

Learning Outcomes:

Students able to, information of fiber, fabric, yarn different type of fabric & their formation & utilization a variety of sources to create innovative and artistic textile and apparel products Evaluate the characteristics and performance of materials in textile/apparel products

Reference Books:

1. Fiber to Fabric by: Corban
2. Textiles by: Sara J. Adolph
3. Textile Science by: Gohl&Vilensky
4. Fabric Science by: Joseph Pizzuto

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

First Year SEMESTER – 1

Theory Paper No-4

Pattern Drafting

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

Objectives:

To impart skills in basic techniques of pattern making
To provide the knowledge of different types of drafting's and cutting.

Pre-Requisites Student should have known about Drafting
skill & neatness of drawing

UNIT I

Tools and Equipment's: General tools, Measuring Tools, Cutting Tools, Marking Tools, Pressing Tools.

UNIT II

Basic Sewing Machine Introduction: Machine Parts, Principles & Mechanism of basic machine, use & care of Sewing machine.

UNIT III

Drafting of Basic bodies (Children's):

Methods of measuring body dimensions, Basic Bodies Block (1 to 5), Basic Sleeve draft.

Learning Outcomes:

To Develop Paper Pattern in Work room

Introduction to pattern cutting tools, equipment, landmarks, and symbols to be used in pattern drafting & making work room Aware of pattern making tools, equipments in Industrial set-up. Pattern Making is the art of controlling, shaping, and molding a piece of fabric to comply with one or more curves of the human figure. It is the major bridge between design and production. It deals with patterns, gains, and different formulas to make pieces of clothing for various body sizes.

References:

- 1. “Pattern making for fashion design”, Helen Joseph Armstrong, Harper Collins, LA.**
- 2. “Pattern making and making up-the professional approach”; Marten Shonen and Janet Upward, Butterworth Heinman, Oxford.**
- 3. “Modern sizing for women and children”; Pyknic, Philip Kuniko Publication London.**
- 4. “Dress Fitting”; Natalie Bray, Black well science Ltd London.**
- 5. “Dress Patten Designing” Natalie Bray, Black well science Ltd London.**

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

First Year SEMESTER – 1

Practical Paper No-5

Garment Construction

Credits: 06

Periods:72

Marks: 150

C A	ESE	TOT AL
		150

Objective - to develop student sewing machine and creativity

Pre-Requisites Student should have known about Basic sewing machine operating and creative skill designing

UNIT I

Sewing Technique (Application): Machine Seams, Darts, Tucks, Gathers, Pleats, Ruffles, Neckline

UNIT II

Cap Sleeve, Puff Sleeve, Ruffled Sleeve, Saucer Sleeve, Drawstring, Petal, Bell.

UNIT III

Sewing Of Frock (anyone): A-Line- Frock with variation, short body, Normal body.

Learning Outcomes:

1. understand and implement new technologies relative to

**design development, material choices, and the
manufacture and distribution of fashion**

Reference Books:

- 1. The Practical Encyclopedia of Sewing: By-Dorothy Wood: Lorenz Books**
- 2. The Complete Book of Sewing: Dorling Kindersley**
- 3. Sewing and Knitting: A Reader's Digest step –by-step guide**
- 4. Comparative Construction Techniques Clothing Construction: SherieDoongaji Sewing Manual: Singer**
- 5. Stitch World**
- 6. Apparel Views**
- 7. Alien B., 'Flat Pattern Design', USA, McGraw Hill Pub.**
- 8. Win fad Aldrich, 'Metric Pattern Cutting', UK Black well Science.**

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

First Year SEMESTER – 1

Practical Paper No-6

Sources of Fashion Drawing

Credits: 04

Periods:48

Marks: 100

C A	ESE	TOT AL
		100

Objective

To help students design fundamental, elements, and principle of design to enable students to gain knowledge of figure sketching and drawing to gain knowledge of student's color, texture, design concept of illustration

Pre-Requisites Student should have known about

basic drawing & neatness

Unit I

Guidelines for sketching

Frills, gathers, ruffles, pleats, tucks, seams, bow, belts, Head shape, leg shape,

UNIT II

Library Formation:

Make a catalogue of the following pattern

Necklines, Collar, Sleeves, Trousers, Shirts, Jackets.

UNIT III

Basic Mechanical female croquis 12 head

Front view, side view, 3/4 view, Shape, S shape

Learning Outcomes:

- 1. Apply the creative design process and evaluate outcomes.**
- 2. Represent images of fabrics and apparel in an artistic and informative manner using a variety of techniques, computer technology, and media.**
- 3. function independently with a forward-looking ability to promote their inventive personal design vision through the creative work they present.**

Reference Books:

- 1. Anatomy & Drawing by Victor Petard.**
- 2. Helen L. B. 'The Theory of Fashion Design'.**
- 3. Nimes I. B. (1976), 'Fashion and Clothing Technology',**
- 4. Holton Educational Pub.**
- 5. Michel B. B., 'Fashion the Mirror of History', New York, Batter 6. Berry Ariane. Greenwich House**

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

First Year SEMESTER – 1

Practical Paper No-7

Textile Art Application

Credits: 04

Periods:48

Marks: 100

C A	ESE	TOT AL
		100

Objectives:

Learn methods of surface ornamentation of fabric.

Impart knowledge on various embroidery stitches.

Gain opportunity for skill development in needle work.

Pre-Requisites Student should have known about Basic
needle work ornamentation technique

UNIT I

Preparation Of Fabric Samples: Plain, Rib, Twill, Diamond preparation of plain, Rib, Twill, Diamond Weave on Satin- Ribbon.

UNIT II

Fabric Identification

- **Cost, weave, texture, width, uses**

(Make a catalog of 20 samples)

UNIT III

Basic Stitches in Hand Embroidery: Running stitch, Stem stitch, Lazy Daisy, Loop, Coral, Chain, Buttonhole, Couching, Detached.

Learning Outcomes:

- 1. Interpret aesthetic, historic, and trend information from a variety of sources to create innovative and artistic textile and apparel products.**
- 2. Evaluate the characteristics and performance of materials in textile/apparel products**

Reference:

Shalala N. 'Traditional Embroideries of India', Mumbai, APH Publishing.

Picker N.B. (1949), 'Singer Sewing Book', Singer Sewing Machine Co.

Guts M, (1972), 'Sewing A to Z', London, Mills and Boon Ltd.

Naik S.D. (1996), 'Traditional Embroideries of India', New Delhi, APH Publishing

Corporation.

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

First Year SEMESTER – 1

Practical Paper No-8

Computer Aided Design

Credits: 04

Periods:48

Marks: 100

C A	ESE	TOT AL
		100

Objectives

To help students to understand the fundamentals and principles of CAD. To provide students with the knowledge of CAD and their applications. Gain basic computer knowledge.

Understand the use of computer in fashion and apparel industry

Pre-Requisites Student should have known about basic operating system of computer

Unit I

- Paint
- Freehand drawing and designing.
- Color Schemes.
- Microsoft Office
- Introduction to MS Word.
- Power point presentation

Unit II

CorelDraw

- Introduction to CorelDraw,
- Understanding its fundamentals, drawing, and creating patterns,

Unit III

- **Components of Corel draw, Exploring advance tools available in coral draw.**

Zoom tool, Free hand tool, Bezier tool, pen tool, and artistic media tool

Adding special effects to Text, opening existing files, saving files, creating back up files,

Use of toolbar.

Learning Outcomes:

1. To provide students the opportunity to learn garment design using various design software's.

2. Computer software to create sketches and other designs used to create clothes, accessories, shoes, intimate apparel, and more.

Computer-aided design or

“CAD” is fast becoming the future of sketching in the fashion industry.

Reference Books: -

1. Computer Fundamentals by P.K. Sinha.

2. Principles of Interactive Computer Graphics

Semester Second

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

First Year SEMESTER – 2

Theory Paper No-9

Compulsory English

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

NOTE - Compulsory English is applicable for B.VOC. as per BA SRTMUN

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

First Year SEMESTER – 2

Theory Paper No-10

Fashion Apparel Design

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

OBJECTIVE –Fashion apparel design important in our life as it gives a good impression in, we are dressed according to the latest style, to develop understanding of elements of design (point, line, pattern, shape, color form& Space. To understand & analyze the effective use of elements / principle of design & fashion in the garment design process.

Pre-Requisites: Student should have known about fashion trend and designing skill

UNIT I

Psychology Of Color: Association idea, Symbolism, Color Dimension.

UNIT II

Size Categories: Infants, Toddlers, Young Children, Older Girls.

UNIT III

Specialty Design Categories: Children's wear, Selling Seasons, Organizing a children's wear line, Sources of Inspiration.

Learning Outcomes:

Fashion occupies the center stage in popular understanding of modern culture. To impart knowledge on fashion art and its importance Describe the Fashion; Explain Fashion, Designer, and Designing

**Process To introduce students to elements and principles of design
color theory**

References: -

- 1. Dynamic of Fashion edition first/second publisher Elaine Stone**
- 2. Concept to consumer publisher phylae**
- 3. Helen L. B. 'The Theory of Fashion Design'.**
- 4. Njeims I. B. (1976), 'Fashion and Clothing Technology', Holton Educational Pub.**
- 5. Michel B. B., 'Fashion the Mirror of History', New York, Batter Berry Ariane. Greenwich House.**
- 6. Carso B., 'How to Look and Dress', McGraw Hill Book Co.**
- 7. color harmony**

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

First Year SEMESTER – 2

Theory Paper No-11

Elementary Textile

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

Objectives: -

To enable students to: -

1. Impart knowledge regarding fibers and its properties.
2. Gain knowledge of yarn.
3. Understand the various fabric construction techniques.

Pre-Requisites Student should have known about types of fabric and textures

UNIT I

Fundamentals of Fabric construction

- Weaving operation (hand loom, machine loom)

UNIT I

I• Knitting operation

- a) Basic Concept of knitting.
- b) Weft knits and Warp knits.
- c) Difference between weaving and knitting

UNIT III

Other Fabric construction

- Felt, non-woven

- **Decorative fabric construction (braiding, lace, embroidery)**

Learning Outcomes:

Students able to, information of fiber, fabric, yarn different type of fabric & their formation & utilization a variety of sources to create innovative and artistic textile and apparel products Evaluate the characteristics and performance of materials in textile/apparel products

Reference:

- 1. Fiber to Fabric by: Corban**
- 2. Textiles by: Sara J. Adolph**
- 3. Textile Science by: Gohl&Vilensky**
- 4. Fabric Science by: Joseph Pizzuto**

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

First Year SEMESTER – 2

Theory Paper No-12

Pattern Drafting

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

Objectives:

To provide the knowledge of different types of drafting's and cutting to impart skills in basic techniques of pattern making

Pre-Requisites Student should have known about Drafting skill & neatness of drawing

UNIT I

Fabric Term: muslin, grain line, landmark terms, symbol key, sewing techniques & their importance. Types of seams, pleats, tucks, gathers & darts.

UNIT II

Drafting: Skirt Block (Basic).

UNIT III

Drafting: Romper suit, Yoke dress

Learning outcomes:

- 1. Interpret aesthetic, historic, and trend information from a variety of sources to create innovative and artistic textile and apparel products.**
- 2. Evaluate the characteristics and performance of materials in textile/apparel products**
- 3. Apply technical knowledge and skills in pattern making, fit assessment, materials selection, and assembly processes to meet customer demand.**
- 4. patternmaking is one of the most crucial stages in fashion industry. A pattern prepared professionally is the predominant stage in the manufacture of product in compliance with product design.**

References:

- 1. “Pattern making for fashion design”, Helen Joseph Armstrong, Harper Collins, LA.**
- 2. “Pattern making and making up-the professional approach”; Marten Shonen and Janet Pawar, Butterworth Heinman, Oxford.**
- 3. “Modern sizing for women and children”; Pyknic, Philip Kuniko Publication London.**

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

First Year SEMESTER – 2

Practical Paper No-13

Garment Construction

Credits: 06

Periods:72

Marks: 150

C A	ESE	TOT AL
		150

Objective

To provide the knowledge of different machines used for sewing to impart skills in basic techniques of pattern making Gain the practical knowledge of dress making

Pre-Requisites Student should have known about sewing techniques and finishing

UNIT I

Types of Pockets: kurta pocket, patch pocket.

UNIT II

Sewing of skirt anyone: pleated with yoke, Gored, circular, layered, Dingle.

UNIT III

Master pattern of frock: calculate and lay-out the estimation of the fabric required.

Learning Outcomes:

1. understand and implement new technologies relative to design development, material choices, and the manufacture and distribution of fashion

Reference Books:

- 1. The Practical Encyclopedia of Sewing: By-Dorothy Wood: Lorenz Books**
- 2. The Complete Book of Sewing: Dorling Kindersley**
- 3. Sewing and Knitting: A Reader's Digest step –by-step guide**
- 4. Comparative Construction Techniques Clothing Construction: SherieDoongaji Sewing**

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

First Year SEMESTER – 2

Practical Paper No-14

Sources of Fashion Drawing

Credits: 04

Periods:48

Marks: 100

C A	ESE	TOT AL
		100

Objective

To help students design fundamental, elements, and principle of design to enable students to gain knowledge of figure sketching and drawing to gain knowledge of student's color, texture, design concept of illustration

Pre-Requisites Student should have known about color mixing and theme designing & neatness of drawing

UNIT I

Guidelines for sketching: Gathers, Pleats, Folds, Ruffles

UNIT II

Sketches of various Accessories: Headgear, Footwear, Handbags, Bows, Belts

UNIT III

Designs of Seasonal Garments: Rainy, Winter, Summer

With color schemes

Color wheel

Learning Outcomes:

- 1. Apply the creative design process and evaluate outcomes.**
- 2. Represent images of fabrics and apparel in an artistic and informative manner using a variety of techniques, computer technology, and media.**
- 3. Function independently with a forward-looking ability to promote their inventive personal design vision through the creative work they present.**

Reference

- 1. Anatomy & Drawing by Victor Petard.**
- 2. Helen L. B. 'The Theory of Fashion Design'.**
- 3. Nimes I. B. (1976), 'Fashion and Clothing Technology',**
- 4. Holton Educational Pub.**

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

First Year SEMESTER – 2

Practical Paper No-15

Textile Art Application

Credits: 04

Periods:48

Marks: 100

C A	ESE	TOT AL
		100

Objective

To help students design fundamental, elements, and principle of design to enable students to gain knowledge of figure sketching and drawing to gain knowledge of student's color, texture, design concept of illustration

Pre-Requisites Student should have known about color mixing and theme designing & neatness of drawing

UNIT I

Introduction of smoking:

Types of smoking :15 variation& make 07 samples

Make an article of smoking frock or cushion

UNIT II

Ten techniques of tie & dye.

UNIT III

Make five variations of Tassels

(Make five samples)

Weave samples any five

Learning Outcomes:

- 1. Apply the creative design process and evaluate outcomes.**
- 2. Represent images of fabrics and apparel in an artistic and informative manner using a variety of techniques, computer technology, and media.**
- 3. Function independently with a forward-looking ability to promote their inventive personal design vision through the creative work they present.**

Reference:

- 1. Shalala N. 'Traditional Embroideries of India', Mumbai, APH Publishing.**
- 2. Picker N.B. (1949), 'Singer Sewing Book', Singer Sewing Machine Co.**
- 3. Guts M, (1972), 'Sewing A to Z', London, Mills and Boon Ltd.**
- 4. Naik S.D. (1996), 'Traditional Embroideries of India', New Delhi, APH Publishing Corporation.**
- 5. Lathery G. (1993), 'Inspirational Ideas for Embroidery on Clothes and Accessory',**

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

First Year SEMESTER – 2

Practical Paper No-16

Computer Aided Design

Credits: 04

Periods:48

Marks: 100

C A	ESE	TOT AL
		100

Objectives

To help students to understand the fundamentals and principles of CAD. To provide students with the knowledge of CAD and their applications. Gain basic computer knowledge.

Understand the use of computer in fashion and apparel industry

Pre-Requisites Student should have known about paint and coral draw software

UNIT I

- **Color Wheel**
- **Primary, Secondary, Tertiary**

UNIT II

- **Basic Sleeves**
- **Designer Sleeves**
- **Basic Neckline**
- **Designer Neckline**

UNIT III

- **Logo Designing**
- **Visiting card**

Learning Outcomes:

- 1. To provide students the opportunity to learn garment design using various design software's.**
- 2. Computer software to create sketches and other designs used to create clothes, accessories, shoes, intimate apparel, and more. Computer-aided design or**

“CAD” is fast becoming the future of sketching in the fashion industry.

Reference

- 1. Computer Fundamentals by P.K. Sinha.**
- 2. Principles of Interactive Computer Graphics**
- 3. Window**



**SWAMI RAMANAND TEERTH MARATHWADA
UNIVERSITY, NANDED**

SYLLABUS

UGC Sanctioned Vocational Course

Curriculum based on the

Choice Based Credit System (CBCS Pattern)

w.e.f. 2021-22

B. VOC

**Name of the Programmed: Apparel Manufacturing
and Clothing Technology**

Second Year (III & IV-Sem.)

- **NOTE**
- Total Credit for Second Year: 60
- Internal Marks for Theory CA 35 Marks
- End of Semester Examination ESE 40 Marks
- Each Theory paper 75 marks Each Theory Is Of 3 Credits
- Each Practical paper 75 marks
- End of Semester practical examination 75 marks
- Each Practical Is Of 4 Credits and Garment construction 6 Credits
- Other rules for A.T.K.T., grace, class, applicable to B.A degree will be applicable to B.VOC Degree

NOTE---Compulsory English is applicable as per BA to B.VOC if any changes into BA is applicable to B.VOC Degree

NOTE- Candidate with diploma in dress design & garment manufacturing MSBTE technical board are eligible for direct second year admission.

Weightage - 50% for Practical

50% for Theory

CC FD - CORE COURSE OF FASHION DESIGN

PR – PRACTICAL

TH – THEORY

CA - CONTINUE ASSESSMENT

ESE - END SEMESTER EXAMINATION

EXAMINATION PATTERN 2021-22

Theory paper – 75 Marks

CA - 35 marks

Mark Distribution

- Tutorial 25 marks
- Test oral / written 10 marks

ESE – 40 Marks

- Question no 1 solve any 2 questions = 10 marks
- Question no 2,3,4,5 solve any 3 questions = 30 marks
- Each question carries equal marks
- Note - If any changes occur in examination pattern as per Humanities the exam pattern will be applicable as per BA to B.VOC Degree

Practical Paper – 100 marks, Project-150 mark

Mark distribution for practical's

- Record book 40 marks
- Seminar / PPT Presentation 10 Marks
- Examination - 50 Marks

Solve any two of 1 to 3

Each question carries 25 marks

Garment Construction 150 marks

Exam -50 mark

Garment stitching and finishing-100 marks

Second year Semester Third

SR N O	cours e Code	PA P ER NO	Subject Name	weekl y Lectur e	Tot al Let rues	C.A .	ES E	PR A CTI C AL	Tot al Mar KS	Cre dit to
1	TH	1	Compulsory English As per BA (TH)	04	48	35	40		75	03
2	TH	2	Textile From India (Th)	04	48	35	40		75	03
3	TH	3	Fashion history (Th)	04	48	35	40		75	03
4	TH	4	Business Marketing Management (Th)	04	48	35	40		75	03
5	PR	5	Traditional Textile Art (PR)	06	72	-	-	100	100	04
6	PR	6	Garment construction & pattern making (PR)	06	72	-	-	150	150	06
7	PR	7	Fashion sketching (PR)	06	72	-	-	100	100	04
8	PR	8	Computer aided design (PR)	06	72	-	-	100	100	04
			TOTAL	40	480	140	160	450	750	30

Second year semester Fourth

SR N O	cours e Code	PA P ER NO	Subject Name	weekl y Lectur e	Tot al Let rues	C.A .	ES E	PR A CTI C AL	Tot al Mar KS	Cre dit to
1	TH	9	Compulsory English As per BA (TH)	04	48	35	40		75	03
2	TH	10	Textile From India (Th)	04	48	35	40		75	03
3	TH	11	Fashion history (Th)	04	48	35	40		75	03
4	TH	12	Business Marketing Management (Th)	04	48	35	40		75	03
5	PR	13	Traditional Textile Art (PR)	06	72	-	-	100	100	04
6	PR	14	Garment construction & pattern making (PR)	06	72	-	-	150	150	06
7	PR	15	Fashion sketching (PR)	06	72	-	-	100	100	04
8	PR	16	Computer aided design (PR)	06	72	-	-	100	100	04
			TOTAL	40	480	140	160	450	750	30

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

Second Year SEMESTER – III

Theory Paper No-1

Compulsory English

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

NOTE - Compulsory English is applicable for B.VOC.as per BA SRTMUN

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

Second Year SEMESTER – III

Theory Paper No-2

Textile From India

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

Objectives

To help students to understand the fundamentals and textile and To provide students with the knowledge of tour of india and their applications.
Gain fabric knowledge.

Understand the use of textile in fashion and apparel industry

Pre-Requisites Student should have known about fabrics and heritage of india

Unit 1) Importance of textiles in various fields.

- Home textiles- Upholstery fabrics for domestic applications, Table textiles, Bed Textiles, Towels, Kitchen textiles, etc.
- Medical Textiles- Surgical textiles, Hospital textiles, Disposable drapes, Sanitary applications.
- Industry uses.

Unit 2) Different types of finishes.

- Special Finishes on garments- stoneless stone wash effects , various softening treatments, water resistant breathable finish,
- protective finishes-antimicrobial, deodorizing etc.
- Functional finishes- cool finish, thermo cat finishes, wrinkle free finishes.

Unit 3)

- Block prints and Chintz.

- Silk Brocade.
- Bengal goods for America in 19th century.

Unit 4)

- Textiles of Maharashtra
- Textiles of Assam
- Textiles of Bihar.

Reference Book

- Textiles Fiber to Fabric – Bernard P. Corban
- Encyclopedia Of Textile- Chitra Choudhary

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

**B. VOC Degree program
Second Year SEMESTER – III**

Theory Paper No-3

Fashion History

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

Objectives:

- To introduce students historical costume skill and process

Knowledge

- Fashion Environment in our life as it gives a good knowledge to the latest style,

Pre- Requisites to develop understanding of elements of design (point, line, pattern, shape, color

Unit: -1)

- a) Beginning of the clothing
- b) Origin of costume

- c) Importance of Clothing
- d) Purpose of Clothing Protection Modesty attraction

Unit: - 2)

- a) Mauryan and Sangha period 321-72BC.
- b) Setswana 200BC-Ad250
- c) Kushan period 130BC-AD185
- d) History of Mughal period costumes

Unit: - 3)

Study of Indian Costume, Textiles, Traditional typical jewelry other accessories of the following state of men & woman.

- a) Maharashtra
- b) Karnataka

Unit4)

- a) Kashmir
- b) Uttar Pradesh

Reference Book

- History of World Costume
- Fashion History

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

Second Year SEMESTER – III

Theory Paper No-4

Business Marketing Management

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

Objectives:

- To introduce students Business marketing skill and advertising process

Knowledge

- Fashion Environment in our life as it gives a good knowledge to the latest style,

to develop understanding of elements of design (point, line, pattern, shape, color

form& Space. To understand & analyze the effective use of elements / principle

of design & fashion in the garment design process.

Pre-Requisites Student should have known about business skill and marketing change in

fashion industry and Designer role

Unit 01 introduction to fashion cycle

- Stages of fashion cycle
- prediction of fashion cycle
- example of fashion cycle

Unit 02 Introduction of fashion market

- Definition meaning
- Types of fashion market

Unit 03 Fashion business segments

- Geographical environment
- Sociological environment
- Psychological environment
- Economic environment
- Technological environment

Learning Outcomes:

Fashion occupies the center stage in popular understanding of modern culture. To impart knowledge on fashion Business and its importance

Describe the Fashion business; Designer, and Designing Process

Ref Book - Dynamic of fashion -- -Elaine stone
concept to consumer - Gini Stephen fringes

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

Second Year SEMESTER – III

Practical Paper No-5

Traditional Textile Art(practical)

Credits: 04

Periods:72

Marks: 100

C A	ESE	TOT AL
		100

Learning Outcomes:

Fashion occupies the center stage in popular understanding of modern culture. To impart knowledge on fashion Business and its importance

Describe the Fashion business; Designer, and Designing Process

Pre-Requisites Student should have known about region, culture, and history of India

Unit 1)

- Stain Removal using Chemicals
- Stiffening of various fabrics

Unit 2)

- Desiring & scouring of cotton processes.
- Bleaching.

Unit 3) Traditional Regional Indian Embroidery

- Kantha of Bengal
- Kishida of Karnataka
- Cankiri, M. Pradesh

Unit 4)

- Sindh Kutch Embroidery.

- Phulkari of Punjab.
- Chaparral.
- Orissa art.

Learning Outcomes:

Students able to, information about historical periods of clothing and classification of regional textile of India

Reference Books:

- 1. The fabric of India -- Rosemary krill, Textile from India – The global trade rosemary krill**
- 2. Textiles by: Sara J. Adolph**
- 3. Textile Science by: Gohl&Vilensky**
- 4. Fabric Science by: Joseph Pizzuto**

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

Second Year SEMESTER – III

Practical Paper No-6

Garment Construction and pattern Making (practical)

Credits: 06

Periods:72

Marks: 150

C A	ESE	TOT AL
		150

Objective – To develop students advance drafting and stitching techniques

Pre-Requisites Student should have known about garment sewing techniques and designer pattern, industrial machine operating and creative skill designing

Unit 01 Draft the diagram of Basic Blocks

- Basic Block
- Basic sleeve
- Basic trouser
- Basic torso

Unit 02 Dart manipulation

- Dart manipulation different style
- Designing with dart
- Added fullness
- off shoulder pattern

Unit 03 Stitch the women's upper top using

- Dart, opening
- Any collar suitable to pattern

- Take any trimming

Learning Outcomes:

1. Developing the knowledge of different pattern, finishing, and designing skill
2. Demonstrate practical skills of garment making and draping
3. Develop the draping skills with practical making draped designer garments which can give a professional look
4. Demonstrate professional skill of garment finishing

techniques with practical knowledge **Reference Books:**

1. The Practical Encyclopedia of Sewing: By-Dorothy Wood: Lorenz Books
2. The Complete Book of Sewing: Dorling Kindersley
3. Sewing and Knitting: A Reader's Digest step –by-step guide
4. Comparative Construction Techniques Clothing Construction: Sherie Donaghy Sewing Manual: Singer
5. Stitch World
6. Apparel Views
7. Alien B., 'Flat Pattern Design', USA, McGraw Hill Pub.
8. Win fad Aldrich, 'Metric Pattern Cutting', UK Black well Science.
9. Gerry Conklin, (1991), 'Introduction to clothing manufacture', UK Blackwell Science.

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

Second Year SEMESTER – III

Practical Paper No-7

Fashion Sketching (practical)

Credits: 04

Periods:72

Marks: 100

C A	ESE	TOT AL
		100

Objective:

Refining the student's illustration skills with special emphasis on developing a signature style of sketching by providing appropriate inputs through exposure to various artists' styles of illustration.

Introduction to various medium for stylization of croquets.

To train students in color rendering in different media keeping fabric qualities. To gain knowledge of student's color, texture, design concept of illustration

. Pre-Requisites:

Students should have known about theme designing

Unit 1)

- Female Croque (12 head)
- Developing poses through Magazine.

Unit 2)

- Details of body
- Face details
- Hair styles

Unit 3)

- Hands
- Legs
- Feet's

Unit 4)

- Designing for personality (swatches, flats, details)
- Designing for stores (swatches, specification sheet)

Learning Outcomes:

1. Apply the creative design process and evaluate outcomes. 2. Represent images of fabrics and apparel in an artistic and informative manner using a variety of techniques, computer technology and media. 3. Function independently with a forward-looking ability to promote their inventive personal design vision through the creative work they present.
- 2.

Reference:

- Illustrations in Vogue Fashion Illustration- Colin Barnes Foundation
 in Fashion Design and Illustration- Julian Seaman, Bats ford B.T. Ltd
 Fashion Rendering with color - Bina A 1. Anatomy & Drawing by Victor Petard.
 2. Helen L. B. 'The Theory of Fashion Design'.
 3. Nimes I. B. (1976), 'Fashion and Clothing Technology',
 4. Holton Educational Pub.
 5. Michel B. B., 'Fashion the Mirror of History', New York, Batter
 6. Berry Ariane. Greenwich House.

B. VOC Degree program
Second Year SEMESTER – III

Practical Paper No-8

Computer aided design (practical)

Credits: 04

Periods:72

Marks: 100

C A	ESE	TOT AL
		100

Objectives

To help students to understand the fundamentals and principles of CAD. To provide students with the knowledge of CAD and their applications. Gain basic computer knowledge.

Understand the use of computer in fashion and apparel industry

Pre-Requisites Minimum system requirement for Photoshop (windows, processors, etc.)

Unit I PHOTO SHOP

- a) Introduction to Photoshop
- b) Understanding its fundamentals.

Unit II)

- a) Bitmap Graphic, Vector graphic.
- b) Color mode
- c) Overview of tools.
- d) Channels

Unit III) Drawing & creating patterns, editing fashion photographs.

Make a design for a casual, formal, occasions.

Unit IV) assessing your work

- a) Select a source that inspires you note observational sketches select them.

- b) Adopt design from that the part to create work that in uniquely your
- c) The Process
- d) bold reworking
- e) Model board, Color Pattern
- f) Designing fabric Ideas

Presentation Board

Portfolio - Used for CAD Software wherever necessary Sources of Inspiration

Learning outcomes:

1. Understand the Photoshop screen, the different palettes and use the Photoshop tool to modify and adjust images and designs.
2. Prepare images for web and print output with appropriate sizing and resolution.
3. To prove students the opportunity to learn garment design using various software's

Reference

1. Adobe Photoshop by Lisa Lambert
2. Photoshop by Brian Hicks
3. Adobe Photoshop CC BIBLE **by Wiley**

Second year semester Fourth

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

Second Year SEMESTER – IV

Theory Paper No-9

Compulsory English

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

NOTE - Compulsory English is applicable for B.VOC. as per BA SRMUN

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

Second Year SEMESTER – IV

Theory Paper No-10

Textile From India

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

Objectives: -

To enable students to: -

1. Introduction to traditional textile costume and accessories from different region in India
2. Gain knowledge of textile of India
3. Understand the various regional techniques.

Pre-Requisites

Student should have known about Indian culture and history of clothing

Unit1)

- Definition of Textile
- History of Textiles

Unit 2)

- Dyes and dyeing introduction
- Sources of dyes
- Silk Brocade

Unit3) Textiles from different regions of India

- Harus and Amurs.
- Kashmir Shawls

- Kalamkari
- Baluchari Sarees.

Unit 4)

- Kancheepuram
- Jamdani
- Pachtola
- Ikat

Learning Outcomes:

Students able to, information about historical costume, textile different type of fabric & their formation utilization a variety of sources to create innovative and artistic textile and apparel products

Evaluate the characteristics and performance of materials in textile/apparel products

Reference Book:

- Textile Spinning & weaving –Chitra Chowdhary
- Fiber to Fabric- Bernard P. Codman

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

Second Year SEMESTER – IV

Theory Paper No-11

Fashion History

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

Objectives: -

To enable students to: -

1. Introduction to traditional textile costume and accessories from different region in India
2. Gain knowledge of textile of India
3. Understand the various regional techniques.

Pre-Requisites Student should have known about Indian culture and history of clothing

Study of Indian Costume, Textiles, Traditional typical jewelry other accessories of the following state of men & women

Unit: - 1)

- a) Punjab
- b) Kerala

Unit: - 2)

- a) West Bengal
- b) Himachal Pradesh

Unit: - 3)

- a) Gujarat
- b) Rajasthan.

Unit: - 4) History of Western Costumes

- a) Costumes of 1900-1930
- b) Costumes of 1930-1960
- c) Costumes of 1960-1990

Learning Outcomes:

Students able to, information about historical costume, textile different type of fabric & their formation utilization a variety of sources to create innovative and artistic textile and apparel products

Evaluate the characteristics and performance of materials in textile/apparel products

Reference:

1. Fiber to Fabric by: Corban
2. Textiles by: Sara J. Adolph
3. Textile Science by: Gohl&Vilensky
4. Fabric Science by: Joseph Pizzuto

- History of World Costume
- Fashion History

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
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B. VOC Degree program

Second Year SEMESTER – IV

Theory Paper No-12

Business Marketing Management

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

Objective

Purpose requires well developed quantitate skill and ability to discover trends A product planning and promotion of sells to the write market at proper time by caring skill full advertising

Pre-Requisites Student should have known about fashion trend and designing skill

Unit I) Fashion business advertising

- Nature and scope of advertising
- Types of advertising
- Media of advertising

Unit II) Fashion services and resources

- printed services
- social media services
- video/audio services
- Historical, art, fashion show

Unit III) Fashion Merchandiser

- Definition of fashion merchandiser and merchandising

- Role and responsibilities of fashion merchandiser
- Visual merchandising

Learning Outcomes:

Students will be able to utilize applied management, control and improve industry environment

`Student will be able to demonstrate the applied skills of industry, critical thinking, and problem solving and consumer behavior

Ref Book - Dynamic of fashion -- -Elaine stone
concept to consumer - Gini Stephen fringes

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
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B. VOC Degree program

Second Year SEMESTER – IV

Practical Paper No-13

Traditional Textile Art (practical)

Credits: 04

Periods:72

Marks: 100

C A	ESE	TOT AL
		100

Objective

Introduce students to the world of rich and glorious textiles and crafts of India, through an appreciation of its unfolding through the ages.

To identify the technique of textile crafts used in a region by various communities and its economics and social implication

To trace and examine the evolution of technique and design over a period.

Pre-Requisites

Student should have known about Textile and new

ideas for Creativity

Unit 1)

- Dyeing different techniques of fabrics
- Leheria&Mothara
- Warp ikat, Weft kite
- Compound & Double ink

Unit 2)

- Painted And Printed Textiles
- Woodblock printing
- Stenciling • Pen work,

Unit 3) Embellishments.

- Metal thread, Mirrors, Shells.
- Bead embroidery
- Feathers, • Fringes,
- Tassels

Unit 4)

- Appliqué,
- Patch work
- Quilts

Learning outcomes:

- Appreciate the finer nuances of embroideries • Classify the regional Painting of India. • Classify the regional Tie and Dyed Textile of India. • Identify a specific Painting of India based on colors, motifs, and layout

Reference:

Barnard, Nicholas &Gidlow, John (1991), Traditional Indian Textiles (Thames & Hudson Ltd.: London) Naik, Shailaja D (1996), Traditional Embroideries of India (APH Publishing Corporation: New Delhi) Lathery G. (1993), 'Inspirational Ideas for Embroidery on Clothes and Accessory,' Traditional Fabric of India (Jayshree Manchanda)

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

B. VOC Degree program

Second Year SEMESTER – IV

Practical Paper No-14

Garment Construction and pattern Making(practical)

Credits: 06

Periods:72

Marks: 150

C A	ESE	TOT AL
		150

Objective:

To provide the knowledge of different machines used for sewing to impart skills in advance techniques of pattern making Gain the practical knowledge of designer dress making

Pre-Requisites:

Student should have known about sewing techniques and finishing

Unit 01 Draft and stitch of Indian wears

- Draft Kameez with current trend
- Draft Different types of salwar's Patiala, palazzo, parallel etc.
- Stitch the Indian salwar kameez any pattern with proper finishing
- estimation of salwar kameez

Unit 02 Draft the diagram of sleeves

- kimono, raglan, bishop, petal,
- Stitch the above pattern
- Draft & stitch different types of blouses

Unit 03 Stitch the women evening gown

- Draft the diagram of evening gown
- Dart, opening
- Any pattern latest trend
- surface ornamentation is compulsory suitable to pattern
- Estimate of evening gown for sailing
- **Learning Outcomes:**
 1. understand and implement new technologies relative to design development, material choices, and the manufacture and distribution of fashion
- **Reference Books:**
 1. The Practical Encyclopedia of Sewing: By-Dorothy Wood: Lorenz Books
 2. The Complete Book of Sewing: Dorling Kindersley
 3. Sewing and Knitting: A Reader's Digest step –by-step guide
 4. Comparative Construction Techniques Clothing Construction: SherieDoongaji Sewing

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
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B. VOC Degree program

Second Year SEMESTER – IV

Practical Paper No-15

Fashion sketching (practical)

Credits: 04

Periods:72

Marks: 100

C A	ESE	TOT AL
		100

OBJECTIVE:

Refining the student's illustration skills with special emphasis on developing a signature style of sketching by providing appropriate inputs through exposure to various artists' styles of illustration.

To train students in color rendering in different media keeping fabric qualities. – To gain knowledge of student's color, texture, design concept of illustration to enable students to gain knowledge of figure sketching and drawing to gain knowledge of student's color, texture, design concept of illustration

Pre-Requisites Student should have known about color mixing and theme designing & neatness of drawing

Unit 1)

- Inspirational Designs.
- Designing for Western personality

Unit 2)

- Theme based designing
- Design Development sheets

Unit 3)

- Story Board
- Mood Board

Unit 4)

- Preparation presentation Drawings.
- Production Drawings
- Technical sketch.

Reference:

- Fashion Illustration Basic Techniques – Julian Seaman
- Fashion Illustrated Basic Technique
- The Style Source Book – Judith Miller, Stewart, Tabor& Chang, New York
- An Illustrated History of Fashion

Learning Outcomes:

1. Apply the creative design process and evaluate outcomes.
2. Represent images of fabrics and apparel in an artistic and informative manner using a variety of techniques, computer technology and media.
3. Function independently with a forward-looking ability to promote their inventive personal design vision through the creative work they present.

Reference:

Illustrations in Vogue Fashion Illustration- Colin Barnes Foundation
in Fashion Design and Illustration- Julian Seaman, Batsford B.T.
Ltd Fashion Rendering with color - Bina Baling

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
NANDED**

**B. VOC Degree program
Second Year SEMESTER – IV**

Practical Paper No-16

Computer aided design (practical)

Credits: 04

Periods:72

Marks: 100

C A	ESE	TOT AL
		100

Objectives

To help students to understand the fundamentals and principles of CAD. To provide e students with the knowledge of CAD and their applications.

Gain basic computer knowledge.

Understand the use of computer in fashion and apparel industry

Pre-Requisites Minimum system requirement for Photoshop

(windows, processors, etc.)

Unit 1) Adobe Photoshop CS

- a) Introduction to Toolbar
- b) Understanding its Shape, Effects.

unit 2) a) Bitmap Graphic, Vector graphic.

- b) Color mode.
- c) Overview of tools.

d) Channels.

Unit3) Drawing & creating patterns, editing fashion photographs. Make a design for a casual, formal, occasions.

Unit 4)

- a) Portfolio should ideally include presentation on 3-4 vailed themes
- b) Mood board & reflecting your themes including research
- c) Fabric swatches of the intended fabric to be used for the collection.
- d) Presentation of final design collection specification drawing of final design a write up on the design feature of the collection
- e) The accessories to be used along with your collection in to shown.

Your color schemes. Using different Software.

Learning outcomes:

1. Understand the Photoshop screen, the different palettes and use the Photoshop tool to modify and adjust images and designs.
2. Prepare images for web and print output with appropriate sizing and resolution.
3. To prove students the opportunity to learn garment design using various software



**SWAMI RAMANAND TEERTH MARATHWADA
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SYLLABUS

UGC Sanctioned Vocational Course

Curriculum based on the

Choice Based Credit System (CBCS Pattern)

w.e.f. 2021-22

B. VOC

**Name of the Programmed: Apparel Manufacturing
and Clothing Technology**

Third Year (V & VI-Sem.)

NOTE

- Total Credit for Third Year: 60
- Internal Marks for Theory CA 35 Marks
- End of Semester Examination ESE 40 Marks
- Each Theory paper 75 marks Each Theory Is Of 3 Credits
- Each Practical paper 100 marks
- End of Semester practical examination 100 marks
- Each Practical Is Of 3 Credits and project 6 credits
- Other rules for A.T.K.T., grace, class, applicable to B.A degree will be applicable to B.VOC Degree
- · Environment study will be applicable as per B.A.

to B.VOC Degree

Weightage - 50% for Practical

50% for Theory

CC FD - CORE COURSE OF FASHION DESIGN

PR – PRACTICAL

TH – THEORY

CA - CONTINUE ASSESSMENT

ESE - END SEMESTER EXAMINATION

EXAMINATION PATTERN 2021-22

Theory paper – 75 Marks

CA - 35 marks

Mark Distribution

- Tutorial 25 marks
- Test oral / written 10 marks

ESE – 40 Marks

- Question no 1 solve any 2 questions = 10 marks
- Question no 2,3,4,5 solve any 3 questions = 30 marks
- Each question carries equal marks.
- **Note** - If any changes occur in examination pattern as per Humanities the exam pattern will be applicable as per BA to B. VOC Degree

Practical Paper – 100 marks, Project-150 mark

Mark distribution for practical's

- Record book 40 marks
- Seminar / PPT Presentation 10 Marks
- Examination - 50 Marks

Solve any two of 1 to 3

Each question carries 25 marks

Third year semester Fifth

SR N O	cours e Code	PA P ER NO	Subject Name	weekl y Lectur e	Tot al Let rues	C.A .	ES E	PR A CTI C AL	Tot al Mar KS	Cre dit to
1	TH	1	Research Methodology	04	48	35	40		75	03
2	TH	2	Fashion Retail Management (Th)	04	48	35	40		75	03
3	TH	3	Introduction To Apparel Industry (Th)	04	48	35	40		75	03
4	TH	4	History of World Costume (Th)	04	48	35	40		75	03
5	PR	5	Portfolio Presentation (PR)	06	72	-	-	100	100	04
6	PR	6	Project (PR)	06	72	-	-	150	150	06
7	PR	7	Computer Aided Design (PR)	06	72	-	-	100	100	04
8	PR	8	Draping (PR)	06	72	-	-	100	100	04
			TOTAL	40	480	140	160	450	750	30

Third year semester sixth

SR N O	cours e Code	PA P ER NO	Subject Name	weekl y Lectur e	Tot al Let rues	C.A .	ES E	PR A CTI C AL	Tot al Mar KS	Cre dit to
9	TH	9	Research Methodology	04	48	35	40		75	03
10	TH	10	Fashion Retail Management (Th)	04	48	35	40		75	03
11	TH	11	Introduction To Apparel Industry (Th)	04	48	35	40		75	03
12	TH	12	History of World Costume (Th)	04	48	35	40		75	03
13	PR	13	Portfolio Presentation (PR)	06	72	-	-	100	100	04
14	PR	14	Project (PR)	06	72	-	-	150	150	06
15	PR	15	Computer Aided Design (PR)	06	72	-	-	100	100	04
16	PR	16	Grading (PR)	06	72	-	-	100	100	04
			TOTAL	40	480	140	160	450	750	30

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
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B. VOC Degree program

Third Year SEMESTER – V

Theory Paper No-1

Research Methodology

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

OBJECTIVES --

To help students to understand what research importance of research is in **PRE-REQUITES** students like do research and intellectual knowledge and hardworking stamina

Unit 01

Introduction of Research

- Definition of research
- concept of research
- purpose of research
- aim need of research

Unit 02

Types of research

- study on different types of research
- Data collection methods

Unit 03

Identification of research problem

- Meaning definition of research problem
- Formulation of research problem
- criteria and principles of good research problem

- **Learning outcomes** student able to identify and discuss the complex issues inherent in selecting a research problem. Make a research project and conclusion

Ref Book ----

Research Methodology - Mahesh Kulkarni

Research Methodology----C.R. Kothari

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B. VOC Degree program

Third Year SEMESTER – V

Theory Paper No-2

Fashion Retail Management (Th)

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

Objective –These Are the Main Criteria for A Candidate Interested in the Fashion Marketing. The Students Are Provided with the Essential Skills in Sales, Marketing, Retailing Management, Buying, Merchandise Presentation and Product Knowledge. Emphasis is placed on Professional Competence in the Areas of Fashion Display, Buying, Selling, and Management.

PRE-REQUITES Recognize the markets for fashion retail

business Identify the scope of fashion retail industry

Unit 01

Introduction to retail

- classification retailing formats
- The retailer of fashion

Unit 02

Merchandising introduction

- Factors influencing merchandising
- Merchandising planning
- function of merchandising manager

Unit 03

Fashion retail marketing

- Retail sales promotions store level

- Building and sustaining relationship in retailing
- customer relationship marketing

Learning outcomes student able to identify and knowledge about marketing all concepts and process

Ref Book - Retail marketing management-David Gilbert

Ref Book - Retail marketing management-David Gilbert

Fashion marketing –Mike Easy, Fashion retailing-Elleen Dimond

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B. VOC Degree program

Third Year SEMESTER – V

Theory Paper No-3

Introduction to apparel industry (Th)

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

OBJECTIVE-- improve Candidate Interested in the Fashion Garment industry

. The Students Are Provided with the Essential Skills in Sales,
Marketing, management mass production

Gain knowledge about different advanced sewing machine and their
technology

PRE-REQUITES Students know about basic knowledge of
machines, maintainers, and production

Unit 01

organization structure of clothing industry

- Size structure of industry
- Manufacturing structure
- Department's sector of clothing industry

Unit 02

cutting Department

- Fusing technology
- Sewing technology
- cutting room

Unit 03

Garment trimming

- Material utilization
- warehouse management

Learning outcomes develop and sew production patterns and document how the garment is to be constructed and manufacturer

Ref Book -

Garment technology—Gerry cookline

Apparel marketing and merchandising—Dr, M S Seshadri

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B. VOC Degree program

Third Year SEMESTER – V

Theory Paper No-4

History of World Costume (Th)

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

Objective—This course is a survey of Western costume History Viewed in the context of social and political history and. Of movements

Pre-requisites:

1. Giving students background and developing skills necessary to address project work in the departmental curriculum
2. Teaching students how to compile apply and present research during the design process as an essential component professional assignment.

Unit 01

costume of around the world

- Costume of ancient Egypt
- Costume of Japan
- Costume of British

Unit 02

Fashion looks

- Fashion looks of 16 the century
- 17th century
- 18 the century

Unit 03

Popular Designer

- Study on five international designers
- five national designers
- five Maharashtra designer
- study their specialty and biography

LEARNING OUTCOMES:

- Identify costumes and style features of selected historical period of the Western world.
- Understand costume as an expression of the cultures of various historical period.
- Relate historical costume design to contemporary dress.
- Describe, Define, and identify clothing forms associated with various ancient civilization and time of selected Western civilization.

REF Book --History of world costume

Folk costume--- Robert Harrold phyllode Legg

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B. VOC Degree program

Third Year SEMESTER – V

Practical Paper No-5

Portfolio (practical)

Credits: 03

Periods:72

Marks: 100

C A	ESE	TOT AL
		100

OBJECTIVES --

To help students to understand what Theme development and importance of portfolio is in

PRE-REQUITES students like do research and intellectual knowledge and hardworking stamina

Unit 01

portfolio should ideally include presentation

- Select any corporate word theme
- Make 10 DDS
- Final any five
- Presentation of final design
- swatch, spec sheet

Unit 02

- Select any theme
- Make 10 DDS
- Final any five
- Presentation of final design

- swatch, spec sheet
- **LEARNING OUTCOMES:**
- · Identify costumes and style features and portfolio making
- · Understand costume as an expression of the cultures of various historical period.

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B. VOC Degree program

Third Year SEMESTER – V

Practical Paper No-6

Project (practical)

Credits: 06

Periods:72

Marks: 150

C A	ESE	TOT AL
		150

OBJECTIVES --

To help students to understand what research development and importance of research is

PRE-REQUITES students like do research and intellectual knowledge and hardworking stamina

- Study Research on any topic in fashion word as per your choice
- select topic
- survey on current market trend
- objective, methodology, survey, conclusion
- Make a bound copy of project

- **Learning outcomes** develop and sew production patterns and document how the garment is to be constructed and manufacturer
-

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B. VOC Degree program

Third Year SEMESTER – V

Practical Paper No-7

Computer Aided Design (practical)

Credits: 03

Periods:72

Marks: 100

C A	ESE	TOT AL
		100

OBJECTIVES --

To help students to understand what cad design development and importance of research is

PRE-REQUITES students like do research and intellectual knowledge and hardworking stamina

Unit 01

Adobe illustrator

- illustrator tool bar
- Female mechanical croquis development
- Drawing fleshed croquis

Unit 02

- Drawing and manipulating neckline, collar, sleeves, skirt
- Fabric and print development
- use of fabric repeats

Unit 03

- Facial expression

- **Learning outcomes** develop and sew production patterns and document how the garment is to be constructed and manufacturer
-

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B. VOC Degree program

Third Year SEMESTER – V

Practical Paper No-8

Draping (practical)

Credits: 03

Periods:72

Marks: 100

C A	ESE	TOT AL
		100

Objective–Understand Candidate various fabric construction techniques In the Fashion History

. The students gain knowledge about sizes, measurements, drafting using different advanced pattern for customers and set a new trend

Unit 01

Introduction of draping in apparel world

- why should designer learn draping?
- Methods of draping
- Techniques of draping

Unit 02

Draping of basic bodice block

- Make a basic block on dress form using draping techniques
- Dart is compulsory
- Add button strip

Unit 03

- Make a basic skirt block on dress form using draping techniques
- Dart is compulsory

Learning outcomes develop and clear concepts about different types of construction techniques and how the garment industry set up required knowledge

Ref Book - pattern making for fashion design- Helen Joseph, Zedkat Readers Digest complete guide to sewing—Montreal, New York classic

Semester sixth

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B. VOC Degree program

Third Year SEMESTER – VI

Theory Paper No-9

Research Methodology

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

OBJECTIVES --

To help students to understand what research importance of research is in
PRE-REQUITES students like do research and intellectual
knowledge and hardworking stamina

Unit 01

Research Design

- process of research methodology
- steps of research process
- Hypothesis meaning
- Testing of hypothesis

Unit 02

Sample techniques

- Definition meaning of sample
- Types of sampling
- Sampling process
- Random sample, Questionaries, interview

Unit 03 Report writing

- introduction and main components of research report style layout
- **Learning outcomes** student able to identify and discuss the complex issues inherent in selecting a research problem. Make a research project and conclusion

Ref Book - Research Methodology - Mahesh Kulkarni
Research Methodology----C.R. Kothari

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
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B. VOC Degree program

Third Year SEMESTER – VI

Theory Paper No-10

Fashion retail management

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

OBJECTIVE

The Students Are Provided with the Essential Skills in Sales, Marketing, Retailing Management, Buying, Merchandise Presentation and Product Knowledge. Emphasis is placed on Professional Competence in the Areas of Fashion Display, Buying, Selling, and Management.

PRE-REQUITES Students know about basic knowledge of marketing

Unit 01

Introduction of retail pricing

- Factor influencing on retail pricing
- Cost oriented pricing strategy
- Demand oriented pricing strategy

Unit 02

Fashion producers

- Fashion producers in other countries
- Merchandise resources

- Garment sourcing
- Brands and private label

Unit 03

Global marketing

- Global marketing advantage disadvantage
- Globalization impact
- Marketing mix

Learning outcomes develop and clear concepts about different types of retailing marketing and core market techniques with global marketing method and how can develop our fashion business

Ref Book-

Retail marketing management-David Gilbert

Fashion marketing –Mike Easy,

Fashion retailing-Ellen Dimond

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
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B. VOC Degree program

Third Year SEMESTER – VI

Theory Paper No-11

Introduction to apparel Industry

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

Objective– The Students Are Provided with the Essential Skills
in Sales, Marketing, management mass production

Gain knowledge about different advanced sewing machine and their
technology

PRE-REQUITES Students know about basic knowledge of
machines, maintained and production

Unit 01

organization structure of apparel firm industry

- Size structure
- Manufacturing structure
- working method
- Departments

Unit 02

Inspection Department

- Garment finishing & inspection
- Sample room
- Fabric inspection

Unit 03

Quality control

- Principle of quality control
- Total quality management
- **Learning outcomes** develop and clear concepts about different types of function and using of industrial machine and all production techniques with global marketing

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B. VOC Degree program

Third Year SEMESTER – VI

Theory Paper No-12

History of word costume

Credits: 03

Periods:48

Marks: 75

C A	ESE	TOT AL
35	40	75

Objective:

History Viewed in the context of social and political history and. movements and trends in art and culture.

Pre-requisites:

Teaching students how to compile apply and present research during the design process as an essential component of professional assignments.

Unit 01

costume of ancient Rome

- Costume of ancient Rome
- Costume of Renaissance
- Costume of Rococo

Unit 02

Folk costume

- India
- Any 7 state
- Clothing ornaments

Unit 03

Germanic prehistory and early times

- Costume of Greece
- Male female
- Byzantine middle age

LEARNING OUTCOMES:

- Identify costumes and style features of selected historical period of the Western world.
- Understand costume as an expression of the cultures of various historical period.
- Relate historical costume design to contemporary dress.

REF Book -

- - -History of world costume
- Folk costume--- Robert Harrold phyllode Legg

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
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B. VOC Degree program

Third Year SEMESTER – VI

Practical Paper No-13

Portfolio (practical)

Credits: 03

Periods:72

Marks: 100

C A	ESE	TOT AL
		100

Objective–As young pass outs just from the **fashion** school, one of the most important things a **fashion designer** should do is his/ her **portfolio development**. A **portfolio** displays the work done by the **designer**. ... A **portfolio** is an important visual self-promotion and sales tool for any **designer**, **fashion** student or creative individual.

PRE-REQUITES Students know about new trends innovative ideas, Indian art and craft techniques and different types of creative side techniques

Unit 01

portfolio should ideally include presentation research

- Select any Indian art and craft handloom theme
- Write history descriptively make a story board
- Emphasis specialty of motif and fabric selected theme
- Make 10 DDS
- Final any five
- Presentation of final design
- swatch, spec sheet

Unit 02

- Select theme on color scheme

- Make 10 DDS
- Final any five
- Presentation of final design
- swatch, spec sheet

Learning outcomes develop and clear concepts about different types of creative and innovative theme designing helps to successful designer

Note: -There is no Examination.

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,
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B. VOC Degree program

Third Year SEMESTER – VI

Practical Paper No-14

Project (practical)

Credits: 06

Periods:72

Marks: 150

C A	ESE	TOT AL
		150

OBJECTIVE

To promote an understanding of Fashion a in relation to the needs of fashion, contractual furnishings, home textiles, and the business-to-business textile products. a. Students will be able to locate, analyze, and synthesize market research data and apply that data to delineate the needs of specific markets. b. Students will be able to critically evaluate textile product design solutions in terms of needs of diverse textile end uses and communicate those evaluations using appropriate vocabulary, terminologies, and structural dimensions. Objective: To provide hands-on experience using a set of complex technologies found in industry today

PRE-REQUITES Students know about new trends innovative ideas, and skill of research

- Study Research on Following topic in fashion word as per your choice
- Hand loom handicraft
- Indian embroidery
- Fashion software
- Sustainable green fashion
- Fashion business
- select topic
- survey on current market trend

- objective, methodology, survey, conclusion
- Make a bound copy of project

Learning outcomes a. Students will be able to effectively execute projects utilizing self- critique and criticisms of cohorts, industry guests, and faculty in the collaborative studio environment. b. Students will formulate effective design solutions individually and in teams and in response to real world problems.

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B. VOC Degree program

Third Year SEMESTER – VI

Practical Paper No-15

Computer aided design(practical)

Credits: 04

Periods:72

Marks: 100

C A	ESE	TOT AL
		100

Objective–To provide students with the knowledge of cad and their applications Gain basic computer knowledge Understand the use of computer in fashion and apparel industry

Pre-requisites students should know about basic computer operating system

Unit 01

Adobe illustrator

- Computerized fashion makes up
- Different types of hair style
- make a proper background

Unit 02

- Select any theme
- Fabric, print, pattern development
- use of all detailing

Unit 03

- project scan and make a soft copy
- **Learning outcomes -**

- To provide students the opportunity to learn garment design using various designing software's
- Computer software's used to create sketches and design clothes, accessories and more
- CAD is fast becoming the future of sketching in the fashion industry

References-

- Create Logo Design Step by step –Prasenjit Nath
- The professional portfolio – clock
- Web sides

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B. VOC Degree program

Third Year SEMESTER – VI

Practical Paper No-16

Grading (practical)

Credits: 04

Periods:72

Marks: 100

C A	ESE	TOT AL
		100

Objective

Grading is a technique of increase or decrease of block save your time.

The students gain knowledge about sizes, measurements, drafting using different grading techniques

PRE-REQUITES

Students know about Drafting and different types of Basic pattern drafting

Unit 01

Introduction of Grading in apparel world

- Grade the basic, skirt, trouser block
- Reduce and enlarge the above block
- using Techniques of grading

Unit 02

Draping of one stylized garment using different fabric

- Make a pattern on dress form using draping techniques
- Dart is compulsory and all trimming detailing
- Add opening

Unit 03

- Make a designer choli dress form using draping techniques
- Dart is compulsory

- Calculate the layout estimation the fabric
- stitch the same

REFERENCE BOOK:

The science of grading clothing pattern-Harry Simons
pattern Drafting and Grading by Michel Rohr,1961

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- **Learning outcomes** develop and clear concepts about all detailing of grading pattern it is important for industrial knowledge