



GUJARAT TECHNOLOGICAL UNIVERSITY

Program Name: Diploma Engineering

Level: Diploma

Branch: Computer Aided Costume Design & Dress Making

Subject Code : DI04051041

Subject Name : Apparel Design and Development

w. e. f. Academic Year:	2025-26
Semester:	4 th
Category of the Course:	Professional Core Courses

Prerequisite:	-
Rationale:	The apparel design and development process is the backbone of the fashion industry, transforming creative ideas into wearable art. It is both functional and creative. Fashion product development connects everything from the initial concept to the final piece on the rack. It covers design, prototyping, tech packs, sampling, manufacturing, and quality checks. Each step plays a role in making sure that the final product fits your vision and your customer's expectations. Understanding this intricate process is essential for anyone involved in fashion, from designers to consumers. The garment development process serves as the foundation of the fashion industry. It is a step-by-step process from research, designing to the presentation. Thus this course is important for fashion designing students.

Course Outcome:

After Completion of the Course, Student will able to:

No.	Course Outcomes	RBT Level
01	Create mood boards, colour board, Silhouette and Surface embellishments.	A
02	Create ideation sketches on fashion croquis, specification sheets and range development.	A
03	Develop paper pattern and test fit for garments.	A
04	Construct garments as per specifications given and with proper finishing.	A

*Revised Bloom's Taxonomy (RBT)

Teaching and Examination Scheme:

Teaching Scheme (in Hours)			Total Credits L+T+ (PR/2)	Assessment Pattern and Marks				Total Marks
L	T	PR		C	Theory		Tutorial / Practical	
			ESE(E)		PA(M)	PA(I)	ESE (V)	
0	0	6	3	00	00	20	30	50



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References/Suggested Learning Resources:

(a) Books:

1. The Ultimate Fashion Study Guide The Design Process Book, Victoria Hunter, Hunter Publishing Corp.; 1st edition-2007 ,ISBN-13 - 978-0979445323
2. Fashion Design: Process, Innovation and Practice, By Kathryn Mc Kelvey, Janine Munslow, Wiley; 2012, ISBN 13 - 978-0470655771
3. Fashion Thinking: Creative Approaches to the Design Process, Fiona Dieffenbacher, Fairchild Books; 2013,ISBN-13 - 978-1350082755
4. Managing the Design Process- Concept Development: An Essential Manual for the Working Designer, Terry Stone, Rockport Publishers: 2010,ISBN-13 - 978-1592536177
5. A Designer's Research Manual: Succeed in Design by Knowing Your Clients and What They Really Need(Design Field Guide), Jennifer Visocky O'Grady, Rockport Publishers:2009 ISBN-13-978-1592535576
6. The Design Process, Karl Aspelun, Fair child Book: 2010, ISBN-9781628920666

(b) Open-source software and website:

1. <https://www.pointsofmeasure.com/tutorials-education/the-design-process-in-9-simple-steps>
2. <https://fashioninsiders.co/toolkit/business-basics/fashion-design-process-part2/>
3. <https://www.fibre2fashion.com/industry-article/5723/the-design-process-in-fashion-product-development>
4. <https://www.slideshare.net/slideshow/fashion-design-process/66083601>
5. <https://www.scribd.com/document/466057811/Step-by-Step-Fashion-Design-Development-Process>
6. <https://techpacker.com/blog/design/the-ultimate-guide-to-product-development-in-fashion/>
7. https://cbseacademic.nic.in/web_material/publication/cbse/27FashionIndustry-XI.pdf
8. <https://ebooks.inflibnet.ac.in/hsp07/chapter/fashion-design-development/>
9. <https://jdinstitute.ac.in/the-process-of-design-thinking-revolutionizing-problem-solving->



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across-industries/

10. <https://open.umn.edu/opentextbooks/textbooks/adaptive-apparel-design>

11. <https://www.stylearcade.com/blog/what-is-a-range-plan-and-why-is-it-essential-in-fashion-merchandising>

Suggested Course Practical List: If any

Sr. No.	List of Practical	Hours
1	Choose a theme by taking inspiration from nature, culture, architecture, art social interests, market demand, common interests, emotions etc. (Before choosing a theme carry out intensive research on current fashion trends and fashion forecast to come up with ideas and form a clear concept to begin designing.)	10
2	Create a mood board (to converge ideas to form a theme or concept).	10
3	Create colour board and fabric/swatch board. Source appropriate fabric swatches from the market while mentioning the width, price and composition of the fabric	10
4	Create minimum 10-12 design ideation sketches/illustrations and complete with colour references and design details.	20
5	Short list a range of 3-5 ensembles and make specification drawings finished with fabric swatch references.	10
6	Select any 1 from the shortlisted range for further development and complete it with technical drawing, spec sheet and costing sheet.	12
7	Develop paper patterns for the selected garment through suitable pattern making technique.	04
8	Develop test fits garment in muslin cloth.	06
9	Construct finalized garment with appropriate finishes and embellishments.	08
Minimum Practical Hours		90

List of Laboratory/Learning Resources Required:

- Sewing Laboratory- Sewing machines, Mannequins

Suggested Project List:

1. Upcycle old garments into new designs.



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2. Creation of mood board: Design a dress on Indian festival theme/fashion shows/sportswear/traditional wear etc. suggest materials and paste sample fabric swatch on the sheet.
3. Pattern drafting: Draft a pattern for conceptual garments on brown paper or newspaper for any fashion event.
4. PowerPoint presentation: Make PowerPoint presentations on various designers portfolio, their signature styles etc.
5. Design Silhouette: Design various silhouettes for traditional wear/fashion garment and suggest appropriate surface embellishment.
6. Power Point presentation: Make Power Point presentation on different types of men's and
7. Women's fashion garments.
8. Develop matching accessories in align with your prepared fashion garment.
9. Prepare digital designs of fashion garment: Prepare any five digital designs of fashion garment using design software.

Suggested Activities for Students: If any

1. PowerPoint presentation or Course/topic-based seminars
2. Internet based assignments
3. Teacher guided self-learning activities
4. Course/library/internet/lab based mini-projects etc.

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