

**Vocational Higher Secondary
Education (VHSE)**

Second Year

FASHION AND APPAREL DESIGNING

Reference Book - Teachers' Version



Government of Kerala
Department of Education

State Council of Educational Research and Training (SCERT),
KERALA
2016

Foreword

Dear Teachers

This reference book (**Teachers' Version**) is intended to serve as a transactional aid to facilitate classroom transaction and as a ready reference for teachers of Vocational Higher Secondary Schools. It offers some guidelines for the transaction of the course content and for undertaking the practical work listed in the course content. As the curriculum is activity based, process oriented and rooted in constructivism focusing on the realisation of learning outcomes, it demands higher level proficiency and dedication on the part of teachers for effective transaction.

In the context of the Right- based approach, quality education has to be ensured for all learners. The learner community of Vocational Higher Secondary Education in Kerala should be empowered by providing them with the best education that strengthens their competences to become innovative entrepreneurs who contribute to the knowledge society. The change of course names, modular approach adopted for the organisation of course content, work-based pedagogy and the outcome focused assessment approach paved the way for achieving the vision of Vocational Higher Secondary Education in Kerala. The revised curriculum helps to equip the learners with multiple skills matching technological advancements and to produce skilled workforce for meeting the demands of the emerging industries and service sectors with national and global orientation. The revised curriculum attempts to enhance knowledge, skills and attitudes by giving higher priority and space for the learners to make discussions in small groups, and activities requiring hands-on experience.

The SCERT appreciates the hard work and sincere co-operation of the contributors of this book that includes subject experts, industrialists and the teachers of Vocational Higher Secondary Schools. The development of the teachers' version of reference books has been a joint venture of the State Council of Educational Research and Training (SCERT) and the Directorate of Vocational Higher Secondary Education.

The SCERT welcomes constructive criticism and creative suggestions for the improvement of the book.

With regards,

Dr. J. Prasad
Director
SCERT, Kerala

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ABOUT THE COURSE

Profession related to clothing and apparel is one of the oldest and most basic occupations of human beings, with a rich and varied past. Fashion has become an integral part of contemporary society. It is one of the focal topics of the print and electronic media, television, internet, advertisements, music, movies and marketing etc. Hence a fashion related study is a key for several opportunities in many industries related to apparel, accessories, textiles, automobiles, films and advertisement etc.

India is known for its rich heritage of textiles and costumes. The global interest and demand for Traditional Indian textiles and craftsmanship has aroused huge opportunities in the field of fashion and apparel industry for domestic market and export. Production of textiles and garments for Indian as well as international markets led to setting up of manufacturing and export units all over the country. Indian Fashion and Apparel Industry is spreading and growing by leaps and bounds providing employment to over a million people. Skilled and trained professionals are required by these units largely.

Professional in this area is mostly employed by wholesale or manufacturing outlets, where garments are typically created for mass production. In these settings, they tend to work as full or part-time members within a team. A number of apparel designers are self employed; they often create custom clothing and can work unusual hours to meet clients' needs.

In response to such a scenario the course *Fashion and Apparel Designing* is being introduced at Vocational Higher Secondary Schools as an independent course in the vocational stream. Fashion and Apparel Design, as profession includes the entire process of designing and producing fashion apparels from the fibre and yarn stage to the finished product. This course offers skill in designing, construction and ornamentation of garments. It develop the students' skill in all aspects of fashion and apparel design such as pattern making, draping, sewing, finishing of garments, embroidery and other value addition techniques , marketing, merchandising etc. Students develop a fashion portfolio at the end of the course. They can undertake fashion projects from the initial stage to the finished garment.

Fashion Studies help the students to develop self confidence by improving their skill in selection and making of their own clothes. This course gives more importance to self employment, thereby increasing the living standard of a person as well as his community. It also helps students to make an informed decision about their future goals. It enables vertical mobility to students who wish for higher education after VHSE. After successful completion of this training the students may be able to join:

- a. B.voc in Fashion Designing.
- b. B.voc in Apparel Manufacturing Technology.
- c. B.sc Fashion Technology / Costume and Fashion Designing.

JOB ROLES

Fashion designing is one of the most lucrative, appealing, glamorous and exciting career options in today's world. According to a recent study, India's Fashion Designing Industry aims to grow to Rs. 1000 crores from the current of Rs. 180 crores with in the next 5-10 years.

Govt. / Semi Govt. Sector / Private Sector	Self employment
<ul style="list-style-type: none"> ➤ Lab Technical Assistant in VHSE ➤ Skilled Workers in different garment industrial units. ➤ Sewing Machine Operator ➤ Cutting Assistant ➤ Tailoring Assistant ➤ Textile Dyeing Assistant ➤ Quality Checker (In- process & Finished Goods) ➤ Garment Ornamentation Expert ➤ Pattern Maker ➤ Apparel Designer ➤ Fashion Illustrator ➤ Instructor in Educational Institutes 	<ul style="list-style-type: none"> ➤ Pattern Maker ➤ Fashion Consultant ➤ Apparel Designer ➤ Costume Designer ➤ Managing Small scale Garment Manufacturing Unit ➤ Managing Small Scale Embroidery Unit ➤ Event Manager (Fashion Shows) ➤ Boutique Manager

MAJOR SKILLS

1. Measures and records body measurements for drafting and garment construction accurately.
2. Drafts Basic Pattern Set.
 - a) Handles pattern making tools effectively.
 - b) Identifies terms, symbols and information used in pattern making.
 - c) Distinguishes different methods of pattern making.
 - d) Drafts basic block patterns.
3. Skills in drafting patterns with variation.
 - a) Drafts patterns of sleeve variations.
 - b) Drafts patterns of skirt variations.
4. Constructing Household textiles.
 - a) Choose suitable materials for household textiles.
 - b) Construct pillow cover with standard measurement.
 - c) Construct apron with standard measurement.
5. Skills in custom tailoring.
 - a) Construct a-line frock.
 - b) Construct Kameez.
 - c) Construct Salwar.
6. Skills in industrial tailoring.
 - a) Construct shirt.
7. Skills in commercial tailoring.
 - a) Construct Kurtha.
8. Skills in applying elements and principles of design in fashion designing.
 - a) Identify types of design.
 - b) Select suitable lines, shapes, forms, colour, texture etc in designing of garments.
 - c) Create different textural effects for garment designing.
 - d) Create designs on the basis of the principle such as balance, proportion, rhythm, emphasis, harmony.
9. Skill in applying colour in fashion designing.
 - a) Skills in colour mixing.
 - b) Choose pleasing colour schemes for garments.
 - c) Skill in colour rendering.
10. Skills in developing fashion figures.
11. Skills in developing fashion portfolio.
 - a) Identify different boards in fashion portfolio.
 - b) Visualize a theme by taking inspirations for designing.
 - c) Create different boards in fashion portfolio.
 - d) Design garments.

LEARNING OUTCOME OF THE COURSE

The learner:

- Identifies measures and records the body measurements accurately and according to the need of the customers.
- Prepares basic patterns of different garments with given measurements and will be able to alters and grade patterns.
- Selects appropriate material, designs and constructs different household textiles like _ Curtains, Aprons, pillow cover, Cushion Cover, Table Cloth etc.
- Constructs different garments of kids, ladies and gents.
- Identifies the elements and principles of design and applies this knowledge in designing of Fashion garments.
- Understands the Colour & Colour schemes and apply them in designing of garments.
- Draws Fashion Sketches for different posters and garments.
- Designs apparels and develop portfolio for customers.
- Understands different terms in fashion business.
- Acquires skill in Boutique Management.

COURSE STRUCTURE

This course consists of 4 modules such as:

MODULE NO.	MODULE NAME	NO. OF PERIODS
1	FUNDAMENTALS OF FASHION AND GARMENT CONSTRUCTION	340
2	GARMENT ORNAMENTATION TECHNIQUES	340
3	PATTERN MAKING AND GARMENT CONSTRUCTION	340
4	FASHION DESIGNING AND BOUTIQUE MANAGEMENT	340

SYLLABUS

MODULE : III – PATTERN MAKING & GARMENT CONSTRUCTION

UNIT 3.1 – BODY MEASUREMENTS

20 PERIODS

- Body Measurements
- Important Body Measurements
- Standard Body Measurements
- Points to be considered while taking body measurements
- Figure Types - Normal Figure & Abnormality in Figures

UNIT 3.2 – PATTERN MAKING

80 PERIODS

- Patterns
- Importance of Pattern Making
- Computer Aided Pattern Making
- Types of Patterns
- Tools & Equipments
- Pattern Making Terminology
- Pattern Development
- Draping
- Drafting
- Finishing of Patterns
- Pattern Defects
- Drafting – Basic Pattern Set
- Pattern Grading

UNIT 3.3 – GARMENT DESIGN DEVELOPMENT

70 PERIODS

- Stylelines
- Sleeve Variations – Puff, Bell, Cape, Petal
- Skirt Variation – A line, Flare, Circular
- Pattern Alternation
- Pattern Layout

UNIT 3.4 – CONSTRUCTION OF HOUSEHOLD TEXTILES

40 PERIODS

- Household Textiles
- Types and Use
- Construction of Pillow Cover
- Construction of Apron

UNIT 3.5 – CONSTRUCTION OF CHILDREN’S AND LADIES’ GARMENTS

70 PERIODS

- Construction of A – Line Frock – Drafting, pattern making, layout and construction.
- Construction of Salwar – Drafting, pattern making, layout and construction.
- Construction of Kameez – Drafting, pattern making, layout and construction.

UNIT 3.6 – CONSTRUCTION OF GENTS’ GARMENTS

60 PERIODS

- Construction of Shirt – Drafting, pattern making, layout and construction.
- Construction of Kurtha – Drafting, pattern making, layout and construction.

**MODULE : IV – FASHION DESIGNING & BOUTIQUE
MANAGEMENT**

UNIT 4.1 – ELEMENTS OF DESIGN

60 PERIODS

- Design
- Types of Design – Structural & Decorative – Naturalistic design, Stylized design, Geometric design, Historic design and Abstract design
- Elements of Design – Lines (Straight lines & Curved lines), Shape, Form, Colour, Texture
Light

UNIT 4.2 – PRINCIPLES OF DESIGN

60 PERIODS

- Design Principles
- Balance – Formal & Informal
- Proportion
- Rhythm – Repetition, Radiation & Gradation
- Emphasis
- Harmony

UNIT 4.3 – COLOUR

60 PERIODS

- Dimensions of Colour
- Prang Colour System
- Colour Schemes – Related (Monochromatic & Analogous), Contrasting (Direct complementary, Split complementary, Double complementary & Triad) & Achromatic
- Colour schemes in dress
- Colour Rendering

UNIT 4.4 – FASHION ILLUSTRATION

60 PERIODS

- Fashion Illustration
- Fashion Figure – 10 Head theory
- Fashion Figure – Stick Figure
- Fashion Figure – Block Figure
- Fashion Figure – Flesh Figure
- Figure Detailing – Face/head, arm, hand, leg & feet.
- Illustration of hair styles.
- Types of Necklines
- Types of Collars
- Types of Sleeves
- Types of Trousers
- Types of Skirts

UNIT 4.5 – DESIGNING AND PORTFOLIO DEVELOPMENT

60 PERIODS

- Designing
- Fashion Portfolio – Client board, Theme board, Inspiration board, colour board, fabric board, trim board, accessories board, illustration board, spec sheet & pattern board.

UNIT 4.6 – FASHION MERCHANDISING & BOUTIQUE MANAGEMENT

60 PERIODS

- Fashion Merchandising
- Duties and responsibilities of a Fashion Merchandiser
- Visual Merchandising
- Boutique – Meaning
- Boutique Management

LIST OF PRACTICALS

MODULE : III – PATTERN MAKING & GARMENT CONSTRUCTION

1. Body Measurements
 - Take body measurements of students and record the same..
2. Construction of Pillow Cover
3. Construction of Apron
 - Draft, prepare paper pattern, layout and construct an apron with standard measurements.
4. Construction of A – Line frock
 - Draft, prepare paper pattern, layout and construct an A – Line frock with standard measurements.
5. Construction of Salwar
 - Draft, prepare paper pattern, layout and construct a Salwar with standard measurements.
6. Construction of Kameez
 - Draft, prepare paper pattern, layout and construct a Kameez with standard measurements.
7. Construction of Shirt – Draft, prepare paper pattern, layout and construct a Shirt with standard measurements.
8. Construction of Kurtha
 - Draft, prepare paper pattern, layout and construct a Kurtha with standard measurements.

MODULE : IV – FASHION DESIGNING & BOUTIQUE MANAGEMENT

1. Value Sale
 - Prepare value scale of a hue.
2. Prang Colour Wheel
 - Prepare prang colour wheel.
3. Colour Schemes
 - Illustrate the following colour schemes
 - a. Monochromatic
 - b. Analogous

- c. Direct complementary
 - d. Split Complementary
 - e. Double Complementary
 - f. Triad
 - g. Achromatic
4. Fashion illustration – Female figure
 - Illustration of different poses of female fashion figure poses – Front, $\frac{3}{4}$ th (Oblique) and back (Stick, Block and Flesh)
 5. Fashion illustration –Male figure
 - Illustration of different poses of male fashion figure poses – Front, $\frac{3}{4}$ th (Oblique) and back (Stick, Block and Flesh)
 6. Figure detailing
 - Draw head / face with details, arms, hand, leg, feet.
 7. Types of Hair Styles
 - Illustration of Types of Hair Styles
 8. Types of Necklines
 - Illustration of Types of Necklines
 9. Types of Collars
 - Illustration of Types of Collars
 10. Types of Sleeve
 - Illustration of Types of Sleeve
 11. Types of Trousers
 - Illustration of Types of Trousers
 12. Types of Skirts
 - Illustration of Types of Skirts.
 13. Fashion Portfolio
 - Develop a fashion portfolio with different design boards.

LEARNING OUTCOME OF THE UNITS

Module – III – PATTERN MAKING & GARMENT CONSTRUCTION

The learner:

- 3.1.1. Explains the need of taking accurate body measurements.
- 3.1.2. Identifies and lists the important body measurements like bodices' measurements, skirt or trousers measurements and sleeve measurements.
- 3.1.3. Recognizes and compares the given / take measurements with standard measurements.
- 3.1.4. Uses the standard measurements in garment construction.
- 3.1.5. Identifies the points to be considered while taking body measurements.
- 3.1.6. Measures and record the body measurements accurately.
- 3.1.7. Distinguishes between different figure types.
- 3.1.8. Explains the alterations to be carried out while taking measurements of abnormal figures.

- 3.2.1. Explains the concept of patter making and its importance.
- 3.2.2. Explains computer aided pattern making.
- 3.2.3. Distinguishes between different types of patterns and explain its specific uses.
- 3.2.4. Uses and handle patternmaking tools effectively.
- 3.2.5. Identifies and explain the terms used in pattern making.
- 3.2.6. Distinguishes between different methods of pattern making.
- 3.2.7. Explains the flat / drafting & draping methods of pattern making.
- 3.2.8. Distinguishes between the advantages and disadvantages of patternmaking methods
- 3.2.9. Identifies the symbols and information in the patterns.
- 3.2.10. Explains the use of notches, punches and symbols in patterns
- 3.2.11. Uses the symbols and information in the patterns for its proper use.
- 3.2.12. Identifies and explain the pattern defects.
- 3.2.13. Identifies the basic parts of pattern.
- 3.2.14. Drafts basic pattern set.
- 3.2.15. Explains pattern grading.

- 3.3.1. Understands the dart manipulation of basic bodice
 - 3.3.2. Identifies sleeve variations
 - 3.3.3. Drafts patterns of sleeve variations
 - 3.3.4. Identifies skirt variations
 - 3.3.5. Drafts patterns of skirt variations
 - 3.3.6. Explains the importance of pattern alteration.
 - 3.3.7. Explains the different methods of pattern alteration.
 - 3.3.8. Alters patterns according to figure type.
 - 3.3.9. Explains the importance and guidelines for laying out patterns
 - 3.3.10. Layout patterns with minimum fabric wastage.
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- 3.4.1. Identifies the different types of household textiles.
 - 3.4.2. Identifies and analyze the use of different fabric for household textiles.
 - 3.4.3. Chooses suitable materials for household textiles.
 - 3.4.4. Drafts pillow cover with standard measurements.
 - 3.4.5. Constructs pillow cover with surface ornamentation.
 - 3.4.6. Drafts an apron with standard measurements.
 - 3.4.7. Constructs apron with patch pocket and surface ornamentation.
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- 3.5.1. Lists the standard measurements for an A-line dress.
 - 3.5.2. Drafts an A-line dress.
 - 3.5.3. Develops paper pattern for an A-line dress.
 - 3.5.4. Layout the pattern with minimum wastage of cloth.
 - 3.5.5. Constructs an A-line dress.
 - 3.5.6. Lists the standard measurements for a salwar.
 - 3.5.7. Drafts a salwar.
 - 3.5.8. Develops paper pattern for a salwar.
 - 3.5.9. Layout the pattern with minimum wastage of cloth.
 - 3.5.10. Constructs a salwar.
 - 3.5.11. Lists the standard measurements for a kameez.

- 3.5.12. Drafts a kameez.
- 3.5.13. Develops paper pattern for a kameez.
- 3.5.14. Layout the pattern with minimum wastage of cloth.
- 3.5.15. Constructs a kameez.

- 3.6.1. Lists the standard measurements for a Shirt.
- 3.6.2. Drafts a Shirt.
- 3.6.3. Develops paper pattern for a Shirt.
- 3.6.4. Layout the pattern with minimum wastage of cloth.
- 3.6.5. Constructs a Shirt.
- 3.6.6. Understands the standard measurements for a kurtha.
- 3.6.7. Drafts a kurtha.
- 3.6.8. Develops paper pattern for a kurtha.
- 3.6.9. Layouts the pattern with minimum wastage of cloth.
- 3.6.10. Constructs a kurtha.

Module – IV – FASHION DESIGNING & BOUTIQUE MANAGEMENT

The learner :

- 4.1.1. Defines the term design.
- 4.1.2. Identifies the types of design
- 4.1.3. Compares different types of design.
- 4.1.4. Compares the different types of lines and their character.
- 4.1.5. Chooses suitable lines in designing garments or textiles.
- 4.1.6. Compares different types of shapes
- 4.1.7. Chooses suitable shapes for garment designing
- 4.1.8. Compares different types of forms
- 4.1.9. Explains the properties of colour.
- 4.1.10. Defines the term texture.
- 4.1.11. Compares visual and tactile texture.
- 4.1.12. Explains different methods to create texture effects.
- 4.1.13. Creates different textures in designing
- 4.1.14. Explains the effect of natural and artificial light in garments.

- 4.2.1. Defines the principles of design.
- 4.2.2. Compares types of balance.
- 4.2.3. Applies the principle of balance in fashion designing.
- 4.2.4. Explains the principle of proportion.
- 4.2.5. Applies the principle of proportion in fashion designing.
- 4.2.6. Compares the different ways of producing rhythm.
- 4.2.7. Applies the principle rhythm in fashion designing.
- 4.2.8. Explains the principle emphasis.
- 4.2.9. Applies the principle emphasis in fashion designing.
- 4.2.10. Explain the principle harmony.
- 4.2.11. Uses the principle harmony in designing.

- 4.3.1. Explains the dimensions of colours.
- 4.3.2. Differentiates the primary, secondary and intermediate colours.
- 4.3.3. Makes colours through mixing of various colours in different proportions.
- 4.3.4. Chooses the appropriate colours for a design.
- 4.3.5. Differentiates the colour schemes.
- 4.3.6. Applies different colour schemes in designing of garments.
- 4.3.7. Chooses most pleasing colour schemes for garments.
- 4.3.8. Explains the concept of colour rendering
- 4.3.9. Creates designs using rendering of colours.

- 4.4.1. Differentiates normal human figure and fashion figure
- 4.4.2. Illustrates 10 head theory
- 4.4.3. Illustrates different poses of fashion figure – Stick Figures
- 4.4.4. Illustrates different poses of fashion figure – Block Figures
- 4.4.5. Illustrates different poses of fashion figure – Flesh Figures
- 4.4.6. Illustrates the face / head.
- 4.4.7. Illustrates the different hairstyles
- 4.4.8. Compares the different types of necklines used in garments.
- 4.4.9. Illustrates the different types of necklines used in garments.

- 4.4.10. Compares the different types of collars used in garments.
- 4.4.11. Illustrates the different types of collars used in garments.
- 4.4.12. Compares the different types of sleeves used in garments.
- 4.4.13. Illustrates the different types of sleeves used in garments.
- 4.4.14. Compares the different types of skirts used in garments.
- 4.4.15. Illustrates the different types of skirts used in garments.
- 4.4.16. Compares the different types of trousers used in garments.
- 4.4.17. Illustrates the different types of trousers used in garments.

- 4.5.1. Defines apparel designing.
- 4.5.2. Identifies and define the different boards in a fashion portfolio
- 4.5.3. Describes how to create different boards in a fashion portfolio.
- 4.5.4. Visualizes and present a theme by taking inspirations for designing.
- 4.5.5. Develops a fashion portfolio.

- 4.6.1. Defines fashion merchandizing.
- 4.6.2. Identifies and explain the duties and responsibilities of a fashion merchandiser.
- 4.6.3. Identifies the career prospects of fashion merchandising.
- 4.6.4. Explains term visual merchandising
- 4.6.5. Develops skills for visual merchandising
- 4.6.6. Defines the term boutique
- 4.6.7. Identifies and explain the working of a boutique.
- 4.6.8. Develops the skills required for managing a boutique.

SCHEME OF WORK

MODULE : III PATTERN MAKING & GARMENT CONSTRUCTION

MONTH	NAME OF UNITS & TOPICS	PERIODS
JUNE	BODY MEASUREMENTS	20
	PATTERN MAKING – BASIC BODICE	20
	CONSTRUCTION OF HOUSEHOLD TEXTILES – PILLOW COVER & APRON	30
JULY	PATTERN MAKING – BASIC SKIRT & SLEEVE	30
	CONSTRUCTION OF HOUSEHOLD TEXTILES – APRON	10
	CONSTRUCTION OF CHILDREN'S & GARMENTS – A – LINE DRESS	30
AUGUST	PATTERN MAKING – GRADING	30
	CONSTRUCTION OF CHILDREN'S & LADIE'S GARMENTS – SALWAR & KAMEEZ	40
SEPTEMBER	GARMENT DESIGN DEVELOPMENT – DART MANIPULATION, STYLE LINES & SLEEVE VARIATIONS	35
	CONSTRUCTION OF GENT'S GARMENTS – SHIRT	30
OCTOBER	GARMENT DESIGN DEVELOPMENT – SKIRT VARIATIONS & PATTERN ALTRATIONS	35
	CONSTRUCTION OF GENT'S GARMENTS – KURTHA	30

MODULE : IV - FASHION DESIGNING & BOUTIQUE MANAGEMENT

MONTH	NAME OF UNITS	PERIODS
NOVEMBER	ELEMENTS OF DESIGN	30
	FASHION ILLUSTRATION – 10 HEAD THEORY, FIGURE DRAWING	50
DECEMBER	PRINCIPLES OF DESIGN	50
	FASHION ILLUSTRATION – TYPES OF HAIR STYLES, TYPES OF NECK LINES & TYPES OF COLLARS	20
JANUARY	COLOUR	40
	FASHION ILLUSTRATION – TYPES OF SLEEVES, TYPES OF TROUSERS & TYPES OF SKIRTS	20
	DESIGNING & PORTFOLIO DEVELOPMENT	20
FEBRUARY	DESIGNING & PORTFOLIO DEVELOPMENT	60
	FASHION MERCHANDISING AND BOUTIQUE MANAGEMENT	20

STRUCTURE OF MODULE – III

MODULE : III PATTERN MAKING & GARMENT CONSTRUCTION

UNITS	UNIT NAME	NO: OF PERIOD
3.1	BODY MEASUREMENTS	20
3.2	PATTERN MAKING	80
3.3	GARMENT DESIG DEVELOPMENT	70
3.4	CONSTRUCTION OF HOUSEHOLD TEXTILES	40
3.5	CONSTRUCTION OF CHILDREN'S AND LADIES GARMENTS	70
3.6	CONSTRUCTION OF GENT'S GARMENTS	60
	TOTAL	340
30 % THEORY SESSIONS AND 70 % PRACTICAL SESSIONS		

STRUCTURE OF MODULE – IV

MODULE : IV - FASHION DESIGNING & BOUTIQUE MANAGEMENT

UNITS	UNIT NAME	NO: OF PERIOD
4.1	ELEMENTS OF DESIGN	30
4.2	PRINCIPLES OF DESIGN	50
4.3	COLOUR	40
4.4	FASHION ILLUSTRATION	100
4.5	DESIGNING & PORTFOLIO DEVELOPMET	100
4.6	FASHION MERCHANDING AND BOUTIQUE MANAGEMENT	20
	TOTAL	340
30 % THEORY SESSIONS AND 70 % PRACTICAL SESSIONS		

CLASSROOM ACTIVITIES

- Group / General discussions
- Brainstorming
- Debate
- Seminars
- Interviews
- Survey Projects
- Assignment (Preparation of charts, models, samples, albums & papers, Collections etc.)
- Demonstration
- Power point presentations
- ICT enabled interactions
- Quiz
- Class Test
- Activities carried out in PTCs

PRACTICAL ACTIVITIES

- Operating the machines
- Practical Experiments
- Preparation of Samples
- Construction of Garments
- Creating designs
- Fashion Sketching and Illustrations
- Case Study

OVER VIEW – MODULE – III

The global fashion apparel industry is one of the most important sectors of the economy in terms of investment, revenue, and trade and employment generation all over the world. The importance of fashion in recent years has increased tremendously. Fashion has its impact on every stage of life. Fashion trends keep changing rapidly and one has to keep abreast of new development to be in par with it. Pattern making plays a pivotal role in garment construction. Good knowledge of pattern making can help in pattern alteration which is essential in fashion industry. Taking body measurements, making patterns, laying out patterns and construction of ladies, gents and children's garments have been included in the third module. These are essential and fundamental steps which help in designing dress according to a person's body figure and latest trends. Successful completion of module – III will enable the learners to construct garments using standard measurements.

ABOUT THE UNITS

Unit 3.1 : BODY MEASUREMENTS

For a garment to be well tailored, the first and foremost essential requirement is to understand about the standard body measurements and to record individual body measurements accurately. Knowledge of standard body figure is a must for pattern making. However some manufacturers prefer not to use standardized measurements and to change measurements quickly to suit customer needs. This chapter deals with the points to be taken care while taking measurements along with the different measuring points and types of figures in detail.

Unit 3.2 : PATTERN MAKING

Pattern making is an art of manipulating and shaping a flat piece of fabric to conform to one or more curves of the human figure. Creating basic patterns begins with a two-dimensional piece of paper (for drafting) or muslin (for draping). Patterns confine the dimensions of the figure by a series of straight lines and curved lines. A completed pattern has seam allowance, pattern symbols, grain line and pattern information. Pattern alteration and pattern grading are essential as they help in creating patterns suitable for all figure types. This chapter gives an insight into the basics of pattern making

Unit 3.3 : GARMENT DESIGN DEVELOPMENT

Developing a garment design is an indispensable part of fashion designing. With the help of a basic pattern, patterns suitable to specific body shape and purposes can be designed. Topics such as dart manipulation, pattern variations, pattern alteration, and layout are certain topics included in this chapter for enabling the learners to understand garment design development.

Unit 3.4 : CONSTRUCTION OF HOUSEHOLD TEXTILES

Household textile is a big industry which is equally promising as garment industry. Changes in fashion trends also affects household textiles sector. The design, colour, ornamentation, cloth types and stitching styles also keep changing. Household textiles or home

furnishing include a wide range of products from bed linen, bathroom furnishing, kitchen linen, table linen to curtains, window treatments, hammocks, carpets and rugs. This unit gives some basic knowledge about the types of household textiles and their use. This unit also deals with the construction of pillow cover and apron and also the proper selection, construction and ornamentation of these household textiles.

Unit 3.5 : CONSTRUCTION OF KIDS & LADIES GARMENTS

A good fashion designer should master stitching skills to do well in his/her career. Hence this chapter concentrates on construction of ladies and kid's garments. All steps from taking measurement, drafting, pattern making, layout and construction of different ladies and kids garments like, A-line frock, Salwar, and Kameez have been included for learners to construct dresses on their own. These unit give importance to custom tailoring.

Unit 3.6 : CONSTRUCTION OF GENTS GARMENTS

Construction of gents garments like, Kurtha and shirt using all steps like taking measurement, drafting, pattern making, layout and construction gives a chance to master the learners construction skills. The learners will understand the basic differences in the construction of ladies and gents garments.

UNIT GRID

Unit 3.1 : BODY MEASUREMENTS

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
Body and Measurements	<p>The learner will be able to</p> <ul style="list-style-type: none"> explain need of taking accurate body measurements 	Discussion / Demonstration / Visual Aids / Multimedia Tools / Assignment	Work Diary, Diagrams
Important Body Measurements <ul style="list-style-type: none"> - Bodice measurements - Sleeve Measurements - Skirt/trouser Measurements 	<ul style="list-style-type: none"> identify the important body measurements like bodice measurements, skirt or trousers measurements and sleeve measurements 	Discussion / Demonstration / Visual Aids / Multimedia Tools / Assignment	Work Diary, Diagrams
Standard Body Measurements <ul style="list-style-type: none"> - Children's Measurements - Ladies Measurements - Men's Measurements 	<ul style="list-style-type: none"> recognize and compare the given / take measurements with standard measurements. use the standard measurements in garment construction. 	Discussion / Visual Aids - Charts and Tables	Standard body measurements

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
Points to be considered while taking body measurements	<ul style="list-style-type: none"> • identify the points to be considered while taking body measurements. • measure and record the body measurements accurately 	Discussion / Demonstration / Practical work	Work Diary Class test Portfolio
Figure Types – Normal Figure – Abnormality in Figure	<ul style="list-style-type: none"> • distinguish between different figure types. • explain the alternations to be carried out while taking measurements of abnormal figures. 	Discussion / Demonstration / Practical work	Work Diary, Class tests

Unit 3.2 : PATTERN MAKING

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
Patterns & Pattern Making – Importance, Computer Aided Pattern Making	<p>The learner will be able to</p> <ul style="list-style-type: none"> • explain the concept of patter making and its importance. • understand the computer aided pattern making. 	Discussion / Demonstration / Visual Aids	Work Diary

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
Types of Patterns – Block/Basic, Working, Production, Personal, Industrial, Commercial, Graded and Computer aided patterns	<ul style="list-style-type: none"> distinguish between different types of patterns and explain its specific uses. 	Discussion / Collection	Work Diary, Assignment, Collections
Tools & Equipments	<ul style="list-style-type: none"> use and handle patternmaking tools effectively. 	Discussion / Demonstration / Collection	Work Diary, Assignment
Pattern Making Terminology	<ul style="list-style-type: none"> identify and explain the terms used in pattern making. 	Discussion/Demonstration/Visual aids	Work Diary, Assignment
Pattern development – Draping and Flat / Drafting method	<ul style="list-style-type: none"> distinguish between different methods of pattern making. explain the flat patterns, direct drafting & draping methods of pattern making. 	Discussion / Demonstration / Visual Aids	Work Diary, Assignment
Finishing of Patterns <ul style="list-style-type: none"> - Notches - Punch/Circles - Symbols used in patterns 	<ul style="list-style-type: none"> identify the symbols and information in the patterns. explain the use of notches, punches and symbols in patterns use the symbols and information in the patterns for its proper use. 	Discussion/Demonstration/Visual aids	Work Diary, Assignment

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
Drafting – Basic Pattern Set 1.Basic Bodice Front & Back 2.Basic Skirt Front & Back 3.Basic Sleeve	<ul style="list-style-type: none"> • identify the basic parts of pattern. • prepare basic pattern set. 	Discussion / Demonstration / Visual aids / practical works	Work Diary, Prepared Patterns.
Pattern Defects	<ul style="list-style-type: none"> • identify and explain the pattern defects. 	Demonstration / Audiovisual aids / Discussion	Work diary, Class test
Pattern Grading – Introduction & Methods	<ul style="list-style-type: none"> • understand pattern grading. • explain the methods of pattern grading 	Demonstration / Audiovisual aids / Discussion / Practical work	Work diary, Class test

Unit 3.3 : GARMENT DESIGN DEVELOPMENT

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
Dart Manipulation – Basic bodices Methods Styline lines	<ul style="list-style-type: none"> • understand the dart manipulation of basic bodies and stylines 	Discussion / Demonstration / Visual Aids	Work Diary
Sleeve Variation – Puff (3 Types) , Bell, Cap, Petal	<ul style="list-style-type: none"> • identify sleeve variations • prepare patterns of sleeve variations 	Discussion / Demonstration / Visual Aids	Work Diary

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
Skirt Variation – A – line , flare & circular	<ul style="list-style-type: none"> • identify skirt variations • prepare patterns of skirt variations 	Discussion / Demonstration / Visual Aids	Work Diary
Pattern Alteration – Importance & methods (Slash & Fold)	<ul style="list-style-type: none"> • explain the importance of pattern alteration. • explain the different methods of pattern alteration. 	Discussion / Demonstration / Visual Aids / Multimedia Tools / Practical Work	Work diary Diagrams Assignment.
Layout - Introduction and importance of layout - Guidelines for pattern layout	<ul style="list-style-type: none"> • explain the importance and guidelines for laying out patterns • layout patterns with minimum fabric wastage. 	Discussion/ Demonstration/ Visual aids/practical works	Work Diary, Layout of Garments.

Unit 3.4 : CONSTRUCTION OF HOUSEHOLD TEXTILES

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
Construction of Household Textiles – Introduction, types, use and selection	<p>The learner will be able to</p> <ul style="list-style-type: none"> • Identify the different types of household textiles. • understand the materials used for household textiles. • choose suitable materials for household textiles. 	Discussion / Demonstration	Work Diary
Construction of Pillow Cover – Surface ornamentation with Embroidery / Printing / Fabric Painting.	<ul style="list-style-type: none"> • construct pillow cover with surface ornamentation 	Discussion / Demonstration / Visual Aids / Multimedia Tools / Practical work	Work Diary / Constructed Fabric / Garment
Construction of Apron – Patch pocket & Surface Ornamentation.	<ul style="list-style-type: none"> • construct apron with patch pocket and surface ornamentation. 	Discussion / Demonstration / Visual Aids / Multimedia Tools / Practical work	Work Diary / Constructed Fabric / Garment

Unit 3.5 : CONSTRUCTION OF CHILDRENS' & LADIE'S GARMENTS

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
<p>Construction of A – Line Frock</p> <ol style="list-style-type: none"> Specifications – Peter pan Collar, Sleeve, One piece placket with hook & eye. Measurement Drafting Pattern making Lay out Construction 	<p>The learner will be able to</p> <ul style="list-style-type: none"> understand the standard measurements for an A-line dress. draft an A-line dress. develop paper pattern for an A-line dress. layout the pattern with minimum wastage of cloth. construct an A-line dress. 	<p>Discussion, Demonstration, Practical Activity</p>	<p>Work Diary, Paper pattern, Garment prepared.</p>
<p>Construction of Salwar</p> <ol style="list-style-type: none"> Specifications – Pleated bottom Measurement Drafting Pattern making Lay out Construction 	<ul style="list-style-type: none"> understand the standard measurements for a salwar. draft a salwar. develop paper pattern for a salwar. layout the pattern with minimum wastage of cloth. construct a salwar. 	<p>Discussion, Demonstration, Practical Activity</p>	<p>Work Diary, Paper pattern, Garment prepared.</p>
<p>Construction of Kameez</p> <ol style="list-style-type: none"> Specifications – Short Sleeve, Shaped facing neckline, Slit Measurement Drafting Pattern making Lay out Construction 	<ul style="list-style-type: none"> understand the standard measurements for a kameez. draft a kameez. develop paper pattern for a kameez. layout the pattern with minimum wastage of cloth. construct a kameez. 	<p>Discussion, Demonstration, Practical Activity</p>	<p>Work Diary, Paper pattern, Garment prepared.</p>

Unit 3.6 : CONSTRUCTION OF GENTS GARMENTS

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
<p>Construction of Shirt</p> <ol style="list-style-type: none"> Specifications – Shirt Collar, Patch pocket Measurement Drafting Pattern making Lay out Construction 	<ul style="list-style-type: none"> understand the standard measurements for a Shirt. draft a Shirt. develop paper pattern for a Shirt. layout the pattern with minimum wastage of cloth. construct a Shirt. 	<p>Discussion, Demonstration, Practical Activity</p>	<p>Work Diary, Paper pattern, Garment prepared.</p>
<p>Construction of Kurtha</p> <ol style="list-style-type: none"> Specifications – Full Sleeve, Standup collar, Patch pocket Measurement Drafting Pattern making Lay out Construction 	<ul style="list-style-type: none"> understand the standard measurements for a kurtha. draft a kurtha. develop paper pattern for a kurtha. layout the pattern with minimum wastage of cloth. construct a kurtha. 	<p>Discussion, Demonstration, Practical Activity</p>	<p>Work Diary, Paper pattern, Garment prepared.</p>

ASSESSMENT ACTIVITIES

1. Assignment
2. Seminar
3. Practical activity
4. Work diary
5. Report of field visits
6. Quiz
7. Puzzles
8. Class Test
9. Portfolio

LIST OF ITEMS IN THE PORTFOLIO

1. Body measurements.
2. Drafting of Basic Bodice
3. Drafting of Basic Skirt
4. Drafting of Basic Sleeve
5. Dart Manipulation
6. Drafting Stylelines
7. Sleeve Variations – Puff Sleeve – Top gathering
8. Sleeve Variations – Puff Sleeve – Bottom gathering
9. Sleeve Variations – Puff Sleeve – Top & Bottom gathering
10. Sleeve Variations – Bell Sleeve
11. Sleeve Variations – Cape Sleeve
12. Sleeve Variations – Petal Sleeve
13. Skirt Variations – A – Line Skirt
14. Skirt Variations – Flared Skirt
15. Skirt Variations – Circular Skirt
16. Pattern Alterations
17. Construction of Pillow Cover
18. Construction of Apron
19. Construction of A-Line Frock
20. Construction of Kameez
21. Construction of Salwar
22. Construction of Shirt
23. Construction of Kurtha

EXTENDED ACTIVITIES

1. Styleline variations – Pattern making and garment construction.
2. Construct more household textiles – curtains, table cloths, hotpot, kitchen gloves
3. Make paper patterns and construct different models of skirts.
4. Make paper patterns of different models of children's frocks
5. Make paper patterns of different models of kameez
6. Construct a frock with yoke.
7. Construct an anarkali Kurtha.
8. Construct cuddidar pyjama.

OVER VIEW – MODULE – IV

Fashion designing is a combination of perception of one's ideas, giving it a form, design it in a suitable colour and illustrate it in an appealing way. To excel in fashion and apparel designing, a sound knowledge regarding the basics of Elements of design and to use it according to the principles is also essential. This helps to impart completeness to a design. Dresses designed with variety, uniqueness and beauty are very popular with the consumers. Though fashion trends keep changing every day, the basic elements remain the same forever.

Module 4 has been designed to include all relevant chapters to attain a thorough knowledge regarding Fashion and Apparel designing. The last chapter of this module deals with fashion merchandising and boutique management which will help the learner to know about the marketing sector of the fashion industry. After completing this module, the learner would be able to create a portfolio on their own.

ABOUT THE UNITS

Unit 4.1 : ELEMENTS OF DESIGN

The word design has several meanings such as purpose, plan, scheme, selection, arrangement and organization. Put together they describe the entire design procedure. Design and designing is important in the field of fashion as well as art. Design is a part of our daily life. It is found in nature as well as in manmade environment. Shapes, forms, lines, light, colours and textures all combine to become a unified whole which is commonly called a “Design”. The knowledge of elements of design is very important because they are the main components with which artist/designers work to create a basic design / apparel.

Unit 4.2 : PRINCIPLES OF DESIGN

Designing is not an end in itself but it means of accomplishment. It is a tool for change towards meaningful objectives. Through thoughtful balancing moving, repeating, emphasizing and contrasting the design elements, a thoroughly satisfying and unified art form can be achieved. These principles of design are also used in fashion designing and so this chapter is designed in such a way to impart relevant information.

Unit 4.3 : COLOUR

Colour plays an important role in any design. Colour is the first attraction in a garment. Used in a planned, controlled arrangement; colours can produce many moods; can reduce tensions or increase tensions etc. The colour of an object depends on the light falling on it and also the pigments used in its making. There are two colour systems used by designers and various colour schemes that aid in the creating a good garment design. This chapter deals with different colours their classification, properties, and different schemes. It also gives an idea of how well to use colour in designing. Colour is the most exciting design element as it is the first thing noticed in a garment attracted by consumers.

Unit 4.4 : FASHION ILLUSTRATION

Fashion illustrations are the drawings or paintings which illustrates the ideas and concepts of a garment by its designer. The ability to present/express/detail a three dimensional dress into a two dimensional sketch, which will clearly express the details and uniqueness of apparel is what is meant by illustration. Fashion illustration illustrates fashion apparel as well as accessories used along with the garment.

Unit 4.5 : DESIGNING & PORTFOLIO DEVELOPMENT

Fashion designing is developing new designs according to the trends in fashion by a creative designer. These designs are illustrated through different sketches and boards. The design portfolio development is explained in this unit.

Unit 4.6 : FASHION MERCHANDISING AND BOUTIQUE MANAGEMENT

Fashion merchandising is practically combining, marketing and advertising with the creative and imaginative talents of fashion professionals. Fashion merchandising need to analyze changing market trends, oversee production cost, supervise sales and create rise in income. Merchandisers are some of the most powerful employees within an apparel company, and they have large bottom line and personal management responsibilities.

Boutiques are small specialized shops which are mushrooming in modern society, They cater to the demands of elite urban society. As these two areas are gaining popularity day to day, these topics are detailed in this chapter.

UNIT GRID

Unit 4.1 : ELEMENTS OF DESIGN

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
Design – Introduction	The learner will be able to, <ul style="list-style-type: none"> • define the term design 	Discussion / Multimedia tools / Assignment - Collection	Work diary, Collection of samples
Types of Design – Structural & Decorative, Natural, Stylized, Geometric, Abstract & Historic	<ul style="list-style-type: none"> • identify the types of design • compare different types of design 	Discussion / Demonstration / Visual aids	Work diary
Elements of design – Lines – Straight, Curved	<ul style="list-style-type: none"> • compare the different types of lines and their character. • choose suitable lines in designing process. 	Discussion / Demonstration Visual aids	Work diary
Elements of design – Shape <ul style="list-style-type: none"> – Basic Shapes – Basic Garment Shapes 	<ul style="list-style-type: none"> • compare different types of shapes • choose suitable shapes for dress designing. 	Discussion / Demonstration Visual aids	Work diary
Elements of design – Form	<ul style="list-style-type: none"> • compare different types of forms 	Discussion / Demonstration Visual aids	Work diary

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
Elements of design – Colour	<ul style="list-style-type: none"> • understand the properties of colour. 	Discussion / Demonstration Visual aids	Work diary
Elements of design – Texture	<ul style="list-style-type: none"> • understand the term texture. • compare visual and tactile texture. • explain different methods to create texture effects. • create different textures in designing 	Discussion / Demonstration Visual aids	Work diary
Elements of design – Light	<ul style="list-style-type: none"> • understand the effect of natural and artificial light in garments 	Discussion / Demonstration Visual aids	Work diary

Unit 4.2 : PRINCIPLES OF DESIGN

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
Principles of Design – Introduction	<p>The learner will be able to,</p> <ul style="list-style-type: none"> • understand the principles of design. 	Discussion / Visual aids	Work diary
Balance – Formal & Informal	<ul style="list-style-type: none"> • compare types of balance. • apply the principle in fashion designing. 	Discussion / Demonstration / Multimedia tools / Practical Work	Work diary, Samples prepared

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
Proportion	<ul style="list-style-type: none"> understand the principle of proportion. 	General discussion / Demonstration / Multimedia tools / Practical Work	Work diary, Samples prepared
Rhythm – Repetition, Gradation, Radiation	<ul style="list-style-type: none"> compare the different ways of producing rhythm. apply the principle rhythm in fashion designing. 	General discussion / Demonstration / Multimedia tools / Practical Work	Work diary, Samples prepared
Emphasis	<ul style="list-style-type: none"> understand the principle emphasis. apply the principle emphasis in fashion designing. 	General discussion / Demonstration / Multimedia tools / Practical Work	Work diary, Samples prepared
Harmony	<ul style="list-style-type: none"> understand the principle harmony. use the principle harmony in designing. 	General discussion / Demonstration / Multimedia tools / Practical Work	Work diary, Samples prepared

Unit 4.3 : COLOUR

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
Colour – Dimensions of Colour – Hue, Value & Intensity	The learner will be able to, <ul style="list-style-type: none"> • understand the dimensions of colours. 	Discussion / Visual Aids / Assignment – Preparation of Value Scale / Intensity Scale	Work diary / Assignment
Prang Colour System – Primary, Secondary, Intermediate, Prang colour wheel, Neutral Colours, Warm colours and Cool colours	<ul style="list-style-type: none"> • differentiate the primary, secondary and intermediate colours. • make colours through mixing of various colours in different proportions. • choose the appropriate colours for a design. 	Group discussion / Audio Visual Aids (Multimedia Learning Tools) / Demonstration / Practical Work / Assignments – Preparation of Prang Colour Wheel	Work diary, Samples prepared
Colour Schemes – Related, contrasting and achromatic	<ul style="list-style-type: none"> • differentiate the colour schemes. • apply different colour schemes in designing of garments. 	Discussion / Visual aids / Assignment – Apply different colour schemes in designs.	Work diary / Designs created
Colour schemes in dress	<ul style="list-style-type: none"> • choose most pleasing colour schemes for garments. 	Discussion / Visual aids / Assignment – Apply different colour schemes in dress.	Work diary / Designs created
Colour Rendering – Selection, lighting, amount etc.	<ul style="list-style-type: none"> • understand the concept of colour rendering • create designs using rendering of colours. 	Group discussion / Audio Visual Aids (Multimedia Learning Tools) / Demonstration / Practical Work / Assignments – Sample preparation	Work diary, Samples prepared

Unit 4.4 : FASHION ILLUSTRATION

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
Introduction 10 Head theory	The learner will be able to, <ul style="list-style-type: none"> • explain the concept of fashion illustration. • illustrate 10 head theory 	Discussion / Demonstration	Work diary, Diagrams
Fashion Figure – Different postures Front, Back, Oblique - Female <ul style="list-style-type: none"> - Sticky - Blocks - Flesh 	<ul style="list-style-type: none"> • illustrate different poses of female fashion figure. 	Discussion / Demonstration / Multimedia / Visual Aids / Practical Activity	Work diary, Figures
Fashion Figure – Different postures Male <ul style="list-style-type: none"> - Sticky - Blocks - Flesh 	<ul style="list-style-type: none"> • illustrate different poses of male fashion figure. 	Discussion / Demonstration / Multimedia / Visual Aids / Practical Activity	Work diary, Figures
Figure detailing – Illustration of Face / head / arm / hand / leg / feet	<ul style="list-style-type: none"> • illustrate the figure 	Discussion / demonstration / Practical work	Work diary
Illustration of different hair styles.	<ul style="list-style-type: none"> • illustrate the different hairstyles 	Discussion / demonstration / Practical work	Work diary

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
Types of necklines	<ul style="list-style-type: none"> • compare the different types of necks used in garments. • illustrate the different types of necks used in garments. 	Discussion / Visual aids / Multimedia tools / Practical activity / Assignments	Work diary, Figures
Types of Collars	<ul style="list-style-type: none"> • compare the different types of collars used in garments. • illustrate the different types of collars used in garments. 	Discussion / Visual aids / Multimedia tools / Practical activity / Assignments	Work diary, Figures
Types of Sleeves	<ul style="list-style-type: none"> • compare the different types of sleeves used in garments. • illustrate the different types of sleeves used in garments. 	Discussion / Visual aids / Multimedia tools / Practical activity / Assignments	Work diary, Figures
Types of Trousers	<ul style="list-style-type: none"> • compare the different types of trousers used in garments. • draw the different types of trousers used in garments. 	Discussion / Visual aids / Multimedia tools / Practical activity / Assignments	Work diary, Figures
Types of Skirts	<ul style="list-style-type: none"> • compare the different types of skirts used in garments. • illustrate the different types of skirts used in garments. 	Discussion / Visual aids / Multimedia tools / Practical activity / Assignments	Work diary, Figures

Unit 4.5 : DESIGNING & PORTFOLIO DEVELOPMENT

Ideas / Concepts / Skills	Learning Outcome	Suggested Activities	Assessment
Introduction	The learner will able to, <ul style="list-style-type: none"> • define apparel designing. 	Discussion / Visual aids	Work diary
Fashion Portfolio – Steps for developing a portfolio – different boards in fashion portfolio. <ul style="list-style-type: none"> - Clint board - Theme board - Inspiration board - Colour board - Swatch board - Trim board - Accessories board - Illustration board - Speck sheet - Pattern board 	<ul style="list-style-type: none"> • identify and define the different boards in a fashion portfolio • describe how to create different boards in a fashion portfolio. • visualize a theme by taking inspirations for designing. • develop a fashion portfolio. 	Discussion / Visual aids / Multimedia tools / Practical activity / Assignments	Work diary, Figures, Portfolio

Unit 4.6 : FASHION MERCHANDISING AND BOUTIQUE MANAGEMENT

<i>Ideas / Concepts / Skills</i>	<i>Learning Outcome</i>	<i>Suggested Activities</i>	<i>Assessment</i>
Fashion Merchandising	The learner will be able to, <ul style="list-style-type: none"> define fashion merchandizing. 	Discussion / Seminar	Work diary, Report
Duties and responsibilities of a Fashion Merchandiser	<ul style="list-style-type: none"> identify and explain the duties and responsibilities of a fashion merchandiser. identify the career prospects of fashion merchandising. 	Discussion / Seminar / Assignment – Charts	Work diary, Seminar report, Charts
Visual Merchandising	<ul style="list-style-type: none"> understand the term visual merchandising develop skills for visual merchandising 	Discussion / Seminar / Field visit	Work diary, Seminar report,
Boutique – Meaning	<ul style="list-style-type: none"> understand the term boutique 	Discussion / Field visit	Work diary , Report of Field visit
Boutique Management	<ul style="list-style-type: none"> identify and explain the working of a boutique. understand the skills required for managing a boutique. 	Discussion / Field visit	Work diary , Report of Field visit

ASSESSMENT ACTIVITIES

1. Assignment
2. Seminar
3. Practical activity
4. Work diary
5. Report of field visits
6. Quiz
7. Puzzles
8. Class Test
9. Portfolio

LIST OF ITEMS IN THE PORTFOLIO

1. Elements of Design – Line
2. Elements of Design – Shape
3. Elements of Design – Form
4. Elements of Design – Colour
5. Elements of Design – Texture
6. Principles of Design – Balance
7. Principles of Design – Rhythm
8. Principles of Design – Emphasis
9. Principles of Design – Harmony
10. Prang Colour Wheel
11. Primary Colours Chart
12. Secondary Colour Chart
13. Value Scale
14. Monochromatic Colour Scheme
15. Analogous Colour Scheme
16. Complementary Colour Scheme
17. Split Complementary Colour Scheme
18. Double Complementary Colour Scheme
19. Traid Colour Scheme
20. Achromatic Colour Scheme

21. 10 head fashion croqui
22. Fashion Figures – Female
23. Fashion Figures – Male
24. Hairstyles
25. Types of Necks
26. Types of Sleeves
27. Types of Collars
28. Types of Trousers
29. Types of Skirts
30. Fashion Portfolio

EXTENDED ACTIVITIES

1. Fashion Figure Illustrations
2. Dress Designing

ON THE JOB TRAINING

On The Job Training

Classroom learning is not sufficient to start career, as a professional in the highly competitive and glamorous world of fashion and apparel. One has to get trained professionally under the supervision of experts in the respective fields to excel. To achieve this goal “On *The Job Training*” is very helpful. It gives a hands own experience to what the students learned in their classrooms and laboratories, in a real environment.

Duration : One month (4 weeks) OJT programme can be included in the curriculum. (one week for each module)

Time : It can be conducted according to the convenience of OJT centres in an area.

It can be flexible, to minimize the interference with the academic pattern of other courses in the same school.

Centres : Dyeing and Printing Units, Art & Craft Centre for painting and Embellishments, Designer boutiques, Tailoring units, Textile industries, Garment Manufacturing Units etc.

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