

DIPLOMA (FASHION TECHNOLOGY) – PART THREE

PART THREE			
S. No.	Name of Module	Credits	Total Marks
1	Garment Manufacturing Processes and Textile Science	5	100
2	Fashion Design Ideas and History of Fashion	5	100
3	Textile Chemical Processing	4	100
4	Fashion Design Techniques and Processes (Sketching & Illustrations)	4	100
5	Embroidery	4	100
Total		22	

Module Name: GARMENT MANUFACTURING PROCESSES AND TEXTILE SCIENCE

UNIT 1: Be able to use tools, equipment and machinery used in garment manufacture

Specialist tools and equipment: eg tape measure, metre rule, set square, graders square, paper scissors, cloth weights, fabric snips, fabric shears, notchers, tailor's chalk, straight pins, hand sewing needles, stitch unpickers.

Domestic sewing machines: eg straight stitch, reverse stitch, decorative stitch, hemming, overlocking.

Pressing equipment: eg steam iron, pressing cloth, sleeve board

UNIT 2: Be able to explore garment making techniques and processes

Identify fabrics: eg woven, non-woven, knitted, stretch jersey, chiffon, net, lace, leather, suede; grain; nap; pile

Sample techniques: seams eg open, closed, lap, French, hems, edging, top stitching, basting, gathering, pin tucking, pleating, facings, waistbands, sleeves, pockets, collars, cuffs, hems; fastenings eg zips, button holes, eyelets.

Process: layout fabric eg simple pattern pieces (position, secure); transfer pattern markings to fabric; accurately cut out garment components; fitting; modification; sewing; pressing.

UNIT 3: Be able to develop design ideas into finished garments

Develop ideas: select fabrics; simple design eg block adaptation, drape modelling, pattern adaptation.

Finished garments: eg skirt, blouse, shirt, lingerie, kameez, trousers, shorts, unlined jacket, kimono.

Recommended Readings:

1. Aldrich W — Metric Pattern Cutting for Women's Wear (Wiley Blackwell, 2008) ISBN 978-1405175678.
2. Fischer A — Basics Fashion Design: Construction (AVA Publishing, 2008) ISBN 978-294373758.
3. Seivewright S — Basic Fashion Design: Research and Design (AVA Publishing, 2007) ISBN 978-2940373413.
4. Simplicity — Simplicity How to use a Sewing Machine (Collins and Brown, 2010) ISBN 978-1843405542.
5. Smith A — The Sewing Book (Doring Kindersley, 2009) ISBN 978-1405335553

Module Name: FASHION DESIGN IDEAS AND HISTORY OF FASHION

UNIT 1: Be able to record and apply visual and other references to inform fashion ideas

Information sources: eg historical, contemporary, ethnographic, fashion predictions, trend information, colour predictions, exhibitions, film, television, costume, theatre, literature, art movements, fabric developments, retail outlets, internet, art, design

Interpretation of information: eg identifying, classifying, selecting, recording, understanding, applying, conventions, innovations

Application of information: eg modify, manipulate, discover, discriminate, combine ideas, review, revive

Ideas generation: eg brainstorm, mood boards, photographs, rough sketches, work sheets, exploratory models, alternative solutions, visuals, proofs, mockups, maquettes, samples, test pieces, free association, lateral thinking, instinct, intuition

UNIT 2: Be able to apply the design development cycle in the creation of own ideas

Project cycle: analysis; clarification; sequence; exploration; development; consultation; final outcomes; evaluation

Visual awareness: expressive representations eg mood, emotion, texture, movement, market, occasion, visual language

Understanding the brief: establishing requirements; understanding restrictions; clarifying target markets; schedule planning

Communication of ideas: eg storyboards, research notebooks, learning journal, sketchbooks, printouts, onscreen; design conventions eg composition, layout, typographic use, text placement

Market awareness: eg occasion, gender, fabric, market levels, trend prediction, colour prediction, environmental, cultural, ecological

Visual representation: figure representation eg life drawing, clothed figure, flats, spec drawings, collage, montage, fabric representation; contemporary practice eg professional illustration, magazines, newspapers, in-store promotion, trade fairs, exhibitions, beauty, hair, makeup, illustrators, agents.

UNIT 3: Be able to develop and present fashion ideas in response to a client brief

Application of analysis: selection eg synthesis of research, application, fashion awareness, application to own work, identification of key elements, judgement, choice.

Visual synthesis: eg deconstruction of images, image analysis, creative communication, innovation, developing own style.

Final outcome: eg prototypes, designs for production, promotional campaign, marketing strategy, presentation techniques, fitness for purpose, appropriate use of materials.

Presentation: eg use of terminology, verbal commentary, 2D and 3D presentation, storyboards, onscreen, photographs, installation, sketchbooks, blogs, vlogs

Recommended Readings:

1. Eames, Marti Guixe and Jurgen Bey (Book Industry Services, 2004) ISBN 978-9063690625
2. Davies H and Knight N — British Fashion Designers (Laurence King, 2009) ISBN 978-1856696333
3. De Bono E — Serious Creativity: Using the Power of Lateral Thinking to Create New Ideas (Harper Collins, 2005) ISBN 978-1861976741
4. Fletcher A — The Art of Looking Sideways (Phaidon Press, 2001) ISBN 978-0714834498
5. Krisztian G and Schlempp-Ülker N — Visualising Ideas (Thames & Hudson, 2006) ISBN 978-0500286128
6. McDowell C — Fashion Today (Phaidon Press, 2003) ISBN 978-071484334
7. McKelvey K and Munslow J — Fashion Design: Process, Innovation and Practice (Blackwell, 2003) ISBN 978-0632055999
8. Peterson B — Learning to See Creatively, revised edition (Amphoto Books, 2003) ISBN 978-0817441814
9. Quinn B — Techno Fashion (Berg, 2002) ISBN 978-1859736203

Module NAME: TEXTILE CHEMICAL PROCESSING

UNIT 1: Introduction to Chemical Processing

Objects of chemical processing. Sequence of wet processing. Objects of shearing and cropping. Working of shearing machine. Object of singeing. Classify of singeing machines. Object of Desizing. Classify different Desizing methods with their merits and demerits. Scouring.

UNIT 2: Bleaching & Mercerizing

State the objects of Bleaching, Classify Bleaching agents, Details about Bleaching processes. Mercerization-Theory of processes-methods-Chemicals. Circular mercerizing machine. Liquid ammonia treatment – J-box-Pad roll, Mangles, Jigger, Winch, Jet, Softflow machines and Stenter.

UNIT 3: Dyeing

Classify dyes and pigments. Compare between natural and synthetic dyes. Explain dyes used for cotton and viscose fibre dyeing. Dyeing of cotton and viscose rayon fabric with Sulphur, Reactive and Azo dyes. Dyes used for wool and silk. Dyeing of silk- acid dye.

UNIT 4: Methods and Styles of Printing

Object of printing. Difference between dyeing and printing. Preparation of printing paste. Difference between styles of printing--- Direct, Discharge and Resist. Different methods of printing -Block printing, Stencil printing, Screen printing, Automatic screen printing, Rotary screen printing, Roller printing, Aerograph (spray) printing, Transfer printing.

UNIT 5: Mechanical Finishing & Chemical Finishing

Object of finishing. Classify finishes. Importance of mechanical finishes, Object of calendaring and working of different calenders. Objects of chemical finishing. Classify chemical finishes. Methods of application of soft finishes. Stiff finishes, resin finish, water proof and water repellent finish, flame retardant finish, fire proof finish, anti pilling finish, moth proof finish, optical whitening, anti mildew finishing.

Recommended Readings:

1. Introduction to Textiles by K V Pal Singh. Kalyani Publisher
2. Textiles – Fiber to Fabric by Bernerd P. Corman. Newyork Pulication
3. Textile Chemical Processing by P. Angappan. S.S.M.I.T.T
4. Technology of Bleaching by Dr. V.A. Shenai. Sevak Publication & Mercerising
5. Finishing Technology of Textile by R.S. Prayag.

Module Name: FASHION DESIGN TECHNIQUES AND PROCESSES (SKETCHING & ILLUSTRATIONS)

UNIT 1: Be able to collect, record and apply primary and secondary source research materials

Understanding the brief: establishing requirements; understanding restrictions; clarifying target markets; scheduling planning.

Primary sources: eg own drawings, sketches, photographs, natural forms, manmade structures, landscapes, built environment, own creations, past work, serial thinking, innovation, concepts

Secondary sources: visual references eg books, magazines, periodicals, newspapers, galleries, exhibitions, museums, TV programmes, music, films, fashion designers' work, historical, contemporary, traditional, non-traditional techniques; forecasting materials eg trend reports, forecasting agencies, designer shops, catwalk shows, collections.

Ideas generation: eg brainstorm, mood boards, rough sketches, worksheets, exploratory models, alternative solutions, visuals, proofs, mock-ups, maquettes, samples, test pieces, free association, lateral thinking, instinct, intuition

Review and modification: initial ideas eg discuss, select, review, reject, refine, re-present

Consultation: eg clients, end users, interested parties, colleagues, tutors

UNIT 2: Be able to respond to a targeted design brief using the design cycle

Developing ideas: establishing working methods eg brainstorming, spider charts, mind maps, lists, flowcharts, working timetable, establishing themes

Design cycle: establishing parameters eg specification, ideas, development, proposals, prototypes, review, evaluation, redesign, deadline

Resources: eg machinery, photographic, digital, research, local national, international, web-based.

Design specifics: eg season, age, gender, occasion, silhouette, cost, target customer, colour, materials, pattern, texture, detail, manufacturing constraints, demographics, preferences, needs, timescale

Design considerations: eg environmental, source materials, ethical issues, carbon footprint, value for money, durability, cultural, marketing methods

UNIT 3: Be able to develop and present relevant design solutions to a targeted brief

Final outcome: eg prototypes, designs for production, presentation techniques, fitness for purpose, appropriate use of materials

Presentation: eg use of terminology, verbal commentary, 2D and 3D presentation, storyboards, onscreen, photographs, installation, sketchbooks, blogs, vlogs

Recommended Readings:

1. Burke S — Fashion Artist: Drawing Techniques to Portfolio Presentation (Burke Publishing, 2006) ISBN 978-0958239172
2. Davies H — 100 New Fashion Designers (Laurence King Publishers, 2008) ISBN 978-185669571
3. Fernandez A and Roig GM — Drawing for Fashion Designers (Batsford, 2008) ISBN 978-0713490756
4. Gogerly L — Fashion Designers (21st Century Lives)(Hodder Wayland, 2007) ISBN 978-0750245968
5. Renfrew E and Colin Renfrew C— Basic Fashion Design: Developing a Collection (Ava Academia, 2009) ISBN 978-2940373956
6. Sirger R and Udale J — The Fundamentals of Fashion Design (Sage, 2008) ISBN 978-2940373390
7. Seivewright S — Basic Fashion Design (Ava Academia, 2007) ISBN 978-2940373413

Module Name: EMBROIDERY**List of Experiments:**

1. Preparation of Hand Stitches: Temporary & Permanent Hand Stitches.
2. Embroidery –Outline Stitch, Border Stitch, Cross Stitch, Drawn Thread Work, Edging Stitches, Pulled Thread Work.
3. Preparation of Embroidery Stitches: Chain, Back, Blanket, Button Hole, Zig Zag, Twisted Chain, Running Straight, Seeding, Open Work, Cut Work, Drawn Thread Work, Cross Stitch, Count Thread Work. Cording, Button Hole, Satin, Long & Short Sheef, Artificial Velvet, Chain, Stem Herringbone, Cross Star, Knot, Button, Round, Double Knot, Fish Bone etc.
4. Design different Accessories. Foot Wear, Hosiery, Hand Bag, Belts, Gloves & Watches.
5. Jewellery- Ear Rings, Nose Rings, Bangles, Necklace, Foot Rings, Payel, Anklets, Bracelets.
6. Prepare Decoration- Beads, Mirror, Chumiki, Ribbon, Sequins.
7. Use of Beads & Sequins in different Apparel.
8. Zardozi Work, Beads, Chancy, Gold Sally, White Sally, Gold Zardozi, Silver Zardozi, Mirror, Sequins.
9. Application of Zardozi in different Garment.
10. Preparation of Ribbon Embroidery.