

UNDERGRADUATE PROGRAMME IN HOME SCIENCE

Paper No-15: FASHION DESIGN AND DEVELOPMENT SEMESTER VI

THEORY

Paper No.	: 15
Maximum Marks	: 100
Credits	: 4
Teaching Periods/Week	: 4+1
Teaching Load	: 56 periods+14 Interactive classes/semester

Objectives

1. To develop design sensitivity towards fashion clothing.
2. To learn basics of garment design
3. To make students informed consumers of clothing

Content

Periods

Unit I: Elements of Fashion Design

16

- Design (Structural and Decorative)
- Principles of garment Design
- Elements of garment design
- Components of a garment: Fabric, necklines, armholes, sleeves, cuffs, collars, plackets, pockets, hems, yokes, waistbands, vents, slits, trims, fasteners, ruffles and flounces.
- Fashion accessories: bags, shoes, watches, jewelry and hair accessories

Unit II: Apparel construction techniques

20

- Production Tools and Equipment for measuring, marking, cutting, sewing and finishes
- Interrelationship of fabric, needle, sewing thread and stitch length
- Seams: plain seam and finishes (straight, corner and curved)
- Fullness in garments: darts, gathers, pleats, tucks and dart tucks
- Surface ornamentation

Unit III: Clothing: Consumer concerns

20

- Apparel categories
- Selection of clothing: age, occasion, occupation, figure types and fashion
- Selection of clothing for people with special needs
- Intelligent buying of ready-made garments: Appearance (fabric, design, colour, texture), Workmanship, Fit, Price
- Fit evaluation of basic and fashion garments
- Importance of care labels, terminology, symbols and usage
- Care and maintenance: Apparel (according to garment and fabric type), Home textiles

Recommended Readings

1. Mary Jo Kallal (1985), Clothing Construction; Macmillian Publishing Co.

2. Reader's digest Complete guide to Sewing, Reader's digest ,(1997)
3. Schaeffer Claire, The complete book of sewing (1981) Sterling Publishing Co. Inc.

FASHION DESIGN AND DEVELOPMENT

PRACTICAL

Paper No.	:
Maximum Marks	: 50
Credits	: 2
Teaching Periods/Week	: 4
Teaching Load	: 14 classes/semester

Objectives

1. To develop basic skills in garment construction.
2. To develop design sensitivity for value addition in garment.

Content

Practical

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| 1. Introduction to sewing machine. Plain seam (straight, cornered and curved) | 2 |
| 2. Evaluating quality of readymade garments. | 2 |
| 3. Dressing up for an occasion: formal and informal | 2 |
| 4. Identifying fashion fabrics and trims | 2 |
| 5. Creating an article using techniques of surface ornamentation | 6 |