

General Information for Textile Design Technology

Name of Sector	Garment
Name of Module	Textile Design Technology
MES Code	GAR 806
Competency as per NCO Code	To create professionals with technical skill and knowledge to work in garment industry as Textile Designer, Production Executives, Quality Controllers or Assistant Merchandisers
Duration of Course	1040 Hrs
Entry Qualification of Trainee	12 th Pass
Unit Size	20
Power Norms	7 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"> • Practice discipline, hygiene, safety and • effective communication • Visit to a textile mill and a garment manufacturing unit • Detailed fabric analysis • Working on a table loom • Concept of Knitting • Handling different types of fabrics • Identification of common fabrics and flagging • Sample preparation of dyeing and printing methods • Visit to textile/fabric sourcing hub • Understanding elements and principles of design • Introduction to pencil shading and flat sketching • Nature drawing • Using different colouring media 	<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 Textile industry • Sequence of Textile Manufacture • Major Production Segments of Textile Supply Chain • Classification of Fabric Manufacture Techniques • Textile manufacturing process, Fabric appreciation and sourcing • Basic techniques, treatments and processes of textile finishing • Classification of dyes & their application • Methods and styles of printing • Concept of 2D & 3D forms

<ul style="list-style-type: none"> • Working on different colour schemes • Developing a fashion figure • 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 • Motif development and preparation of samples of Traditional Indian embroidery • Visit to various traditional centers for art • Portfolio presentation • Designing & illustrating lines for a fashion show • Identification of defects in fabrics & accessories • Identification of sewing and pattern defects, finishing and packing defects etc. 	<ul style="list-style-type: none"> • Concept of design conceptualization & Development • Concept of colour theory & colour dimensions • Introduction to traditional Indian textiles & embroideries • Importance of flat sketch and fashion illustration • History of fashion • Costumes in ancient civilization • Costumes of the bygone era- Indian & European • Profile and organizational set up of a Textile industry • Introduction to garment styles and identification of components and parts • Pre-production planning • Production systems and planning in the sewing room • Importance of quality and quality control
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<ul style="list-style-type: none">• Measurement checking as per spec sheets• Mock garment sampling, production and inspection• Familiarization with various quality documents and reports• Testing of fabric for colour fastness, light fastness, dimensional changes etc• Preparation of time and action plan• Merchandising calendar• Preparation of cost sheet	<ul style="list-style-type: none">• Measurement and quality principles• Fabric quality requirement and inspection• Concept of AQL and other garment inspection systems• Knowledge about infusing quality at all levels• Understanding the concepts of merchandising• Role and responsibilities of merchandiser• Introduction to fabric costing• Export documentation- Inco and payment terms
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TOOLS AND TRAINING EQUIPMENT FOR A BATCH OF 25 TRAINEES

S No.	Descripti	Quantity
1.	Digital contents for Communication Skills & Personality	
2.	Digital contents for Health & Hygiene	
3.	Scissor 10"	20
4.	Pressing Table	2
5.	Steam Press	2
6.	Pick Glass	20
7.	Material for Fabric Dyeing & Printing	
8.	Table Loom	5
9.	Swatch Library	
10.	Mannequins (Male & Female)	1 each
11.	Pattern Tables	4
12.	Dummy	10
13.	24" Scale	20
14.	Scissors (paper Cutting)	5
15.	Fabric	30 m each
16.	Cartridge sheets	200
17.	Steadlers (36 colour pencils)	1 each
18.	Poster colours (12 colours)	1 each
19.	Paint Brushes (assorted pack)	1 each
20.	Colour palette	1 each
21.	Dry Pastels	1 pack each
22.	Gateway sheets	40 sheets each
23.	Coal pencil	1 each
24.	Portfolio file	250
25.	Embroidery Threads (Assorted colours)	30
26.	Embroidery Frame	25
27.	Mirrors (for embroidery)	50
28.	Textile Testing Equipment	01each