ONE YEAR PART TIME DIPLOMA COURSE IN "FASHION TECHNOLOGY"
Basic eligibility $=10+2$
I Semester

| Course Code | Code Title | Credits |  |
| :--- | :--- | :--- | :--- |
| HCT 251 | Fabric study | $2-0-2$ | 3 |
| HCT 252 | Basics of Fashion Illustration | $1-0-4$ | 3 |
| HCT 253 | Elements of Design | $1-0-6$ | 4 |
| HCT 254 | Elementary Clothing Construction | $1-0-4$ | 3 |

II Semester

| HCT 255 | Embroidery -Basic hand stitches | $0-0-4$ | 2 |
| :--- | :--- | :--- | :--- |
| HCT 256 | Costume designing - I | $2-0-4$ | 4 |
| HCT 257 | Computerized Pattern Making -I | $0-0-4$ | 2 |
| HCT 258 | Exhibition/Fashion show | $0-0-10$ | 5 |

## I YEAR DIPLOMA COURSE

I Semester

1. Fabric Study

3(2-0-2)
Theory: Fiber classification, yarn and its types, fabric construction - weaving, knitting, felting, methods of dyeing and printing, surface designing techniques, care of fabric.
Practical: Fibre identification, weave analysis, preparation of swatch file, market survey, finishing, dyeing and printing, laundry.
2. Basics of Fashion illustration

3(1-0-4)
Theory: Fashion terminologies, factor affecting fashion cycle, portfolio development, accessory designing.
Practical: Preparation of fashion figures, basic croquie, flesh croquie, different poses and styles. Basic silhouettes, specific details- bows, pockets, and plackets, belts, various types of shirts skirts pants, hair styles, headgears, optical illusion using basic principles and elements of design
3. Elements of Design

4(1-0-6)
Theory: Basic elements of design - silhouette, line, colour, value, texture. Principle of design, proportion, balance, unity, rhythm and emphasis. Colour theory and composition. Introduction, characteristic of colour, (hue, lightness and saturation). Psychology of colours.
Practical: All colour schemes practically to be done on an article, design development. Project work for designing using elements and principles of design.
4. Elementary Clothing Construction

Theory: Equipments and accessories used, sewing machine - their parts and general repair. Clothing construction terminology, taking body measurement, preparation of fabric for layout and cutting.

Practical: Basic seams, finishing of raw edges, plackets, pleats, tucks, darts, gathers and fasteners. Drafting of child's and adults basic body and sleeve block, Garment's for children and teenagers

II Semester
5. Embroidery Basic Hand Stitches

2(0-0-4)
Practical: Outline stitches- Back stitch, pekinese stitch, and cable stitch, overcoat stitch and split stitch Flat stitches-Straight stitch, satin stitch, long and short stitch, fish bone stitch, open fish bone., fern stitch, herringbone stitch, rumanian stitch, leaf stitch and cross stitch
Looped stitches-blanket stitch, feather stitch, creatan stitch, chain stitch, open chain stitch, twisted chain stitch, cable stitch, and lazy daisy.Knotted stitch-French knot., bullion knots ,couching ,spider web.
6. Costume Designing I

4(2-0-4)
Theory: Methods of costume designing, draping, drafting, flat pattern, and Principles of Designing, rules of dart making.
Practical: Dart manipulation - Pivoting and slash method, draping of basic bodice and making yokes.
7. Computerized Pattern Making - I

2(0-04)
Practical: Introduction to Coral Draw.
Total credit for one-year diploma course $\mathbf{2 6}$ credits

