

**Syllabus for Fashion Designer Assistant**

<b>Course Name</b>	Fashion Designer Assistant
<b>Sector</b>	APPAREL, MADE-UPS & HOME FURNISHING
<b>Course Code</b>	APL.2023/FADA/195
<b>Level</b>	3
<b>Occupation</b>	Fashion Designer Assistant
<b>Job Description</b>	A Fashion Designer Assistant will be responsible to assist to ensure a safe working environment for design teams, assist in conducting comprehensive market surveys to develop design collections, selecting and utilizing measuring and cutting tools, demonstrating the process of garment design and illustration, manipulating garment patterns, practicing garment construction with diverse sewing techniques, and assist in accurately calculating the cost of products (garments).
<b>Course Duration</b>	Total Duration 450 Hrs. (T-90, P-240, OJT-60 ad ES-60 Hrs)
<b>Trainees' Entry Qualification</b>	Grade 10 OR Grade 8 with two years of (NTC/ NAC) after 8 <sup>th</sup> OR Grade 8 pass and pursuing continuous schooling in regular school with vocational subject OR 8th grade pass with 2 yrs relevant experience OR Previous relevant Qualification of NSQF Level 2 with one yr experience OR Previous relevant Qualification of NSQF Level 2.5 with 6 months experience
<b>Trainers Qualification</b>	ITI IN DRESS MAKING TRADE OR ITI IN SEWING TECHNOLOGY TRADE / H.S WITH DIPLOMA IN FASHION FIELD/GRADUATE WITH CERTIFICATE COURSE ON TAILORING / B.TECH IN TEXTILE / B.TECH IN APPAREL 3 YEARS FOR H.S. WITH DIPLOMA / 4 YEARS FOR ITI EXPERIENCE IN RELEVANT FIELD/2 YEARS FOR GRADUATE / 2 YEARS FOR B.TECH

**Structure of Course:**

<b>Module No.</b>	<b>Module name</b>	<b>Outcome</b>	<b>Theory (Hrs)</b>	<b>Practical (Hrs)</b>	<b>Total (Hrs) [Multiple of 30]</b>
1.	Role of Designer	Explain the role of a designer in a safe working environment	10	20	30
2.	Developing design collection	Conduct Market Survey to develop design collection	20	40	60
3.	Measurement and cutting	Select and ascertain measuring, cutting tools & instrument	20	40	60

		and their uses			
4.	Garment design	Demonstrate the Process to develop Garments design & Illustration	10	20	30
5.	Garment pattern	Develop Sloper & Manipulate Garment Pattern	20	70	90
6.	Sewing techniques and cost calculation	Practice garment construction with different sewing techniques and calculate the cost of Product (Garment)	10	50	60
7.	OJT	Work in real job situation with special emphasis on basic safety and hazards in this domain (OJT).		60	60
8.	Employability Skill	As per NCVET guided curriculum	60	--	60
TOTAL:			150	300	450

**SYLLABUS:****Module No. 1: Role of Designer**

**Outcome:** Explain the role of a designer in a safe working environment

**Theory Content:**

1. How a fashion relates with a designer, explain job scope in apparel industry
2. Discuss roles and responsibilities of a 'Fashion Designer'.
3. Describe various employment opportunities for a 'Fashion Designer' in the apparel Industry
4. Discuss health and safety related practices applicable at the workplace
5. Describe hazards like physical injuries, electric shock etc. associated with operation and handling of sewing machines.
6. Explain how to perform emergency procedures such as CSR or first-aid.

**Practical Content:**

1. Prepare a flow chart on roles and responsibilities of a 'Fashion Designer'
2. Maintenance and cleaning of tools and equipment's after job done.
3. Verify that correct machine guards must be in place.
4. Adapt correct posture in a comfortable position.
5. Kept cleaned equipment's safely after use.
6. Safely and securely handling the different tools and equipment related to stitching like scissors, thread cutters, etc.

7. Recognize any unsafe situations according to site policy, and assess his report accordingly.
8. Demonstrate Personal Protective Equipment (PPE) like: safety helmet, safety glove, and safety shoe, use the same as per related working environment.

**Tools & Equipment needed:**

Training kit (trainer guide, presentations), First Aid kit, Fire Extinguisher, machinery and equipment, Sewing Machines and related equipment like scissors, thread cutters etc.

**Module No. 2: Developing design collection**

**Outcome:** Conduct Market Survey to develop design collection

**Theory Content:**

1. Recognize various design elements with principles of design.
2. Explain the various types of fiber, their properties and textiles processes.
3. Understand the requirements of the client
4. Understand the quality standards to be followed while creating the design.
5. Ascertain swatches of the fabrics (print, embroidery, dyed etc.), trims and accessories that are required for design development.
6. Recognize various types of garments and the types of garment parts such as necklines, sleeves, collars etc.

**Practical Content:**

1. Conducting market survey using different sources (forecast from fashion magazines, various shows & forecasting sites, market demand etc.)
2. Develop a mood board based on the market survey.
3. Collect the key elements from the mood board which helps to develop the designs for garment with relevant as market demand.
4. Construct a sample of the designer created garment using the required elements of the mood board with garment construction technique.
5. Recognize the cost of various components of the garment.

**Tools & Equipment needed:**

Computer with Computer Table And Chairs and peripherals, Projector/LCD, Printer, Display Board, Garment sample (various types), Tags, Tag pins, Tagging Gun, Dress Form (size medium, male or female), Fabric Cutting Shears, Paper Cutting Scissors, Pinking Shears (The quantity may vary as per requirement), Student's Chair With Table Arm, Teacher's Table & Chair, Student Notes, Checking Table, White/Black Board, Basic stationary, Labels And Stickers (The quantity may vary as per requirement), Highlighter, Paper (printable sheets), Stapler (small and big size), Staple Pins (Small and big size. The quantity may vary), Punching Machine, Files and folders (The quantity may vary as per requirement), Push Pins, Glue Stick/Fevicol/Adhesive (The quantity may vary as per requirement), Cello- tape/ Double Sided Tape (The quantity may vary as per requirement), White Board with Marker, White Board Eraser, Documents set(Tech Pack, Specification Sheet, Buyer Requirement /comment Sheet, Production Order Sheet, purchase order, invoices ,Cost Quotations etc.), fabric swatch file, Theme/mood boards, Types of book, Dustbin etc.

**Module No. 3: Measurement and cutting**

**Outcome:** Select and ascertain measuring, cutting tools & instrument and their uses

**Theory Content:**

1. State country/ customer-specific regulations for the apparel sector and their importance.
2. Types of measuring tapes used for measuring fabric length.
3. How to read a sewing measuring tape. Conversion of unit.
4. Conversion of units from one measurement to another unit of measurement.
5. Body measurement importance. Types and measuring technique. Precautions. Measuring charts. Procedure measurements of different body length from the mannequin/model. Introduction to dummy, such as princess line High Shoulder Point, Neck line, etc.
6. Identify different cutting tools and their uses
7. Describe customer requirement for stitching quality and product design.

**Practical Content:**

1. Types of measuring tapes used for measuring fabric length. How to read a sewing measuring tape.
2. Demonstrate the measurement of tape in a fabric with correct reading. Read a tape in millimeters.
3. Demonstrate the sewing tape measure in inches. Conversion of unit while measuring.
4. Demonstrate different cutting tools and Instruments to cut the fabric as per draft given.
5. Practice in using tape. Taking measurement. Sequencing of Measurement. Use of L-scale. Procedure measurements of different body length from the mannequin/ model. Introduction to dummy, such as princess line High Shoulder Point, Neck line, etc.

**Tools & Equipment needed:**

Measuring Tapes, Scissors for Fabric Cutting, Scissors for Paper cutting, Tracing wheel, Drafting paper, brown papers, Cotton or Poly Cotton fabric. L-scale, French Curve scale, Shape scale, 24" Scale, Full Dummy Male (36, 38, 40) and Female (UK10, 12), Mannequin as per requirement.

**Module No. 4: Garment design**

**Outcome:** Demonstrate the Process to develop Garments design & Illustration

**Theory Content:**

1. Explain elements & principle of design.
2. Describe the process to develop the basic and stylish figure illustration.
3. Explain theory of Color and color scheme.
4. Describe the process to apply different texture effect in garment illustration.
5. Describe the process of Flat Sketching

**Practical Content:**

1. Start by current fashion trends, customer preferences and design inspirations, gather visual references, sketches and images that resonate with the desired aesthetic.
2. Demonstrate the process to develop different figure illustration with color scheme.
3. Demonstrate the texture effect in designer garment illustration.
4. Demonstrate 8, 10 heads figures (also elongate figure) with garment draping.
5. Begin with rough pencil sketches on paper to explore different design ideas.
6. Create a technical flat drawing that shows the garment design from a front, back and side view.
7. Draw the Flat Sketching of Shirt, Skirt, Trouser etc.
8. Collaborate with pattern makers to translate the design into pattern pieces that can be used to cut the fabric.

**Tools & Equipment needed:**

Drawing Sheet A3 size, Measuring Tools, Scissors for Paper cutting, Tracing wheel, Tracing paper, Curve scale, Shape scale, 12" Scale,

**Module No. 5: Garment pattern**

**Outcome:** Develop Sloper & Manipulate Garment Pattern

**Theory Content:**

1. Develop a sloper begins with obtaining precise body measurements.
2. Discuss about international standard measurement size chart
3. Explain about drafting and pattern making of designer garment
4. Describe the process to develop a Sloper
5. Explain about Pattern Manipulation
6. Identify pattern manipulation techniques.
7. Explain pattern tracing and re-drafting

**Practical Content:**

1. Demonstrate the process to apply the ISM chart at the time of drafting
2. Take accurate body measurement, including bust, waist, hip, shoulder width and more.
3. Follow drafting techniques to create front and back panels including darts seam line and minimal ease allowances.
4. Demonstrate the process to develop a Sloper
5. Manipulate Sloper to develop different designer pattern block
6. Demonstrate dart manipulation (with basic bodice block)
7. Demonstrate manipulate Skirt, Sleeve, Collar etc. blocks to develop different pattern.

**Tools & Equipment needed:**

Measuring Tapes, Scissors for Fabric Cutting, Scissors for Paper cutting, Tracing wheel, Drafting paper, brown papers, Cotton or Poly Cotton fabric. L-scale, French curve scale, Shape scale, 24" Scale, Full Dummy Male (36, 38, 40) and Female (UK10, 12), Mannequin as per requirement.

**Module No. 6: Sewing techniques and cost calculation**

**Outcome:** Practice garment construction with different sewing techniques and calculate the cost of Product (Garment)

**Theory Content:**

1. Identification of different tools & Introduction to Sewing Machine:
2. Cutting tools, Techniques & Technical Terms. Pressing tools, Techniques & Technical terms. Marking tools, techniques & Technical terms.
3. Finishing tools, techniques & technical terms. Sewing tools, techniques & technical terms.
4. Machine Operation, Different parts of machine and their functions, Proper maintenance and oiling, Safety precautions, Basic stitching procedure. Uses of sewing machine for stitching. Procedure of cutting the cloth for stitching.
5. Procedure for stitching of designer frock, blouse, skirts, Ladies salwar suits, kid dresses etc. Knowledge about cutting and stitching the pockets, collars, buttons hole, hooks and eye and stitch buttons.
6. Describe various types of basic embroidery stitches.
7. Explain Cost Sheet of Product (Garment)

**Practical Content:**

1. Familiarization of sewing machine. Selection of appropriate needle and thread. Selection of right type of machine for a particular fabric & particular construction.
2. Maintenance of sewing machine.
3. Preparation of sample pieces by stitches. Stitching of different dresses by appropriate procedure.
4. Procedure for stitching of designer frock, blouse, skirts, Ladies designer garments, kid dresses etc.
5. Preparation of Cost sheet for various designer/basic garment

**Tools & Equipment needed:**

Measuring Tapes, Scissors for Fabric Cutting, Scissors for Paper cutting, Tracing wheel, brown papers, Cotton or Poly/Cotton fabric, required different fabric as per design, Sewing thread, Motor driven industrial Single Needle Lock stitch machine(SNLMSM), Hand driven Lock stitch machine, Motor driven/Hand driven overlock machine(3thread or4thread), Button holing machine, Button sewing machine

**Module No. 7: OJT**

**Outcome:** Work in real job situation with special emphasis on basic safety and hazards in this domain

**Practical Content:**

Assessor will check report prepared for this component of Practical training of the course and assess whether competency has been developed to work in the real job situation with special emphasis on basic safety and

hazards in this domain. (The trainee is expected to undertake work in actual workplace under any supervisor / contractor for 60 Hours.)

## **Module No. 8: Employability Skills**

### **Key Learning Outcomes**

#### **Introduction to Employability Skills**

Duration: 1.5 Hours

After completing this programme, participants will be able to:

1. Discuss the Employability Skills required for jobs in various industries
2. List different learning and employability related GOI and private portals and their usage

#### **Constitutional values - Citizenship**

Duration: 1.5 Hours

3. Explain the constitutional values, including civic rights and duties, citizenship, responsibility towards society and personal values and ethics such as honesty, integrity, caring and respecting others that are required to become a responsible citizen
4. Show how to practice different environmentally sustainable practices.

#### **Becoming a Professional in the 21st Century**

Duration: 2.5 Hours

5. Discuss importance of relevant 21st century skills.
6. Exhibit 21st century skills like Self-Awareness, Behavior Skills, time management, critical and adaptive thinking, problem-solving, creative thinking, social and cultural awareness, emotional awareness, learning to learn etc. in personal or professional life.
7. Describe the benefits of continuous learning.

#### **Basic English Skills**

Duration: 10 Hours

8. Show how to use basic English sentences for everyday conversation in different contexts, in person and over the telephone
9. Read and interpret text written in basic English
10. Write a short note/paragraph / letter/e -mail using basic English

#### **Career Development & Goal Setting**

Duration: 2 Hours

11. Create a career development plan with well-defined short- and long-term goals

#### **Communication Skills**

Duration: 5 Hours

12. Demonstrate how to communicate effectively using verbal and nonverbal communication etiquette.
13. Explain the importance of active listening for effective communication
14. Discuss the significance of working collaboratively with others in a team

**Diversity & Inclusion**

Duration: 2.5 Hours

15. Demonstrate how to behave, communicate, and conduct oneself appropriately with all genders and PwD
16. Discuss the significance of escalating sexual harassment issues as per POSH act.

**Financial and Legal Literacy**

Duration: 5 Hours

17. Outline the importance of selecting the right financial institution, product, and service
18. Demonstrate how to carry out offline and online financial transactions, safely and securely
19. List the common components of salary and compute income, expenditure, taxes, investments etc.
20. Discuss the legal rights, laws, and aids

**Essential Digital Skills**

Duration: 10 Hours

21. Describe the role of digital technology in today's life
22. Demonstrate how to operate digital devices and use the associated applications and features, safely and securely
23. Discuss the significance of displaying responsible online behavior while browsing, using various social media platforms, e-mails, etc., safely and securely
24. Create sample word documents, excel sheets and presentations using basic features
25. utilize virtual collaboration tools to work effectively

**Entrepreneurship**

Duration: 7 Hours

26. Explain the types of entrepreneurship and enterprises
27. Discuss how to identify opportunities for potential business, sources of funding and associated financial and legal risks with its mitigation plan
28. Describe the 4Ps of Marketing-Product, Price, Place and Promotion and apply them as per requirement
29. Create a sample business plan, for the selected business opportunity

**Customer Service**

Duration: 5 Hours

30. Describe the significance of analyzing different types and needs of customers
31. Explain the significance of identifying customer needs and responding to them in a professional manner.
32. Discuss the significance of maintaining hygiene and dressing appropriately

**Getting Ready for apprenticeship & Jobs**

Duration: 8 Hours

33. Create a professional Curriculum Vitae (CV)
34. Use various offline and online job search sources such as employment exchanges, recruitment agencies, and job portals respectively
35. Discuss the significance of maintaining hygiene and confidence during an interview
36. Perform a mock interview
37. List the steps for searching and registering for apprenticeship opportunities



**Learning Outcome – Assessment Criteria**

Module No.	Learning Outcome	Assessment Criteria
1	Explain the role of a designer in a safe working environment	1.1 Prepare flow chart regarding roles and responsibilities of a fashion designer. 1.2 Describe the job opportunities of fashion designer in apparel industry. 1.3 Comply with health, safety gender and PwD related instructions applicable to the workplace 1.4 Use and maintain materials and equipment's as per protocol. 1.5 Recognize the unsafe situations according to site policy. 1.6 Demonstrate and use PPE (Personal protective equipment).
2	Conduct Market Survey to develop design collection	2.1 Outline the goals of market survey 2.2 Define target audience for the fashion collection 2.3 Determine the sample size for the survey 2.4 Interpret the survey results to identify key insights 2.5 Plan the overall theme, color palette and design elements for the fashion collection. 2.6 Incorporate feedback and make final design decisions. 2.7 Plan the production process for the collection including sourcing materials, pattern making and sample production.
3	Select and ascertain measuring, cutting tools & instrument and their uses	3.1 Explain customer specific regulations for the apparel sector and their importance. 3.2 Explain the types of measuring tapes and their uses 3.3 Demonstrate the sewing tape measure in inches and convert the units while measuring 3.4 Demonstrate various cutting tools and instruments to cut the fabric as per draft given. 3.5 Describe customer requirement for stitching quality and product design.
4	Demonstrate the Process to develop Garments design & Illustration	4.1 Create mood boards or digital collages to visually represent the themes, colors, textures, and moods you want to convey in your designs. 4.2 Start with rough sketches to capture your initial design ideas. 4.3 Decide on design elements such as necklines, collars, cuffs, hemlines, embellishments, and closures (zippers, buttons, etc.). 4.4 Select a few promising rough sketches and refine them further. Add more details, such as fabric textures, pattern ideas, and intricate design features. 4.5 Choose appropriate fabrics and materials that complement your design concepts. 4.6 Develop technical drawings that provide accurate measurements, seam placements, and construction details for each garment.

Module No.	Learning Outcome	Assessment Criteria
5	Develop Sloper & Manipulate Garment Pattern	5.1 Describe international standard measurement size chart 5.2 Explain about drafting and pattern making of designer garment 5.3 Describe the process to develop a Sloper 5.4 Take precise measurements of the body for which sloper is to be created. 5.5 Manipulate sloper to develop different designer pattern block 5.6 Demonstrate dart manipulation 5.7 Combine the manipulated bodice and skirt slopers to create complete garment patterns. 5.8 Incorporate design elements like collars, cuffs, pockets, and other details to enhance the overall style of the garment
6	Practice garment construction with different sewing techniques and calculate the cost of Product (Garment)	6.1 Define the key elements of garment construction, including pattern making, cutting, stitching and finishing. 6.2 Explain the importance of accurate measurements and pattern adjustments for successful garment construction. 6.3 Demonstrate proficiency in various sewing techniques, such as straight stitching, curved stitching, backstitching and topstitching 6.4 Practice different seam finishes, including zigzag stitching and French seams. 6.5 Identify and properly use essential sewing equipment, such as sewing machines, sergers, scissors, pins and presser feet. 6.6 Demonstrate safe and effective machine operation, including threading, tension adjustment and troubleshooting. 6.7 Calculate the cost of materials required for a specific garment based on fabric type and notions. 6.8 Estimate labour costs, including sewing time and overhead expenses to determine the overall production cost of a garment.
7	OJT	Assessor will check report prepared for this component of Practical training of the course and assess whether competency has been developed to work in the real job situation with special emphasis on basic safety and hazards in this domain. (The trainee is expected to undertake work in actual workplace under any supervisor / contractor for 60 Hours.)
8	Employability Skills	As per NCVET guided curriculum

**List of Tools, Equipment & materials needed for 30 Trainees**

Sl No	Items Name	Specification	Qty
1	Drafting & Cutting table		As per required
2	Stools		30 Nos
3	Steam Iron (Variable Heating Setting)		05 Nos
4	Craft Pattern Paper		As per required
5	Straight pins, cloth clamp		As per required
6	Fabric cutting scissors		30 Nos

SI No	Items Name	Specification	Qty
7	Marking pencil, marking pen (Dust Free)		30 Nos
8	French Curve, Hip Shape Scale, L- Square etc.		30 Nos each
9	24" & 12" scales & measuring tape(152cm)		30 Nos Each
10	White board / black board		1 No
11	Students chairs with table arms		30 Nos
12	Teacher's table, & chair		1 set
13	Projector /LCD		1 No
14	Computer System (CAD support)		1 No
15	Computer Table as per required		1 No
16	Full Dummy	size Male (36, 38, 40), Female (UK10, 12)	1 No each
17	Colour Printer		1 No
18	Paper Cutting Scissors		As per required
19	Pinking Shears/ Scissors		As per required
20	Checking Table		As per required
21	Tracing wheel		30 Nos
22	Mannequin		As per required
23	Single Needle Lock Stitch Machine		15 Nos
24	Over lock machine	3 threads or 4 threads	2 Nos
25	Button holing machine		1 No
26	Button sewing machine		1 No

## Marks Distribution

Outcome	Outcome Code	Total Th Marks	Total Pr Marks
Explain the role of a designer in a safe working environment	APL/0307/OC1	20	70
Conduct Market Survey to develop design collection	APL/0307/OC2	30	110
Select and ascertain measuring, cutting tools & instrument and their uses	APL/0307/OC3	30	110
Demonstrate the Process to develop Garments design & Illustration	APL/0307/OC4	20	70
Develop Sloper & Manipulate Garment Pattern	APL/0307/OC5	30	160
Practice garment construction with different sewing techniques and calculate the cost of Product (Garment)	APL/0307/OC6	20	130
Work in real job situation with special emphasis on basic safety and hazards in this domain (OJT).	APL/0307/OC7	0	150
Employability Skill-60 Hrs	DGT/VSQ/N0102	50	0