Bachelor of Vocation
(B. Voc.)

Course Structure and Curriculum

(As per UGC guidelines for implementing B. Voc. program)

For

Dress Designing and Tailoring
(Semester- I, II, III, IV, V, VI)

(Choice Based Credit System)

Curriculum for Bachelor Vocation in Dress Designing and Tailoring.

Course structure:

SEMESTER	CORE COURSE (12 PAPERS, 72 CREDITS)	ABILITY ENHANCEMENT COURSE(AECC) 2 PAPERS 8 CREDITS	SKILL ENHANCEMENT COURSE (SEC) 4 PAPERS 16 CREDITS	DESCIPLINE SPECIFIC ELECTIVE(DSE) 6 PAPERS , 36 CREDITS
I	DDT-VC-1016	ENG-AE-1014		
	DDT-VC-1026			
	DDT-VC-1036			
I	DDT-VC-2016	ENV-AE-2014		
	DDT-VC-2026			
	DDT-VC-2036			
III	DDT-VC-3016		XXX-SE-3XX4	
	DDT-VC-3026			
	DDT-VC-3036			
IV	DDT-VC-4016		XXX-SE-4XX4	
	DDT-VC-4026			
	DDT-VC-4036			
V			XXX-SE-5XX4	DDT-VE-5016
				DDT-VE-5026
				DDT-VE-5036
VI			XXX-SE-6XX4	DDT-VE-6016
				DDT-VE-6026
				DDT-VE-6036

Syllabus For B. Voc –DDT

Semester wise Paper details

Semester I

Ability Enhancement Compulsory Course(AECC)

ENG-AE-1016	English Communication	100

Core Course

DDT-VC-1016	Introduction to Fashion & Textile Design	100
DDT-VC-1026	Clothing Techniques and Sewing Basics	100
DDT-VC-1036	Pattern Making and Garment Construction I	100

Semester II

Ability Enhancement Compulsory Course(AECC)

BCM-AE-2016	Business communication	100

Core Course:

DDT-VC-2016	Computer Application- I (Basic Design)	100
DDT-VC-2016	Knitting Technology	100
DDT-VC-2036	Draping and Garment Construction	100

Semester III

Skill Enhancement Course(SEC):

XXX-SE-3014	Entrepreneurship development	100

Core Course:

DDT-VC-3016	Needle Craft	100
DDT-VC-3026	Computer Aided Designing (CAD)-II	100
DDT-VC-3036	Spinning	100

Semester IV

Skill Enhancement Course(SEC):

XXX-SE-4014	Personality Development and Communication skill	100

Core Course:

DDT-VC-4016	Pattern Making – II	100
DDT-VC-4026	Weaving -I	100
DDT-VC-4036	Weaving -II	100

Semester V

Skill Enhancement Course(SEC):

XXX-SE-5014	Financial Accounting	100

Discipline Specific Elective (DSE):

DDT-VE-5016	Garment Construction II	100
DDT-VE-5026	Computer Application- III (Textile)	100
DDT-VE-5036	Project- I	100

Semester VI

Skill Enhancement Course (SEC):

XXX-SE-6014	Environmental Studies	100

Discipline Specific Elective (DSE):

DDT-VE-6016	Internship	100
DDT-VE-6026	Design Collection	100
DDT-VE-6036	Fashion Marketing & Merchandising	100

Detailed Syllabus (Skill Component Only):

SEMESTER I

DDT-VC-1016: Introduction to Fashion & Textile Design

Course Outlines:

1.Fashion

1.1 Introduction to fashion: The evolution of fashion Fashions of the twentieth century. The powerful consumer. Ever changing fashion and its acceptance Fashion in global marketplace

Careers in fashion

1.2 The producer of raw materials: The textile industry. Furs and leather industry

1.3 The fashion merchandising industries: Apparel: women's, men's, and children's. Fashion accessories Details and trimmings Cosmetics and fragrances Home fashion

1.4 Designing, manufacturing and merchandising fashion: Apparel and accessories manufacturing Resident buying offices and other fashion Information sources for retailers. The fashion retailers. Advertising, special events, publicity and visual merchandising

2.Textile

2.1 Introduction Importance of textiles. Different types of textile materials and their end-user.

2.2 Conversion of fiber to fabric Basic ideas of spinning, weaving, knitting, Non-woven and other fabric forming processes.

2.3 Overview of textile chemical processing. Brief ideas about bleaching, dyeing, printing and finishing.

2.5 Opportunities: Career Planning and Employment opportunities

2.6 Issues related to various sectors of textile industry

Reference Books:

1. Gini Stephens, Fashion from Concept to Consumer
2. H. Eberly Berger, Clothing Technology
3. Elaine Stone, The Dynamics of Fashion

DDT-VC-1026: Clothing Techniques and Sewing Basics

Course Outlines:

1 Introduction to the clothing industry Clothing industry layout- organization of a clothing manufacturing company, various departments, hierarchy etc.

2 Introduction to fashion industry- overview Process explained from idea generation to

retail or concept to retail

3.Process of clothing manufacture Design, pattern construction, grading, layouts, CAD, lay plans, spreading methods, cutting tools, techniques, preparation for

sewing

4.Drawing, Measuring Tools and Marking Tools, Different types of tools used in the industry in various processes

5.Hand Sewing Tools Various types of tools used for hand sewing

6.Types of Sewing m/c‟s –Overview SNLS, SNCS, FLAT LOCK, OVER LOCK, BLIND STITCH, BARTACK and other specialized m/c‟s, Features and uses of specific m/c‟s. Difference between domestic and industrial sewing methods

7.Construction / parts of a sewing m/c, stitch formations Different methods of sewing, types of stitches, how a stitch is formed.

8=\Sewing m/c needles: Different types with their uses.

9 Feeding systems: Different types with their uses.

10 Shuttles, hooks, loppers: Different types with their uses.

11 Types of stitches: Different types with their uses.

12 Automatic sewing m/c: Various types of automats used in the

industry.

13 Pressing equipment; Different types used, various parts, automatic pressing m/c‟s, accessories used.

14 Fusing types: Different types with their uses.

15 Finishing, cleaning, packaging: Methods used for Finishing, Stain removal methods, QA and QI, packaging process.

16 Material handling/ material flow/ ergonomics: Work/Process flow during production, ergonomics meaning and use. Overview of Industrial engineering.

17 Difference between bespoke tailoring + industrial clothing manufacture Difference between the two processes, customization, made to measure, difference with bulk manufacturing.

18 Planning & developing a collection Steps involved in planning an entire collection right from its concept to retail covering all the above topics.

Practical:

1. **Basic Hand Stitches**: Tacking, running, even, uneven, hemming visible, back stitch, button hole, handover cast, Diagonal, Blanket stitch
2. **Seam and Seam Finishes:** Plain, Flat, Run and Fell, Run and hem, French, Counter.
3. **Application of Different Fasteners:** Button, Zipper, Hooks etc.
4. **Plackets:** Continuous, Two piece, Kurta Patti.
5. **Pockets:** Patch, Inseam, Flap, Kurta Pocket, Cross, Welt, Bound.
6. **Neckline Finishes:** Binding and Facing
7. **Fashion Details:** Darts, Tucks, Pleats, Gathers.

References:-

1. **The Reader's Digest Association, Inc. "Complete guide to sewing".**
2. **www.craftsy.com**
3. H. Hermeling & others, *Clothing Technology from Fibre to Fashion*

DDT-VC-1036: Pattern Making and Garment Construction I

Course outlines:

Part-A (Theory)

- Introduction to pattern making
- Tools used in pattern making
- Terminology used in pattern making- Pattern drafting, flat pattern making, template, working pattern, production pattern, pattern chart, grain, dart, dart legs, dart intake, vertical lines, horizontal lines, perpendicular lines, style number, pattern size
- Advantages of pattern making
- Points to be kept in mind while using paper pattern
- Basics of Commercial paper pattern: Pattern Envelope, Pattern Marking, Pattern Layout. Pattern alternation
- Fabric estimation & its importance
- Fitting: Principles of good fit, Various fitting problems and their remedies

Part-B(Practical)

1. Developing industrial paper pattern for kids: A Line Frock, Night Suit

2. Drafting, layout and Construction of following Garments for Kids (with specification sheet and cost sheet):

- .A-Line Frock, Party Wear Frock, Night suit, Sun Suit, Any garment of kids on order.

References:

1. Thomas Ann a Jacob, "The Art of Sewing", UBS Publishers Distributors Ltd., New Delhi,1994
2. Readers digest sewing book
3. Verma G., "Cutting and Tailoring Theory", Asian Publishers, Delhi, 1999.
4. Armstrong Helen Joseph, "Pattern making for fashion designing"
5. Mullick Prem Lata , " Garment construction Skills"

SEMESTER II

DDT-VC-2016: Computer Application- I (Basic Design)

Course Outlines:

Adobe Photoshop: Draw and manipulate custom raster/vector shapes using the Pen tool and shape tools.

- Create precise selections in low-contrast images using vector masks and paths. Use smart Objects in Photoshop to non- destructively edit, link, update images. Sharpen, blur, and vignette images using customizable and editable Smart Filters.
- Apply professional-quality typography in Photoshop, considering leading, kerning, tracking, baseline shift, and ligatures.
- Handle type creatively by applying textures to text, pushing photographs through text and other shapes, and hiding portions of text. Combine multiple photographs using gradient masks, blending sliders, and displacement maps. Utilize blend modes, gradients, and the Refine Edge dialog to combine images seamlessly. Retouch and alter photographs non-destructively, using dodging and burning, adjustment layers.
- Create attractive grayscale, partial grayscale, and duotone images. Use Swatches panel, and Color Libraries to effectively select and manage color schemes. Create custom brushes, use the Mixer Brush for freehand painting in Photoshop, and turn images into paintings.

Adobe illustrator:

- Create still life, editorial art/brand logos, and character portraits in Illustrator. Create artwork from basic shapes, symbols, gradients, fill colors, symbols. Create depth and shadow effects to give artwork a three-dimensional quality. Spray, size, and rotate symbols to create repeated elements. Integrate pencil sketches into the digital illustration process.

- Add curves to shapes using the Pen tool and Bezier curves. Use clipping masks to frame a composition. Work with text as a graphic element. Draw character art following the basic proportions of the human face. Apply simple techniques for drawing each part of the human face.

Corel Draw:

- Develop knowledge of fundamental concepts in bitmap and vector art. Identify and discuss digital art applications for Adobe Photoshop and Corel Draw. Develop and sketch illustration concepts to prepare them for digital creation. Use shape and freehand drawing tools to create complex shapes and patterns.

- Follow basic routines for correcting bitmap images, applying effects, adding text, and saving files for the design layout in Corel Draw. Follow basic routines for making selections, and adding fills, strokes, and color, and saving files for the design layout in Corel Draw.

- Create a set of digital art pieces through exploration and experimentation. Use gradients to create lighting and shadow effects. Import bitmap and vector art into Illustrator and create guides for illustration. Create simple iconographic illustrations and shapes. Develop proficiency in drawing or tracing using the Bezier, freehand tool. Combining, breaking apart, grouping, ungrouping, separating and converting to curves.

- Create a sequential illustration that repeats certain features and colors over a series of frames to maintain a consistent look. Design a symmetrical title or identity that integrates repeated graphic elements and typography. Drawing rectangle, ellipses, polygons, stars, spirals and graph paper with shape tools.

Reference Books:

1. Respective software manuals – Latest Version (Adobe Photoshop, Corel Draw, CAD, etc.)
2. Eismann, Kathrin & Simon, *Photoshop Retouching Techniques*.

DDT-VC-2026: Knitting Technology

Course Outline:

Part-A (theory)

- Introduction to Knitting Technology, difference between Knits and Woven, terms used in Knitting.
- Indian Knitting Industry – past, present and future.
- Hand Knitting.
- Basic weft knit stitches – single jersey, rib, purl, interlock, float and tuck stitches
- Basic warp knit stitches – under lap, overlap, closed lap, open lap.
- Comparison of Warp and weft knitting.
- Knitting Machines – weft and Warp Knitting machines.
- Knitted fabrics defects

Part-B: (Practical)

- Knitting – introduction, terminology, hand knitting tools, material, techniques, types of knitting
- Making hand knitting samples of following techniques- Diagonal Ribs Laces Cables Cross (at least 2 samples of each technique).
- Preparation of any one article.

References:

1. Prof. Ajgaonkar D B, "Knitting Technology", University Publishing Co-operation, Mumbai.
2. Brackenbury Terry, "Knitting Clothing Technology", Blackwell Science, UK.
3. Spancer David J, "Knitting Technology", Pergeman Press.

DDT-VC-2036: Draping and Garment Construction

Course outline:

Part-A (Theory)

- Draping: Introduction to draping- Tools, equipment used in draping, draping terminology, Preparation of muslin for draping, Points to be kept in mind while draping.
- Advantages and disadvantages of draping, Fabric preparation for garment construction.
- Handling special fabrics
- Dart manipulation
- Lining, interlining and underlining
- Facing and interfacing
- Principles of layout, correct method of laying pattern on the materials

Part-B (Practical):

Course Outlines:

1.Drafting of Adult's basic bodice block and sleeve

2. Drafting, layout and construction of the following garments:
    a) Petticoat (6 panels)
    b) Kameez Salwar
    c) Kurta and Churidar pajama
3. Preparation of commercial paper pattern of
    a) Kameez Salwar
    b) Kurta

4. Draping

- Introduction to draping
- Preparation of muslin for draping.
- Draping of basic bodice block- front and back.
- Draping of basic skirt block- front and back.
- Bodice variation: princess line, cowl neck line.

References:

1. Thomas Anna Jacob , " The Art of Sewing", UBS Publishers Distributors
2. Ltd.,NewDelhi,1994
3. Readers digest sewing book
4. Verma G., "Cutting and Tailoring Theory", Asian Publishers, Delhi, 1999.
5. Armstrong Helen Joseph, "Pattern making for fashion designing"
6. Mullick Prem Lata , " Garment construction Skills"

SEMESTER III

DDT-VC-3016: Computer Aided Designing (CAD)-II

Course Outlines:

1. CAD in Fashion Design Fundamentals of CAD design process and application. Computer process planning, functions, types benefits of CAP, MRP

2. Computer application in Pattern Making CAD applications in Fabric pattern designing, modifications for size and fit, making, grading, computerized marker making and marker efficiency using pattern making software.

3. Computer application in Garment Industry, Fabric lay planning, its types, manual and computerized cutting, sorting and labeling, bundling. Software applications in production department, garment designing.

4. CAD Technology for customization, inventory management, Product data management system (PDM system)

Reference Books:

1. Kevin Tallon, Digital Fashion Illustration with Photoshop and Illustrator.
2. M. P. Groover & E. W. Zinimmers, CAD/CAM Computer Aided Design and Manufacture.
3. C.E. Bezant, Ellis Horwood, Computer aided design and manufacture.
4. Winfred Aldrich, CAD in Clothing and Textiles.
5. P. Taylor, Computers in Fashion Industry.

DDT-VC-3026: Needle Craft (Practical)

Course Outlines:

Making one sample of each:

Satin Stitch, Chain Stitch, Stem Stitch, Laisy dasy, Long and Short, Cross Stitch, French Knot, Bullion Knot, Herring Bone, Feather Stitch, Cut Work, Glass Work, Couching, Drawn Thread Work, Applique Work, Patch Work, Quilting, Smoking, Ribbon Work, Beads and Sequins Work, Crochet – Single, Double, Circular

References:

1. Naik Shailaja, "Traditional Embroideries of India", APH Publishing Corporation, New Delhi, 1996.
2. Snook Barbara, "Creative Art of Embroidery", Numbley Pub. Group Ltd., London, 1972.
3. Mathew Anne, "Vogue Dictionary of Crochet Stitches", David and Charles, London 1989.
4. Anand M.R., "Textiles and Embroideries of India", Marg Publications, Bombay, 1965.

DDT-VC-3036: SPINNING

Course outlines:

1. Ginning and Mixing: Objects of ginning and working of Saw- gin & Mecarthy Gin.

Introduction to spinning: Study the outline of the processor involved in production of cotton yarn, Fibre quality Index & yarn numbering system.

2. Blow Room: Principles involved in Blow-room machine & their Construction, classification, Concept of Major &Minor Beating points and settings.

3. Carding: Principles and objects of carding Modern Trend in carding Maintenance

Calculation

4. Drawing: Principles and objects of Drawing Study of mechanism of Drawframe Drafting System, Stop Motion Modern trend Defects Calculations Maintenance

5. Combing Principles and objects of Combing Performance Assessment & maintenance of comber Calculation

6. Speed Frame: Objects and Principles of working of speed frame, Study of mechanism Drafting System Modern Trend Defects and Remedies Calculation

7. Ring Spinning: Objects and Principles of Ring Spinning Drafting System Working Performance Assessment & maintenance Calculation

8. Open End Spinning Modern Yarn manufacturing methods, Study of unconventional methods

9. Doubling: Objects and Principles of Ring Spinning Drafting System, Working Performance Assessment & maintenance Calculation

10. Other Yarns: Study the sequence of operation and Machineries, principles and working: Jute Silk Fancy Yarn Man Made fibre

SPINNING (PRACTICAL)

1. Blowroom: Assessments of quality of cotton based on staple length, fineness, colour and trash content. Study of working action, speed, production efficiency and waste of blow room machineries. Study of sequence, adjustment and settings of machineries for different mixings.

2. Carding: Removal, Refitting and resetting of different parts of the card. Study of stripping, grinding, burnishing and settings of card. Practice of running of card, sliver placing and related operations. Procedure for adjusting card setting for different classes of cotton.

3. Combing: Study of working of comber lap preparation machine. Study of working of comber. Study of comber lab and sliver for their uniformity.

4. Speed Frame: Study of the working speed frame. Study of various mechanism and function of speed frame. Study of drafting system, roller setting for different staple lengths. Calculations of speed, drafts, hank and production from machine particulars. Testing of sliver and roving for uniformity

5. Ring Frame: Study of various mechanism and function of ring frame. Study the drafting system, roller setting for different staple lengths. Calculations of speed, draft, count and production from machine particulars.

6. Doubling: Study of principal parts and mechanism of Doubling machine. Study of working of open-end-spinning. Study of modifications and manipulation needed for processing manmade fibre -fibre blend on cotton system. Preparation of two yarn samples

Reference Books:

1. W. Klein, The Technology of Short Staple Spinning.
2. W. Klein, A Practical Guide to Opening & Carding.
3. C. Shrigley, Manual of Cotton Spinning (Opening & Cleaning).
4. W. G. Byerley et. al., Manual of Cotton Spinning (Carding).
5. Eric Oxtoby, Spun Yarn Technology.

6.A Venkatasubramani, Spun Yarn Technology, Vol-1 & Vol-2.

SEMESTER IV

DDT-VC-4016 PATTERN MAKING – II

Course Outlines:

1 Bifurcated garments Jeans and trousers

2 Indian ethnic wear: Women's Kurta, basic Salwar & Churidar

3 Grading: Pattern making set

4 Draping technique: Introduction to draping principles & techniques, muslin preparation

5 Draping: Basic bodice, sleeve and skirt

6 Dart manipulation: Manipulating dart excess and dart

7 Cowls Front and back crawl

8 Dress foundation: Shift dress, box silhouette, paneled dress,

9. Self-evaluation: Any garment 2 styles

Reference Books:

1. Salvia Rosen, *Pattern Making A Comprehensive Reference For Fashion Design*
2. Nora M. MacDonald, *Flat Pattern Design*
3. Natalie Bray, *Dress Pattern Design*
4. Helen Joseph Armstrong, *Patternmaking for Fashion Design*
5. Nora McDonald, *Principles of Flat Pattern Design*

DDT-VC-4026 WEAVING –I

Course Outlines:

1. Outline of Weaving process: Definition of Weaving, Common weaving terms Classifications of looms, Primary, Secondary & auxiliary motions of Weaving, Functions & uses of various important loom parts & accessories.

2. Handloom: Type of Handloom. Fly shuttle frame loom Semiautomatic looms, Tie up of healds

3. Yarn for weaving: Varieties of yarn Various forms of yarn packages. Outline of the process for conversion of yarn into fabric.

4. Winding: Object of warp winding & weft winding Function of Anti ribbon device, yarn traverse. Mechanism, clearing and tensioning device, Slub catchers, knotter, splicers. Study of

any high speed cone or chase Winding m/c. Study of any super speed cone or chase winding m/c. Defects of winding packages, causes and their remedies. Study of any automatic and high speed Weft winder. Study of rewinding defects, their causes and elimination.

5. Drawboy loom: Object and principle of drawboy attachment. Study of drawboy attachment in handloom

6. Primary motion of powerloom shedding, Scope of treadle, tappet, dobby& jacquard shedding. Kinds of shed & their application. Shedding by tappet & top roller reversing motion. Construction of shedding tappet. Timing of shedding, early &late shedding.

7.Warping: Object of warping Different type of warping Study of any high speed beam warping m/c Study of any high speed sectional warping m/c Defects of beam & their remedies.

8. Picking mechanism: Type of picking mechanism. The cone over-pick mechanism Lever under pick mechanism. Parallel picking mechanism. Timing of picking, early & late picking.

9. Beating up mechanism: The motion of the sley. Eccentricity of sley‟s motion & its effect.

10/ Secondary MotionTake-up motion &its type. Seven wheel take up motion. Let off motion &its type Negative & positive let off mechanism.

11.Stop Motion: Warp protector & its type. Loose reed motion. Fast reed motion. Weft stop motion & its type. Side weft fork motion Timing of stop motion

12. Sizing: Object of sizing Study of sizing ingredients and their function. Preparation of sizing paste.

13. Calculation on winding

Reference Books:

1. A. Ormerod, *Modern Preparation and Weaving machinery*.
2. W.S. Murphy, *Textile Weaving & Design*.
3. J. Gordon Cook, *Handbook of textiles Fibers*, Vol I & II.
4. C. A. Amjden, *Navaho Weaving Its Techniques and History*.

DDT-VC-4036 WEAVING –II(Practical)

Course outlines:

1.Handloom Introduction to loom parts and accessories.

- To practice tie-up of picking rope in a fly-shuttle frame loom.
- To practice warp winding and weft winding.
- To practice warping, beaming, drafting, denting etc. To practice tie-up of heads for plain weave.
- To practice weaving on a plain loom.
- To practice tie-up of healds for twill, diamond etc and similar weave by pulley arrangement.
- To practice tie-up of heals, Honey-comb, huka-back, bed-ford-cord, double cloth, satin etc. and similar weave by jack and lam arrangement
- To practice working on a semi-automatic loom
- To practice conversion of various design in similar draft
- Cloth Calculation: Weight of wrap, weight of weft in stripe and check fabric

2. Power loom: To study about a plain power loom, its different motion, related parts and their actions.

- To study about semi-automatic horizontal drum warping machine and its different driving system with their function.
- To study the mechanism, timing, fixing and setting of over-pick motion.
- To study the beat-up motion, eccentricity of sley‟s motion, fixing and setting of sley crank arm and shuttle box for proper shuttle flight.
- To study the weft fork mechanism, timing, fixing and setting of the motion for proper working.
- To practice in drawing in, denting and gaiting up of warp on the loom and thereafter running the power loom.
- To study the mechanism, timing, fixing and setting of over-pick motion
- To study the mechanism, timing, fixing, and setting of under-pick motion
- To study the beat-up motion, eccentricity of sley's motion, fixing and setting of sley

crank arm and shuttle box for proper shuttle flight

- To study the seven-wheel take up motion for proper working
- To study the weft fork mechanism, timing, fixing and setting of the motion for proper working
- To study the loose-reed and fast reed motion, fixing and setting of the parts connected herewith for proper working.
- To study brake mechanism, fixing and setting of different parts for proper application of the brake. To practice in drawing in denting and gaiting up of warp on the loom and thereafter running the power loom.

Reference Books:

A. Ormerod, *Modern Preparation and Weaving machinery*.
W.S. Murphy, *Textile Weaving & Design*.
J. Gordon Cook, *Handbook of textiles Fibers*, Vol I & II.
C. A. Amjden, *Navaho Weaving Its Techniques and History*.
Z. J. Grosicki, *Watson's Textile Design & Colour*, 7th Edition.
W. S. Murphy, *Handbook of Weaving*.
Deborah Chandler, *Learning to weave*.
J. J. Pizzuto, *Fabric Science*, 6th Edition.

SEMESTER V

DDT-VE-5016 Garment Construction-II

Course Outlines:

1. Types of pockets: Definition & types and its attachments
2. Zip application: Definition & types
3. Handling of special fabrics Knits, checks, plaids, velvet, leather, fur, lace
4. Interlining: Types, properties & applications
5. Garment stitching: Trouser, women's kurta & pyjama
6. Finishes: Edge, piping, facing (bias facing, shaped facing).
7. Plackets: Definition, types

Reference Books:

Bane Allyne, Flat Pattern Design.
Winfred Aldrich, Metric Pattern Cutting.
Patric Taylor et.al., Grading for the Fashion Industry.
Manmeet Sodhia , Garment Construction
Premlata Mullick, Garment construction skills
Peg Couch, Garment Construction- A Complete Course On Designing and Clothing

DDT-VE-5026: **COMPUTER APPLICATION- III (TEXTILE)**

Course outlines:

1. Microprocessor in textile industry: Brief Study and working of microprocessor Applications in textile machinery for automatic control. Application in Data Monitoring (Ring/Loom Data)
2. Computer application in Woven design: Introduction to software for textile woven Design with windows platform.
3. Computer application in Printing and Colour Matching
4. Computer in Textile Testing

Reference Books:

1. M. P. Groover and E.W. Zinimmers, CAD/CAM computer aided design and manufacture.
2. C.E. Bezant, Ellis Horwood, Computer aided design and manufacture.

3. Winfred Aldrich, CAD in Clothing and Textiles.
4. P. Taylor, Computers in Fashion Industry.
5. Buhanan and Graddy, Automation in the Textile Industry from Fibers to Apparels.
6. D. O. Veinsinet, Computer aided drafting and design –concept and application.
7. Alison Beazley & Terry bond, Computer Aided Pattern Design and Product development

DDT-VE-5036: PROJECT- I

Topic: Developing a collection of Textile in the area of Garments or Home.

SEMESTER VI

DDT-VE-6016: INTERNSHIP

Course outlines:

Topic: Internship refers to a stage/phase during which an individual will get an opportunity to experience her industry of interest before entering into full time future career. Internships exposes the candidate to understand the way particular industry functions and what it would be like to work in that scenario.

The internship will enrich the student for –

1) Understanding of the career field.

2) To develop useful skills.

3) To learn the live practices and techniques at the job.

DDT-VE-6026: DESIGN COLLECTION

Course Outlines:

Topics: Fabric Sourcing and Development, Pattern Making

Garment Construction, Students will develop a Collection on any one out of the following categories.

- Women's
- Kid's
- Men's

Each collection will incorporate supporting design process as follows,

- Mood board & Story board
- Fabric development
- Design development
- Range development
- Final collection
- Flats and specifications
- Cost sheet.

DDT-VE-6036 FASHION MARKETING & MERCHANDISING

1. Merchandising: Definition, Role of a Merchandiser
2. Product Development- Definition, Objective, Product Design and manufacturing- use of merchandising calendar
3. Pricing and Sourcing: Specific pricing strategies- New product pricing, demand oriented pricing, cost oriented pricing, value based pricing, competition oriented pricing- Markups and markdowns Types of sourcing- factors affecting sourcing decision
4. Fashion Marketing Research and Management- Definition – purpose – types – research design
5. Consumer Behavior in Fashion and Retail Industry – fashion consumer decision making – market segmentation –
6. Target marketing – Fashion marketing mix
7. Responsibilities of a marketing manager
8. Fashion Marketing introduction – planning process and objectives

Reference Books:

1. Jerligan Easterling, *Fashion Merchandising and Marketing*.
2. Philip Kotler, *Principles of Marketing*.
3. S. Packard, A. Winters & Axelrod, *Fashion Buying & Merchandising*.
4. David L. Burns, *The Business of Fashion*.
5. Gini S. Frings, *Fashion: From Concept to Consumer*.