



GOVERNMENT OF INDIA
MINISTRY OF SKILL DEVELOPMENT & ENTREPRENEURSHIP
DIRECTORATE GENERAL OF TRAINING

COMPETENCY BASED CURRICULUM

FASHION DESIGN&TECHNOLOGY

(Duration: One Year)

CRAFTSMEN TRAINING SCHEME (CTS)

NSQF LEVEL- 4



SECTOR –APPAREL



Directorate General of Training

FASHION DESIGN & TECHNOLOGY

(Non-Engineering Trade)

(Revised in 2019)

Version: 1.2

CRAFTSMEN TRAINING SCHEME (CTS)

NSQF LEVEL - 4

Developed By

Ministry of Skill Development and Entrepreneurship

Directorate General of Training

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1. COURSE INFORMATION

During the one-year duration of “**Fashion Design & Technology**” trade a candidate is trained on Professional Skill, Professional Knowledge and Employability Skill related to job role. In this trade we encourage each and every student to access and nurture their own natural sense of flair and creativity. We also help them to know that how can they create new ideas, thoughts and also to execute them in real form. In addition to this a candidate is entrusted to undertake project work, extracurricular activities and on job training to build up confidence. The broad components covered under Professional Skill subject are as below:-

The broad professional skills covered as part of the skill training start with familiarization and identification of tools & sewing machine, sketches of female croquis and design using elements and principle of design in terms of dress. The trainees learn to draw texture and perform fabric rendering. Also develop motifs for various traditional embroideries and perform machine stitches to make different parts as per design. The content also covers different fabrics; designing through Corel draw and working on special effects are also part of the professional components in this part. The professional skill starts sketching different elements of garment. Develop different views of male & female croquis and develop designer wears based on draping techniques. Ensures quality and gets ideas about fashion merchandising and career prospect in the field. Finally, the trainees impart skill on designing fashion accessories as per latest trend.

The trainee also undergoes two weeks project work at the mid and end of the year which gives them more practical exposure and helps to build up confidence level.

5. LEARNING OUTCOME

Learning outcomes are a reflection of total competencies of a trainee and assessment will be carried out as per the assessment criteria.

5.1 LEARNING OUTCOMES (TRADE SPECIFIC)

1. Interpret and illustrate importance of Fashion designing following safety precautions.
2. Sketch fashion croquis of female and design garments with the help of elements using principles of design and colour scheme.
3. Drape, illustrate Fabric rendering and drawing texture.
4. Apply surface ornamentation with embroidery.
5. Apply basic Stitches, Seams and Edge finishes with operation on Sewing machine.
6. Identify different Fibres and Fabrics along with Weaves and Knits.
7. Create and Design Garments and Accessories in Corel Draw using tools and commands.
8. Create Bodice Block Set & Patterns and construct samples of Design Details.
9. Apply garment details in fashion illustration.
10. Illustrate Male and Female wear on Croquis and develop designer Wears based on draping Technique/ sketches as per fashion & style.
11. Analyse human anatomy with Eight Head theory and different types of body contour.
12. Ensure the Quality of production.
13. Analyse fashion merchandising, fashion scope and Career Prospect.
14. Create and Design Fashion accessories as per latest trend.