

MES COURSE MODULE

In

FASHION DESIGN

General Information for Assistant Fashion Sales and Show Room Representative

Name of Sector	Fashion Design
Name of Module	Assistant Fashion Sales & Show room Representative
MES Code	FAD 703
Competency as per NCO Code	After completing the training candidate would able to work as an Assistant to Sales/ show Room Representative in improving the sales.
Duration of Course	680 Hrs
Entry Qualification of Trainee	7 th
Unit Size	20
Power Norms	3 kw
Space Norms – Work Shop - Class Room	
Instructors Qualification	1. Graduate in Apparel related subject or 3 years Diploma in Costume Design & Dress Making/Fashion Technology from recognized Institute with 2 years of Experience in the field
Desirable Qualification	1. Craft Instructor Certificate in any trade of garment Sector

Practical Competencies	Under pinning Knowledge (Theory)
<ul style="list-style-type: none"> ● Fundamentals of computer ● Email learning ,net surfing ● Measure for maintenance, care, safety needs. ● communication skill development ● Basic of visual merchandising ● Retail formats ● Accounting principals ● Costumers Relationship ● Fashion forecasting and trend recognition. ● Fundamental of retailing 	<ul style="list-style-type: none"> ● Worksheet preparation ● Market survey ● Requiring communication skill development ● Basic of visual merchandising ● Billing and record keeping ● Management principal ● Fashion concepts and market ● Marketing research ● Supply chain and logistic ● Basic operating and functional behavior know consumers. ● Product detailing (understanding) ● Branding and labeling

<ul style="list-style-type: none"> • Fashion concepts and market • Marketing research • Product detailing (understanding) • Branding and labeling • Fundamental of retailing • Colour theory • Theme base presentation for window display. 	<ul style="list-style-type: none"> • Theme window display • Product launching • Folding, casing, presentation • Colour scheme • Colour effects
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List of Tools & Equipment for 20 Trainees

Sl. NO.	Name of Tool /Equipment	Quantity (Nos.)
1.	Note Book 100 pgs, Accounts- Book	10 nos.
2.	Pencil, Eraser,	10 nos.
3.	White A4 Sheet	20 nos.
4.	Computer	1 nos.
5.	Printer	1 nos.
6.	Slot of garment	20 nos.

- 1. Module Name:** Apparel Ornamentalist Grade 1
2. Sector: Fashion Design
3. Code: FAD 704
4. Entry Qualification: Minimum 7th standard and 14 years of age
5. Terminal Competency: After completing the training candidate would be able to work as Fashion designer using the ornaments and ornamentation techniques.
6. Duration: 400 hours.
7. Course Contents:

Practical Competencies	Underpinning Knowledge (Theory)
<ul style="list-style-type: none"> ➤ Use of tools and equipments in safe manner. ➤ Practicing Basic Embroidery Stitches, Composite stitches. ➤ Use of beads and sequins ➤ Painting Strokes round brush strokes, Flat brush strokes ➤ Development of Motives. 	<ul style="list-style-type: none"> ➤ Apparel Art ➤ Tools and Equipments. ➤ Study of Embroidery and Basic stitches. ➤ Study of painting Techniques. ➤ Study of Regional Embroidery. ➤ Design development.

Tools and equipment for batch of 20 trainees

DESCRIPTION	QUANTITY
Note Book 200 pgs, Pencil, Eraser, Ruler, Sharpener, Pen	20 sets
Hand Needle Assorted	20 Sets
White Carbon	20
Fabric Painting	20 set
White Cotton Fabric	4 Mts x 20
Flat & Round Brush (00,0,1,2,3,4,5,6,8)	20 Set
Embroidery Ring	20
Palate	20
Embroidery Threads	Depending on Usage
Tracing Sheet	20
Sequins, Beads and other ornamental items	As needed

- 1. Module Name:** Batik Printing Specialist
2. Sector: Fashion design
3. Code: FAD705
4. Entry Qualification: Minimum 7th Standard and 14 years of age
5. Terminal Competency: After completing the training candidate would able to work as designer using Batik styles to the satisfaction of the customers.
6. Duration: 500 hours.
7. Course Contents:

Practical Competencies	Underpinning Knowledge (Theory)
<ul style="list-style-type: none"> ➤ Safety precautions (uses of tools and equipments in safe manner.) ➤ Familiarization with tools and equipments. ➤ Usage of tools and equipments. ➤ Fabric test. (Burning test) ➤ Stain Removal. ➤ Printing Batik by applying wax, removing the wax at the places of designs. 	<ul style="list-style-type: none"> ➤ Introduction to Textiles. ➤ Classification of Textile. ➤ Fibre, Fabric and their properties. ➤ Types of Printing. ➤ Stain Removal. ➤ Preparation for Batik Printing ➤ Batik technique

Tools and equipment for batch of 20 trainees

DESCRIPTION	QUANTITY
Note Book 100 pgs, Pen, Pencil, eraser	20each
Scale (6" & 12")	1 (Each) (20)
Different types of fabric swatches	1 (Each) (20)
White Cotton Fabric	3 Mts x 20
Blocks (Single, Double & tri coloured)	Various designs
Light colour cotton fabric.	1 Mtr x 20
Sponge sheet	20
Dye, wax, Chemicals	As needed
Thread	20 roles
Gloves	20 pairs
Container (Plastic, Glass, metal)	10
Cups	3 x 20
Painting Brush (2 no)	20
Printing table with bedding	20
Cloth holding frame	20
Wooden stirrer	20
Water bath	20

- 1. Module Name:** Tie and Dye Specialist
2. Sector: Fashion Design
3. Code: FAD 706
4. Entry Qualification: Minimum 7th Standard and 14 years of age
5. Terminal Competency: After completing the training, the candidate would be able to work as a designer with skill of tie-and-dye and satisfy the customers.
6. Duration: 500 hours.
7. Course Contents:

Practical Competencies	Underpinning Knowledge (Theory)
<ul style="list-style-type: none"> ➤ Practicing use of tools and equipments in safe manner. ➤ Fabric test. (Burning test) ➤ Stain Removal. ➤ Techniques followed for Tie and Dye – Resist Printing, ➤ Dyeing with Tie and Dye method 	<ul style="list-style-type: none"> ➤ Introduction to Textiles. ➤ Classification of Textile. ➤ Fibre, Fabric and their properties. ➤ Different types of dyes and their affinity to different fibres ➤ Types of Printing. ➤ Stain Removal. ➤ Preparation for Tie and Dye ➤ Tie and Dye

Tools and equipment for batch of 20 trainees

DESCRIPTION	QUANTITY
Note Book 100 pgs, Pen, Pencil, Eraser	20 each
Scale (6" & 12")	1 (Each) (20)
Different types of fabric swatches	1 (Each) (20)
White Cotton Fabric	3 Mtr x 20
Blocks (Single, Double & tri coloured)	Various designs
Light colour cotton fabric.	1 Mtr x 20
Stove	1 set
Dye, wax, Chemicals	Vary
Thread	20 roles
Gloves	20 pairs
Container (Plastic, Glass, metal)	10
Big container	4
Painting Brush (2 no)	20
Printing table with Bedding	20
Cloth holding frame	20
Wooden stirrer	20
Water bath	20

- 1. Module Name:** **Block Printer**
2. Sector: **Fashion design**
3. Code: **FAD707**
4. Entry Qualification: Minimum 7th Standard and 14 years of age
5. Terminal Competency: After completing the training, the candidate would be able to work as a designer using Block Printing techniques to the satisfaction of customer.
6. Duration: 500 hours.
7. Course Contents:

Practical Competencies	Underpinning Knowledge (Theory)
<ul style="list-style-type: none"> ➤ Understanding the trends in the block printing. ➤ Interacting with the block makers and getting the required blocks. ➤ Preparing the fabrics for printing, printing them and showing the same to marketing persons and getting their approval. ➤ Safety precautions (uses of tools and equipment in safe manner.) ➤ Fabric test. (Burning test) ➤ Stain Removal. 	<ul style="list-style-type: none"> ➤ Introduction to Textiles. ➤ Classification of Textile. ➤ Fibre, Fabric and their properties. ➤ Different types of dyes and their affinity to different fibres ➤ Types of Printing. ➤ Preparation for Block Printing ➤ Stain Removal. ➤ Block Printing ➤ Familiarization with tools and equipment. ➤ Usage of tools and equipment.

Tools and equipment for batch of 20 trainees

DESCRIPTION	QUANTITY
Note Book 100 pgs., Pen, Pencil, Eraser	20 Each
Scale (6" & 12")	1 (Each) (20)
Different types of fabric swatches	1 (Each) (20)
White Cotton Fabric	3 Mts x 20
Blocks (Single, Double & tri coloured)	Various designs
Light colour cotton fabric.	1 Mtr x 20
Sponge sheet	20
Dye, Chemicals	Vary
Thread	20 roles
Gloves	20 pairs
Container (Plastic, Glass, metal)	6
Big Plate	20
Painting Brush (2 no)	20
Printing table with Bedding	20

- 1. Module Name:** Accessories designer
- 2. Sector:** Fashion design
- 3. Code:** FAD 708
- 4. Entry Qualification:** Minimum 7th Standard and 14 years of age
- 5. Terminal Competency:** After completing the training, the candidate would be able to work as Fashion Accessories designer, for different tastes of customers for different uses.
- 6. Duration:** 500 hours.
- 7. Course Contents:**

Practical Competencies	Underpinning Knowledge (Theory)
<ul style="list-style-type: none"> ➤ Understanding the taste of customers and their liking for different accessories in a garment. ➤ Designing sketches and getting approval from the customer like the Basic shapes, foot wear sketches, hand bag sketches, head gears sketches, jewellery sketches etc. ➤ Sourcing the accessory manufacturers to get the required accessories. 	<ul style="list-style-type: none"> ➤ Role of accessories for different end uses of garments. ➤ Tools and Equipments. ➤ Study of Human Anatomy. ➤ Eight Head Theory. ➤ Colours. ➤ Fabric Selection. ➤ Principles of Designing ➤ Study of Fashion Accessories ➤ Fashion Designing and Illustration

Tools and equipment for batch of 20 trainees

DESCRIPTION	QUANTITY
Sketching Book 150pgs A3	20
Pencils (HB,B,2B,5B,6B)	1 box Each(20)
Micro Tip Pencil (Soft .05)	20
Steindler	20 box
Ruler (6'' & 12'')	1 each (20)
Eraser	20
Sharpener	20
Glitter Pen	20 set
Fabric Colours	20 Set
Pen	Blue & Black (20)
Note Book 100 pgs	20
Compass	20
Old X-ray Sheet	20
Sketching Table	20
Stools	20

1. Single needle Lock Stitch Machine - 10 nos.
2. Embroidery Machine (multi functioning) - 04 nos.

3. Over Lock Machine - 01 nos.
4. Button / Button Hole Machine - 01 nos.
5. 3 thread machine - 01 nos.
6. Machine Attachments- Binder, Zipper Foot, Bottom Fold - 20 nos.
7. Scissor 10" - 20 nos.
8. Cutting Table - 04 nos.
9. Display unit-boards, frames – as required
10. Pressing Table - 02 nos.
11. Steam Press - 02nos.
12. Computer - 10 nos.
13. Digitizer - 01no.
14. Plotter - 01no.
15. Printer - 02 nos.
16. Colour printer - 01no.

Semi Consumables item

1. Fashion magazines, Catalogues/Fashion kaleidoscope - 03 nos.
2. Material for Fabric Dyeing & printing - 04 nos.
3. Swatch Library - 20nos.
4. French Curve - 20 nos.
5. L – Square Scale - 20 nos.
6. Hip Curve - 20 nos.
7. Measuring Tape - 20 nos.
8. Notcher - 04 nos.
9. Tracing Wheel - 04 nos.
10. Scissors (paper Cutting) - 04 nos.
11. Cartridge sheets - 10 each
12. Poster colours (12 colours) - 01 each
13. Paint Brushes (assorted pack) - 01 each
14. Colour palette - 01 each
15. Dry pastels - 01 each
16. Gateway sheets - 20 sheets each
17. Coal pencil - 1 each
18. Embroidery Frame - 20 nos.
19. Embroidery Threads (Assorted colours) - 30 nos.
20. snipers - 10nos.
21. Fashion trend magazine - 01 nos

NAME : Advance Fashion Design

SECTOR : Fashion Design

CODE : FAD 901

ENTRY QUALIFICATION : Certificate in Fashion Design Technology

TERMINAL COMPETENCY : After completion of the course the trained person would be a technical designer, fashion coordinator or fashion merchandisers in apparel industry with necessary skills and know how.

DURATION : 1040 hrs

CONTENT : The course will provide in-depth knowledge of fashion illustration, design ideas, fabric study, pattern making, garment construction and fashion merchandising.

Practical Competencies	Underpinning Knowledge (Theory)
<ul style="list-style-type: none">➤ Practice discipline, hygiene, safety and effective communication➤ Visit to a garment manufacturing unit➤ Understanding elements and principles of design➤ Introduction to pencil shading and flat sketching➤ Nature drawing➤ Using different colouring media➤ Working on different colour schemes➤ Developing a fashion figure➤ Fashion figure stylization➤ Working on a theme and development of mood boards, colour story and swatch boards➤ Theme based illustration➤ Visit to museums/ fashion shows & apparel fair➤ Design Studio➤ Fashion accessory designing➤ Design sheets layout➤ Motif development and preparation of samples of Traditional Indian embroidery➤ Visit to various traditional centres for art➤ Portfolio presentation➤ Designing & illustrating lines for a fashion show➤ Practice of seams, samples and garment components	<ul style="list-style-type: none">➤ History of fashion➤ Costumes in ancient civilization➤ Costumes of the bygone era- Indian & European➤ Study of the basic aspects of a fashion show➤ Importance of work aids and machine attachments➤ Importance of quality and quality control➤ Introduction to pattern making tools and equipment➤ Understanding the concepts of merchandising➤ Role and responsibilities of merchandiser➤ Introduction to garment costing➤ Export documentation- Inco and payment terms➤ Profile and organizational set up of a garment industry➤ Introduction to garment styles and identification of components and parts➤ Fundamentals of computer, documentation using MS Word, MS Excel➤ Use of e-mail and internet➤ Understanding of pattern making, grading and marker making tools using CAD software

<ul style="list-style-type: none"> ➤ Practice of various exercises on Industrial sewing machine using different work aids and machine attachments ➤ Handling different types of fabrics ➤ Construction of complete garment: men's shirt, dress, trouser and T-shirt ➤ Identification of common fabrics and flagging ➤ Sample preparation of dyeing and printing methods ➤ Visit to textile/fabric sourcing hub ➤ Measurement checking as per spec sheets ➤ Pattern and drafting of basic blocks and development of different styles of sleeves, cuffs, shirts etc. ➤ Development of commercial patterns from spec sheets/ tech packs ➤ Preparation of time and action plan ➤ Merchandising calendar ➤ Preparation of cost sheet ➤ Detailed garment analysis ➤ Practice on MS Word, Ms Excel ➤ Creating , editing and formatting document and work sheets ➤ Creating email accounts, sending and saving mails using search engines and surfing web pages ➤ Practice of pattern making, grading and marker making tools using CAD software ➤ Preparation of mini-marker and development of commercial patterns using digitizer and plotter ➤ Preparation of business plan ➤ Double entry book keeping ➤ Preparation of a project report 	<ul style="list-style-type: none"> ➤ Concepts of Entrepreneurship ➤ Opportunity scouting and idea generation ➤ Principles of accounting
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TOOLS AND TRAINING EQUIPMENT FOR A BATCH OF 25 TRAINEES

S No.	Description	Quantity
1.	Digital contents for Communication Skills & Personality Development	
2.	Digital contents for Health & Hygiene	
3.	Single Needle Lock Stitch Machine	25 nos.
4.	UBT Lock Stitch Machine	5 nos.
5.	Over Lock Machine	1 no.
6.	Button / Button Hole Machine	1 no.

7.	Feed of the arm machine	1 no.
8.	Bobbin & Bobbin Case	25 nos.
9.	Scissor 10"	25 nos.
10.	Cutting Table	5 nos.
11.	Machine Attachments- Binder, Zipper Foot, Bottom Fold	
12.	Pressing Table	2 nos.
13.	Steam Press	2 nos.
14.	Pick Glass	25 nos.
15.	Material for Fabric Dyeing & Printing	20mts each
16.	Table Loom	1 no.
17.	Swatch Library	
18.	Mannequins (Male & Female)	1 each
19.	Pattern Tables	4 Nos.
20.	Dummy	10 nos.
21.	24" Scale	25 nos.
22.	French Curve	25 nos.
23.	L-Square Scale	25 nos.
24.	Hip Curve	25 nos.
25.	Measuring Tape	25 nos.
26.	Notcher	5 nos.
27.	Tracing Wheel	5 nos.
28.	Scissors (paper Cutting)	5 nos.
29.	Fabric	30 mtr each
30.	Interlining	2 mtrs each
31.	Cartridge sheets	200 each
32.	Steadlers (36 colour pencils)	1 each
33.	Poster colours (12 colours)	1 each
34.	Paint Brushes (assorted pack)	1 each
35.	Colour palette	1 each
36.	Dry Pastels	1 pack each
37.	Gateway sheets	40 sheets each
38.	Coal pencil	1 each
39.	Portfolio file	25 nos.
40.	Embroidery Threads (Assorted colours)	30 nos.
41.	Embroidery Frame	25 nos.
42.	Mirrors (for embroidery)	50 nos.
43.	Computer	13 Nos.
44.	Digitizer	1 no.
45.	Plotter	1 no.
46.	CAD Pattern Making Software	5 keys

Teaching and Technical Resources Requirements

S. No.	(Designation)	Qualifications	Roles & Responsibilities
1	Lecturers	<ul style="list-style-type: none"> ● Post Graduate in Textiles & Clothing or subjects in Apparel OR NIFT/NID Graduate. ● Should be having very clear high level of skills in their subject. ● Should have good Communication Skills ● Preference would be given to those knowing local language. 	<ul style="list-style-type: none"> ➤ Developing learning resource material and laboratory development ➤ Student assessment and evaluation including examination work. ➤ Dissemination of knowledge through books publication etc. ➤ Monitoring and evaluation for academic activities. ➤ Providing education for the benefit of the community. ➤ Organizing field / Industry visits. ➤ Classroom and Laboratory instructions.
2	Instructors	<ul style="list-style-type: none"> ● Graduate in Textiles or Apparel related subject OR at least 3 years Diploma in related subject from recognized institutes ● Should be capable of handling Sewing Labs/ Computers and IT software. ● Should have demonstrations skills ● Should have good communications skills in English, Hindi and any other Indian local language. 	<ul style="list-style-type: none"> ➤ Keeping abreast of new knowledge and skills. ➤ Student assessment and evaluation including examination work. ➤ Self-development through upgrading qualifications and experience. ➤ Student guidance and counseling. ➤ Developing learning resource material and laboratory development. ➤ Classroom and laboratory instructions.

- Works loads are based on number of hours of direct interaction with students and do not include mentoring students, examinations evaluation work and self-study.
- The Faculty & Student ratio should be 1: 20.

FASHION DESIGN TECHNOLOGY

NAME : Fashion Design Technology

SECTOR : Fashion design

CODE : FAD 801

ENTRY QUALIFICATION : 12th pass or equivalent

TERMINAL COMPETENCY : To create technical designers, fashion coordinators, fashion stylists or fashion merchandisers in apparel industry with necessary skills and know how.

DURATION : 1040 hrs

CONTENT : The course will provide in-depth knowledge of fashion illustration, styling, fabric study, pattern making, garment construction and fashion merchandising.

Practical Competencies	Underpinning Knowledge (Theory)
<ul style="list-style-type: none"> ➤ Practice discipline, hygiene, safety and effective communication ➤ Visit to a garment manufacturing unit ➤ Understanding elements and principles of design ➤ Introduction to pencil shading and flat sketching ➤ Nature drawing ➤ Using different colouring media ➤ Working on different colour schemes ➤ Developing a fashion figure ➤ Fashion figure stylization ➤ Working on a theme and development of mood boards, colour story and swatch boards ➤ Theme based illustration ➤ Visit to museums/fashion shows & apparel shows ➤ Design sheets layout ➤ Motif development and preparation of samples of Traditional Indian embroidery ➤ Practice of seams, samples and garment components ➤ Practice of various exercises on Industrial sewing machine using different work aids and machine attachments ➤ Handling different types of fabrics 	<ul style="list-style-type: none"> ➤ Basic communication skills and building industrial vocabulary ➤ Understanding of work ethics, importance of discipline, health and hygiene ➤ Safety precautions in garment industry ➤ Introduction to fashion business and fashion terminology ➤ Understanding fashion industry ➤ Familiarization with world renowned fashion designers ➤ Introduction to fashion retail business ➤ Concept of design conceptualization & development ➤ Importance of fashion planning and fashion forecasting ➤ Concept of colour theory & colour dimensions ➤ Concept of 2D & 3D forms ➤ Introduction to traditional Indian Textiles & Embroideries ➤ Importance of flat sketch and fashion illustration ➤ Introduction to seams and stitches ➤ Introduction to industrial sewing machines ➤ Importance of work aids and machine

<ul style="list-style-type: none"> ➤ Construction of complete garment: men's shirt, dress, trouser and T-shirt ➤ Identification of common fabrics and flagging ➤ Sample preparation of dyeing and printing methods ➤ Visit to textile/fabric sourcing hub ➤ Measurement checking as per spec sheets ➤ Pattern and drafting of basic blocks and development of different styles of sleeves, cuffs, shirts etc. ➤ Development of commercial patterns from spec sheets/ tech packs ➤ Preparation of time and action plan ➤ Merchandising calendar ➤ Preparation of cost sheet ➤ Detailed garment analysis 	<p>attachments</p> <ul style="list-style-type: none"> ➤ Textile manufacturing process, Fabric appreciation and sourcing ➤ Importance of quality and quality control ➤ Introduction to pattern making tools and equipment ➤ Knowledge of drafting of basic bodice block, sleeve, shirt and trouser block ➤ Development of various styles of collar, sleeves, shirts, cuffs, pockets etc. ➤ Understanding the concepts of merchandising ➤ Role and responsibilities of merchandiser ➤ Introduction to garment costing ➤ Export documentation- Inco and payment terms ➤ Profile and organizational set up of a garment industry ➤ Introduction to garment styles and identification of components and parts
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TOOLS AND TRAINING EQUIPMENT FOR A BATCH OF 25 TRAINEES

S No.	Description	Quantity
1.	Digital contents for Communication Skills & Personality Development	
2.	Digital contents for Health & Hygiene	
3.	Single Needle Lock Stitch Machine	25 nos.
4.	UBT Lock Stitch Machine	5 nos.
5.	Over Lock Machine	1 no.
6.	Button / Button Hole Machine	1 no.
7.	Feed of the arm machine	1 no.
8.	Bobbin & Bobbin Case	25 nos.
9.	Scissor 10"	25 nos.
10.	Cutting Table	5 nos.
11.	Machine Attachments- Binder, Zipper Foot, Bottom Fold	
12.	Pressing Table	2 nos.
13.	Steam Press	2 nos.
14.	Pick Glass	25 nos.
15.	Material for Fabric Dyeing & Printing	
16.	Table Loom	1 no.
17.	Swatch Library	
18.	Mannequins (Male & Female)	1 each

19.	Pattern Tables	4 Nos.
20.	Dummy	10 nos.
21.	24" Scale	25 nos.
22.	French Curve	25 nos.
23.	L-Square Scale	25 nos.
24.	Hip Curve	25 nos.
25.	Measuring Tape	25 nos.
26.	Notcher	5 nos.
27.	Tracing Wheel	5 nos.
28.	Scissors (paper Cutting)	5 nos.
29.	Fabric	15 mtr each
30.	Interlining	2 mtrs each
31.	Cartridge sheets	100 each
32.	Steadlers (36 colour pencils)	1 each
33.	Poster colours (6 colours)	1 each
34.	Paint Brushes (assorted pack)	1 each
35.	Colour palette	1 each
36.	Dry Pastels	1 pack each
37.	Gateway sheets	10 sheets each
38.	Coal pencil	1 each
39.	Portfolio	25 nos.
40.	Embroidery Threads (Assorted colours)	30 nos.
41.	Embroidery Frame	25 nos.
42.	Mirrors (for embroidery)	50 nos.

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Teaching and Technical Resources Requirements

S. No.	(Designation)	Qualifications	Roles & Responsibilities
1	Lecturers	<ul style="list-style-type: none"> ● Post Graduate in Textiles & Clothing or subjects in Apparel OR NIFT/NID Graduate. ● Should be having very clear high level of skills in their subject. ● Should have good Communication Skills ● Preference would be given to those knowing local language. 	<ul style="list-style-type: none"> ➤ Developing learning resource material and laboratory development ➤ Student assessment and evaluation including examination work. ➤ Dissemination of knowledge through books publication etc. ➤ Monitoring and evaluation for academic activities. ➤ Providing education for the benefit of the community. ➤ Organizing field / Industry visits. ➤ Classroom and Laboratory

			instructions.
2	Instructors	<ul style="list-style-type: none"> • Graduate in Textiles or Apparel related subject OR at least 3 years Diploma in related subject from recognized institutes • Should be capable of handling Sewing Labs/ Computers and IT software. • Should have demonstrations skills • Should have good communications skills in English, Hindi and any other Indian local language. 	<ul style="list-style-type: none"> ➤ Keeping abreast of new knowledge and skills. ➤ Student assessment and evaluation including examination work. ➤ Self-development through upgrading qualifications and experience. ➤ Student guidance and counseling. ➤ Developing learning resource material and laboratory development. ➤ Classroom and laboratory instructions.

- Works loads are based on number of hours of direct interaction with students and do not include mentoring students, examinations evaluation work and self-study
- The Faculty & Student ratio should be 1: 20.

Retail Sales Associates

NAME: Retail Sales Associates

SECTOR: Fashion Design

CODE: FAD 601

ENTRY QUALIFICATION: Minimum 10th Std.

TERMINAL COMPETENCY: After completing the course the trainee would be able to work as retail sales associates in a garment retail store.

DURATION: 520 Hrs.

CONTENT:

Practical Competencies	Underpinning Knowledge (Theory)
<ul style="list-style-type: none">➤ Basics of Visual Merchandising➤ Handling billing Counter and Software like RFID applications in Retail.➤ Fundamental of Retailing➤ Product Knowledge➤ Business Communication➤ Management Principles➤ Marketing Research➤ Product Knowledge	<ul style="list-style-type: none">➤ Overview of Indian Retail Market➤ Understanding of different retail Formats➤ Learn Basic Operations of Garment retail Stores➤ Customer Interactions and help them to purchase Merchandise➤ Communication Skills & Soft Skills➤ Supply Chain and Logistics Management➤ Fashion Forecasting & Trend Analysis➤ MIS for Retailers➤ Research work

TOOLS AND EQUIPMENTS FOR A BATCH OF 20 TRAINEES

S.NO.	DESCRIPTION	QUANTITY
1	Note Book 100 pgs, Pen, Pencil, Eraser, Ruler, White A4 Sheets	20 Nos.

Teaching and Technical Resources Requirements

S. No.	(Designation)	Qualifications	Roles & Responsibilities
1	Lecturers	<ul style="list-style-type: none"> ● Post Graduate in Textiles & Clothing or subjects in Apparel OR NIFT/NID Graduate. ● Should be having very clear high level of skills in their subject. ● Should have good Communication Skills ● Preference would be given to those knowing local language. 	<ul style="list-style-type: none"> ➤ Developing learning resource material and laboratory development ➤ Student assessment and evaluation including examination work. ➤ Dissemination of knowledge through books publication etc. ➤ Monitoring and evaluation for academic activities. ➤ Providing education for the benefit of the community. ➤ Organizing field / Industry visits. ➤ Classroom and Laboratory instructions.
2	Instructors	<ul style="list-style-type: none"> ● Graduate in Textiles or Apparel related subject OR at least 3 years Diploma in related subject from recognized institutes ● Should be capable of handling Sewing Labs/ Computers and IT software. ● Should have demonstrations skills ● Should have good communications skills in English, Hindi and any other Indian local language. 	<ul style="list-style-type: none"> ➤ Keeping abreast of new knowledge and skills. ➤ Student assessment and evaluation including examination work. ➤ Self-development through upgrading qualifications and experience. ➤ Student guidance and counseling. ➤ Developing learning resource material and laboratory development. ➤ Classroom and laboratory instructions.

- Works loads are based on number of hours of direct interaction with students and do not include mentoring students, examinations evaluation work and self-studies.
- The Faculty & Student ratio should be 1: 20.

SOFTWARE APPLICATION IN FASHION DESIGN

NAME : Software Application in Fashion Design

SECTOR : Fashion Design

CODE : FAD 701

ENTRY QUALIFICATION : 10th Pass with skills in sketching & basic computer operation.

TERMINAL COMPETENCY : After completion of the course the candidate would be able to work as a Fashion designer/ stylist and would be able to interpret design of fabrics & garment styles using Reach Fashion Studio Software.

DURATION : 580 hrs

CONTENT : The programme covers fashion Illustration, 3-D product visualization, texture mapping, color reduction & cleaning, design repeat, color ways, color communication and spec creation of garment styles using fashion software.

Practical Competencies	Underpinning Knowledge (Theory)
<ul style="list-style-type: none"> ➤ Practice Health & Safety – select, use, maintain & store – tools, equipments & clothing safely ➤ Practice of tools, layout, different effects, bitmap, transformation, group ungroup & order ➤ Practice of making croquis with different style ➤ Practice of draping on croquis with different dresses ➤ Practice of making accessories, Face, Hairstyle, Rendering, Postures ➤ Practice of different effect on garments ➤ Practice of texture Mapping, texture table, create woven material, set canvas, edit Image 	<ul style="list-style-type: none"> ➤ Basic knowledge of Computer ➤ Knowledge of different tools of Corel draw ➤ Knowledge of Illustration through coral draw ➤ Knowledge of 3-D designing through Reach Fashion Studio ➤ Knowledge of texture Mapping, color reduction, design repeat, color communication, Spec. creation

TOOLS AND EQUIPMENT FOR A BATCH OF 15 TRAINEES

S No.	Description	Quantity
1	Computer	15 Nos.
2	Software (Corel-Draw & Reach Fashion Studio)	
3	Printer	1 No.

Teaching and Technical Resources Requirements

S. No.	(Designation)	Qualifications	Roles & Responsibilities
1	Instructors	<ul style="list-style-type: none"> ● Graduate in Textiles or Apparel related subject OR at least 3 years Diploma in related subject from recognized institutes ● Should be capable of handling Sewing Labs/ Computers and IT software. ● Should have demonstrations skills ● Should have good communications skills in English, Hindi and any other Indian local language. 	<ul style="list-style-type: none"> ➤ Keeping abreast of new knowledge and skills. ➤ Student assessment and evaluation including examination work. ➤ Self-development through upgrading qualifications and experience. ➤ Student guidance and counseling. ➤ Developing learning resource material and laboratory development. ➤ Classroom and laboratory instructions.
2	Trainers	<ul style="list-style-type: none"> ● 10+2 & with at least 2 years Diploma in related subject with special knowledge in Garment or Textile Sector and courses of Pattern master/Operator Training/Quality checking etc. ● Should be able to train basically in core courses. ● Should have good communication skills. ● Having knowledge of local knowledge. 	<ul style="list-style-type: none"> ➤ Classroom instructions and laboratory instructions. ➤ Dissemination of knowledge ➤ Providing Technical Support. ➤ Keeping abreast of Technical Skills.

- Works loads are based on number of hours of direct interaction with students and do not include mentoring students, examinations evaluation work and self-study.
- The Faculty & Student ratio should be 1: 20.

SOFTWARE APPLICATION IN APPAREL MERCHANDISING

NAME : Software Application in Apparel Merchandising

SECTOR : Fashion design

CODE : FAD 702

ENTRY QUALIFICATION : 12th pass with 1 year industry experience OR

Certificate in Fashion Designing/Garment Manufacturing

TERMINAL COMPETENCY : After completion the course the candidate would be able to work as an Assistant Merchandiser or Fashion Merchandiser and would be able to plan & control the process of garment making from sourcing of raw material till dispatch of the merchandise

DURATION : 220 hrs

CONTENT : The programme covers principles of merchandising, inventory management of fabrics & accessories w.r.t. details of construction, costing, sourcing, data base of buyers' styles, planning, time & action schedule and follow-up of the same.

Practical Competencies	Underpinning Knowledge (Theory)
<ul style="list-style-type: none"> ➤ Practice Health & Safety – select, use, maintain & store – tools, equipment & clothing safely ➤ Practice of balance enquiry & vendor enquiry ➤ Practice of internal & external costing and customer price & quotation ➤ Practice of order entry, critical path and final inspection report ➤ Practice of payment terms, shipment detail, fabric master & trim master ➤ Practice of supplier evaluation sheet, company master, role department & change password 	<ul style="list-style-type: none"> ➤ Basic knowledge of Computer ➤ Knowledge of basic garments name & parts ➤ Knowledge of seams & stitches ➤ Knowledge of garment analysis ➤ Knowledge of costing through CAD ➤ Knowledge of sample & inspection report through CAD ➤ Knowledge of order process through CAD ➤ Knowledge of production critical path and production updates through CAD ➤ Knowledge of shipping document, customer feedback through CAD ➤ Knowledge of payment terms, shipment detail, fabric master, trim master through CAD ➤ Knowledge of time & action plan through CAD

TOOLS AND EQUIPMENT FOR A BATCH OF 15 TRAINEES

S No.	Description	Quantity
1.	Computer	15 Nos.
2.	Software (Reach Merchandiser Manager) installed in each computer	.
3.	Printer	5

Teaching and Technical Resources Requirements

S. No.	(Designation)	Qualifications	Roles & Responsibilities
1	Instructors	<ul style="list-style-type: none"> ● Graduate in Textiles or Apparel related subject OR at least 3 years Diploma in related subject from recognized institutes ● Should be capable of handling Sewing Labs/ Computers and IT software. ● Should have demonstrations skills ● Should have good communications skills in English, Hindi and any other Indian local language. 	<ul style="list-style-type: none"> ➤ Keeping abreast of new knowledge and skills. ➤ Student assessment and evaluation including examination work. ➤ Self-development through upgrading qualifications and experience. ➤ Student guidance and counseling. ➤ Developing learning resource material and laboratory development. ➤ Classroom and laboratory instructions.
2	Trainers	<ul style="list-style-type: none"> ● 10+2 & with at least 2 years Diploma in related subject with special knowledge in Garment or Textile Sector and courses of Pattern master/Operator Training/Quality checking etc. ● Should be able to train basically in core courses. ● Should have good communication skills. ● Having knowledge of local knowledge. 	<ul style="list-style-type: none"> ➤ Classroom instructions and laboratory instructions. ➤ Dissemination of knowledge ➤ Providing Technical Support. ➤ Keeping abreast of Technical Skills.

- Works loads are based on number of hours of direct interaction with students and do not include mentoring students, examinations evaluation work and self-study.
- The Faculty & Student ratio should be 1: 20

General Information for Home Furnishing

Name of Sector	Fashion Design
Name of Module	Home Furnishing
MES Code	FAD 703
Competency as per NCO Code	The candidate would be able to prepare Home furnishing items with quality
Duration of Course	680 Hrs
Entry Qualification of Trainee	8 th Pass
Unit Size	20
Power Norms	2 kw
Space Norms – Work Shop - Class Room	
Instructors Qualification	<p style="text-align: center;">Degree (4 yrs) in Fashion Designing/ Fashion Technology with one year experience Or Three Years Diploma in Fashion Designing/Fashion Technology/ CDDM with two years experience Or NTC/NAC in Fashion technology/Dress making/Cutting sewing with three years experience</p>
Desirable Qualification	Craft instructor certificate(CIC)

Practical Competencies	Under pinning Knowledge (Theory)
<ul style="list-style-type: none"> • Exercises on Fundamentals of Grammar • Business Letters • Aids to correct writing • Exercises On Types Of Business Letters • Internet Basics • Collection Of Different Types of Furnishing Material • Prepare Sample file and survey Report • Sample collection of different accessories used in home Furnishings • Designing Of Rug Making <ul style="list-style-type: none"> • Sample Making Of Rug Making <p>Drafting ,cutting stitching of</p> <ul style="list-style-type: none"> • Draperies • Curtains <p>Drafting ,cutting stitching of</p> <ul style="list-style-type: none"> • Sofa covers • Cushion covers <p>Drafting and designing of:</p> <ul style="list-style-type: none"> • Different types of bed linen • Sheets • Blanket covers • Comforts • Comfort covers • Bed spreads • Pillow covers <p>Stitching of designer bed spreads or comfort covers</p> <p>Drafting cutting stitching of Kitchen Linen</p> <ul style="list-style-type: none"> • Dish clothes • Hand towels • Fridge cover • Mixer Cover • Microwave cover <p>Designing ,drafting, cutting and stitching of Table linens</p>	<p>Introduction To Soft Skills and Communication Skills</p> <ul style="list-style-type: none"> • Fundamentals Of Grammar And usage • Introduction To Business Communication • Types Of Communication • Aids To Correct Writing <p>Listening Skills</p> <ul style="list-style-type: none"> • 7'c Of Communication • Role of Communication • Types Of Business Letters <p>Introduction To Internet Basics</p> <p>Techniques Of attending Interview</p> <p>Self Management And Personality Development</p> <p>Introduction to Textile Furnishing</p> <ul style="list-style-type: none"> • Definition • Different Types of Furnishing Material-Woven and Non Woven • Factors affecting selection of home furnishing <p>Selection of Special Fabrics</p> <ul style="list-style-type: none"> • Bed sheets and bed covers • Pillow covers • Table covers • Table Napkins • Towel • curtain and draperies • blanket • carpet • upholstery <p>Care And Storage</p> <ul style="list-style-type: none"> • Brushing and Airing • Clean Storage • Stain Removal • immediate Repairing • appropriate Laundry Procedure <p>Introduction Of Floor covering</p> <ul style="list-style-type: none"> • Rugs • Cushion pads ,use and care <p>Introduction To home decoration:</p> <ul style="list-style-type: none"> • Draperies • Choice of Fabric

- Calculating the amount of material needed

- Curtains

- Types of curtains
- Methods of finishing
draperies –tucks and pleats

Introduction To Living room furnishing

- Sofa covers
- cushion covers

upholsteries-bolster and bolster covers

Bed Linens-

- Definition
- Different types of bed linen
 - Sheets
 - Blanket & Blanket covers
 - Comforts & Comfort covers
 - Bed spreads
 - Pillow covers

Their use and care

➤ Kitchen Linen

- Definition
- Types of kitchen linen
 - Dish clothes
 - Hand towels
 - Fridge cover
 - Mixer Cover
 - Microwave cover
 - Their use and care

Table Linens-

- Definition
- Types of table linens
 - Table mats
 - Table Cloth
 - Hand Towels
 - Selection –use and care

Project development: on Recent Trends In Home Furnishings

Tools & Equipment for a batch of 20 trainees

Sl No.	Description	Quantity
1.	Single needle industrial lock stitch machine	10
2.	Over lock machine 3 thread	02
3.	Computer System	01
4.	Machine Attachments/ Sewing Aids	As per requirement
5.	Trimmers	20
6.	Tool kit	20
7.	Measuring Tape	20
8.	Scissors	20
9.	Pinking Shears	05
10.	Pressing stand	02
11.	Steam Iron	02

General Information for Merchandising

Name of Sector	Fashion design
Name of Module	Merchandising
MES Code	FAD 704
Competency as per NCO Code	After completion the course the candidate would be able to work as an Assistant Merchandiser or Fashion Merchandiser and would be able to plan & control the process of garment making from sourcing of raw material till dispatch of the merchandise
Duration of Course	680 Hrs
Entry Qualification of Trainee	12 th Pass
Unit Size	20
Power Norms	3 kw
Space Norms – Work Shop - Class Room	
Instructors Qualification	Degree (4 yrs) in Fashion Designing/ Fashion Technology with one year experience Or Three Years Diploma in Fashion Designing/Fashion Technology/ CDDM with two years experience Or NTC/NAC in Fashion technology/Dress making/Cutting sewing with three years experience
Desirable Qualification	Craft instructor certificate(CIC)

Practical Competencies	Under pinning Knowledge (Theory)
<ul style="list-style-type: none"> • Exercises on Fundamentals of Grammar • Business Letters • Aids to correct writing • Exercises on types of Business Letters • Internet Basics • Identifying the Scope of Merchandising • Practical Aspects of Merchandising Communication • Designing and Preparation Of Tech Pack Interpretation and updating • Preparation Of Basic stock list/ • Model stock list/Never out list <p>Practical Exercises On :</p> <ul style="list-style-type: none"> • Sampling and scheduling • Samples and its types • Approvals • Pattern approvals • Size set approvals • Pre-production follow up • Buyer communication • Reporting • Record maintenance • Order break-up • CMP and TNA preparation <p>Costing</p> <ul style="list-style-type: none"> • Estimating and aims of estimating • Costing, aims of costing • Difference between estimating and costing • Types of estimates • Elements of cost • Material cost • Labor cost different type of expenses • Cost of product • Advertisement cost <p>Practical Aspects and exercises on :</p> <ul style="list-style-type: none"> • Sourcing • Bill of materials 	<ul style="list-style-type: none"> • Introduction To Soft Skills and Communication Skills • Fundamentals Of Grammar And usage • Introduction To Business Communication • Types Of Communication • Aids To Correct Writing • Listening Skills • 7'c Of Communication • Role of Communication • Types Of Business Letters. • Introduction to INTERNET Basics • Techniques Of attending Interview • Self Management And Personality Development • Identify the scope of importance of the fashion industry to our economy. • Introduction to merchandising: <ul style="list-style-type: none"> ○ Functions of Merchandiser ○ Merchandising department organization chart ○ Merchandising communication ○ Tech-pack interpretation and updating • Merchandise mix management and strategies • Life style merchandising • Classification of merchandising • Basic stock list/Model stock list/Never out list • Key role played by merchandiser in a retail organization • Types of buyers Retailing and buying seasons and their significance in product planning • Merchandisers role in an organization from buyer contact to merchandise deliver <p>Sampling and scheduling</p> <ul style="list-style-type: none"> ○ Samples and its types ○ Approvals ○ Pattern approvals ○ Size set approvals ○ Pre-production follow up

<ul style="list-style-type: none"> • Sourcing • Vendor • evaluation • Purchase order • Material planning <p>Merchandising Documentation(Manually And with the help of Software)</p> <ul style="list-style-type: none"> • Export procedures • Import/Export documentation • FOB, C&F, CIF • Shipping mark • Certificate of origin • Letter of credit • Bill of lading • Export license • Packing list • Commercial invoice • Functions of merchandising • Merchandising department organization chart • Tech-pack interpretation and updating 	<ul style="list-style-type: none"> ○ Buyer communication ○ Reporting ○ Record maintenance ○ Order break-up ○ CMP and TNA preparation <p>Costing</p> <ul style="list-style-type: none"> ○ Estimating and aims of estimating ○ Costing, aims of costing ○ Difference between estimating and costing ○ Types of estimates ○ Elements of cost ○ Material cost ○ Labor cost different type of expenses ○ Cost of product ○ Advertisement cost <p>Sourcing</p> <ul style="list-style-type: none"> ○ Bill of materials ○ Sourcing ○ Vendor evaluation ○ Purchase order ○ Material planning <p>Merchandising Documentation</p> <ul style="list-style-type: none"> ○ Export procedures ○ Import/Export documentation ○ FOB, C&F, CIF ○ Shipping mark ○ Certificate of origin ○ Letter of credit ○ Bill of lading ○ Export license ○ Packing list ○ Commercial invoice ○ Tech-pack interpretation and updating <p>Evolution and movement of fashion</p> <ul style="list-style-type: none"> ○ Interpret the process of fashion forecasting ○ Summarize the movement and acceptance of fashion ○ Recognize the relationship between historical events and fashion evolution ○ Identify major fashion centers, types of designers and price market categories
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	<ul style="list-style-type: none">○ Research influential names in fashion design○ Recognize current fashion trends <p>Introduction to time and action plan</p> <ul style="list-style-type: none">○ Description of TNA○ Advantage○ Importance○ Preparation of TNA○ Exercise on TNA planning <p>Introduction to merchandise calendar</p> <ul style="list-style-type: none">○ Definition, scope prospects of merchandise calendar○ Advantages of merchandise calendar○ Working and planning process as per merchandise calendar <p>The Business of Fashion</p> <ul style="list-style-type: none">○ Explain the concept of marketing in fashion○ Explain the economics of fashion○ Identify the types of fashion retailers○ Describe the fashion industry from a global perspective <p>Merchandise Information</p> <ul style="list-style-type: none">○ Identify the components of the promotional mix○ Explain the elements and principles of design○ Identify merchandise classifications○ Explain sizing in apparel. <p>Selling Fashion</p> <ul style="list-style-type: none">○ Explain selling in the retail environment○ Demonstrate the steps of a sale○ Perform various mathematical calculations in retail sales.○ Introduction to merchandise documents○ Importance of documentations and various procedures in merchandising○ Introduction and working with specification sheet○ Introduction and preparation of specification sheets○ Costing of garment for retail and export market
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	<ul style="list-style-type: none"> ○ Export and Import Documentation ○ Introduction and explanation to various export and import documentation ○ Advantages of export and import documentations <p>Introduction of Inspection reports</p> <ul style="list-style-type: none"> ○ Types of inspection reports ○ Advantages ○ Concepts of order processing ○ Production updates ○ Shipping updates ○ Customers feedback ○ Fashion Promotion <p>Identify the components of the promotional mix.</p> <p>Discussion of fashion advertising.</p> <p>Explanation of visual merchandising</p> <p>use of special events in fashion promotions</p> <p>Create a fashion promotion plan</p> <p>2 weeks internship in any Garment Export House</p>
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TOOLS AND EQUIPMENTS FOR A BATCH OF 20 TRAINEES

S.NO.	DESCRIPTION	QUANTITY
1.	Computer System with internet facility	10
2	Related Software installed in each computer	
3	Printer	2
4		

General Information for Export Documentation & Procedure

Name of Sector	Fashion Design
Name of Module	Export Documentation & Procedure
MES Code	FAD 705
Competency as per NCO Code	After completion of the course the candidate would be able to work as a Documentalist or junior. executive in any Garment Export
Duration of Course	680 Hrs
Entry Qualification of Trainee	12 th + Experience in any Garment Unit
Unit Size	20
Power Norms	3 kw
Space Norms – Work Shop - Class Room	
Instructors Qualification	<p style="text-align: center;">Degree (4 yrs) in Fashion Designing/ Fashion Technology with one year experience Or Three Years Diploma in Fashion Designing/Fashion Technology/ CDDM with two years experience Or NTC/NAC in Fashion technology/Dress making/Cutting sewing with three years experience</p>
Desirable Qualification	Craft instructor certificate(CIC)

<p>Practical Competencies</p>	<ul style="list-style-type: none"> • Under pinning Knowledge (Theory)
<p>Exercises on Fundamentals of Grammar</p> <ul style="list-style-type: none"> • Business Letters • Aids to correct writing • Exercises On Types Of Business Letters • Internet Basics <p>Practising on :</p> <ul style="list-style-type: none"> • Exercises of Registration • Preparing survey report of categories of export • Role of Overseas agent and remittance • Overview of various export promotion schemes • Duty Drawback & Advance License. • Remission scheme • Export Promotion Capital goods scheme. • Export of Principal Commodities in India • SEZ,EHTP,STP,&EOU'S Types of export houses. 	<p>Introduction To Soft Skills and Communication Skills</p> <ul style="list-style-type: none"> • Fundamentals Of Grammar And usage • Introduction To Business Communication • Types Of Communication • Aids To Correct Writing <p>Listening Skills</p> <ul style="list-style-type: none"> • 7'c Of Communication • Role of Communication • Types Of Business Letters. • Introduction To INTERNET Basics • Techniques Of attending Interview • Self Management And Personality Development <p>Preliminaries of exports</p> <ul style="list-style-type: none"> • Registration- IEC,RCMC,EPC,CENTRAL EXCISE <p>Categories of export</p> <ul style="list-style-type: none"> • Physical-Direct or indirect • Deemed Exports • Merchant and Manufacture Exports <p>Shipping Documents and terms used in shipping</p> <p>Export Procedure</p> <ul style="list-style-type: none"> • Excise clearance for export • Marine insurance of export cargo • Shipment goods • Quality &pre shipment inspection • ECGC Services • GSP Rules of origin <p>Shipment And Transport</p> <ul style="list-style-type: none"> • Sea • Air • Rail • Road • Pipeline <p>E-commerce and its impact on business</p> <p>Role of international exhibitions and trade fairs</p> <p>India's Export import trade since 1951-1952</p> <ul style="list-style-type: none"> • How to export and import • How to enroll in DFT

	<ul style="list-style-type: none"> • How to obtain IEC CODE • Export Finance • Letter of credit • International Economics • International Finance and Foreign exchange management • Computer Awareness
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TOOLS AND EQUIPMENTS FOR A BATCH OF 20 TRAINEES

Sl. No	Description	Quantity
1.	Computer system with Internet facility	20
2.	Software (Documentation) Loaded in each computer	
3.	Printer	1

General Information for Aari machine

Name of Sector	Fashion Design
Name of Module	Aari Machine
MES Code	GAR 706
Competency as per NCO Code	The candidate would be able to perform Aari Machine on fabric and garments
Duration of Course	680 Hrs
Entry Qualification of Trainee	8 th Pass
Unit Size	20
Power Norms	7 kw
Space Norms – Work Shop - Class Room	
Instructors Qualification	1. Graduate in Apparel related subject having Embroidery & traditional craftsmanship as a subject or 3 years Diploma in Costume Design & Dress Making/Fashion Technology from recognized Institute with 2 years of Experience in the field
Desirable Qualification	2. Craft Instructor Certificate in Embroidery & needle craft

• Practical Competencies	Under pinning Knowledge (Theory)
<ul style="list-style-type: none"> • Practice Health & Safety – select, use, maintain & store – tools, equipments & clothing safely • Practicing speed control • Basic oiling and repairing • Techniques of transferring the design on the fabric • Practising and Sample making Of: <ul style="list-style-type: none"> • Zig – zag line • Curved line • Spiral line • Practicing on different fabric • Practicing on printed fabric <p>To sew various designs like Motifs, Logo, Monogram, Appliqués, Animal designs</p>	<ul style="list-style-type: none"> • Introduction To Aari Machine • Basic Parts& Functions • Set the machine for embroidery • Threading a Machine • Winding a Bobbin • Frame fitting and its precautions • Defects and Remedies • Knowledge of different needles & threads and its uses • Method of transferring a design • precautions to be taken while working on machine

Tools & Equipment for a batch of 20 trainees

Sl. No	Description	Quantity
4.	Frames (Assorted Size)	20
5.	Aari Embroidery machine	20
6.	Machine Needles	As required
7.	Threads	As required
8.	Thread Trimmer	20
9.	Seam ripper	20
10.	Measuring Tape	20
11.	Steam iron	01
12.	Iron Stand	01
13.	Tracing Table	01
14.	Scissors	05

General Information for Software application in Fashion Technology

Name of Sector	Fashion Design
Name of Module	Software application in Fashion Technology
MES Code	FAD 707
Competency as per NCO Code	After completion of the course the candidate would be able to work as a Fashion designer/ stylist and would be able to interpret design of fabrics & garment styles using Reach Fashion Studio Software.
Duration of Course	680 Hrs
Entry Qualification of Trainee	10th Pass with skills in sketching & basic computer operation
Unit Size	20
Power Norms	3 kw
Space Norms – Work Shop - Class Room	
Instructors Qualification	2. Graduate in Apparel related subject or 3 years Diploma in Costume Design & Dress Making/Fashion Technology from recognized Institute with 2 years of Experience in the field
Desirable Qualification	3. Craft Instructor Certificate in any trade of garment Sector

<ul style="list-style-type: none"> • Practical Competencies 	<ul style="list-style-type: none"> • Under pinning Knowledge (Theory)
<ul style="list-style-type: none"> • Practice Health & Safety • select, use, maintain & store tools, equipments & clothing safely • Practice of tools, layout, different effects, bitmap, transformation, group ungroup & order • Practice of making croquis with different style • Practice of draping on croquis with different dresses • Practice of making accessories, Face, Hairstyle, Rendering, Postures • Practice of different effect on garments • Practice of texture Mapping, texture table, create woven material, set canvas, edit Image 	<ul style="list-style-type: none"> • Basic knowledge of Computer • Knowledge of different tools of Corel draw • Knowledge of Illustration through coral draw • Knowledge of 3-D designing through Reach Fashion Studio • Knowledge of texture Mapping, color reduction, design repeat, color communication, Spec. creation

TOOLS AND EQUIPMENTS FOR A BATCH OF 20 TRAINEES

Sl. No	Description	Quantity
1	Computer system with Internet facility	20
2	Software (Corel-Draw & Reach Fashion Studio) Loaded in each computer	
3	Printer	1