DIPLOMA IN FASHION DESIGNING

Paper	Name of Paper	Subject Type	Total Marks	Min Marks
I	Introduction to Fashion Designing	Theory	100	40
II	Fashion Accessary	Theory	100	40
III	Garment Construction & Pattern	Theory	100	40
IV	Fashion Illustration	Theory	100	40
V	Pattern Making & Garment Construction	Theory	100	40
VI	Computer Aided Design	Practical	200	100
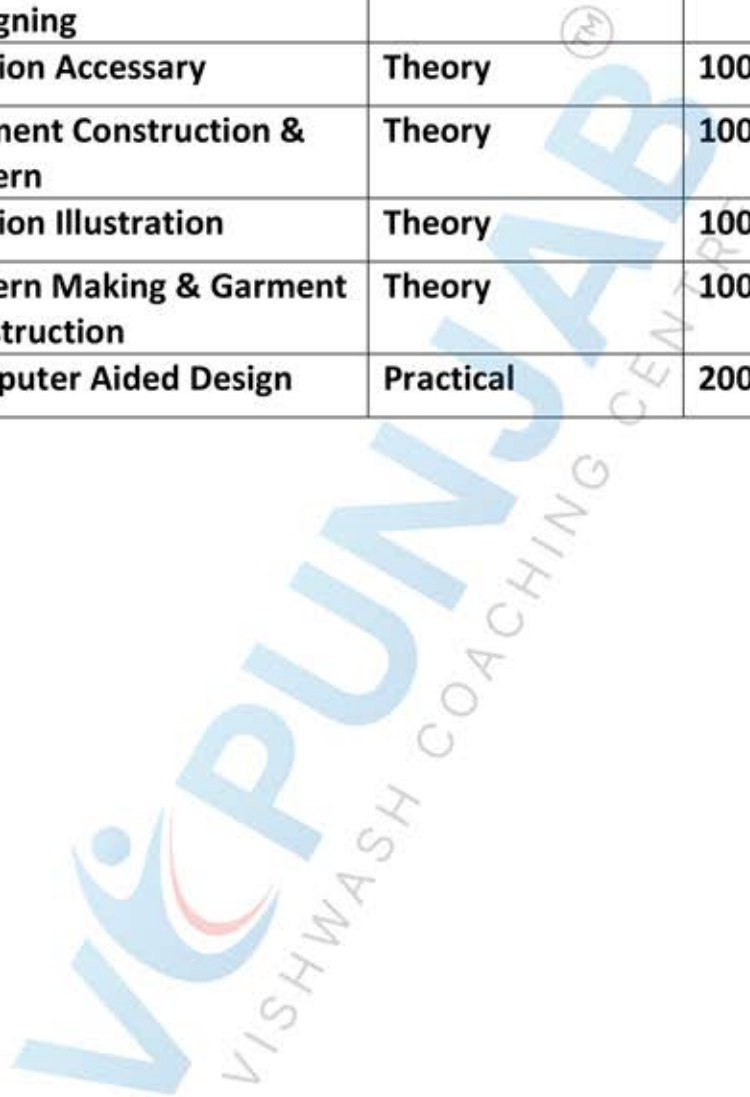
SECTION-A

INTRODUCTION TO FASHION DESIGNING

1. What is the introduction of fashion?
2. What are the basics of fashion designing?
3. What are the skills & qualities needed for a Fashion Designing?
4. Explain Fashion Designing as a career?

FASHION ACCESSORY

1. What is the difference between fashion & accessories?
2. Differentiate between traditional & modern fashion accessories?
3. What are the essential things needed for knowledge about fashion accessory?
4. What are the most common tools & equipment's used in creating in fashion accessories?

SECTION-B

GARMENT CONSTRUCTION & PATTERN

1. Why is pattern important in garment construction?
2. What are the types in garment construction?
3. What are the objectives of pattern making?
4. Why garment construction & pattern is important to each other?

FASHION ILLUSTARTION

1. What are fashion illustration called?
2. What are the basics of fashion illustration?
3. What is the purpose & need of a fashion illustration?
4. What are the changes in fashion trends traditional & modern era?

SECTION-C

PATTERN MAKING & GARMENT CONSTRUCTION

1. What is pattern?
2. What are the uses of pattern in garment construction?
3. What are the methods of pattern making?
4. What are the essential steps in pattern making? Explain them.

COMPUTER AIDED DESIGN

1. How many types of CAD are there?
2. What are the elements of CAD?
3. What are the applications of CAD?
4. Practical & Viva

ASSIGENMENTS
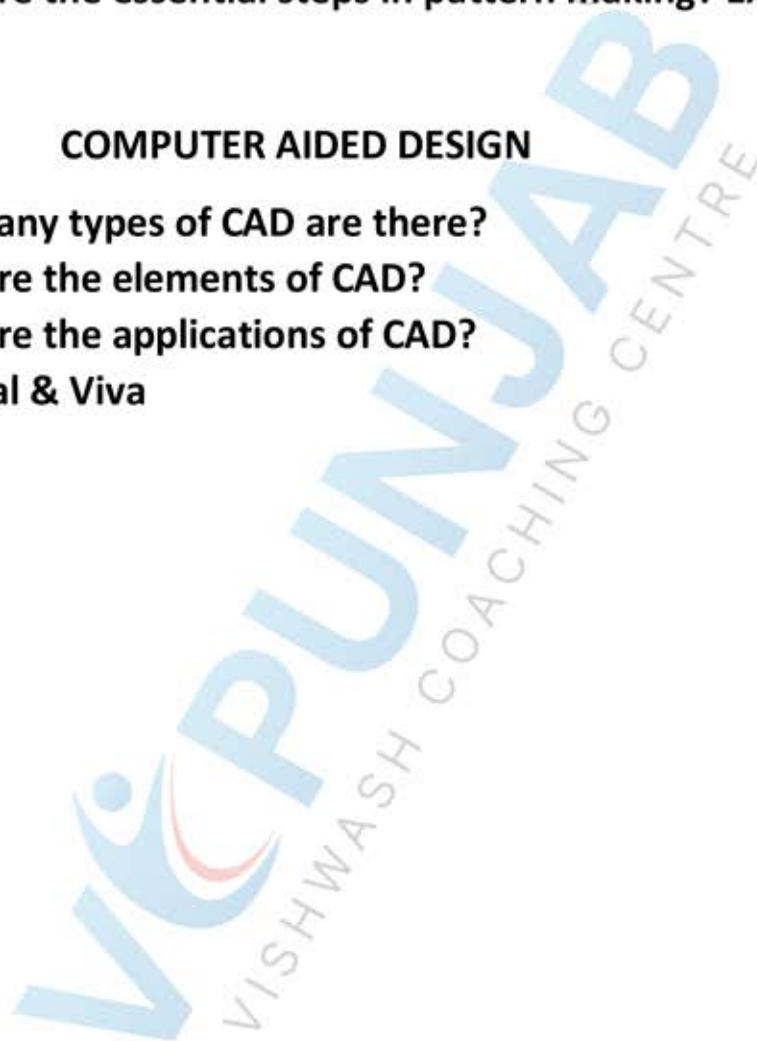
Q.1 MCQ's   (M.M-20)

1. The highest point on the bust is

a) gorge-point

b) pleat

c) dart

d) apex

2. One of the first that is done on Muslin at the time when the pattern is made

a) fullness

b) test-fit

c) final

d) finishing

3. The hem falls right above the ankles.

a) mini

b) floor

c) ballerina

d) street

4. The Computer communicates with the user via

a) CPU

b) CRT

c) Graphics

d) Display button

5. French word for a small shop with unusual clothing & atmosphere is

a) tailoring

b) atelien

c) boutique

d) pret-a-porter

6. French word for a designer workship is

a) couture

b) atelien

c) pret-aporter

d) taileur

7. A fashion the long lasts

a) classic

b) fad

c) trend

d) interrupted fashion

8. Certain manufactures avoid retailers altogether by mailing their own catalogues directly to the public, called

a) direct marketing

b) indirect promotion

c) marketing

d) promotion

9. The price paid by the retailer to the manufacturer for a garment is known as

a) cost price

b) market price

c) selling price

d) discount price

10. ....is the information given to the public regarding to the products, policies, personnel, activities or services.

a) publicity

b) editor

c) report

d) hangtag

Q.2 FILL IN THE BLANKS   (M.M-20)

1. …………………………invented fashion illustration.

2. …………………….is more than just clothing.

3. …………………….. &………… …...are also indicating of the social & marital status of women.

4. …………………….. French term for exclusive one-of-kind "high fashion "

5. ……………..refers to the amount of roominess in a garment.

6. …………………is the thicker fabric ribbing in the weave.

7. ………………is smooth, heavy & shin, long honored bridal fiber.

8. ………………is the general term referring to actual objects related to human body.

9. CIM means…………………………………………

10. Margin means……………………………..

Q.3 SHORT ANSWER TYPE QUESTIONS   (M.M-32)

1. What is fashion designing?

2. What are the things related to fashion accessory?

3. What is pattern in garment construction?

4. Define 'Serging'?

5. What are the materials used in fashion illustration?

6. What does fashion mean to you?

7. How many defects does a garment have?

8. What is pattern making?

Q.4 LONG ANSWER TYPE QUESTIONS (M.M-28)

1. Explain Fashion Lifestyle?

2. Differentiate between traditional illustrating styles & newer digital mediums?

3. Explain types of patterns?

4. Explain CAD?