LEATHER PRODUCTS DEVELOPMENT TECHNICIAN

© TVET SSP

LEARNER GUIDE
National Vocational Certificate Level 3

Version 1 - October, 2019

LEATHER PRODUCTS DEVELOPMENT TECHNICIAN

© TVET SSP

LEARNER GUIDE

National Vocational Certificate Level 3

Version 1 - October, 2019

Contents

Introduction

Welcome to your Learner's Guide for the *Pattern Maker* Programme. It will help you to complete the programme and to go on to complete further study or go straight into employment.

The *Pattern Maker* programme is to engage young people with a programme of development that will provide them with the knowledge, skills and understanding to start this career in Pakistan. The programme has been developed to address specific issues, such as the national, regional and local cultures, the manpower availability within the country, and meeting and exceeding the needs and expectations of their customers.

The main elements of your learner's guide are:

- **Introduction:**
  - This includes a brief description of your guide and guidelines for you to use it effectively
- **Modules:**
  - The modules form the sections in your learner's guide
- **Learning Units:**
  - Learning Units are the main sections within each module
- **Learning outcomes**:
  - Learning outcomes of each learning units are taken from the curriculum document
- **Learning Elements:**
  - This is the main content of your learner's guide with detail of the knowledge and skills (practical activities, projects, assignments, practices etc.) you will require to achieve learning outcomes stated in the curriculum
  - This section will include examples, photographs and illustrations relating to each learning outcome
- **Summary of modules**:
  - This contains the summary of the modules that make up your learner's guide
- **Frequently asked questions**:
  - These have been added to provide further explanation and clarity on some of the difficult concepts and areas. This further helps you in preparing for your assessment.
- **Multiple choice questions for self-test**:
  - These are provided as an exercise at the end of your learner's guide to help you in preparing for your assessment.

LEATHER PRODUCTS DEVELOPMENT TECHNICIAN

© TVET SSP

Module-8

LEARNER GUIDE

National Vocational Certificate Level 3

Version 1 - October, 2019

Modules

Module 8: Construct Pattern for Leather Products

Objective of the module: The aim of this module is to enable the students to perform complete pattern construction working steps, including pattern industrialization and pattern grading for different leather products.

Duration: 220 Hours   Theory: 44 Hours   Practical: 176 Hours

Learning Unit	Learning Outcomes	Learning Elements	Materials Required
LU1: Construct Base pattern	**The student will be able to:** Prepare the workstation for work operation (put up the requested items and documents) Perceive the product information (sketch, measurement chart) Draft block for various patterns considering required measurements on pattern sheet Mark all the necessary points on the block as per product requirement covering all required clearances Draft the required shape of the product for base pattern Draw dart points and dart according to product fitting requirement Control the drawn pattern according to the measurement chart and control the matching	Recall following concepts which are necessary for Pattern Making; • Measuring units e.g. mm, cm, inches etc. • Understanding technical sheets, samples, sketches etc. (Tech Pack) • Sizing systems used in leather sector e.g. European, UK, USA • Construction of various leather garments and gloves • Seam allowances used for different types of materials, styles and machines Pattern making process; including stages and types of patterns. Various tools and equipment used in the pattern making and their usage. Drawing different lines, curves, angles and different types of shapes used in pattern making and their application Application of dart, points and notches and dart transfer according to the product Human body proportions e.g. head line, shoulder line, chest line, waist line, hip line, thigh line, calf line, bottom line etc. Method of calculating and constructing a base pattern	Practice templates for lines, angles, and shapes Cutting Mat, Pattern shapers Measuring tape Different measuring scales Curve set (French Curve, Pant curve, Flexible Curve) Set square Scissors Knife Hole Punch Hanger Pattern Table / Stand Tape Dispenser Korean Scale Tracing wheel Punch machine Notches

Learning Unit	Learning Outcomes	Learning Elements	Materials Required
	of the pattern pieces Cut the drafted base pattern	using the product technical information, samples or sketches. Cutting technique and tools used in pattern making e.g. cutting with scissors, hand paper knife etc.	Dummies Leather garment and glove samples, technical files, sketches Learners' guide for Leather Products Development Technician Level-2 (Stitcher)
LU2: Construct Design pattern	**The student will be able to:** Trace the base pattern on the pattern sheet Add the design according to product requirement on the base pattern (modify the block pattern according to the design) Control the drawn design pattern according to the design and control the matching of the pattern pieces Cut the design pattern	Commonly used elements in the design pattern. Dart manipulation techniques Label and accessories placement in design pattern Placement techniques according to the actual design using technical file, sketches or samples	Cutting Mat, Pattern shapers Measuring tape Different measuring scales Curve set (French Curve, Pant curve, Flexible Curve) Set square Scissors Knife Hole Punch Hanger Pattern Stand Tape Dispenser Korean Scale Tracing wheel Punch machine Notches Dummies Leather garment and glove samples, technical files,

Learning Unit	Learning Outcomes	Learning Elements	Materials Required
			sketches
LU3: Construct Cutting Pattern	**The student will be able to:** Trace the design pattern on pattern sheet Create the cutting pattern by adding seam allowances to the design pattern Add grain line, notches and marks for sewing process Add nomenclature to identify the cutting pattern pieces Cut the cutting pattern	Recall following concepts learnt in previous modules; - Various types of seams used in leather garment and glove stitching e.g. overlock seam, safety overlock seam, lock stitch seam, piping seam etc. - Seam allowances used for various types of materials, products and seams - Line of tightness and stretchiness, matching of leather and direction of panels of the pattern - Understanding of product/article names, sizes, cutting quantities and panel names	Cutting Mat, Pattern shapers Measuring tape Different measuring scales Curve set (French Curve, Pant curve, Flexible Curve) Set square Scissors Knife Hole Punch Hanger Pattern Table / Stand Tape Dispenser Korean Scale Tracing wheel Punch machine Notches Dummies Leather garment and glove samples, technical files, sketches
LU4: Construct Lining Pattern	**The student will be able to:** Trace the base pattern on pattern sheet Create the lining pattern by	Purpose of lining and various lining materials used in leather garments and gloves. Purpose and method of constructing a lining pattern. Difference between base and lining pattern	Cutting Mat, Pattern shapers Measuring tape Different measuring scales

Learning Unit	Learning Outcomes	Learning Elements	Materials Required
	adding seam allowances and designs to the base pattern Control the drawn pattern according to the measurement chart and control the matching of the pattern pieces Add grain line, notches and marks for sewing process Add nomenclature to identify the cutting pattern pieces Cut the lining pattern	Seam allowance used in various types of lining material Labels and accessories used in lining and their placement in lining pattern Direction of panels of the pattern in lining	Curve set (French Curve, Pant curve, Flexible Curve) Set square Scissors Knife Hole Punch Hanger Pattern Table / Stand Tape Dispenser Korean Scale Tracing wheel Punch machine Notches Dummies Leather garment and glove samples, technical files, sketches
LU5: Construct Fusing pattern	**The student will be able to:** Trace the cutting pattern on pattern sheet Draw the fusing pattern according to product requirement Control the drawn pattern according to the measurement chart and control the matching of the pattern pieces Cut the fusing pattern	Various Interface materials (fusing) used in leather products Product components that require fusing Application of interface material (fusing) according to the products Various fusing patterns (e.g. under collar, under cuff, Flap, bone pocket etc.) Direction of panels of the pattern in fusing.	Cutting Mat, Pattern shapers Measuring tape Different measuring scales Curve set (French Curve, Pant curve, Flexible Curve) Set square Scissors Knife Hole Punch

Learning Unit	Learning Outcomes	Learning Elements	Materials Required
			Hanger Pattern Table / Stand Tape Dispenser Korean Scale Tracing wheel Punch machine Notches Dummies Leather garment and glove samples, technical files, sketches
LU6: Perform pattern grading	**The student will be able to:** Trace base or design pattern on pattern sheet Mark grading points as per measurement of required pattern Trace the pattern as per grading points Control the graded pattern according to the measurement chart and control the matching of the pattern pieces Add nomenclature to identify the cutting pattern pieces Cut the graded pattern	Grading types e.g. Machine Grading, Manual Grading & Computerized Grading Grading techniques e.g. standard grading, restriction grading, Coordinated grading (break size grading), Sizing system for grading e.g. UK, European and USA Housekeeping of pattern e.g. proper marking, binding, labelling, hanging etc.	Cutting Mat Pattern shapers Measuring tape Different measuring scales Curve set (French Curve, Pant curve, Flexible Curve) Set square Scissors Knife Hole Punch Hanger Pattern Table / Stand Tape Dispenser Korean Scale Tracing wheel Punch machine

Learning Unit	Learning Outcomes	Learning Elements	Materials Required
			Notches
			Dummies
			Leather garment and glove samples, technical files, sketches

Examples and illustrations

VIDEOS:

LU-1 Construct Base pattern	
	How to Take Body Measurements https://youtu.be/SrkFchHsy2Y
	How to make base pattern https://www.youtube.com/watch?v=bcWII_uH5uc
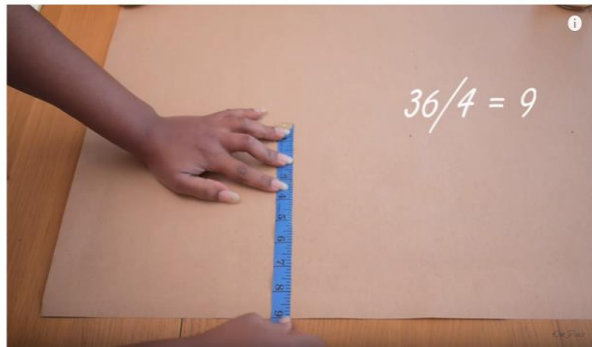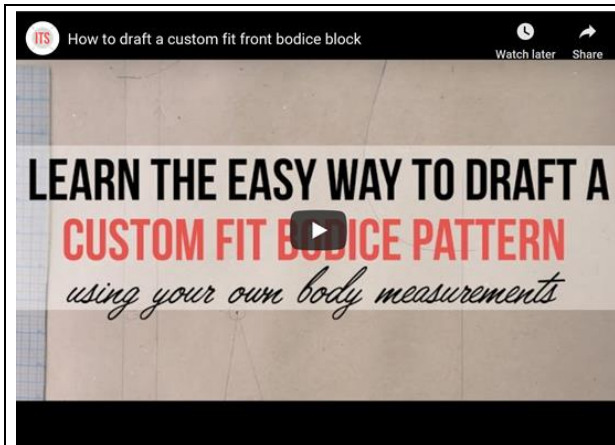
	How to draft a custom fit bodice block. https://youtu.be/KDQlxt1n6Jk
	How to make basic bodice (includes written instructions) https://sewing.wonderhowto.com/how-to/draft-basic-bodice-pattern-0120717/

	Draft a Basic Pant Pattern (includes written instructions) https://sewing.wonderhowto.com/how-to/draft-basic-pant-pattern-0126850/
	How to draft a basic sleeve (includes written instructions) https://sewing.wonderhowto.com/how-to/draft-sleeve-pattern-0159101/

	How to draft a basic skirt pattern (includes written instructions) https://sewing.wonderhowto.com/how-to/make-basic-skirt-pattern-0123021/
LU2: Construct Design pattern	
	DIY | Blazer Measurements formula and Cutting method | [DETAILED] for Pattern making for Blazer https://www.youtube.com/watch?v=k8EVOxJ4Jao
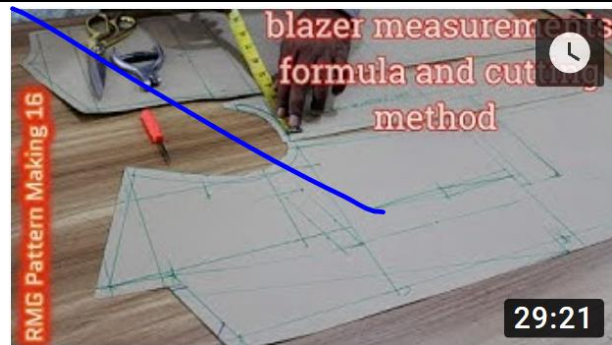
LU3: Construct Cutting pattern	
	https://www.youtube.com/watch?v=OFw7qhtJ0B4 Pattern Drafting for Beginners - Adding Seam Allowances • Elewa
	https://www.youtube.com/watch?v=DcHGf8a1CyM [DETAILED] HOW TO: MAKE BASIC SLEEVE PATTERN | KIM DAVE

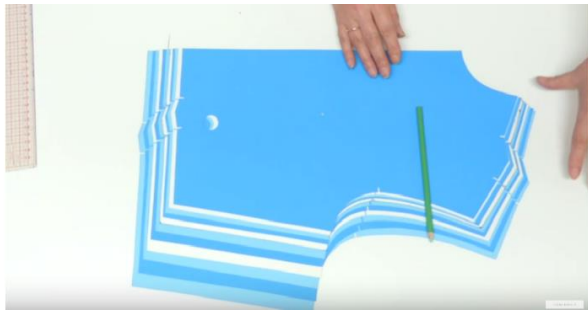|	Cut out perfect men's trousers patterns (includes written instructions)
	https://sewing.wonderhowto.com/how-to/cut-out-perfect-mens-trousers-patterns-415462/
LU4: Construct Lining Pattern	
	[DETAILED] BOMBER JACKET PATTERN TUTORIAL | KIM DAVE https://www.youtube.com/watch?v=ew7L21wpJ8k

LU5: Construct Fusing pattern	
	https://www.youtube.com/watch?v=YhNedQ4M_3M Round collar pattern making
LU6: Perform pattern grading	
	How to Grade Pattern https://www.youtube.com/watch?v=3cPh_bKt1Lw

LU-1 Construct Base pattern
Technical Package

Tech. pack (also known as a technical pack) is a comprehensive set of illustrations and documents containing every detail needed to produce a garment. It serves as the blueprint of the design. It enables the designer to communicate with the garment maker so they are able to translate what was once the sketch of an idea into reality. It contains very specific details that can include drawings, raw materials to use, measurements, brand standards and other special instructions.

A detailed tech pack will help the manufacturer to have a clear understanding about how to make the specific item of clothing. It ensures that the goods are made precisely as designed, in the correct quantity and time it is needed.

Why do you need a tech. pack?

Time costs money and communication is always a challenge in dealing with offshore manufacturers from other countries. Differences in terminologies and practices can sometimes be interpreted in different ways by different people. It is frustrating to be going back and forth with minute details that can sometimes make or break designs. Using a tech pack as your holy grail during the development stage all the way through to production will save you significant amounts of time, money and misunderstandings along the way. It serves as a guide and a basis to both the brand and the maker to create products while being efficient and cost effective.

Making one design in several colorways in at least 4 size breakdowns costs a lot of money. You can always plan your course of action but sometimes things just don't go as planned. If somebody misses out on a certain instruction or makes a mistakes on particular details it can be very expensive. In these cases somebody needs to be accountable. Sometimes the errors can be negligible. Other times it can be quite damaging and comes with a hefty price tag. Using a tech pack will help ensure that these kinds of mistakes, misinterpretations and omissions can be avoided. In case it happens, it is easier to know what went wrong and how the situation can be rectified.

Using a tech pack as a guiding tool to help you navigate the industry is the standard. It is efficient, cost effective and the easiest way to avoid unnecessary mistakes.

What are the tools used to create a tech. pack?

Though it is a bit tedious, the tech pack can be created manually using just paper, pens, rulers and coloring materials to create the illustrations and detailed instructions of a particular design. The advantage of using freehand drawing is that you don't need to pay for expensive computer programs to be able to create it as long as the drawings and instructions are clear. That is the most important thing. The disadvantage is, you have to start every time from scratch.

What is more common and what is considered the industry standard is with the use of computer aided programs like Adobe Illustrator or CorelDRAW for the drawings and Microsoft Excel for the specs and worksheets. There are also templates that can be purchased online that will help you organize the tech pack and make it easier for you not to miss out on any of the details needed. Templates are great, because you can simply reuse them with new projects and avoid having to recreate a tech pack from scratch.

Either way the most important thing is to remember that it has to include everything necessary for the manufacturer to be able to interpret the designer's idea to produce the garment.

A tech pack is made up of following three contents. A detailed description of these contents is given below:

1. Cover Sheet
2. Specification Sheet
3. Grading Sheet

A Specification Sheet (also called spec sheet) is the most difficult and comprehensive part of the tech pack. It is the page that explains everything regarding the product and makes sure the buyer gets the desired product with desired quality and aesthetics. This includes
- Flat sketch
- Colour specifications
- Fabric details
- Stitching and construction details
- Embroidery details
- Trim details
- Point of measurement (POM)
- Bill of Materials (BOM)
- Label details
- Folding and Packaging details
- Special treatment (if any)
- Comment box

Samples of technical package are provided on next pages. Sources and further reading material are available at;
- https://fittdesign.com/what-is-a-tech-pack
- http://www.mypracticalskills.com/store/fashion-apparel-tech-packs/

MISSY-JUNIOR JACKETS TECH PACK

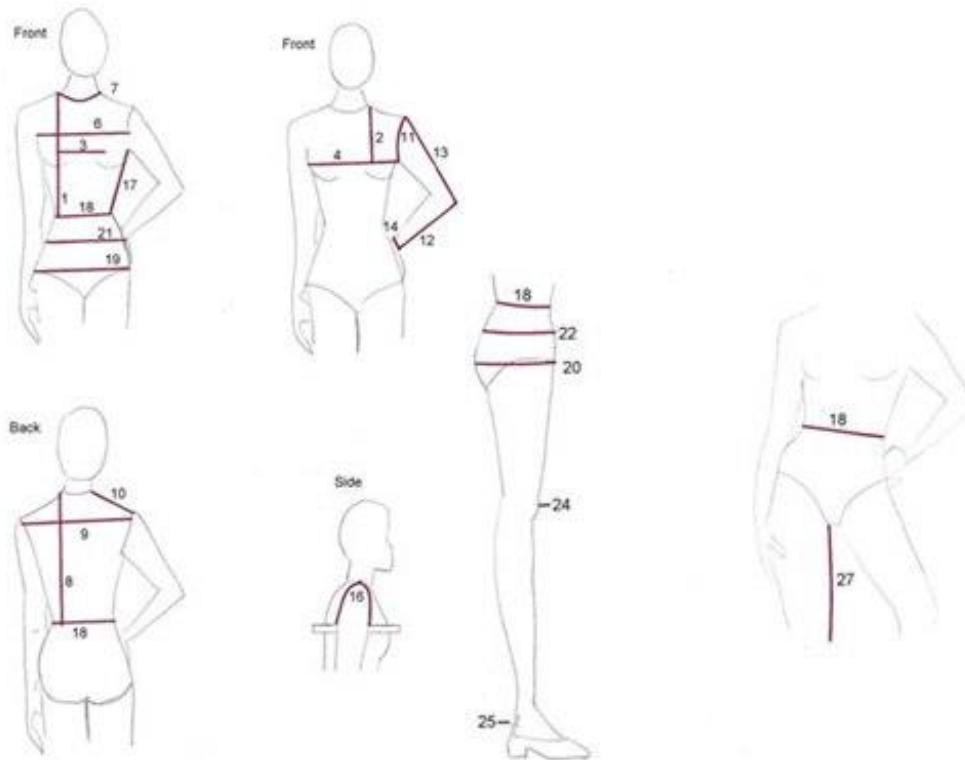| SEASON	Fall 2009	DATE	4/25/09	FABRICATION	Bengaline
STYLE #	JKT-1422	DESIGNER	KR	FABRIC DESIGN	Black Solid
DESCRIPTION	Fitted Blazer with Notch Collar, Flap Pockets and Single Button Closure				

SAMPLE REQUEST FORM

MEASUREMENTS	M	1ST FIT	APPRVD SPEC
BODY LENGTH FROM HPS	25 1/2		
ACROSS SHOULDERS	16		
ACROSS FRONT	14		
ACROSS BACK	14 1/2		
CHEST 1" BELOW ARMHOLE ***	36		
WAIST 15 1/2" BLW HPS ***	32		
BOTTOM SWEEP ***	41		
SHOULDER DROP FROM HPS	2		
SLEEVE LENGTH FROM CB	33 1/2		
ARMHOLE CURVED ***	20 1/4		
BICEP (1" BELOW ARMHOLE) ***	14		
SLEEVE OPENING	5 1/2		
NECK WIDTH (HPS TO HPS)	6 1/2		
FRONT NECK DROP FROM HPS TO SEAM	3 3/4		
FRONT NECK DROP FROM HPS TO 1ST BUTTON	16		
BACK NECK DROP	1/2		
COLLAR POINTS	1 1/4		
LAPEL WIDTH (TO FOLD)	3		
COLLAR LENGTH PT TO PT	15 1/2		
COLLAR WIDTH AT CB	2 1/4		
COLLAR STAND HEIGHT	1 1/4		
POCKET PLCMNT FROM HPS	18		
POCKET PLCMNT FROM CF	3 1/2		
POCKET WIDTH W/O FLAP	5		
POCKET LENGTH W/O FLAP	1/4		
FLAP LENGTH	2		
FLAP WIDTH	5		

SKETCH

HARDWARE & TRIM

1 PC 4 HOLE PLASTIC DTM BODY BUTTON W/RIM 32L
3PVS 4 HOLE PLASTIC DTM BODY BUTTONS W/RIM 26L

COLORS

BLACK, SAND, WHITE, BLACK PINSTRIPE

COMMENTS: *** TOTAL CIRCUMFERENCE MEASUREMENT

NOTE: GRADE SHEETS REMAIN HIDDEN UNTIL FINAL SPECS ARE APPROVED!
To unhide in Excel 2007/2010 (PC): In the Cells Group of the Home Tab, choose FORMAT> HIDE & UNHIDE> UNHIDE SHEET and select the desired GRADE sheet.
To unhide in older versions Excel 2002, 2003 (PC), 2004, 2008, 2011 (Mac): select FORMAT>SHEET>UNHIDE from the top menu and select desired GRADE sheet.

MISSY-JUNIOR JACKETS TECH PACK

SEASON	Fall 2009	DATE	4/25/09	FABRICATION	Bengaline
STYLE #	JKT-1422	DESIGNER	KR	FABRIC DESIGN	Black Solid
DESCRIPTION	Fitted Blazer with Notch Collar, Flap Pockets and Single Button Closure				

DETAILED SKETCH

MISSY-JUNIOR JACKETS TECH PACK

SEASON	0	DATE	1/0/00	FABRICATION		0
STYLE #	0	DESIGNER	0	FABRIC DESIGN		0
DESCRIPTION	0					

GRADING

MEASUREMENTS	XXS	XS	S	M	L	XL	XXL
BODY LENGTH FROM HPS	-1 1/2	-1	- 1/2	0	1	2	3
ACROSS SHOULDERS	-1 1/2	-1	- 1/2	0	1	2	3
ACROSS FRONT	-1 1/2	-1	- 1/2	0	1	2	3
ACROSS BACK	-1 1/2	-1	- 1/2	0	1	2	3
CHEST 1" BELOW ARMHOLE ***	-6	-4	-2	0	3	6	9
WAIST XX" BLW HPS ***	-6	-4	-2	0	3	6	9
HIP XX" BLW HPS TOTAL ***	-6	-4	-2	0	3	6	9
BOTTOM SWEEP ***	-6	-4	-2	0	3	6	9
SHOULDER DROP FROM HPS	- 3/4	- 1/2	- 1/4	0	1/4	1/2	3/4
SLEEVE LENGTH FROM CB	-2 1/4	-1 1/2	- 3/4	0	1	2	3
ARMHOLE CURVED ***	-3	-2	-1	0	1 1/2	3	4 1/2
BICEP (1" BELOW ARMHOLE) ***	-1 1/2	-1	- 1/2	0	3/4	1 1/2	2 1/4
SLEEVE OPENING	- 3/4	- 1/2	- 1/4	0	1/2	1	1 1/2
CUFF HEIGHT	0	0	0	0	0	0	0
NECK WIDTH (HPS TO HPS)	-1 1/2	-1	- 1/2	0	3/4	1 1/2	2 1/4
FRONT NECK DROP FROM HPS TO SEAM	- 3/4	- 1/2	- 1/4	0	1/2	1	1 1/2
FRONT NECK DROP FROM HPS TO 1ST BUTTON	- 3/4	- 1/2	- 1/4	0	1/2	1	1 1/2
BACK NECK DROP	0	0	0	0	0	0	0
COLLAR POINTS	0	0	0	0	0	0	0
LAPEL WIDTH	0	0	0	0	0	0	0
COLLAR LENGTH PT TO PT	-3	-2	-1	0	1/2	1 1/4	2
COLLAR WIDTH AT CB	0	0	0	0	0	0	0
COLLAR STAND HEIGHT	0	0	0	0	0	0	0
FRONT PLACKET WIDTH	0	0	0	0	0	0	0
POCKET PLCMNT FROM HPS	-1 1/2	-1	- 1/2	0	3/4	1 1/2	2 1/4
POCKET PLCMNT FROM CF	- 3/4	- 1/2	- 1/4	0	1/4	1/2	3/4
POCKET WIDTH W/O FLAP	0	0	0	0	0	0	0
POCKET LENGTH W/O FLAP	- 3/4	- 1/2	- 1/4	0	1/2	1	1 1/2
FLAP WIDTH	0	0	0	0	0	0	0
FLAP LENGTH	- 3/4	- 1/2	- 1/4	0	1/2	1	1 1/2
BELT WIDTH	0	0	0	0	0	0	0
BELT LENGTH	-6	-4	-2	0	3	6	9
0							

*** TOTAL CIRCUMFERENCE MEASUREMENT

PRE-PRODUCTION COMMENTS

GRADING

MEASUREMENTS	0/1	2/3	4/5	6/7	8/9	10/11	12/13	14/15	16/17
BODY LENGTH FROM HPS	-1	- 3/4	- 1/2	- 1/4	0	1/2	1	1 1/2	2
ACROSS SHOULDERS	-1	- 3/4	- 1/2	- 1/4	0	1/2	1	1 1/2	2
ACROSS FRONT	-1	- 3/4	- 1/2	- 1/4	0	1/2	1	1 1/2	2
ACROSS BACK	-1	- 3/4	- 1/2	- 1/4	0	1/2	1	1 1/2	2
CHEST 1" BELOW ARMHOLE ***	-4	-3	-2	-1	0	1 1/2	3	4 1/2	6
WAIST XX" BLW HPS ***	-4	-3	-2	-1	0	1 1/2	3	4 1/2	6
HIP XX" BLW HPS TOTAL ***	-4	-3	-2	-1	0	1 1/2	3	4 1/2	6
BOTTOM SWEEP ***	-4	-3	-2	-1	0	1 1/2	3	4 1/2	6
SHOULDER DROP FROM HPS	- 1/2	- 3/8	- 1/4	- 1/8	0	1/8	1/4	3/8	1/2
SLEEVE LENGTH FROM CB	-1 1/2	-1 1/8	- 3/4	- 3/8	0	1/2	1	1 1/2	2
ARMHOLE CURVED ***	-2	-1 1/2	-1	- 1/2	0	3/4	1 1/2	2 1/4	3
BICEP (1" BELOW ARMHOLE) ***	-1	- 3/4	- 1/2	- 1/4	0	3/8	3/4	1 1/8	1 1/2
SLEEVE OPENING	- 1/2	- 3/8	- 1/4	- 1/8	0	1/4	1/2	3/4	1
CUFF HEIGHT	0	0	0	0	0	0	0	0	0
NECK WIDTH (HPS TO HPS)	-1	- 3/4	- 1/2	- 1/4	0	3/8	3/4	1 1/8	1 1/2
FRONT NECK DROP FROM HPS TO SEAM	- 1/2	- 3/8	- 1/4	- 1/8	0	1/4	1/2	3/4	1
FRONT NECK DROP FROM HPS TO 1ST BUTTON	- 1/2	- 3/8	- 1/4	- 1/8	0	1/4	1/2	3/4	1
BACK NECK DROP	0	0	0	0	0	0	0	0	0
COLLAR POINTS	0	0	0	0	0	0	0	0	0
LAPEL WIDTH	0	0	0	0	0	0	0	0	0
COLLAR LENGTH PT TO PT	-2	-1 1/2	-1	- 1/2	0	1/4	1/2	3/4	1
COLLAR WIDTH AT CB	0	0	0	0	0	0	0	0	0
COLLAR STAND HEIGHT	0	0	0	0	0	0	0	0	0
FRONT PLACKET WIDTH	0	0	0	0	0	0	0	0	0
POCKET PLCMNT FROM HPS	-1	- 3/4	- 1/2	- 1/4	0	3/8	3/4	1 1/8	1 1/2
POCKET PLCMNT FROM CF	- 1/2	- 3/8	- 1/4	- 1/8	0	1/8	1/4	3/8	1/2
POCKET WIDTH W/O FLAP	0	0	0	0	0	0	0	0	0
POCKET LENGTH W/O FLAP	- 1/2	- 3/8	- 1/4	- 1/8	0	1/4	1/2	3/4	1
FLAP WIDTH	0	0	0	0	0	0	0	0	0
FLAP LENGTH	- 1/2	- 3/8	- 1/4	- 1/8	0	1/4	1/2	3/4	1
BELT WIDTH	0	0	0	0	0	0	0	0	0
BELT LENGTH	-4	-3	-2	-1	0	1 1/2	3	4 1/2	6
0									

*** TOTAL CIRCUMFERENCE MEASUREMENT

PRE-PRODUCTION COMMENTS

Taking measurements

Read more about this at

- http://isntthatsew.org/measuring-body-pattern-drafting/
- https://sewing.wonderhowto.com/how-to/take-your-measurements-0120880/

1. FRONT WAIST LENGTH.	From the shoulder through the apex of the bust, to the waistline.
2. BUST POINT.	From the shoulder at the base of the neck measured vertically to the apex of the bust.
3. BUST SEPARATION.	The distance between both apexes in the bust.
4. BUST CIRCUMFERENCE.	Measure with the measuring tape below the armpits all the way around the body one time making sure to keep the tape measure parallel to the floor and around the widest part of the bust.
5. HALF BUST.	From one side at the bust height traveling through the apex to mid-center of the chest.
THORAX WIDTH.	Horizontal measurement (between the bust and the collar bone) the distance from one armpit to the other.
7. NECK CIRCUMFERENCE.	One wrap of the measuring tape around the base of the neck.
8. BACK LENGTH.	From the shoulder at the base of the neck measured vertically down the back to the waistline.
9. BACK WIDTH.	From the end of one shoulder across to the end of the other.
10. SHOULDER WIDTH.	Take measurement on top of shoulder from base of neck to the widest part of the shoulder.
11. ARMHOLE.	One wrap around where the arm begins at the shoulder. Do not measure too snugly.
12. SLEEVE LENGTH.	Arm slightly bent, measure from the shoulder through the elbow to the wrist.
13. ELBOW.	From the shoulder to the elbow.
14. WRIST.	(Measure snugly) One wrap around the wrist bone.
15. FIST.	One wrap around a clenched fist, over the knuckles. (To take into account space needed to get hand through finished sleeve.)
16. SHOULDER CUP.	Place a ruler horizontally under the armpit, measure from the ruler, over the shoulder to the ruler on the other side. (Take this measurement slightly loose.)
17. SIDE LENGTH.	Measure along the side, the distance from the armpit to the waistline.
18. WAIST.	One wrap of the tape measure around the waist.
19. SECOND HIP.	One complete wrap with the tape measure around the widest part of the hips (at approximately where the femur starts) and rear end.
20. HEIGHT OF SECOND HIP.	Measure along the side of the hip, from the waist to the second hip.
21. FIRST HIP.	Find the point between the waist and the second hip, (approximately 10 cms or 4 inches down from the waist) Measure the circumference of that point with the tape measure.
22. HEIGHT OF FIRST HIP.	Along the side of the hip, from the waist to the widest part of the first hip.

23. SKIRT LENGTH.	Measure down the side from the waistline to the desired length of the skirt.
24. KNEE.	The same as 23 but to the knee.
25. ANKLE.	The same as 23 but to the ankle.
26. OUTERSEAM (for pants).	The same as 23 but to the desired pant length, using the shoes that will be used when wearing the final garment.
27. INSEAM (for pants).	Measure from the desired length to the crotch along the inside of the leg.
28. CROTCH.	From the front waistline, through the legs to the back waistline.
29. FRONT CROTCH.	Take the outer seam measurement and subtract the inseam measurement. This measurement can also be taken by sitting on a hard chair and placing a ruler on the side of your body, measuring from the waist line to the surface of the seat.

Pattern Making Tools

Image source and further reading material: http://isntthatsew.org/pattern-making-tools-and-supplies/
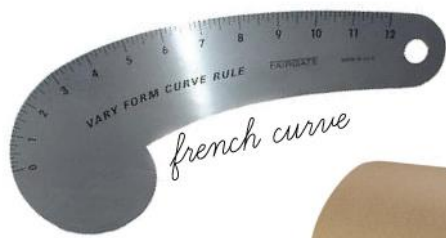
french curve

red / blue pencils

kraft paper

clear plastic ruler
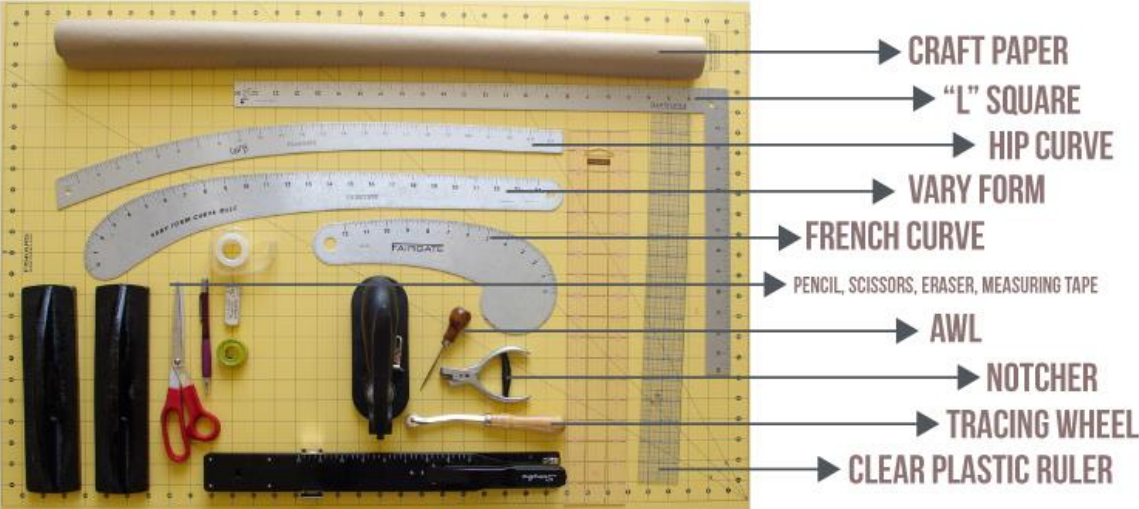
LU2 – LU6

This section provides learning material for following learning units;

- LU2: Construct Design pattern
- LU3: Construct Cutting Pattern
- LU4: Construct Lining Pattern
- LU5: Construct Fusing pattern
- LU6: Perform pattern grading

Making Glove Pattern

Read more about this at http://www.kingsmerecrafts.info/page85.html
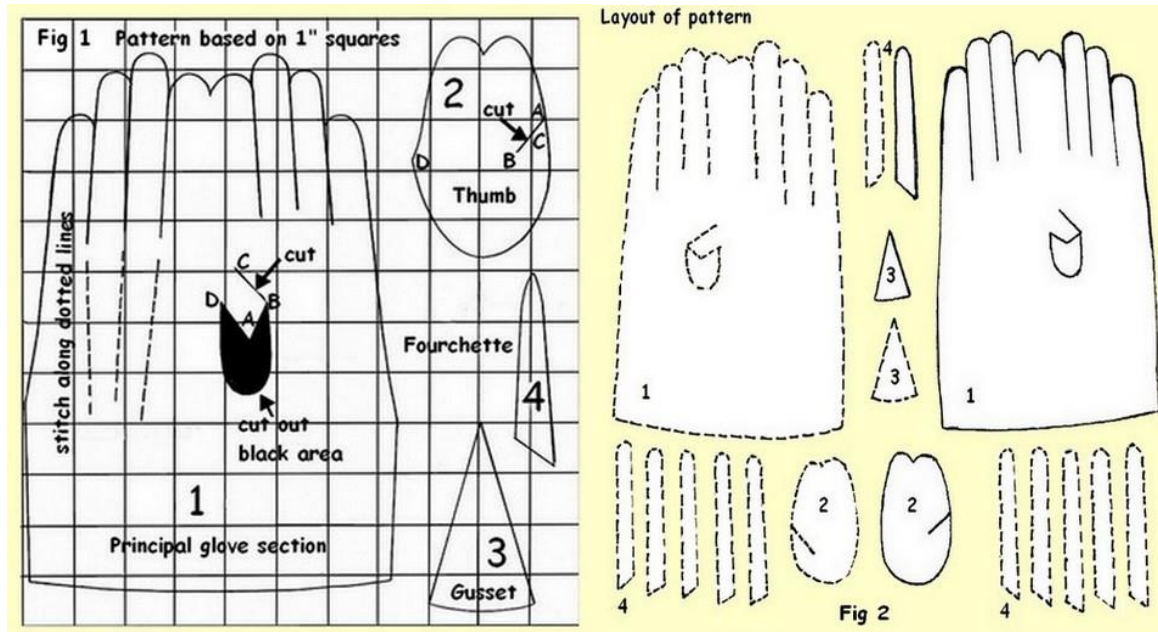
Making garments patterns

Basic Pants Pattern
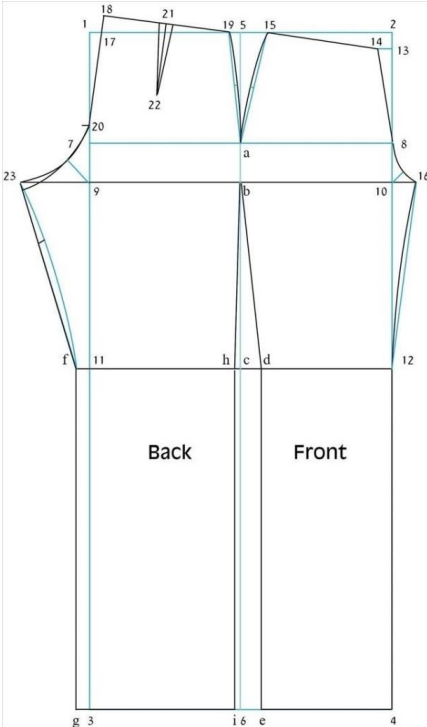
Basic Bodice Block
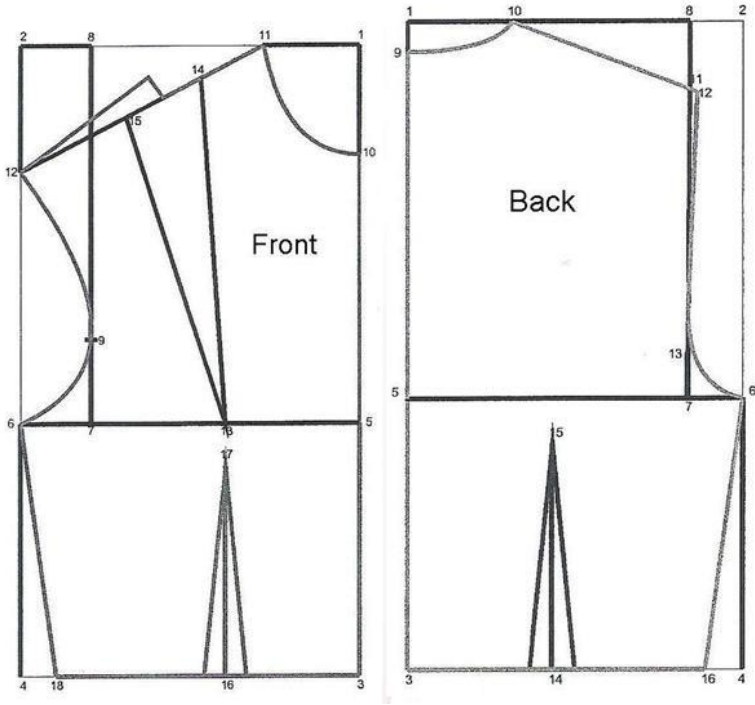
Basic skirt pattern
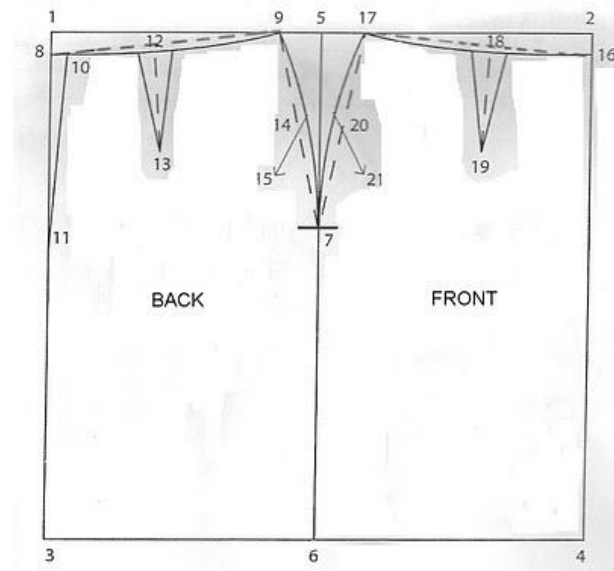
Basic sleeve pattern
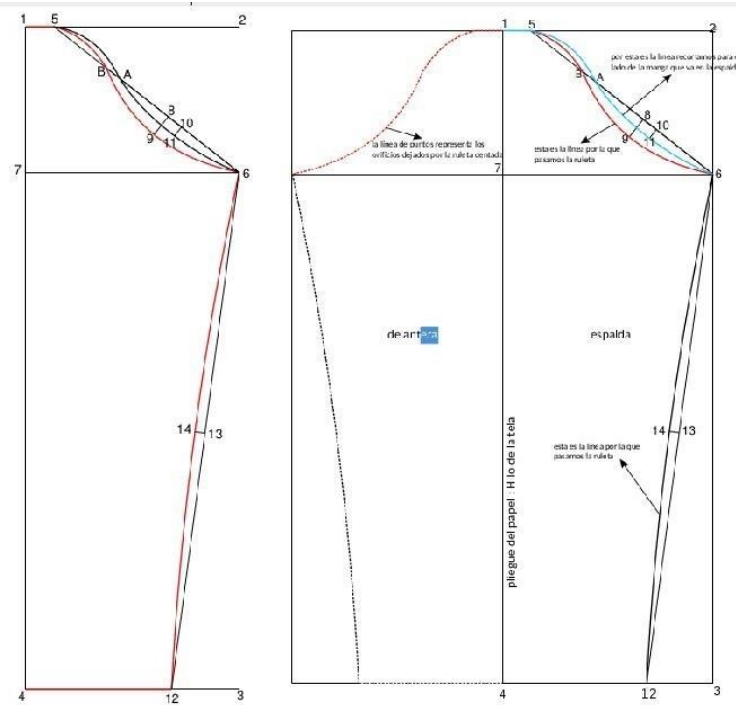
LEATHER PRODUCTS DEVELOPMENT TECHNICIAN

© TVET SSP

Module-9

LEARNER GUIDE

National Vocational Certificate Level 3

Version 1 - October, 2019

Module 9: Develop fashion drawing and design

Objective of the module: The aim of this module is to qualify the student in silhouette drawing and in fashion designing.

Duration: 100 Hours   Theory: 14 Hours   Practical: 86 Hours

Learning Unit	Learning Outcomes	Learning Elements	Materials Required
LU1: Draw Figure Template	**The student will be able to:** Draw a fashion figure through measurement using appropriate method (eight, nine and ten head) Draw fashion figure through applicable geometrical shapes	Measuring systems and size charts used in leather garments and gloves including different standard sizes (children, men, and women). Purposes and differences among drawing and design Drawing different lines, angles and geometrical shapes. Basic human body construction (head, arms, foot etc.) and methods of drawing human figure. Segregation of fashion figure according to shapes and sizes Drawing different fashion figures (eight, nine, ten heads) from geometric shapes (triangle, square, circle)	Drawing pencils (assorted range) Pencil eraser Pencil sharpener Drawing board Sketch book Measuring tape Set squares
LU2: Draw different Poses of Figure Template	**The student will be able to:** Draw front pose Draw Side pose Draw Back pose Draw Quarter pose	Figure movements and postures (front, side, back, quarter poses). Perspective (shoulder, arms, legs movements), Different fashion poses sketching (front, side, back, quarter)	Drawing pencils (assorted range) Pencil eraser Pencil sharpener Drawing board Sketch book Measuring tape Set squares
LU3: Draw various parts of Figure Template	**The student will be able to:** Draw Facial features Draw Hand movements Draw Arms Draw Foot movements	Different figure parts (face, hand, arm, foot etc.) Drawing facial features (eyes, nose, lips, ears etc.) Drawing parts of hand (fingers, thumb, wrist) Drawing hand movements (front, back, side) Drawing arm (shoulder, bicep, elbow etc.)	Drawing pencils (assorted range) Pencil eraser Pencil sharpener

Learning Unit	Learning Outcomes	Learning Elements	Materials Required
		Drawing parts of foot (toe, ankle, heel) Drawing foot movements (front, back, side)	Drawing board Sketch book Measuring tape Set squares
LU4: Perform Rendering of Figure Templates	**The student will be able to:** Perform Monotone Skin Rendering Perform Two Tone Skin Rendering Make different Silhouettes as per design requirement	Rendering mediums (pencil colours, posters etc.) Direction of light sources (indoor, outdoor) on the figure Skin tone rendering (dark, medium, light) Rendering of skin in single and two colours (brown, peach) Interpreting technical drawing of garments as per design (shirt, trousers, skirts etc.)	Colour pencils Poster colours Water colours Pointers Scholar sheets Paint brushes Drawing pencils (assorted range) Pencil eraser Pencil sharpener Drawing board Sketch book Measuring tape Set squares
LU5: Adjust Rendered leather product on Figure	**The student will be able to:** Draw variations of garment components (Sleeves, collar, neckline, cuff, trouser, skirts, etc.) as per design requirement Draw Figure Template with leather product Render figure template with leather garment as per design requirement	Primary, secondary, tertiary color scheme Garment components (Sleeves, collar, neckline, cuff, trouser, skirts, etc.) Drawing and rendering of leather product (jacket, trousers, skirt, gloves etc.) on figure template according to the required design	Colour pencils Poster colours Water colours Pointers Scholar sheets Paint brushes Drawing pencils (assorted range) Pencil eraser

Learning Unit	Learning Outcomes	Learning Elements	Materials Required
			Pencil sharpener
			Drawing board
			Sketch book
			Measuring tape
			Set squares

Examples and illustrations

VIDEOS:
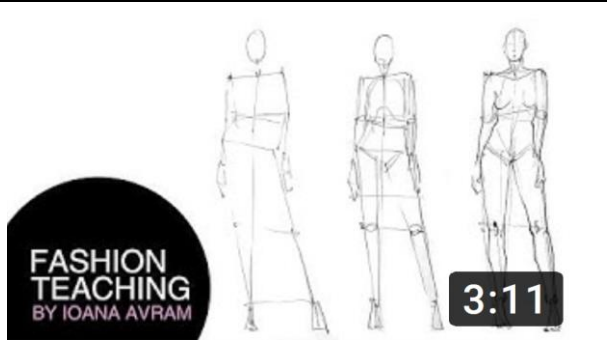
LU1: Draw Figure Template	
	Making fashion poses in 3 steps https://youtu.be/z1AjqkIJNxo
	Eight head figure drawing https://youtu.be/x9WWYRAgOv4
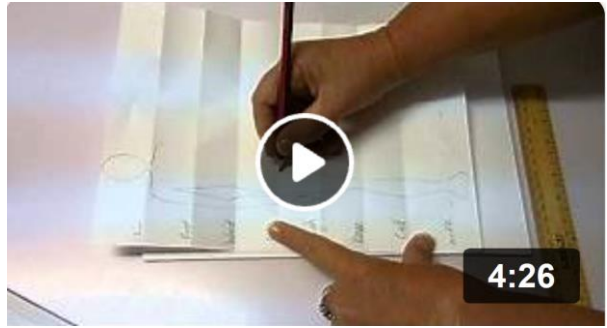
	TUTORIAL - Fashion Figure for Beginners | 9 Heads https://youtu.be/0gpbtwUI7to
	How to draw classic 10 head fashion figures https://youtu.be/i8CSKor2GNw
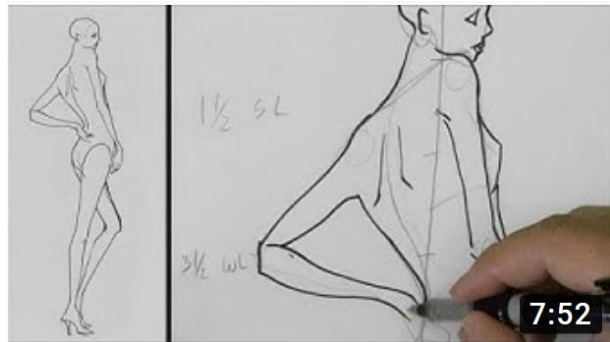
LU2: Draw different Poses of Figure Template	
	Drawing the Female Side Back Pose - Free Full Lesson! https://www.youtube.com/watch?v=g1dqav1gQ1s
	How to Draw Sitting Fashion Figures https://youtu.be/7yBCRGHoZdE

	Figure Drawing Tutorial: Angles & Proportions (Male & Female)
	https://youtu.be/40QtOvehXsg
	• MATERIALS: 1:08
	• FIRST POSE: 4:54 (side female)
	• SECOND POSE: 11:24 (front female)
	• THIRD POSE: 16:30 (3/4 male)
	• FOURTH POSE: 21:41 (back plus size female)

LU3: Draw various parts of Figure Template
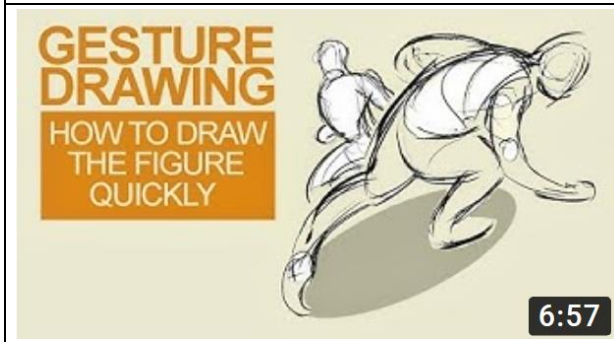
	Figure Drawing – Gesture
	https://youtu.be/xbE0vYgng00

	How to draw motion in your figure https://youtu.be/SU2_HXoAzc8
LU4: Perform Rendering of Figure Templates	
	Skin-tone Tutorial Using Copic Markers https://youtu.be/v52KjSHcir4

	How to draw a jacket https://www.youtube.com/watch?v=HtZWJnczXcg
LU5: Adjust Rendered leather product on Figure	
	How to draw a Croquis https://www.youtube.com/watch?v=99hkDvR01MQ
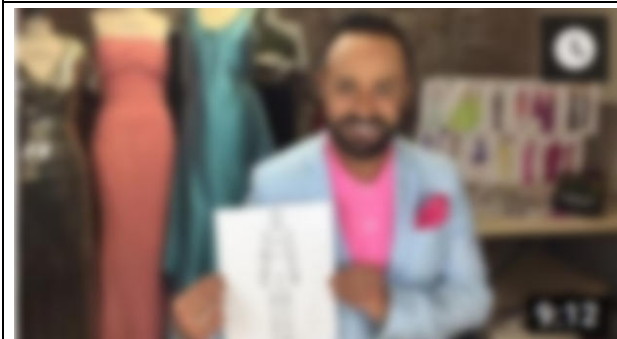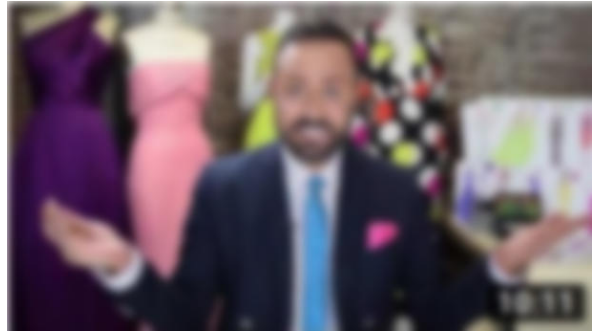
	Fashion pose with garment drawing https://www.youtube.com/watch?v=YpibEOJGM0c

LU1: Draw Figure Template
Basic shapes
Image source and further information: https://www.dummies.com/careers/career-planning/choosing-a-career/how-to-draw-winter-fashions/

 Drawing and adjusting basic shapes   Lines at different angles and lengths
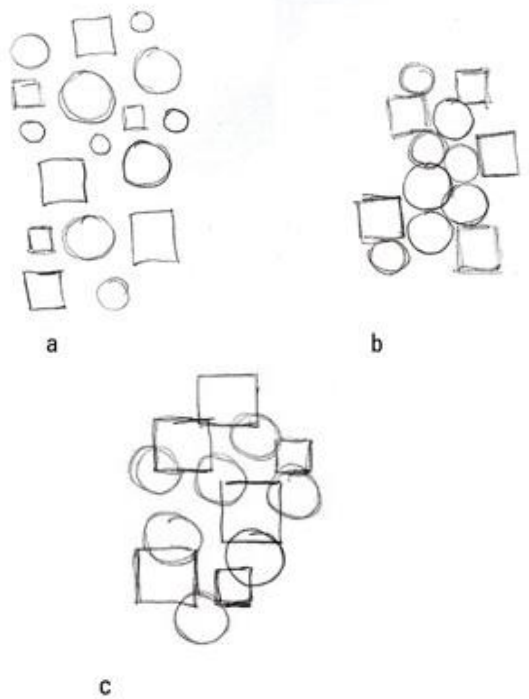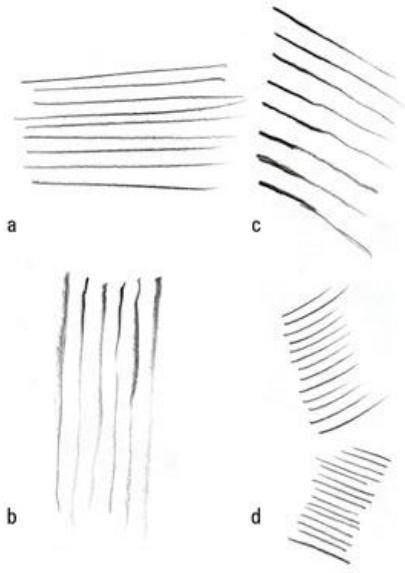
Experimenting with curves

a

b

c
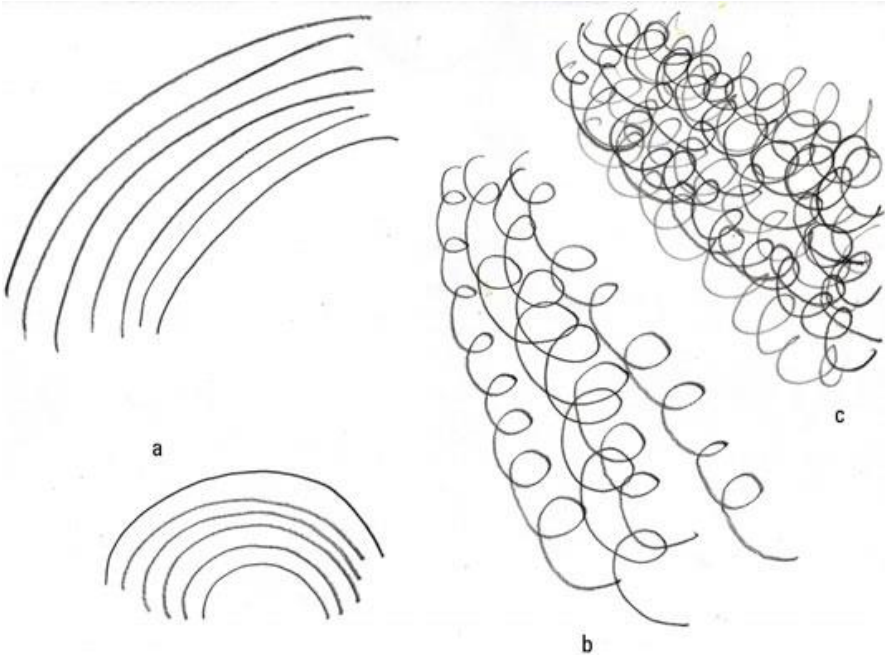
Human body proportions
Image source: https://www.martelnyc.com/fashion-design/the-human-body-in-proportion.html

Types of fashion figures

Head Theory, Croquis "Sketching or Illustrate designing is a skill drawn with the assist of number of lines and the design is produced with help of lines and strokes but it differs from drawing." The focus in fashion illustration is to illustrate the fashion facts or croquis used for draping the clothes.

<u>Nine head fashion figure</u>
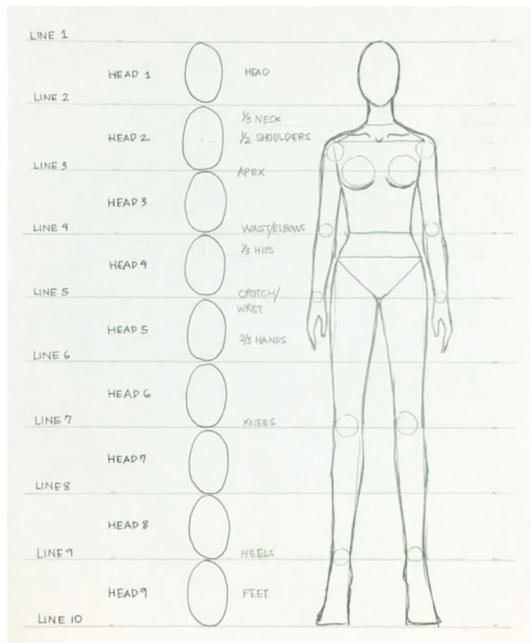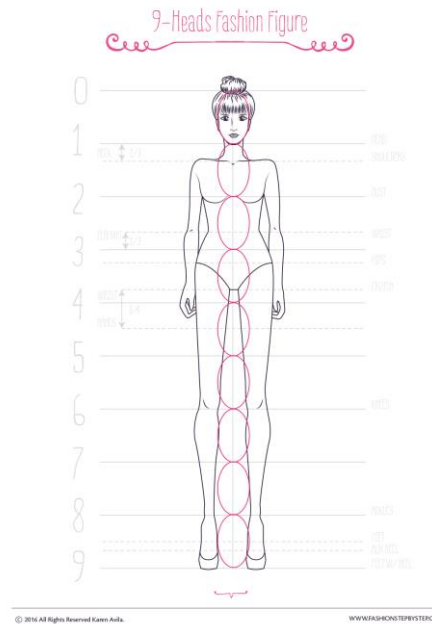
Eight head fashion figure
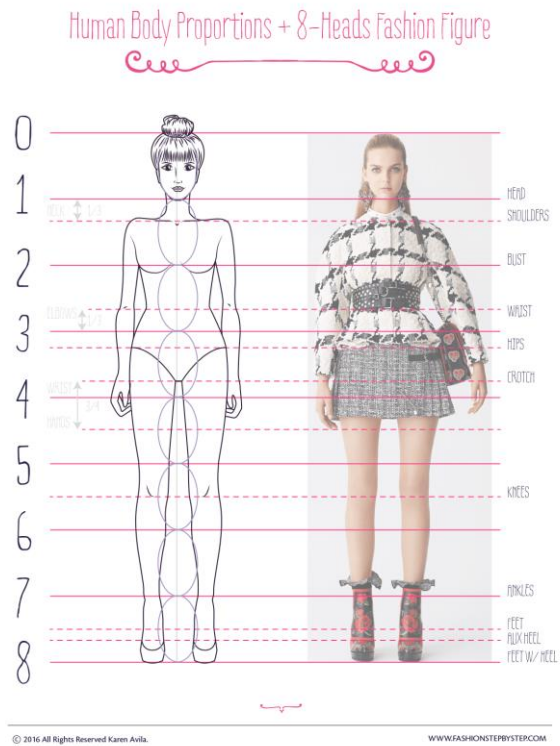
Ten head fashion figure
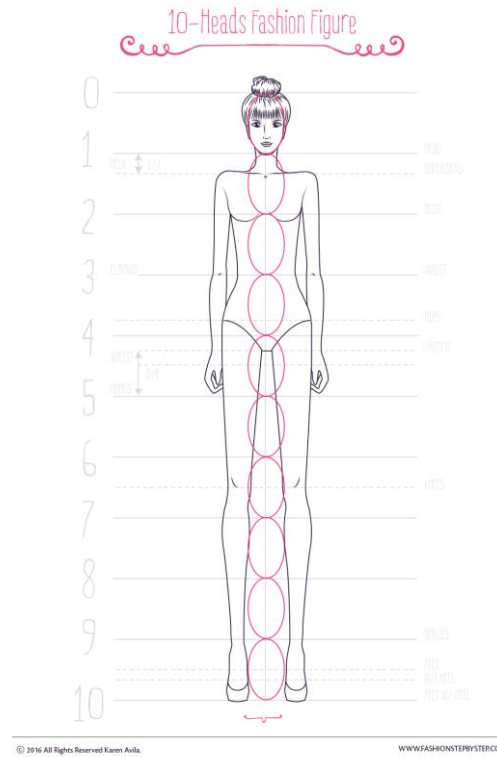
TVET SSP does not secure copyright of these pictures

LU2 and LU3

This section provides learning material for following learning units;

- LU2: Draw different Poses of Figure Template
- LU3: Draw various parts of Figure Template

Rule of Proportion of the human body

1) The head measures one-eighth of the height of the body and therefore constitutes a unit of measure.

2) The distance between the temples forms the basis of the width of a shoulder from the base of the neck to the shoulder joint (AB = a'b').

3) When the figure is viewed from the front, the median axis divides the figure perfectly in half.

4) The shoulders are as wide as the pelvis, the waist two-thirds of the width of the shoulders,

5) The shoulders are drown extending beyond the upper body, with the joint emphasized by drawing a small circle

6) The elbow corresponds to the waist, the wrist to (he pubic region, (in the fashion canon it is below the groin, the pelvis having been shortened) the hand to halfway down the thigh.

7) The width of the thigh is equal to that of the legs g) The foot is the length of a unit of measure and is therefore equal to the height of the head By dividing the height of the body into two equal parts, we will see that the head and the upper body take up four units of measure, whilst the legs take up the other four.

Making the drawing

Draw the vertical axis which measures the height of the figure (H) and then the horizontal guidelines. Draw the median axis, which in this case is parallel to the vertical axis, then the oval shape of the head, being careful not to make it too wide.
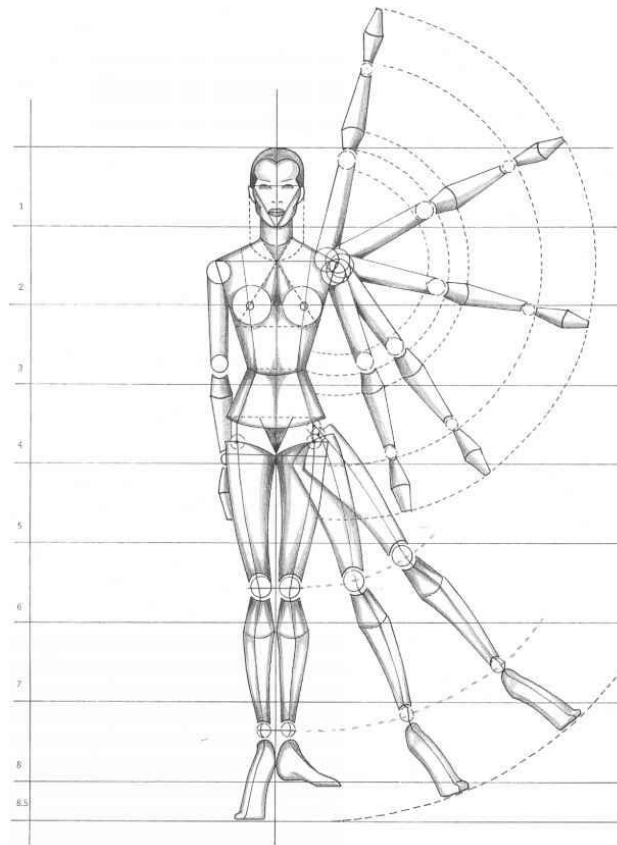
The distance between the temples will determine the width of the shoulders, and in their turn the shoulders will determine the width of the pelvis in the fourth segment of the diagram. The pelvis is drawn in a condensed fashion to obtain a more slender figure, The chest, the waist and the pelvis should be drawn in a schematic way.

Finally the structure of the legs and the arms should be sketched emphasizing all of the joints. It is also necessary to proceed with this method when working with other positions, always correctly portraying the relationship between one figure and another.

The diagram shows the Female-body in various basic stationary poses. They are static and rigid postures of which the outlines have been greatly simplified so that the body and its constituent parts arc better characterized.

Read more at

- https://www.martelnyc.com/fashion-design/the-human-body-in-proportion.html
- https://www.martelnyc.com/figure-drawing/rule-of-proportion-the-human-body.html
- https://www.martelnyc.com/figure-drawing/fashion-design.html
-
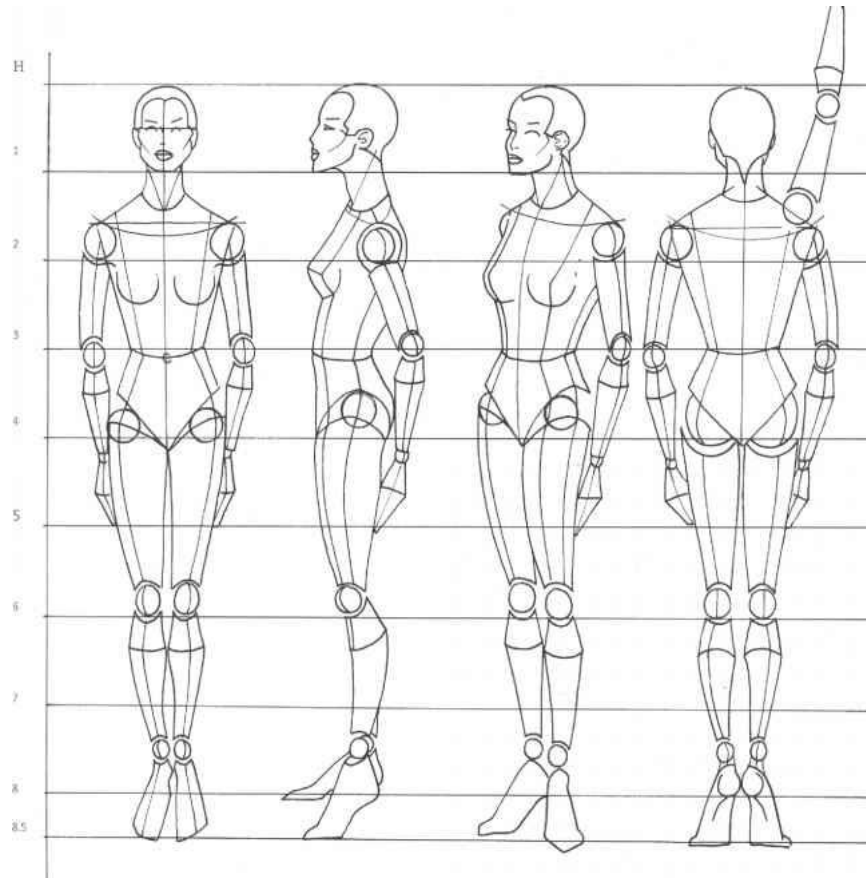
Drawing fashion figures

Step-by-step method of drawing basic fashion figure is provided at https://www.wikihow.com/Draw-Fashion-Figures.

<u>Drawing high heel boots</u>

Image source: https://www.dummies.com/careers/career-planning/choosing-a-career/how-to-draw-winter-fashions/#slide-2
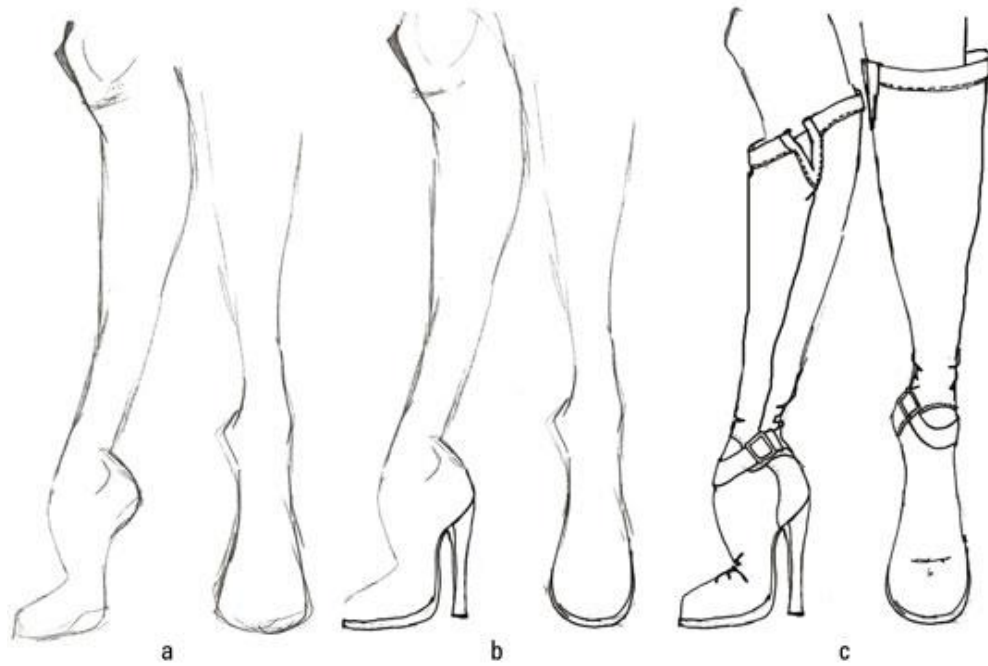
Drawing fun boots for girls

a   b   c   d
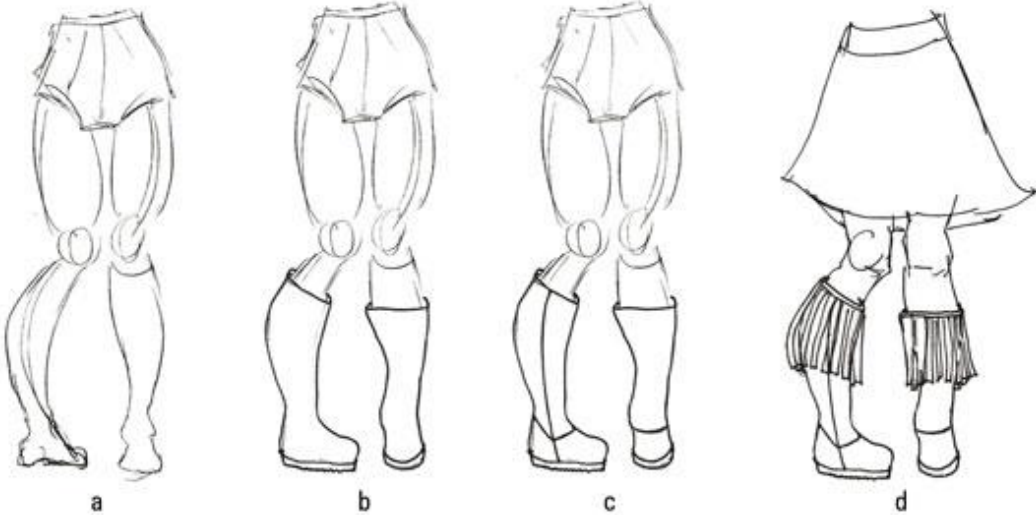
Drawing hand postures

Step-by-step method of hand drawing figure is provided at https://www.drawingforall.net/how-to-draw-hands/

Image source: https://www.drawingforall.net/wp-content/uploads/2015/11/00-how-to-draw-a-hand.jpg

Drawingforall.net

Drawing Men Scarf

a   b   c
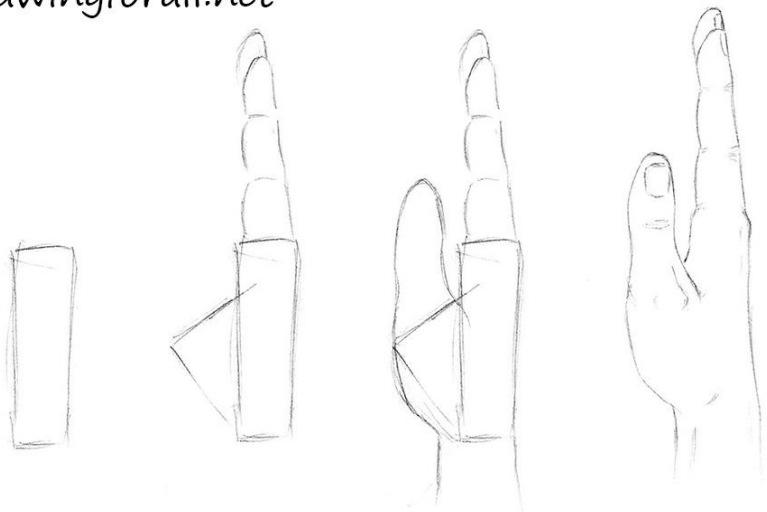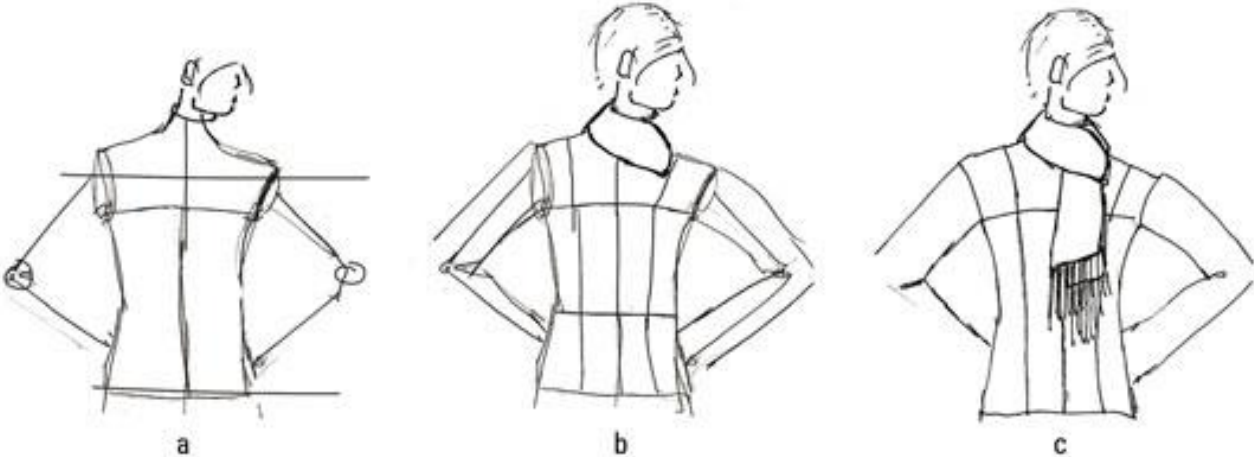
LU4 & LU5: Drawing and rendering of Jacket

This section provides learning material for following learning units;

- LU4: Perform Rendering of Figure Templates
- LU5: Adjust Rendered leather product on Figure

Step-by-step method of Jacket is provided at https://www.idrawfashion.com/clothes/basics-clothes/how-to-draw-a-leather-jacket/

First Image source: https://www.idrawfashion.com/update/wp-content/uploads/2015/03/How-to-draw-a-leather-jacket-step-by-step-tutorial-9.jpg

Second Image source: https://www.idrawfashion.com/update/wp-content/uploads/2015/03/How-to-draw-a-leather-jacket-step-by-step-tutorial-12.jpg

Drawing ladies glove

Image source: https://www.dummies.com/careers/career-planning/choosing-a-career/how-to-draw-winter-fashions/#slide-6
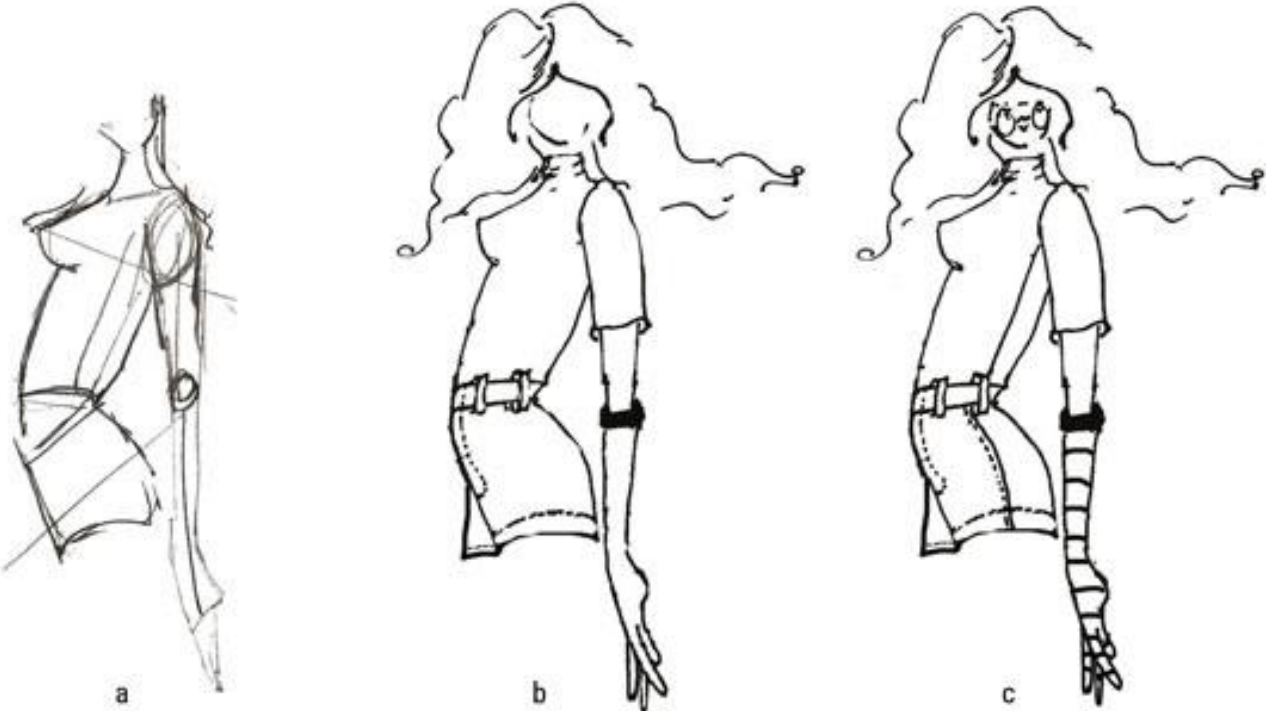
LEATHER PRODUCTS DEVELOPMENT TECHNICIAN

© TVET SSP

Module-10

LEARNER GUIDE

National Vocational Certificate Level 3

Version 1 - October, 2019

Module 10: Design Leather Products using drawing software

Objective of the module: The aim of this module is to enable the student to perform fashion design for leather products by using photo editing and graphic designing software.

Duration: 120 Hours Theory: 24 Hours Practical: 96 Hours

Learning Unit	Learning Outcomes	Learning Elements	Materials Required
LU1: Design Leather products using Photo editing software	**The student will be able to:** Develop research board Develop mood board Trace leather product according to the product image Render the sketch according to research board Develop layout for technical drawing of leather product Create technical drawings of leather product Save and print the drawing file	Measuring system and size charts used in leather garments and gloves. Threads, Fabric, leather and other accessories used in leather garments and gloves Types of seams e.g. inseam, double top seam, lapped seam etc. Understanding technical drawing and layout of the leather product Various available photo editing software applications Install and troubleshoot photo editing software Important features of the software, including the ribbon, shortcuts, dialog boxes, and shortcuts along with navigating, getting help, and printing etc. Important functions of the photo editing software including page setup, Menu, tools, Color bar effects, importing and exporting files, using scanner to scan the product, Setting Page Layout, inserting Text and images, Character Formatting, Font, Font Style & Font Effect, Using short cut keys, importing/exporting files, creating and working with layers for design development etc. Sources of collecting data through internet, newspaper, magazines etc. to make research board and mood board	Computer Photo editing Software Paper rim Printer Scanner Internet connection Projector

Learning Unit	Learning Outcomes	Learning Elements	Materials Required
		Purpose (colours, design line, elements etc.) of research and mood boards according to theme (fashion leather jackets, motor bike jackets, leather coat, purse, etc.) Tracing the leather product using required tools (pen tool, clone tool etc.) according to the image in software Rendering leather products using required tools (paint bucket, burn tool, dodge tool etc.) of the sketch in software Different saving formats (JPEG, pdf, dxf, etc.) and separation of drawing before printing the drawing file	
LU2: Design Leather products using Graphic designing software	**The student will be able to:** Create the basic block of leather product Give basic block a shape of the leather product Draw the required designs for accessories/ embroidery/ screen printing/ sublimation on the leather product Render the leather product according to the design requirement Develop layout for technical drawing of leather product Create technical drawings of leather product Save and print the drawing file	Various graphic designing software applications available in the market and their applications Installing and troubleshooting Graphic designing software Important features of the software, including the ribbon, Menu, shortcuts, dialog boxes, and shortcuts along with navigating, getting help, and printing etc. Important functions of Setting Page Layout, inserting Text and images, Character Formatting, Font, Font Style & Font Effect, Using short cut keys, importing/exporting files, working with layers etc. Usage of tools, Colour bar effects etc. Different rendering tools (paint bucket, burn tool, dodge tool etc.) in graphic design software of the sketch Important rules and concepts used in creating digital design of leather products. Importance of measurements, margins and placements before making the designs for screen printing/sublimation/embroidery etc. Colour schemes and pantone book	Computer Internet Graphic designing Software Paper Rim Butter Paper/Tracing Paper Printer Scanner Projector

Learning Unit	Learning Outcomes	Learning Elements	Materials Required
		Creating the basic block of leather product (bodice, trouser, jackets, purse, belt etc.) using required tools in graphic designing software	
		Various shapes of leather products through basic block (bodice, trouser, jacket, purse, hand bag belt etc.)	
		Techniques of developing surface designs (embroidery/ screen printing/ sublimation etc.)	
		Developing technical drawing and layout of the leather products	
		Different formats (JPEG, pdf, dxf etc.) and separation of drawing before printing the drawing file	

Examples and illustrations

LU1: Design Leather products using Photo editing software

Tutorials for Corel Draw

View all available tutorials at;

- https://learn.corel.com/all-tutorials/
- https://www.coreldraw.com/en/pages/tutorials/coreldraw/

CorelDRAW

Products ⌄   Special Offers   Free Trials   Business   Support ⌄   Learning ⌄

Discovery Center

Tutorials & Tips   —

    Tutorials

    Tips & Tricks

Webinar Library   +

Newsletters

CorelDRAW Graphics Suite Tutorials

How To Design & Sell T-Shirts Online: From First Step To First Sale
Learn everything you need to know to start selling your own graphic t-shirts. From ideation to production and shipping, we have you covered in this complete guide to designing and selling your own custom t-shirts.

Business Card Design: The Ultimate Guide to Nailing Your First Business Card
In this tutorial you will learn the best tips, ideas, and tactics to creating business cards that people will remember. We have you covered from the purpose of your card through asset collection through the finished product. If you don't want to design a card from scratch use one of our templates to get you started!

The Definitive Guide to Designing a Logo
A logo is often the first thing people remember when they hear a brand name, and in this logo design tutorial we will walk you through 10 of the best tips and ideas to create a logo that is both timeless and memorable.

Self-learning Curriculum for Corel Draw

Access complete curriculum at https://www.coreldraw.com/en/pages/900236.html

CorelDRAW
GRAPHICS SUITE | Curriculum

Graphics & design lessons for the classroom

This CorelDRAW Graphics Suite curriculum is designed to provide students with essential graphics and visual communication skills that they can use to enhance almost every aspect of their schoolwork and later apply to their careers. These 10 learning modules include lesson plans for teachers and self-guided lessons for middle and high school students. These lesson plans directly support core curriculum requirements* with unit studies and video training, as well as cognitive and interpersonal skills development. Each complete program includes practice sheets, worksheets, lesson plans and templates.

* While this curriculum is based on ISTE NETS*S Technology Standards in the United States, teachers and students worldwide will benefit from the valuable design concepts and helpful templates contained within these lesson plans.

- Lesson 1: Getting to know the workspace and fonts/Creating a simple report cover
- Lesson 2: Using the toolbox/Using color
- Lesson 3: Drawing and editing objects/Creating a greeting card
- Lesson 4: Using photographs in a motivational poster
- Lesson 5: Using a template to create a two-page newsletter
- Lesson 6: Bitmap and vector effects
- Lesson 7: Letterhead and data merge
- Lesson 8: Creating a three-panel brochure for a student business
- Lesson 9: Slideshow presentation
- Lesson 10: Using scripts and macros to create a calendar

TVET SSP does not secure copyright of these pictures

Free Recorded Webinars on Corel Draw

Access all free recorded webinars at https://www.coreldraw.com/en/pages/webinars/coreldraw/

LU2: Design Leather products using Graphic designing software

User guide for Photoshop

A step-by-step guide with instructions available at https://helpx.adobe.com/photoshop/user-guide.html

Tutorials for Photoshop

View all available tutorials at https://helpx.adobe.com/photoshop/tutorials.html

TVET SSP does not secure copyright of these pictures

Using Photoshop for Fashion Designing

Access all tutorials on using Photoshop for Fashion Designing at https://www.designersnexus.com/fashion-design-free-tutorials-training-videos/photoshop-fashion-design-industry/

Using Adobe Photoshop For Fashion Design

Adobe Photoshop is one of the most commonly used programs in the fashion industry because it allows designers to complete important fashion design tasks. Using Photoshop, fashion designers can re-color textiles, create textile design repeats, clean scanned images, assemble CAD presentations, render sketches, add dimensional shading, and more!

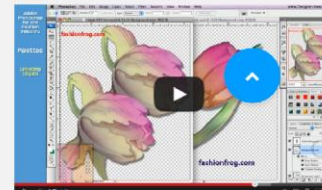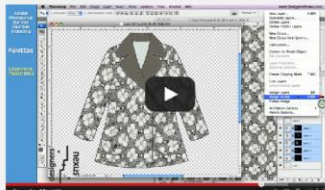Photoshop Tutorial for Fashion Design (24/24) Other Palettes, Layer Comps, Workspace

Photoshop Tutorial for Fashion Design (23/24) Tool Presets, Brushes Palette, Levels

Photoshop Tutorial for Fashion Design (22/24) History Palette, Actions Palette, Colorize

Photoshop Tutorial for Fashion Design (21/24) Paths Palette, Vector Graphics

Module summary

Module Title and Aim	Learning Units	Timeframe of modules
Module 8: Construct patterns for leather product **Aim:** The aim of this module is to enable the students to perform complete pattern construction working steps, including pattern industrialization and pattern grading for different leather products.	**LU1:** Construct base pattern **LU2:** Construct design pattern **LU3:** Construct cutting pattern **LU4:** Construct lining pattern **LU5:** Construct fusing pattern **LU6:** Perform pattern grading	220 Hours
Module 9: Develop fashion drawing and design **Aim:** The aim of this module is to qualify the student in silhouette drawing and in fashion designing.	**LU1:** Draw figure template **LU2:** Draw different poses of figure template **LU3:** Draw various parts of figure template **LU4:** Perform rendering of figure template **LU5:** Adjust rendered leather product on figure	100 Hours
Module 10: Design leather products using drawing software **Aim:** The aim of this module is to enable the student to perform fashion design for leather products by using photo editing and graphic designing software.	**LU1:** Design leather product using photo editing software **LU2:** Design leather products using Graphic designing software	120 Hours

Frequently Asked Questions

1. What is Competency Based Training (CBT) and how is it different from currently offered trainings in institutes?	Competency-based training (CBT) is an approach to vocational education and training that places emphasis on what a person can do in the workplace as a result of completing a program of training. Compared to conventional programs, the competency based training is not primarily content based; it rather focuses on the competence requirement of the envisaged job role. The whole qualification refers to certain industry standard criterion and is modularized in nature rather than being course oriented.
2. What is the passing criterion for CBT certificate?	You shall be required to be declared "Competent" in the summative assessment to attain the certificate.
3. What are the entry requirements for this course?	The entry requirement for this course is National Vocational Certificate Level-2 in Leather Products Development Technician (Stitcher).
4. How can I progress in my educational career after attaining this certificate?	You shall be eligible to take admission in the National Vocational Certificate Level-4 in Leather Products Development Technician (Computerized Pattern Designer). You shall be able to progress further to a level-5, DAE or equivalent course in relevant trade. In certain case, you may be required to attain an equivalence certificate from The Inter Board Committee of Chairmen (IBCC).
5. If I have the experience and skills mentioned in the competency standards, do I still need to attend the course to attain this certificate?	You can opt to take part in the Recognition of Prior Learning (RPL) program by contacting the relevant training institute and getting assessed by providing the required evidences.
6. What is the entry requirement for Recognition of Prior Learning program (RPL)?	There is no general entry requirement. The institute shall assess you, identify your competence gaps and offer you courses to cover the gaps; after which you can take up the final assessment.
7. Is there any age restriction for entry in this course or Recognition of Prior Learning program (RPL)?	There are no age restrictions to enter this course or take up the Recognition of Prior Learning program.
8. What is the duration of this course?	The duration of the course work is 440 hrs. (approx. 3.5 months)
9. What are the class timings?	The classes are normally offered 25 days a month from 08:00am to 01:30pm. These may vary according to the practices of certain institutes.
10. What is equivalence of this certificate	As per the national vocational qualifications framework, the level-4 certificate is equivalent

with other qualifications?	to Matriculation. The criteria for equivalence and equivalence certificate can be obtained from The Inter Board Committee of Chairmen (IBCC).
11. What is the importance of this certificate in National and International job market?	This certificate is based on the nationally standardized and notified competency standards by National Vocational and Technical Training Commission (NAVTTC). These standards are also recognized worldwide as all the standards are coded using international methodology and are accessible to the employers worldwide through NAVTTC website.
12. Which jobs can I get after attaining this certificate? Are there job for this certificate in public sector as well?	You shall be able to take up jobs in the leather products making companies in the functions of fashion designing, pattern making and computerized fashion designing of leather gloves and garments.
13. What are possible career progressions in industry after attaining this certificate?	You shall be able to progress up to the level of supervisor after attaining sufficient experience, knowledge and skills during the job. Attaining additional relevant qualifications may aid your career advancement to even higher levels.
14. Is this certificate recognized by any competent authority in Pakistan?	This certificate is based on the nationally standardized and notified competency standards by National Vocational and Technical Training Commission (NAVTTC). The official certificates shall be awarded by the relevant certificate awarding body.
15. Is on-the-job training mandatory for this certificate? If yes, what is the duration of on-the-job training?	On-the-job training is not a requirement for final / summative assessment of this certificate. However, taking up on-the-job training after or during the course work may add your chances to get a job afterwards.
16. How much salary can I get on job after attaining this certificate?	The minimum wages announced by the Government of Pakistan in 2019 are PKR 17,500. This may vary in subsequent years and different regions of the country. Progressive employers may pay more than the mentioned amount.
17. Are there any alternative certificates which I can take up?	There are some short courses offered by some training institutes on this subject. Some institutes may still be offering conventional certificate courses in the field.
18. What is the teaching language of this course?	The leaching language of this course is Urdu and English.
19. Is it possible to switch to other certificate programs during the course?	There are some short courses offered by some training institutes on this subject. Some institutes may still be offering conventional certificate courses in the field.
20. What is the examination / assessment system in this program?	Competency based assessments are organized by training institutes during the course which serve the purpose of assessing the progress and preparedness of each student. Final / summative assessments are organized by the relevant qualification awarding bodies

	at the end of the certificate program. You shall be required to be declared "Competent" in the summative assessment to attain the certificate.
21. Does this certificate enable me to work as freelancer?	You can start your small business of stitching leather garments, gloves or other products; or offer services in pattern making and fashion designing. You may need additional skills on entrepreneurship to support your initiative.

Test Yourself (Multiple Choice Questions)

1.	What kind of pattern is traced using Basic pattern?	a. Design pattern b. Cutting pattern c. Lining pattern d. Fussing pattern
2.	What is the minimum under allowance?	a. 5mm b. 10mm c. 20cm d. 10cm
3.	Which type of Stitching used in Leather Garments?	a. One thread b. Chain stitch c. Lock stitch d. Two thread
4.	Which is the following size convention is used in Garment making?	a. 36,38… b. 1,2,3… c. Iv,v,vi…. d. None of these
5.	Is the following statement true or false? "Fusing pattern is used for Under Collar but not for Under Cuff."	a. True b. False

6.	Which line is used for pattern making?	a. Curve b. Straight c. Angular d. All of above e. None of the above
7.	What does dress designing involves?	a. Study of structural lines of human figure b. Selection of material c. Requirements of the individual d. All of above
8.	What is the first step in designing a collection?	a. Choosing a theme b. Predicting trends c. Planning a collection d. None of these
9.	When mixed together, what do primary colours make?	a. Secondary colours b. Tertiary colours c. Basic colours d. White colour
10.	Mention if following statement is True or False; "Blue colour is an example of Warm Colors".	a. True b. False
11.	What does shining texture do?	a. Absorbs light b. Reflects light c. Both a &b d. None of above
12.	Which of these softwares is used for photo editing?	a. Coral draw b. Adobe Photoshop c. MS word d. Excel
13.	Which of these is the default Color Mode for working in Adobe Photoshop?	a. Grey scale b. Bitmap

		c. CMYK d. RGB
14.	Which of these tools is used for tracing in photo editing and graphic designing softwares?	a. Dodge b. Smudge c. Pen d. Bucket
15.	How do you create a new file in Photoshop using the drop down menu?	a. File > New b. Start > New File c. File > Open d. Create > New
16.	In which format PS file can be saved?	a. JPEG b. TIFF c. PSD d. all of the above
17.	Which one of these tools is used for cropping in coral draw?	a. Zoom tool b. Shape tool c. Knife tool d. Pick tool
18.	Which of these tools is used for selecting and deselecting objects in coral draw?	a. Shape tool b. Bezier tool c. Pick tool d. Free hand tool

19.	How many color separation do we have in coral draw?	a. 4 b. 2 c. 3 d. 6

ANSWERS

1.	What kind of pattern is traced using Basic pattern?	a. Design pattern
2.	What is the minimum under allowance?	b. 10mm
3.	Which type of Stitching used in Leather Garments?	c. Lock stitch
4.	Which is the following size convention is used in Garment making?	a. 36,38…
5.	Is the following statement true or false? "Fusing pattern is used for Under Collar but not for Under Cuff."	b. False
6.	Which line is used for pattern making?	d. All of above
7.	What does dress designing involves?	d. All of above
8.	What is the first step in designing a collection?	a. Choosing a theme
9.	When mixed together, what do primary colours make?	a. Secondary colours
10.	Mention if following statement is True or False; "Blue colour is an example of Warm Colors".	b. False

11.	What does shining texture do?	b. Reflects light
12.	Which of these softwares is used for photo editing?	b. Adobe Photoshop
13.	Which of these is the default Color Mode for working in Adobe Photoshop?	d. RGB
14.	Which of these tools is used for tracing in photo editing and graphic designing softwares?	c. Pen
15.	How do you create a new file in Photoshop using the drop down menu?	a. File > New
16.	In which format PS file can be saved?	d. all of the above
17.	Which one of these tools is used for cropping in coral draw?	b. Shape tool
18.	Which of these tools is used for selecting and deselecting objects in coral draw?	c. Pick tool
19.	How many color separation do we have in coral draw?	a. 4

National Vocational and Technical Training Commission (NAVTTC)

Plot 38, Kirthar Road, Sector H-9/4, Islamabad, Pakistan
+92 51 9044 322
+92 51 9044 322
info@navttc.org
www.navttc.org