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India**skills**



N·S·D·C
National
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Transforming the skill landscape

Sample Test Project

District / Zonal Skill Competitions

Skill- Fashion Technology

Category: Creative Arts and Fashion

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Section - A

A. Preface

Skill Explained:

The Fashion Technology practitioner creates garments. The technical skills involved include design, pattern construction, cutting and garment manufacture.

The practitioner may work in one of several sectors but often they are self-employed and work on commissioned projects or in the retail manufacturing sector or in sampling garments for production. As such they need to have business acumen and strong interpersonal skills when dealing with clients. Excellent customer care and selling skills are crucial. As some work is often commissioned for important events, the practitioner must understand the needs of the client and be able to offer appropriate expert advice whilst interpreting the vision for the finished project. Customer briefs must be clearly understood and followed accurately

Eligibility Criteria (for IndiaSkills 2018 and WorldSkills 2019):

Competitors born on or after 01 Jan 1997 are eligible to attend the Competition.

Total Duration: 4 Hrs

- Module 1 : 1 Hrs
- Module 2 : 30 Minutes
- Module 3 : 2.30 Minutes

Section - B

B. Test Project

This Test Project will evaluate the Competitor while carrying out the following tasks:
Techniques in designing, drafting, cutting, assembling, fusing and pressing

This Test Project has 3 different modules

- Module 1: Sketching: Design and sketch Technical drawings
- Module 2: Pattern Making
- Module 3: Construction

MODULE 1: SKETCHING – MAXIMUM TIME - 1 HOUR

Competitors will be required to create production/trade/flat sketches of coordinated garments in black ink, front and back, to be presented in A3 size. They will be supplied with a template/croquet (available prior to the competition) as well as a random swatch of mystery fabric. They will be required to sketch garments according to the properties of the fabric as well as a particular target market. The target market will be selected at random at the start of the module – it will be either:

- Fast fashion (low end, budget garments – three pieces front and back) or
- Mid-range (good quality, mid cost garments – two pieces front and back) or
- Couture (high end, expensive garments – two pieces front and back)

MODULE 2: PATTERN MAKING -1/2 HOUR

Competitors will receive a Draft of the Top to be constructed and is required to add seam allowances and notches wherever required.

MODULE 3: CONSTRUCTION- 2 ½ HOURS

The garment must have:

- Length as per the original draft provided
- Armhole finished well
- Hem with appropriate finish
- Closure as required
- No raw edges allowed.



The Competitor has to prepare the production pattern, prepare the fabric, lay up the pattern, cut the fabric, fuse some parts of the Top, sew and finish.

Section – C

C. Marking Scheme

Marking Scheme: The Assessment is done by awarding points by adopting two methods, Measurement and Judgments

- Measurement – One which is measurable
- Judgments - Based on Industry expectations

Aspects are criteria's which are judged for assessment

Measurement is used to assess accuracy, precision, and other performance which can be measured in unambiguous way. Mark is awarded in full for a dimension within tolerance and zero when it is out of tolerance.

Judgment is used to assess the quality of performance, about which there may be small differences of opinion

The scores from 0 to 3 are awarded for conformity with industry standards (score 1 stands for 1/3 and score 2 for 2/3 of the maximum mark allotted for the criterion).

- 0: performance below industry standard to any extent, including a non-attempt
- 1: performance meets industry standard
- 2: performance meets industry standard and surpasses that standard to some extent
- 3: excellent or outstanding performance relative to industry's expectations

Aspects are criteria which are judged for assessment

Example-Judgment Marking

If maximum marks for Judgment criteria is 1 and if all 3 Experts (Juries) give 3 points to a candidate, the candidate will get 1 mark for that aspect. If 2 Experts give 3 and 1 Expert gives 2 points, then candidate will get $(3+3+2)/9 \times 1 = 0.89$ marks for that aspect out of 1 mark.

Marking Form

		Skill name	
		Fashion Technology - Test	
		Criteria	Mark
	A	Module 1 - Sketching	30.00
	B	Module 2- Patternmaking	24.00
	C	Module 3 -Construction	46.00
Sub Criteria	Aspect	Aspect - Description	Judge
Name or Description	Type O = Objective S = Subjective J = Judgment		Score
Sketching - Module completed correctly	M	Page presentation neat and tidy Yes or No	2
	M	Sketches all completed in ink - Yes or No	2
	M	Sketches/technical drawing show correct number of garments - front and back - Yes or No	1
Sketching - Target market	J	Design production value appropriate for target market	2
		Design not appropriate or not cost effective for production	0
		Design show poor knowledge of cost and production	1

		Design show good knowledge of cost and production	2
		Design show excellent knowledge of cost and production	3
	J	Sketches/technical drawing - garment function	2
		Garment function is poor- i.e no zipper or buttons	0
		Garment function is acceptable	1
		Garment function is good	2
		Garment function is excellent	3
Sketching - Creativity + Variety	J	Design ideas of each garment show creativity	2
		Design ideas show no creativity	0
		Design ideas show some creativity	1
		Design ideas show good creativity	2
		Design Ideas show excellent creativity	3
	J	Design ideas of all garments show variety	2
		Design ideas show no variety of ideas or styles	0
		Design ideas show some variety of ideas or styles	1
		Design ideas show good variety of ideas or styles	2
		Design ideas show excellent variety of ideas or styles	3

	J	Designs coordinate well	2
		Designs do not coordinate well or show that they would be part of the same collection	0
		Designs show some coordination as part of the same collection	1
		Designs show good coordination as part of the same collection	2
		Designs show excellent coordination as part of the same collection	3
Sketching - Fabric properties	J	Fabric suitability	2
		Designs not suitable for the fabric weight, type and other properties	0
		Designs are little suitable for the fabric weight, type and other properties	1
		Designs quite suitable for the fabric weight, type and other properties	2
		Designs are very suitable for the fabric weight, type and other properties	3
	J	Selected fabric drawn correctly - good understanding of fabric properties	2
		Fabric will not move or fall in the way as shown in the sketch	0
		Fabric will move or fall in the way as shown in some parts of the sketch	1

		Fabric will move or fall in the way as shown in most parts of the sketch	2
		Fabric will move or fall in the way as shown exactly in the parts of the sketch	3
Sketching - Technical drawing quality	J	Overall quality of sketching/drawing technique	2
		Not good quality, lines not straight, curves and shapes not appropriate	0
		Acceptable quality, with quite few imperfections in the drawing	1
		Only a few small imperfections with lines, curves and shapes	2
		Excellent quality, all lines and curves well done, no imperfections	3
	J	Wear ability	2
		Garment wearability is poor eg., parts too tight for movement, gaping areas, loose tangling parts, areas won't stay up etc.	0
		Garment wearability is ok	1
		Garment wearability is good	2
		Garment wearability is excellent	3
Sketching - Garment details	J	Sketching/technical drawing details of construction accurate	2
		Details not accurate enough for pattern maker to proceed	0
		Few Details accurate for pattern maker to proceed	1

		Details somewhat accurate for patternmaker to proceed in most of the garments	2
		All details accurate in all garments	3
	M	Design feasibility - Yes or No	2
Sketching - Flow through + Coordination	J	Sketches/technical drawing show good flow through of designs, front to back	3
		Most areas of the garments do not flow through front and back	0
		Only some areas of the designs flow through front and back	1
		Most areas of the designs flow through front and back	2
		All areas of the design flow through front and back	3
Sub Criteria Name or Description	Aspect Type O = Objective S = Sub J = Judgment	Aspect - Description	Judge Score
Patterns neat/tidy	M	Pattern pieces neatly presented - .5 deduction for each mistake	2
Pattern labeling	M	Pattern labeling - Size (38) - .5 deduction for each mistake	2
	M	Pattern labeling - Piece name - .5 deduction for each mistake	2
	M	Pattern labeling - Style number (state code) - .5 deduction for each mistake	2

	M	Pattern labeling - Piece number - .5 deduction for each mistake	2
	M	Pattern labeling - Cutting instructions - .5 deduction for each mistake	2
	M	Pattern labeling - Grainlines - .5 deduction for each mistake	2
Patterns - Seam and Hem allowances	M	Seam and hem allowances - .25 deduction for each mistake	2
	M	Seam allowance even - .25 deduction for each mistake	2
Pattern - Notching	M	Notching - .5 deduction for each mistake	2
Patterns - Flow through + function	M	Flow through and alignment of pattern pieces - .5 deduction for each mistake	2
	M	Pattern function - Yes or No	2
Sub Criteria Name or Description	Aspect Type O = Objective S = Sub J = Judgment	Aspect - Description	Judgment Score
Lay + Cutting	M	Pattern pieces secure - .2 deduction for each mistake	2
	M	Fabric laid up neatly - Yes or No	1
	M	Pattern pieces laid up according to cutting instructions - main and contrast only - .25 deduction for each mistake	2

Lay + Cutting - Grainlines	M	Grain lines correct for pieces - 2mm tolerance, 0.5 deduction for each mistake	2
	M	table and floor tidy, ready to cut - HSE - Yes or No	1
Fabric Economy	J	Fabric economy (with photos)	2
		Layup show no economy	0
		Layup show some economy	1
		Layup show good use of economy	2
		Layup show excellent use of economy	3
Work station neat and tidy	M	Workstation check during day in construction module - .5 deduction for each mistake	2
Pressing/presentation	J	Overall pressing and presentation - ON STAND	2
		Over pressed or undepressed in most areas	0
		Few areas over pressed or under pressed	1
		Hardly any areas that are over or under pressed	2
		Excellent pressing , no under pressing or over pressing	3
Hem Construction	J	Hem construction quality	1.5
		Method or quality of hem finish is poor or hem is incomplete	0
		Quality of hem finish is acceptable including method	1

		Quality of hem finish is good including method	2
		Quality of hem finish is excellent including method	3
Yoke Construction		Yoke Construction Quality	2
		Yoke attachment method is not appropriate	0
		Yoke attachment method is acceptable	1
		Yoke attachment method is good	2
		Yoke attachment method is excellent	3
Drape/shape Garment	J	Overall drape and shape of garment on the stand, including fit (not collar) - ON STAND	2
		Garment pulls, drags or puckers in few places, garment sits poorly on stand or garment incomplete	0
		An acceptable standard, no significant puckers, drags or pulls & sits fairly well on the stand	1
		A good standard, no significant puckers, drags or pulls & sits quite well on the stand	2
		An excellent standard, no significant puckers, drags or pulls & sits beautifully on the stand	3
	J	Top construction quality	2
		Poorly constructed, techniques are incorrect, show low level industry	0

		finishes, low quality work and incomplete	
		Constructed with techniques showing some low level industry finishes	1
		Has been fairly well constructed, techniques show mid-level finishes and quality of work	2
		Has been very well constructed, techniques show high level finishes and quality of work	3
	J	Quality of sewing including method - Armhole finishing	2
		Selected element has been poorly constructed, technique incorrect and show low level finishes and is incomplete	0
		Selected element has been adequately constructed, technique incorrect and show low level finishes and is incomplete	1
		Selected element has been fairly well constructed, technique incorrect and show low level finishes and is incomplete	2
		Selected element has been very well constructed, technique incorrect and show low level finishes and is incomplete	3
Drape and Shape + Collar + back pleat	J	Drape and shape of the collar including overall finish - ON STAND	1.5

		Collar sits poorly on the stand with drags, pulls, poor shape or is incomplete	0
		Collar sits acceptably on the stand with some drags, pulls and shape is somewhat ok	1
		Collar sits fairly well on the stand with minor drags and pulls and shape is good	2
		Collar sits very well on the stand with no drags, pulls and shape is excellent	3
	J	Collar - construction quality	2
		Collar is poorly constructed , uses low level techniques, incorrect technique or is incomplete	0
		Collar is adequately constructed, with low level technique and number of imperfections	1
		Collar show good construction techniques with only small imperfections	2
		Collar is very constructed with high level techniques , (graded, clipped, understitched and secured where required)	3
	J	pleat construction quality	2
		Selected element is poorly constructed, techniques are incorrect, show low level industry finish and is incomplete	0
		Selected element is constructed with techniques which show low level industry finish	1

		Selected element is fairly well constructed with techniques which show mid-level industry finish	2
		Selected element is constructed with techniques which show high level industry finish	3
Gathers	J	Gathers - Construction - ON STAND	2
		Gathers sits poorly on the stand with drags, pulls, poor shape or is incomplete	0
		Gathers sits acceptably on the stand with some drags, pulls and shape is somewhat ok	1
		Gathers sits fairly well on the stand with minor drags and pulls and shape is good	2
		Gathers sits very well on the stand with no drags, pulls and shape is excellent	3
	J	gathers - construction quality	2
		Selected element is poorly constructed, techniques are incorrect, show low level industry finish and is incomplete	0
		Selected element is constructed with techniques which show low level industry finish	1
		Selected element is fairly well constructed with techniques which show mid-level industry finish	2

		Selected element is constructed with techniques which show high level industry finish	3
Hem Measurement	M	Hem measurement ok - Yes or NO	2
Buttons and placket	M	Buttons function - Yes or No	1
Seams + Junctions + Fusing	M	Garment free of damage and imperfections .5 deduction for each mistake	1
	M	Seams - main - pressing and direction - .25 deduction for each mistake	1
	M	Fusing - .25 deduction for each mistake	1
	M	Junctions - .5 deduction for each mistake	2
	M	Hemming even and uniform- 0.5 deduction for every mistake	2
	M	Buttons attachment- appropriate method applied yes or No	1
	M	Buttons - all secure - 0.5 deduction for every mistake	2

Section - D

D. Infrastructure List

- Juki Industrial Machine -1 each for every candidate
- Three thread over lock- 1 for 5 candidates
- Industrial Steam Ironing machine- one for 3 candidates
- Pattern making Table-one for each candidate
- Adjustable chair/stool – one for each candidate

Tool Kit-Tool & Equipment allowed to be brought by competitors for competitions

List of material (To be provided by Organizers)

FABRIC:		
Mid weight Cotton fabric /calico wide	150 cm.	3m max
Thread in matching colour		5 cones each colour
Microdot Fusing		0.50m
Buttons small - 1 type (18mm)		8 pcs
Fusing tape		2 mts
Paper for constructing paper pattern		3mts paper
A3 Paper for technical drawing and templates		2 each
A4 gateway sheet		2 each

Materials, equipment and tools to be brought by Competitors in their toolboxes

- Tailor's chalk
- Pencils
- Tracing wheel
- Thimble
- Scissors (paper, fabric, electric scissors or rotary cutter)
- Rulers
- Pins
- Stitch ripper
- Hand sewing needles
- Magnetic edge guide
- Weights
- Clock/timer
- A selection of drawing tools (colored pencils etc)
- Pressing equipment (hams, bias tape maker etc)
- Patternmaking construction tools (calculator, rulers, curves etc)
- Loop turner
- Screwdrivers

Section – E

E. Instructions for candidates

Basic Instructions:

- No Competitor is allowed to bring any kind of equipment, fabric, tape, thread, pattern pieces, books, notes or samples on site. If any of these are found they will be taken away prior to and for the duration of the competition
- Competitors must use **only** the fabric and accessories supplied.
- Competitors must hand in all fabric and accessories left over at the end of each module.
- Photographs of the garments may be taken after Construction Module.
- Safety regulations must be followed at all times.

Section – F

F. Health, Safety, and Environment

1. All accredited participants, and supporting volunteers will abide by rules and regulations with regards to Health, Safety, and Environment of the Competition venue.
2. All participants, technicians and supporting staff will wear the required protective Personnel clothing (especially sports shoes and no flowy garments)
3. All participants will assume liability for all risks of injury and damage to property, loss of property, which might be associated with or result from participation in the event. The organizers will not be liable for any damage, however in case of Injury the competitor will immediately inform the immediate organizer for medical attention.
4. long hair should be properly tied up. No use of danglers or hanging chains in the neck.