

DISCIPLINE SPECIFIC ELECTIVE
DSE HP 3D1: Pattern Making for Fashion Design

CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

Course title & Code	Credits	Credit distribution of the course			Eligibility criteria	Pre-requisite of the course(if any)
		Lecture	Tutorial	Practical/ Practice		
Pattern Making for Fashion Design	4	2	0	2	XII Pass	Pass in DSC HP 102 Fashion Concepts

Learning Objectives

1. To impart knowledge regarding the basics of apparel design.
2. To make students understand various terminologies used in relation to garment components and their application in designing garments.
3. To develop a level of proficiency in making patterns for simple garments.
4. To be able to independently lay patterns, cut fabric and sew a garment.
5. To teach the students the fundamentals of fit and enable them to design for different figure types.

Learning outcomes

The students would be able to:

1. Develop basic knowledge of apparel design and describe its terminology.
2. Apply the knowledge of fabrics and fabric terminology to follow preparatory steps before garment cutting
3. Use and apply the concept and techniques of pattern making, laying out and cutting
4. Judicious application of knowledge for producing quality in patterns, and processes in garment assembly
5. Use and apply the concept and techniques of various seams and edge finishes

SYLLABUS OF DSE HP 3D1

THEORY
(Credits 2; Hours 30)

UNIT I: Introduction to pattern making

8 Hours

This unit will delve into the concept, significance and techniques of body measurements, basic block and patterns.

Subtopics:

- Measurement on body and dress form: importance, precautions, landmarks and procedure of taking measurement
- Importance of patterns and pattern information
- Methods of pattern making
- Rules of pattern making
- Shaping methods, dart and dart equivalents

UNIT II: Preparatory steps for garment construction

6 Hours

This unit provides an insight into the concepts and processes of fabric selection, terms, preparatory steps, fabric layouts, pinning, marking and cutting.

Subtopics:

- Fabric types: weights and widths, fabric terms
- Preparatory steps- preshrinking, straightening and truing
- Layouts for patterns- general guidelines, basic layouts- lengthwise, partial lengthwise, crosswise, double fold, open, combination fold
- Layouts for special fabrics- Unidirectional, bold and large prints, plaids, stripes and checks
- Pinning, marking and cutting

UNIT III: Seams and finishing of raw edges

6 Hours

This unit offers information on sewing machines, appropriate stitching guidelines, seams and various additional techniques required for finishing seams and garment edges.

Subtopics:

- Sewing machine and components of sewing machine, basic operations (upper and lower threading, needle insertion, bobbin winding)
- Relationship between needle, thread, stitch length and fabric weight
- Seam defects and remedies
- Seam classification - super imposed seam, enclosed seam, lapped seam, bound seam, flat seam and decorative seam

UNIT IV: Design & Fit

10 Hours

This unit will acquaint students with different types of garment components and fundamental of fitting.

(5 weeks)

Subtopics:

- Designing for different figure types- Triangular, Inverted triangular, Hourglass, Rectangular
- Garment Components:
 - Bodices and yokes
 - Necklines
 - Collars
 - Sleeves and cuffs
 - Plackets and fasteners
 - Pockets
- Factors affecting fit
- Evaluating fit for a basic garment and its components

PRACTICAL **(Credits 2; Hours 60)**

1. Designing garments for self

This unit will provide hands-on skill for making basic slopers and its adaptation to create style variations.

- Development of bodice, Sleeve and skirt for self
- Develop style variations in sleeves and collars for self
- Adaptation of standard skirt block (A-line, Flared, pleated, gathered)
- Adaptation of standard women's bodice block using dart manipulation (single and double dart and dart-tuck)

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2. Sewing techniques

This unit will train the students in operating a sewing machine efficiently and perform basic sewing processes required for garment assembly. As a result, student will be able to stitch a simple garment for self.

- Introduction to sewing machine and basic sewing exercises
- Development and identification of seams with emphasis on Additional techniques for straight, curved and cornered seams: clipping, notching, grading, seam balancing, trimming, under stitching, stay stitching, trimming a corner, handling unequal seams (easing)
- Plackets and fasteners
- Edge finishing (binding, facing)
- Handling Fullness- dart, dart-tuck, gathers, pleats
- Construction of skirt for self
- Construction of skirt top/ kurta for self

Essential readings

1. Armstrong, H.J., (2009), *Pattern Making for Fashion Design*, Harper Collins Publishers Inc., New York.
2. Liechty, E.G., Potterberg, D.N., Rasband, J.A., (2010), *Fitting and Pattern Alteration: A Multimethod Approach*, Fairchild Publications, New York.
3. Stamper, A.A., S. H. Sharp and L.B. Donnell, (1986), *Evaluating Apparel Quality*, Fairchild Publications,
4. Brown, Patty and Rice Janett (1998) *Ready to Wear Apparel Analysis* (2nd Edition), Prentice Hall.

Suggested readings

1. Jennifer Lynne & Matthews-Fairbanks, (2018), *Pattern Design: Fundamentals*, Fairbanks Publishing LLC.
2. Reader's Digest (Eds.). (2002), *New Complete Guide to Sewing*, Reader's Digest Association (Canada) Ltd. Montreal.

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