# MATS
# UNIVERSITY

## School of
## Fashion Designing & Technology

# Diploma In Fashion Designing & Technology

**REGULATIONS, SCHEME OF STUDY AND SYLLABI**

## Syllabus 2015-2016

**MATS UNIVERSITY**
**Diploma In Fashion Designing & Technology**
**REGULATIONS**

## Introduction:

Indian Fashion industry has been exposed to the world's finest expertise, technologies with the liberalization of economy. The course is formulated to train students to excel in fashion designing. The programme imparts training in areas of design, management, technology, apparel manufacturing. The application of computers in the field is also made aware of to the student. The students are exposed to many practical areas where today India is playing a dominating role in fashion industry.

The students are not only given a technical guidance about the fashion industry and the concepts of fashion technology but also given opportunities to excel in related areas like export management and merchandising which makes students competitive in this changing environment and given them an opportunity to re skill themselves in the future.

### 1. Scope & Content

**1.1** The Regulation and Policies documented here are applicable for all full-time Under Graduate Programme offered by MATS University, Raipur campus.

**1.2** The user of this document is notified to go through the content scrupulously. There are certain Regulations and Policies, which would be applicable only for certain programme. As such the applicability of their Regulation and Policies must be understood in the content of the given Course Matrix and Syllabus of each programme.

**1.3** The Regulation and Policies given here are in addition to the rules and regulation notified at the time of admission.

**1.4** The authorities of university may modify, add, delete, expand or substantiate any part of the Regulation and Policies without the prior approval of the student.

### 2. Course Content

The programme shall be for duration of six semesters, spread out in three years. Each semester of the programme shall consist of either all or some of the following components:

a. Core Subjects
b. Practical/Lab Subjects
c. AECC

**2.1 Core Subjects**

Core subjects comprises of subjects that form an integral part of the programme. These subjects provide a strong ground in basic disciplines of study.

**2.2 Practical/Lab Subjects**

These subjects are totally practical-based subjects. The learning of these subjects will be performed in laboratories/practical sites with equipments/resources. These subjects shall support the practical implementation of the core/core-bracket subjects. The processes of evaluation of their subjects will depend on the nature of that individual subject.

**2.3 AECC**

These subjects are based upon the contents that leads to knowledge enhancement.

## 3. Eligibility for Admission and Mode of Selection

**3.1** The minimum qualification required to be eligible for admission is a pass in the HSC or 10+2 examination of a Board of a State Government, or a course recognized as equivalent thereto buy the University, desirably with the relevant or related subjects as one of the subjects of study.

**3.2** The method of selection for the course shall normally by means of a Personal interview. However, the admission might also by means of an entrance test.

## 4. Attendance and Examination

A student is eligible to appear for the term-end examinations, only if he/she has put in a minimum of 75% attendance in each subject individually.

## 5. Assessment and Examination

**5.1 Assessment of Project Work**

The project work will carry a total of 200 marks. Of this, 150 marks are for the study/report and 50 marks will be awarded for performance in the viva-voce examination.

### 5.2 Eligibility to Appear for the Term-End Exam

Students, who have put in a minimum of 75% attendance in each subject, shall be eligible to appear for the Term-end examination.

## 6. Maximum period for the complement of the Programme

The maximum period for the completion of the programme shall be five years from the date of joining the programme.

## 7. General Guidelines

### 7.1 Academic Integrity and Ethics

a. A students who has committed an act of academic dishonesty will be deemed to have failed to meet a basic requirement of satisfactory academic performance. Thus, academic dishonesty is not only a basic for disciplinary action but also is relevant to the evaluation of student's level of performance and progress.

b. Where there has been violation of the basic ethos and principles of academic integrity and ethics, the Director/Board of Examiners/Course coordinator may use their discretion in terms of disciplinary action to be taken.

c. Academic dishonesty includes, but is not necessarily limited, to the following:

   i. Cheating or knowingly assisting another student in committing a act of cheating;

   ii. Unauthorized possession of examination materials, destruction or hiding of relevant materials;

   iii. Act of plagiarism;

   iv. Unauthorized changing of marks or marking on examination records.

### 7.2 Attendance

a. Student are required to attend and participate in all scheduled class sessions, guest lecturer, workshops, outbound learning programs and club/ forum activities of both academic and non-academic nature.

b. Students may be dropped from the programs due to excessive and non-intimated absences.

c. Students must notify the program coordinator in writing, the reasons for absence, if any, from class sessions, activities and assessment components.

d. On notification of absences ( including anticipated absences) , the Director/ Programmer coordinator would determine whether the absences could be rectified or whether it is possible

to satisfactorily complete the subject with the number of identified absences.

### 7.3 General

a. The students are expected to spend a considerable amount of time in research, reading and practice.
b. All students are expected to develop and maintain a positive profession attitude and approach throughout the Programme and in conduct of all other activities.
c. Attendance alone is not sufficient. Students are expected to participate, to help the class learn and understand the topics under consideration.
d. Food and drinks are not permitted in the classroom / conference hall.
e. All students are expected to dress as per stipulated dress code.

## DIPLOMA FDT SEMESTER – I

| TYPE | SN | SUBJECT NAME | SUBJECT CODE | TERM END EXAM | INTERNAL MARKS | MIN. PASS MARKS | TOTAL MARKS |
|---|---|---|---|---|---|---|---|
| CORE | 1. | Elements of Design | DFDT 101 | 70 | 30 | 40 | 100 |
| | 2. | Design Concept & Methodology | DFDT 102 | 70 | 30 | 40 | 100 |
| | 3. | Introduction to Computers | DFDT 103 | 35 | 15 | 20 | 50 |
| LAB | 1. | Garment Construction-I | DFDT 104 | 35 | 15 | 20 | 50 |
| | 2. | Fashion Illustration-I | DFDT 105 | 35 | 15 | 20 | 50 |
| AECC | 1. | Introduction to Computers (Lab) | DFDT 106 | 35 | 15 | 20 | 50 |
| **Total** | | | | **280** | **120** | **160** | **400** |

## DIPLOMA FDT SEMESTER – II

| TYPE | SN | SUBJECT NAME | SUBJECT CODE | TERM END EXAM | INTERNAL MARKS | MIN. PASS MARKS | TOTAL MARKS |
|---|---|---|---|---|---|---|---|
| CORE | 1. | Fashion Fundamentals | DFDT 201 | 70 | 30 | 40 | 100 |
| L A B | 1. | Pattern Making | DFDT 202 | 35 | 15 | 20 | 50 |
| | 2. | Garment Construction-II | DFDT 203 | 35 | 15 | 20 | 50 |
| | 3. | Fashion Illustration-II | DFDT 204 | 35 | 15 | 20 | 50 |
| | 4. | Yarn Craft & Surface Ornamentation | DFDT 205 | 70 | 30 | 40 | 100 |
| | 5. | Computer Aided Designing | DFDT 206 | 35 | 15 | 20 | 50 |
| **Total** | | | | **280** | **120** | **160** | **400** |

## Abbreviations:

**AECC**- Ability Enhancement Compulsory Corse

**DFDT 101**

## ELEMENTS OF DESIGN (CORE)

***Objective:*** *The subject helps develop an understanding of Elements and Principles of Design, a sense of composition and skills of visualization, communication and application of these in different media.*

**Module I**

Introduction to subject - Elements of design, Line, Colour, Texture

**Module II**

Lines-Basic Classification of Lines, Path-curve- Direction-Illusion

**Module III**

Shapes, Basic types- Structural and Visual types

**Module IV**

Introduction to colour- the Colour theory- Colour Wheel- Dimension of colours- Colour harmony- Psychology of colours- various colour schemes.

**Module V**

Introduction to the basic materials creating Textures using all art media like Pencils, crayons, pastels, wax, paints, poster colours etc.

***Reference books:***


1. *Design concept – Jame Mills*
2. *Colour Harmony – A guide to creative colour combinations- Bride M.Whelan*
3. *Colour Kaleidoscope, Creating colour harmonies- Axel venn*
4. *Designer's guide to colour-Vol 1to 5- James Stockman*
5. *Checks and Stripes – Classic variations in colour- Wolfgang H. Hagency*

**DFDT 102**

## DESIGN CONCEPT AND FASHION SKETCHING (CORE)

***Objective:*** *This subject includes understanding of schematic way of design methodology i.e. theme, color story, product, market, cost and materials etc.*

**Module I**
Principles of design – Proportion – Balance – rhythm

**Module II**
Necklines – collars – sleeves – cuffs – Waistline – bows & ties – pockets

**Module III**
Ruffles, cowls, shirring, smoking, quilting, yokes, draping, gathers, pleats, frills and flounces

**Module IV**
Basic concepts – various scripts – methodology of design of trousers

**Module V**
Basic concepts and types of silhouettes

***Reference books***


1. *Fashion sketch book: Bina Ablong*
2. *Encyclopaedia of fashion details*

**DFDT 103**

## INTRODUCTION TO COMPUTERS (CORE)

***Objective:*** *Introduction to Computers is designed to familiarize students with computers and their applications. It will also emphasize the use of computers and technology.*

### Module I- Computer Fundamentals

Brief history of computer, Generation of Computers, overview of computer system, I/O units, storage units, memory

### Module II- Computer Networks

Definition of Network, Types of Network, Application of Network in different field, Open System Interconnection, Protocols used in different layers of OSI.

### Module III- System Architecture

Introduction & Technique of Parallelism: Trends towards parallel computing, Architectural classification schemes, Pipelining

### Module IV- Number System

Different Representation of Number System: Binary Number System, Octal Number System, Decimal Number System, Hexadecimal Number System, Conversion from one Number System to another, Operation on different binary numbers.

### Module V- Operating System

Overview of operating systems, functionalities and characteristics of OS, Job and processor scheduling, scheduling algorithms

***Reference Book:***


1. *Computer studies - A first course; Hunt R. & Shelly J., Pub.Pitman*
2. *Fundamental of Computers - O'Lear.*

**DFDT 104**

## GARMENT CONSTRUCTION-I (LAB)

**Objectives-**

- *To understand and appreciate different kinds of stitches and seams*
- *To develop the skill of making seams, tucks, pleats etc.*
- *To develop the skill of operating the machine.*
- *To understand the utility of seams, gathers, shirring used in garments both for construction and as design feature.*

**Module I**

Introduction to garment construction-basic principles and techniques.

**Module II**

Construction, Parts and working of sewing machine. Threading, bobbin winding, needle maintenance/ common problems (Practice session on the machine)

**Module III**

Definition and understanding of basic seams. Flat fell, lap, French, false French, bound, bias, corded, piped, eased, princess, taped.

**Module IV**

Definition and understanding of hand stitching techniques, Basting: even/ uneven/diagonal running stitches. Hemming: Plain, blind, slip, marking: padding, button hole, overcasting.

**Module V**

Understanding of basic techniques like: tucks, pleats, gathering, shirring, smoking, ruffles.

***Reference books***


1. *Pattern drafting by Helen Joseph Armstrong*
2. *Pattern drafting For Children by Winifred Aldrich*
3. *Handbook of fashion designing.*

**DFDT 105**

## FASHION ILLUSTRATION - I (LAB)

***Objective:*** *The subject initiates the understanding of the importance of anatomical studies as the basis of fashion illustration and to realize the requirement for understanding, clarity and confidence in drawing of the human body as a mode of visual communication in fashion.*

### Module I

Understanding of body proportion with special reference to a. Anatomy b. Movement c. Posture d. Detail. Basic Proportion study- block figure, stick figure Module II-, flesh figure. Relative difference between normal & fashion figure. Study of stylized stick figure to observe balance & movement in figure.

### Module II

Introduction to flesh figure. Relative difference between normal & fashion figure. Study of stylized stick figure to observe balance & movement in figure.

### Module III

Detail features of figure. Hands, feet, arms & legs.

### Module IV

Lines, Curves, Object drawing, Shading, Still Life drawing, Pencil medium, Ink medium, Charcoal.

### Module V

Different accessories drawing & colouring, Mediums-crayons, colour pencils, water colours, poster colours, pastels-oil & dry, swatch rendering.

### *Reference books*


1. *Foundation in fashion design & Illustration*
2. *Figure drawing for fashion design*

**DFDT 106**

## INTRODUCTION TO COMPUTERS (LAB)

***Objective:*** *Students will learn fundamental concepts of computer hardware and software and become familiar with a variety of computer applications, including word-processing, spreadsheets, databases, and multimedia presentations.*

### Module I- Word Processor

Introduction to word processors. MS Word: opening, creating and saving documents, finding files, previewing documents and their properties, Typing, navigating and selecting in document, Editing and sorting, Checking spelling and grammar, formatting: characters, paragraph, with styles, auto format etc. Changing appearance of your page: margins, page size, page orientation, page breaks etc. Importing graphics and creating drawing objects: inserting, editing and positioning text and graphics, creating, resizing, reshaping and deleting drawing objects. Assembling documents with mail merge, Customizing Microsoft Word.

### Module II– Spread sheet

Introduction to worksheets- opening, creating, using and saving workbook; working with workbooks and worksheets: managing, arranging and moving around in workbook. Entering data and selecting cells, ranges; editing worksheet data: clear content, format, or comments from cells, finding or replacing data, inserting, copying and moving cells and data, spell checking and correcting, formatting worksheet, using formulas, working with charts, analysing data with a pivot table, performing what-if analysis on worksheet data, validating cell entries, automating tasks: record, run, edit, and stop a macro, Customizing Microsoft Excel.

### Module III – Techniques in presentation

Microsoft PowerPoint*:* opening, creating and saving presentations, working in different views, working with slides, adding and formatting text, formatting paragraphs, making notes pages and handouts, working with objects and clip arts, working with equations, tables and charts, designing electronic slide show, adding animations, sound, voice narration and movies to your slides, setting timing and transitions, running and controlling electronic slide show, Customizing Microsoft PowerPoint.

**Module IV-**

Introduction to Software, Implementation of Corel Draw in fashion designing.

**Module V-**

Introduction to Software, Implementation of Photoshop in fashion designing.

***Reference books:***


1. *Microsoft Office 2000 by O'lear series, Tata Mcgraw Hill*
2. *Mastering computers – Wright G.G.L.McMilan & Co.*
3. *Microsoft Windows 2000 – Microsoft Press*
4. *The Corel Draw – wow lines Dayton*
5. *Photoshop element: Dake McClelland*

**DFDT 201**

## FASHION FUNDAMENTALS (CORE)

***Objective:*** *This subject is specifically demonstrate the basic knowledge about Fashion designing with the beginner in mind and will guide students through the design process.*

### Module-I

Definition, types of fashion, what is fashion designing, Various fields related to fashion, subjects of fashion designing, introduction to various subjects of fashion designing like fashion illustration, elements of design, design idea, garment construction, drafting, draping, graphic designing etc.

### Module-II

Factors affecting fashion, Fashion merchandising, Fashion terminology- classic, fad, croquis, brand, licensing, trend, silhouette, apparel, kun-ball-tags, haute couture etc.

### Module-III

Fashion designers- famous fashion designers, Indian fashion designers
International fashion designers.

### Module-IV

Basic shapes – Structural & Visual Type, Basic Figure types (Rectangle, Triangle, Hourglass, Apple, Pear, Diamond, Tubular, Round, Low waist, Light waist), Trimming & Accessories.

### Module-V:

Fashion Cycle- definition, stages of fashion cycle, Fashion Forecasting-why forecast, what to forecast, how to forecast.

***Reference Books:***


1. *Design concept – James Mills*
2. *Foundation in fashion design & Illustration*

**DFDT 202**

## PATTERN MAKING (LAB)

***Objectives:*** *This area of instruction should enable students to:*

- *Develop accurate slopers for the skirts.*
- *Become familiar with tools of pattern making.*
- *Understand the language of pattern making.*
- *Develop the ability to create designs through flat pattern method.*

***Module I***
Introduction to pattern making, Tools and equipment, Fabric terms, Measurement Techniques, Size chart of different countries.

***Module II***
Basic Bodice Block – Front – Back

***Module III***
Basic Skirt Block – Front – Back

***Module IV***
Basic Torso Block – Front – Back

***Module V***
Draft Basic Sleeve Block, Puff sleeves – with gathers at the sleeve cap and round arm, gathers at sleeve cap & gathers at the round arm, Bishop, Straight Shirt, Angle, flared, Leg-O-mutton, Tulip, Lantern, Cart wheel
Principles of collars and its variations – Flat collar – Peterpan, Cape, Sailor, Bertha, Stand collars – Mandarin, Chinese, Shirt, and Tennis.

***Reference books***


1. *Technology of Stitches & Seams: Coats Viyella Limited*
2. *Pattern Drafting: Helen Josef Armstrong.*

**DFDT 203**

## GARMENT CONSTRUCTION –II (LAB)

***Objectives:***

- *To understand and appreciate different types of bodice construction, necklines, sleeves.*
- *To obtain fabricating skills for the same*

### Module I

Basic Bodice stitching – Front – Back

### Module II

Basic Skirt stitching – Front – Back

### Module III

Basic Torso stitching – Front – Back

### Module IV

Types of necklines; Round and Jewel; Square and Glass; V shaped straight and curved, Scalloped, Sweetheart.

### Module V

Types of Sleeve Finishes: Basic Sleeve types, half sleeve, full sleeve, ¾ sleeve, Sleeve finish, Set in sleeves, plain, puff sleeve, leg-o-mutton, bishop sleeve/pleasant sleeve, petal, Pie e sleeve, shirt sleeve, kurta sleeve, Project: develop a variation & name.

***Reference books***


1. *Apparel manufacturing: Hand book – Jacob Soclinger*
2. *Technology of clothing manufacture: Herrold Carr & B.Latham*
3. *Knitted clothing Technology: T.Brackern Berry*
4. *Technology of Stitches & Seams: Coats Viyella Limited*

**DFDT 204**

## FASHION ILLUSTRATION – II (LAB)

***Objective:*** *The subject refines the students drawing and illustration skills with special emphasis on developing a signature style of sketching, provides understanding and exposure to design elements and visual communication of the same through illustration techniques.*

### Module I

What is Illustration?

Detail story on head theory (block figure)

1. 8 ½ head 2. 10 ½ head 3. 12 ½ head – stick and block figures (difference between normal & fashion figure).

### Module II

Scaling down the features

1. Head, Face 2. Hairstyle 3. Arms & Legs 4. Accessories

### Module III

Flat sketch of different types of garments- women's wear- shorts, jacket, pullover, semi journal, Introduction to garment detail: Necklines, Collars, Sleeves, Cuffs, Silhouettes, Skirts, Pants, Coats, Pockets, Frills, Pleats etc.

### Module IV

Specimen development of men's wear, kids wear

### Module V

Introduction - Different garment (wear)

### *Reference books*


1. *Fashion Illustration basic Techniques.*
2. *An Illustrated History of Fashion*

**DFDT 205**

## YARN CRAFT & SURFACE ORNAMENTATION (LAB)

***Objective:*** *The yarn craft course is aimed to exploration and adaptation of different fibers and other unconventional material towards handcrafted garment and accessories.*

**Module I**

Introduction to Embroidery, Back stitch variations – bullion knot – button hole & blanket – chain stitch – cable chain stitch – daisy stitch – open chain stitch – twisted chain – zigzag cable stitch – chevron stitch – coral stitch – couching – Bokhara couching – Rumanian couching – Cretan stitch – cross stitch – faggoting or insertion stitches – feather stitch – chained feather stitch – closed feather stitch – Chequered chain stitch – fish bone stitch – fly stitch – herring stitch – satin stitch – spider's web – stem stitch – Rumanian stitch – overcastting – straight stitch.

**Module II**

Importance of design – counted thread work – cut work – drawn thread work – use of beads and sequins. Developing (hand work) Aari, Zardosi samples

**Module III**

Traditional embroideries. Kantha, Zardosi, Phulkari, Chikankari.

**Module IV**

Knitting, Tufting, Crochet, Macramé.

**Module V**

Exploration, improvisation and adaptation of above techniques towards innovative surfaces and forms while using a variety of material of like different kinds of yarns. Vegetable fibre, threads and ropes, ribbons, braids, trimmings, paper, wires, fabrics, acrylics, polythene, self reflecting foil etc.

**Teaching Aids:**

Slides and visuals on the handcrafted surfaces, forms, objects, artifacts, accessories and garments. A personal file on the techniques with samples, along with a variety of material sources

**Evaluation Criteria:**

Innovation and adaptation towards a contemporary expression

***Reference books***

1. *Readers Digest-complete book to needle work*
2. *Books on tatting*
3. *Crochet Macramé*

**DFDT 206**

## COMPUTER AIDED DESIGNING (LAB)

**Using designing software work the following:**

1. Draw the given image using cad software
2. Draw the given image and work on draping skirts for teenager
3. Draw the given image and work on draping on a men's shirt
4. Draw the given image and work on a ladies top
5. Draw the given image and work on draping on a kid's shirt
6. Scan the given image and work on colour combination using the given colour codes
7. Scan the given image and do the modifications as needed
8. Create a fully fashioned garment using different texture expert software
9. Create a set of garments using given colours and motifs combination, meant for specific end uses as given
10. Create spec and flat pattern garment for different garment

***Reference books***


1. *Corel Draw, Photoshop, Macromedia Flash, and Vision Fashion Studio.*