

DEPARTMENT OF HOME SCIENCE

Semester – IV

B.A (Prog.) with Apparel Design and Construction (ADC) as Major

Category-II

DISCIPLINE SPECIFIC CORE COURSE – DSC-7-ADC: FASHION: DESIGN AND DEVELOPMENT

CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

Course Title & Code	Credits	Credit distribution of the course			Eligibility Criteria	Prerequisite of the course
		Lecture	Tutorial	Practical/ Practice		
Fashion: Design & Development	4	2	0	2	Class XII	NIL

Learning Objectives:

- To give the learners an overview of the garment design and development process.
- To provide an understanding of the industrial practice of techpack preparation and sample development and testing.

Learning Outcomes:

After completing this course, the learner will be able to:

- Develop a garment collection using the steps of design and development process.
- Develop techpack for garment designs.
- Estimate the material requirement and prepare a cost sheet for a garment design.
- Describe the role of various types of samples used in garment manufacturing.
- Enumerate the steps in the development of proto and fit samples
- Evaluate proto samples based on various criteria
- Conduct fitting sessions for sample evaluation.

SYLLABUS OF DSC-7

THEORY (Credits 2; Hours 30)

UNIT I: Design and Development process

5 Hours

This unit provides an overview of design and development process in the preparation of a garment collection.

- Basic Steps in the Design process: Ideation and inspiration research, Mood board/theme board development, Design Development, Flat and technical drawings, Use of CAD software for design development, Design finalization based on feedback and improvement.

- Basic steps in the Development process: Techpack development, Sourcing, Sampling, Fit review, Design approval, Production

Unit II: Techpack Development and Cost sheet

15 Hours

This unit appraises the learners of the Industry practice of using Techpack and cost sheet in garment making.

- Tech pack and its importance, Components of Tech pack
- Tech pack terminology
- Steps in the development of tech packs
- Estimation of fabrics, materials, supplies and production processes
- Development of Cost Sheet

Unit III: Sample Development and testing

10 Hours

This unit imparts knowledge about the concept of sample development and testing

- Importance of sample making - Types and roles of sample
- Steps in development of prototype and fit samples, Evaluation criteria for prototype samples
- Fit - Factors influencing fit, Conducting fit sessions, Preparations for fitting, sample evaluation

PRACTICAL (Credits 2; 60 Hours)

1. Development of design collection of four garments for selected season.
2. Development of mock tech-pack of any one design
3. Preparation of cost sheet
4. Preparation of prototype sample of any one garment.

ESSENTIAL READINGS:

- Aspelund K., (2010), *Design Process*, Fairchild Publication. USA.
- Bryant Michele W., DeMers Diane (2005), *The Spec Manual* 2nd Edition, Fairchild Books.
- Jaeil Lee, Camille Steen, (2019), *Technical Sourcebook For Apparel Designers*, Bloomsbury
- Sarkar Prasanta, (2015), *Garment Manufacturing: Processes, Practices and Technology, Online Clothing Study*
- *Tech Pack Book For Fashion: Clothing design sketchbook Journal for fashion designers* (2021), Independently published

SUGGESTED READINGS:

- Frings G., (2007), *Fashion: From Concept to Consumer* (9th Edition). Prentice Hall. USA.
- Grace Kunz, Ruth Glock, (2004), *Apparel Manufacturing: Sewn Product Analysis* (4th Edition), Pearson
- Janace E. Bubonia, (2017), *Apparel Production Terms and Processes*, Fairchild Books; 2nd edition
- Seivewright S., Sorger R, (2016), *Research and Design for Fashion*, New York: Fairchild Books
- Tain L. (2018), *Portfolio Presentation for Fashion Designers*, New York: Fairchild Books

Note: Examination scheme and mode shall be as prescribed by the Examination Branch, University of Delhi, from time to time.

B.A (Prog.) with Apparel Design and Construction (ADC) as Major

Category-II

**DISCIPLINE SPECIFIC CORE COURSE – DSC-8-ADC:
INTRODUCTION TO FASHION AND GARMENT INDUSTRY**

CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

Course Title & Code	Credits	Credit distribution of the course			Eligibility Criteria	Prerequisite of the course
		Lecture	Tutorial	Practical/ Practice		
Introduction to Fashion and Garment industry	4	3	0	1	Class XII	NIL

Learning Objectives:

- To provide an understanding of the concepts related to Fashion and Garment Industry.
- To introduce garment design concepts and their application
- To apprise the learners of the social aspects of clothing
- To provide an overview of the structure of Indian garment industry and to create an awareness of the various fashion centres of the world and their leading designers and brands.

Learning Outcomes:

After completion of the course, the students will be able to:

- Define and describe fashion related basic terms and concepts.
- Illustrate and explain the stages of a fashion cycle curve.
- Identify fashion consumers belonging to different phases of the fashion cycle.
- Describe the theories of fashion adoption.
- Explain the various sources of fashion and design inspirations.
- Explain the elements and principles of design with examples drawn from garment design.
- Explain the various theories of origin and functions of clothing.
- List the major fashion centres of the world and their leading designers and brands.
- Describe the various factors influencing the spread of fashion
- Explain the role and responsibilities of a fashion designer
- Illustrate garments or components such as necklines, sleeves, tops and collars, skirts, trousers, etc.
- Illustrate select garments on a fashion croqui using basic rendering techniques.

SYLLABUS OF DSC-8

**THEORY
(Credits 3; Hours 45)**

UNIT – 1: Terms and concepts related to Fashion

15 Hours

This unit introduces the learners to the various terms and concepts related to Fashion

- Fashion terms: Fashion, Fad, Classic, Style, Haute-couture, Mass fashion, Fashion Label, Prêt-a-porter, Knockoff, Accessory, Atelier, Boutique, Avant Garde, Empire line, Season, Slow and Fast Fashion, Fashion Forecasting
- Fashion Concepts:
 - Fashion cycle
 - Consumer identification with fashion life cycle – fashion leaders, fashion followers, fashion victims, fashion laggards
 - Theories of Fashion adoption – trickle down, trickle up, trickle across
 - Factors favouring and retarding the spread of fashion
 - Sources of fashion research - printed and electronic media, web resources, historic/traditional costumes, travel, fabrics, nature, street, architecture, awareness

UNIT – 2: Design Concepts and Clothing

15 Hours

This unit provides an understanding of the use of various elements and principles of design in garment designing. It also provides an understanding of the various functions of clothing and theories about its origin.

- Elements and principles of design and their use in creating well designed garments.
- Body Shapes and their design requirements
- Theories of origin of clothing, Functions of clothing
- Clothing Terminology

Unit - 3: Fashion and Garment Industry

15

Hours

This unit provides an overview of the structure of Indian garment industry. It also aims to apprise the learners to the various fashion centres of the world and their leading designers and brands.

- Structure and status of the Indian Readymade Garment Industry
- Overview of the different departments of Garment Industry and their respective functions
- Role and responsibilities of a Fashion Designer
- Major fashion centers of the world and their leading designers and fashion labels/brands - Paris, Milan, Tokyo, New York, London, India

PRACTICAL (Credits 1; Hours 30)

1. Development of flat sketches and technical drawings of various garment components, and their style variations– Necklines, Collars, Sleeves, Skirts, Pants, Dresses
2. Illustration of select garments on Fashion Croqui. Basic fabric rendering techniques.
3. Collection of garment images and Style Reading to describe various garments and their parts
4. Analysis of the use of elements and principles of design in garment design.

ESSENTIAL READINGS:

- Frings G. (2013). *Fashion-From Concept to Consumer* (9th Edition). USA: Prentice Hall Publications.
- N. Gokarneshan, (2019), *Garment Manufacturing Technology*, Abhishek Publications
- Stone E., Farnan, Sheryl A. (2023). *The Dynamics of Fashion*. New York: Fairchild Publication.
- Tate Sharon, (2006), *Inside Fashion Design*, Pearson Education India

SUGGESTED READINGS:

- Abling Bina, (2019), *Fashion Sketch Book* (7th edition), Fairchild Books
- Irina V Ivanova, (2016), *How to Draw Fashion Flats: A practical guide to fashion technical drawing (pencil and marker techniques) (Fashion Croquis)* (Volume 2)
Art Design Project
- Marshall S G, et al. (2009). *Individuality in Clothing & Personal Appearance* (6th Edition). USA: Pearson Education
- Ilaria Caielli, (2022), *Beyond Fashion: Inside the Fashion Business*, Hoaki

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