



FASHION DESIGNING

Competency Standard

National Vocational
Certificate Level 3

Version 1 - August 2015

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Competency Module A: Create Surface Design

Overview: This competency standard identifies the competencies required to create surface pattern designs for the fabric used in fashion production. You will be expected to conduct research to select a theme, perform research on a selected theme, develop surface design according to elements and principles of design and perform surface pattern repeat.

Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
A1 – Conduct research to select a theme	<p><i>Trainee will be able to:</i></p> <p>P1. Perform brainstorming through mind mapping</p> <p>P2. Carry out research using different research sources</p> <ul style="list-style-type: none"> ○ Primary research ○ Secondary research <p>P3. Create research board on the selected theme</p> <p>P4. Create mood board with reference to research board</p> <p>P5. Create color board on the basis of selected theme</p>	<p><i>Trainee must know and understand</i></p> <p>K1. The process of brainstorming for the selection of theme.</p> <p>K2. Cultural and market, seasonal trends</p> <p>K3. Difference between primary and secondary research</p> <p>K4. Concept of research board</p> <p>K5. Concept of mood board</p> <p>K6. Importance of color board</p>	<p>Non-Consumables:</p> <p>Internet, computer, multimedia</p> <p>Consumables:</p> <p>Sketch book, pencil, eraser, magazines, sharpener, colour media, glue.</p>
A2. Develop Surface Designs according to elements and	<p><i>Trainee will be able to</i></p> <p>P1. Create motif design with reference to research following elements and principles of</p>	<p><i>Trainee must know and understand:</i></p> <p>K1 Elements and principles of design</p> <p>K2 Process of design development</p>	<p>Non-Consumables:</p> <p>color palette, paint brushes, water container ,</p>

Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
principles of design	<p>design</p> <p>P2. Develop designs from the theme research</p> <p>P3. Demonstrate the use of color theory</p>	K3 Importance of color theory	<p>scale, compass,</p> <p>Consumables:</p> <p>Sketch book, poster paints, water colour pencils, pencil eraser, sharpener, note book.</p>
A3. Perform Surface Pattern Repeats	<p><i>Trainee will be able to:</i></p> <p>P1. Demonstrate different types of surface pattern repeats</p> <p>P2 Render surface repeat using different media</p>	<p><i>Trainee must know and understand:</i></p> <p>K1 Different types of surface pattern repeats</p> <p>K2 Various media used for rendering</p>	<p>Non-Consumables:</p> <p>paint brushes, water container, sharpener, scale, colour palette</p> <p>Consumables:</p> <p>Sketch book, butter paper, poster paints, water color pencils, pencil, eraser.</p>

Overview: This competency standard identifies the competencies required to draw fashion illustration and technical drawings. You will be expected to Draw basic fashion sketch, draw fashion illustrations with different garment components.

Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
<p>B1 Draw basic fashion sketch</p>	<p><i>Trainee will be able to:</i></p> <p>P1. Explain basic figure types</p> <p>P2. Draw body structure according to proportion</p> <p>P3. Draw basic croqui</p>	<p><i>Trainee must know and understand:</i></p> <p>K1. Basic figure types i.e. tall & thin, tall & heavy, short & thin, short & heavy, top heavy, hip heavy, average</p> <p>K2. Basic human body proportions; nine head figure (basic & with musculature)</p> <p>K3. Drawing of different body part i.e. hair styles, hands, feet</p> <p>K4. Concept of croqui in fashion design</p>	<p>Non-Consumables:</p> <p>Sharpener, colour palette, set square.</p> <p>Consumables:</p> <p>Sketch book, pencil, eraser, poster paints, water pencils</p>
<p>B2 Draw Fashion Illustrations with different garment components</p>	<p><i>Trainee will be able to:</i></p> <p>P1. Illustrate different types of garment components e.g. necklines, collars, sleeves, skirts etc. and their variations.</p> <p>P2. Draw croquis in different poses</p> <p>P3. Illustrate croquis with different garment designs</p>	<p><i>Trainee must know and understand:</i></p> <p>K1. Different types of necklines, collars, sleeves, skirts and their variations.</p> <p>K2. Technical details of croqui drawing in different poses</p> <p>K3. Illustration of garment design</p>	<p>Non-Consumables:</p> <p>Drawing boards</p> <p>Thumb pins</p> <p>Paint Brushes</p> <p>Computer with internet</p> <p>Print media</p>

Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
	P4. Make technical drawings of designed garments	K4. material board of design K5. technical drawing of the garment	Consumables: Drawing sheets Drawing pencils Eraser, poster paints, Water colour pencils

Competency Module C. Perform Surface Ornamentation Techniques

Overview: This competency standard identifies the competencies to perform different types of surface ornamentation techniques. You will be expected to perform fashion dyeing, perform fabric painting, perform block printing, perform screen printing and apply basic embellishment techniques.

Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
C1. Perform fabric dyeing	<p><i>Trainee will be able to:</i></p> <p>P1. Use different types of fabrics for dyeing</p> <p>P2. Prepare dye solution with proper ratio of color</p> <p>P3. Prepare fabric for dyeing applying different techniques and washing</p> <p>P4. Demonstrate different types of fabric dyeing techniques</p>	<p><i>Trainee must know and understand:</i></p> <p>K1. Types of fabrics used for dyeing</p> <p>K2. Different type of dyes used for fabric dyeing</p> <p>K3. The process of preparing the dye</p> <p>K4. Process of preparing the fabric</p> <p>K5. Techniques of dyeing the fabric</p> <p>K6. Procedure of dyeing the fabric according to specific technique</p>	<p>Non-Consumables: wooden stick, stove, containers, fabric scissor, iron</p> <p>Consumables: Fabric, fabric dyes, tying thread, salt, phenyl.</p>
C2. Perform Fabric Painting	<p><i>Trainee will be able to:</i></p> <p>P1. Demonstrate different techniques used for fabric painting</p> <p>P2. Use different types of paints for fabric painting</p>	<p><i>Trainee must know and understand:</i></p> <p>K1. Different types of paints used for fabric painting</p> <p>K2. Different types of fabrics that can be used for fabric painting.</p> <p>K3. Types of paints and other material used for fabric painting</p> <p>K4. Method of tracing the design on fabric (light table, punching method)</p>	<p>Non-Consumables: brushes, palette, water container, sharpener, common pin/ punching tool, piece of sponge, light</p> <p>Consumables: Fabric, fabric paints, salt, gutta, tracing paper,</p>

Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
		K5. Process of fabric painting	pencil, eraser, kerosene oil, chalk/ black polish/ neel
C3 Perform Block Printing	<p><i>Trainee will be able to:</i></p> <p>P1. Prepare the dye for block printing.</p> <p>P2. Demonstrate block printing technique.</p>	<p><i>Trainee must know and understand:</i></p> <p>K1. Process of preparing dyes for block printing.</p> <p>K2. Process of block printing.</p>	<p>Non-Consumables:</p> <p>Wooden blocks, colour containers, printing table</p> <p>Consumables:</p> <p>pigments, fabric, jute, common pins, news paper, plastic sheets</p>
C4. Perform Screen Printing	<p><i>Trainee will be able to:</i></p> <p>P1. Select appropriate tools and materials for screen printing</p> <p>P2. Prepare pigment for screen printing</p> <p>P3. Prepare the fabric for screen printing</p> <p>P4. Perform screen printing</p> <p>P5. Fix the color on fabric after printing</p>	<p><i>Trainee must know and understand:</i></p> <p>K1. Tools, equipment and materials used for screen printing</p> <p>K2. Types of dyes and pigments used for screen printing</p> <p>K3. Process of preparing screen printing</p> <p>K4. Process of screen printing</p> <p>K5. Process of color fixing after</p>	<p>Non-Consumables:</p> <p>Screen, squeegee, iron, screen printing table</p> <p>Consumables:</p> <p>Screen printing pigment, fabric</p>

Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
		printing	
C5. Apply Basic Embellishment techniques	<p><i>Trainee will be able to:</i></p> <p>P1. Perform basic hand embroidery techniques</p> <p>P2. Demonstrate the use of different materials for embellishment</p>	<p><i>Trainee must know and understand</i></p> <p>K1. Different types of embroidery</p> <p>K2. Types of material for embellishment</p> <p>K3. Types of surface in embellishment</p>	<p>Non-Consumables:</p> <p>Embroidery frames, embroidery needles.</p> <p>Consumables:</p> <p>Fabric, embroidery thread, tracing sheets, embellishment materials</p>

Competency Module D: Make basic blocks and Patterns

Overview: This Competency Standard identifies the competencies required to make basic block and pattern by fashion designer. You will be expected to take full body measurements, construct basic block of medium size, create pattern using basic block.

Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
D1 Take full body measurement	<p><i>Trainee will be able to:</i></p> <p>P1. Take full body measurement horizontally and vertically</p> <p>P2. Make measurement chart according to the measurements taken.</p>	<p><i>Trainee must know and understand:</i></p> <p>K1. Full body measurement i.e. shoulder, bust, waist, hip, arm length, neck, calves, thigh.</p> <p>K2. Measurement chart</p>	<p>Non- consumables</p> <p>Measuring tape, note book, scale.</p> <p>Consumables</p> <p>Pencil, eraser</p>
D2. Construct basic blocks	<p><i>Trainee will be able to:</i></p> <p>P1. Create basic blocks according to standard measurement</p> <p>P2. Trace accurately the basic block on pattern sheet</p> <p>P3. Label all the basic information on the block according to international standards</p>	<p><i>Trainee must know and understand:</i></p> <p>K1. Usage of tools and equipment for measurement and drafting</p> <p>K2. Drafting and labelling of basic bodice blocks according to international standards:</p> <ul style="list-style-type: none"> • Waist • Bust • Shoulder line • Center front • Center back • Size <p>K3. drafting and labelling of sleeve block according to international standard:</p> <ul style="list-style-type: none"> • Grain line • Shoulder line • Bicep line • Elbow line • Wrist line <ul style="list-style-type: none"> • Front 	<p>Non- consumables</p> <p>Measuring tape, japanese scale, French curve, set square, tracing wheel, clutch pencil, paper scissors, paper cutter, cutting matt</p> <p>Consumables</p> <p>Pattern sheets, pencil/pen, bleach board, clutch pencil leads, paper cutter blades, tracing paper, stationary items, masking tape, felt tip pen</p>

Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
		<ul style="list-style-type: none"> • Back • Drafting and labelling of basic trouser block according to international standard: <ul style="list-style-type: none"> • Waist • Hip line • Knee line • Center front/grain line • Center back/grain line • Waist dart • Ankle line • Crotch line • Inseam • Drafting and labelling of basic skirt block according to international standard: <ul style="list-style-type: none"> • Waist • Hip line • Knee line • Center front/grain line • Center back/grain line • Waist dart 	
D3. Create Pattern using Basic Block	<p><i>Trainee will be able to:</i></p> <p>P1. Trace block on pattern sheet</p> <p>P2. Draw pattern according to garment design requirements and specified measurements</p>	<p><i>Trainee must know and understand:</i></p> <p>K1. Tracing of the blocks accurately</p> <p>K2. Drafting and labelling of basic top using basic bodice block.</p> <p>K3. Concept of ease and seam</p>	<p>Non- consumables</p> <p>Measuring tape, japenese scale, French curve, set square, tracing wheel, clutch pencil, paper scissors, paper cutter,</p>

Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
	<p>P3. Complete final pattern which includes ease, seams and allowance for fabric behaviour including consistency, shrinkage capacity and elasticity</p>	<p>allowances</p> <p>K4. Drafting different types of necklines i.e. round (with placket & without placket), V neckline, square neckline, sweetheart neckline</p> <p>K5. Labelling the neckline pattern including:</p> <ul style="list-style-type: none"> • Grain line • Center back line • Shoulder notch • Placket <p>K6. Drafting and labelling different types of sleeves i.e. set-in sleeve, raglan, French cuff:</p> <ul style="list-style-type: none"> • Grain line • Bicep line • Elbow line • Wrist • Front • Back • Seam allowances <p>K7. Drafting and labelling of trouser pattern:</p> <ul style="list-style-type: none"> • Waist line • Hip line • Knee line • Center front/grain line • Center back/grain line • Waist dart 	<p>cutting mat</p> <p>Consumables</p> <p>Pattern sheets, pencil/pen, bleach board, clutch pencil leads, paper cutter blades, tracing paper, stationary items, masking tape, felt tip pen</p>

Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
		<ul style="list-style-type: none"> • Ankle line • Crotch line • Inseam • Seam allowances <p>K8. Drafting and labelling skirt pattern (circular, box pleated)</p> <ul style="list-style-type: none"> • Waist • Hip line • Knee line • Center front/grain line • Center back/grain line • Waist dart <p>K10. Drafting and labelling pattern for kurta</p> <p>K11. Drafting and labelling pattern for shalwar</p>	

Competency Module E: Perform Pattern Cutting and Garment Stitching

Overview: This Competency Standard identifies the competencies required to perform pattern cutting and garment stitching. You will be expected to perform stitching of different garments, including top stitching, skirt stitching, trouser stitching, kurta & shalwar stitching, sleeves stitching and neckline stitching. Your underpinning knowledge regarding tools, equipment, processes and procedures involved in stitching of a garment will be sufficient to provide you the basis for your work.

Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
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Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
E1 Use equipment and machinery properly	<p><i>Trainee will be able to:</i></p> <p>P1. Explain different parts of sewing machine and their uses</p> <p>P2. Explain parts and use of over lock machine</p> <p>P3. Use steam iron properly</p> <p>P4. Maintain equipment and machinery in use</p> <p>P5. Practice seams on straight and curved lines</p>	<p><i>Trainee must know and understand:</i></p> <p>K1. Basic parts of sewing machine and their use.</p> <p>K2. Basic parts of over lock machine and its use.</p> <p>K3. Method of using steam iron</p> <p>K4. Maintenance of equipment and machinery</p> <p>K5. Exercise of different types of seams e.g. on straight line, curved line, zig zag etc.</p>	<p>Non-Consumables:</p> <p>Industrial lock stitch machine, over lock machine, steam iron, bobbin, bobbin case.</p> <p>Consumables:</p> <p>Thread, fabric, note book, pen/ pencil, sewing machine oil</p>
E2 Perform fabric cutting as per pattern	<p><i>Trainee will be able to:</i></p> <p>P1. Mark pattern lines and allowances on fabric, placing the pattern over it</p> <p>P2. Cut the fabric according to the marked lines</p> <p>P3. Use the cutting tools safely</p>	<p><i>Trainee must know and understand:</i></p> <p>K1. Usage of tools and equipment for fabric cutting</p> <p>K2. Concept of grain line</p> <p>K3. Process of marking and cutting the pattern on fabric, considering wastage</p> <p>K4. Health and safety rules to use cutting tools safely.</p>	<p>Non-Consumables:</p> <p>Cutting table, fabric scissors, Fabric Cutter, common pins, measuring tape, measuring scale, steam iron, tracing wheel</p> <p>Consumables:</p> <p>Tailoring chinks, fabric</p>

Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
<p>E3 Stitch garment components as per pattern</p>	<p><i>Trainee will be able to:</i></p> <p>P1. Assemble all the cut pieces of fabric as per labelling by over locking them</p> <p>P2. Stitch all assembled pieces following the marked lines</p> <p>P3. Handle tools and equipment safely</p>	<p><i>Trainee must know and understand:</i></p> <p>K1. Usage of different tools and equipment for stitching i.e. sewing machine, over lock machine, steam iron</p> <p>K2. Setting of stitching equipment</p> <p>K3. Procedure of stitching the necklines (round, V, square, sweetheart) according to the assembled fabric pieces</p> <p>K4. Procedure of stitching sleeves according to the assembled fabric pieces</p> <p>K5. Procedure of stitching a basic top according to the assembled fabric pieces</p> <p>K6. Procedure of stitching a trouser according to the assembled fabric pieces</p> <p>K7. Procedure of stitching skirt (circular, box pleated) according to the assembled fabric pieces</p>	<p>Non-Consumables:</p> <p>Clipper, steam iron, Industrial flat lock machine, over lock machine, bobbin, bobbin case</p> <p>Consumables:</p> <p>Fabric, sewing thread, tailoring chalk</p>

Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
		<p data-bbox="995 347 1360 444">K8. Procedure of stitching a shalwar according to the fabric assembled pieces</p> <p data-bbox="995 516 1432 613">K9. Procedure of stitching a kurta according to the fabric assembled pieces</p> <p data-bbox="995 685 1432 782">K10. Health and safety rules to use tools and equipment safely.</p>	

Competency Module F: Perform Garment Finishing

Overview : This Competency Standard identifies the competencies required to perform garment finishing by fashion designer. You will be expected to perform different steps in finishing of a garment, including verifying measurements, checking stitching quality, finalizing and packaging the garment.

Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
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Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
<p>F1 Verify measurements according to pattern</p>	<p><i>Trainee will be able to:</i></p> <p>P1. Compare the stitched garment with pattern measurements</p> <p>P2. Make amendments, if required</p> <p>P3. Recheck the garment after amendments, as per pattern</p>	<p><i>Trainee must know and understand:</i></p> <p>K1. Tools and equipment use for measurement</p> <p>K2. Process of comparing garment measurements with pattern</p> <p>K3. Process of making amendments</p>	<p>Non-Consumables: Measuring tape, sewing machine, clipper, seam ripper, fabric scissors, machine needles, bobbin and bobbin case</p> <p>Consumables Tailoring chinks, thread, machine oil</p>

Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
F2 Check Stitching quality	<p><i>Trainee will be able to:</i></p> <p>P1. Remove unwanted threads from final garment</p> <p>P2. Verify the following areas:</p> <ul style="list-style-type: none"> • Stitch count • Thread breakage • Thread over lapping • Stains and fabric tempering • Puckering • Stitching alignment • Over locking • Button attachments • Label attachments • Button holes etc. <p>P3. Mark the defects according to findings and make corrections</p>	<p><i>Trainee must know and understand:</i></p> <p>K1. Stitching quality standards on the basis of:</p> <ul style="list-style-type: none"> • Stitch count • Thread breakage • Thread over lapping • Stains and fabric tempering • Puckering • Stitching alignment • Button attachments • Label attachments • Button holes <p>K2. Process of marking defects and making corrections</p>	<p>Non-Consumables: clipper, ruler, measuring tape</p> <p>Consumables: Marking chalk, marking stickers, paper tape, marker, percolon oil.</p>
F3 Perform Packaging of finished garment	<p><i>Trainee will be able to:</i></p> <p>P1. Use different types of packaging material</p> <p>P2. Place hang/ price tags on the garment individually</p> <p>P3. Iron the final garment according to the industrial standards</p> <p>P4. Perform the folding of garment</p>	<p><i>Trainee must know and understand:</i></p> <p>K1. the material used for packaging the garment</p> <p>K2. Describe the types of tags for garments e.g:</p> <ul style="list-style-type: none"> • Brand tag • Size tag • Care tag • Fit tag 	<p>Non-consumables Tag gun, packing table</p> <p>Consumables Tags, stickers, tape, tag bullets, packing bags, common pins, collar pins, collar strip, butter papers, card sheets, clips, cartons, masking tape, barcodes</p>

Competency Unit	Performance Criteria	Knowledge and Understanding	Tools and Equipment
	<p>as per style requirement</p> <p>P5. Perform packaging of final garment as per requirement</p>	<p>K3. Describe the standard placement of tags on the garment</p> <p>K4. Describe the process of folding and packaging of the garment according to its style</p> <p>K5. Describe the process of packaging</p>	

List of Tools/Equipment

- Sketch books
- Stationary items (paper, pencil/pen)
- Paint Brushes
- Colouring medium
- Computer with internet
- Print media
- Colour palette
- Water container
- compass
- Drafting pencils
- Scale
- set square
- Measuring Tape
- Measuring scale
- Japanese scale
- French curve
- tracing wheel
- clutch pencil
- paper scissors
- paper cutter
- cutting matt

- Pattern sheets
- bleach board
- clutch pencil leads
- paper cutter blades
- tracing paper
- masking tape
- felt tip pen
- Cutting table,
- fabric scissors
- Fabric Cutter,
- common pins
- measuring scale,
- steam iron
- Tailoring chalks,
- fabric
- Sewing machine
- Overlock machine
- Steam iron table
- machine needles
- hand sewing needles

- Seam ripper,
- Clipper
- Bobbin and bobbin case,
- Machine oil

- Thread,
- Fusing
- Ruler
- Stain removing gun
- Percolone oil (for removing stains)
- Tag gun
- Packing table
- Tags
- Stickers
- Tag bullets
- Packing bags
- tracing papers
- Health and safety manual
- Safety shoes,
- Fire extinguisher,
- Smoke alarm,
- First aid box,
- Tool box/bins

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