

FASHION AND CLOTHING

AIMS

This syllabus aims to foster and develop creative, intellectual and technical abilities through the study of the subject area of Fashion and Clothing. It is also intended to provide a general orientation towards post-secondary study and a career within the fashion and clothing industry.

OBJECTIVES

The objectives of the examination are to test candidates'

1. understanding of the organisational structure of the Hong Kong fashion and clothing industry.
2. awareness and appreciation of the fashion and clothing industry on a broad and global basis.
3. knowledge and application of textile theory in the production of garments.
4. problem solving abilities via the process of designing, pattern construction and making-up.
5. ability to utilise pattern theory in garment construction.
6. skills and techniques in garment construction.

THE EXAMINATION

Those schools which have suitable facilities for the examination of the Project may present candidates for this subject.

The examination will consist of three papers :

Paper 1 General Theory (2 hours) (40%)

This paper will examine candidates' ability to understand the application of knowledge and theories in the fashion and clothing industry. This paper will consist of two sections set on all topics in the syllabus.

Section A (40 marks) – Compulsory

Candidates will be required to answer 10 short questions.

Section B (60 marks)

Candidates will be required to answer 4 questions which will require more detailed answers than those in Section A. A choice of questions will be given.

Paper 2 Clothing Technology (2½ hours) (30%)

This paper concerns with the technological aspects in the fashion and clothing industry. This paper will consist of three sections.

Section A (40 marks) – Compulsory

Candidates will be required to :

- (i) analyze a given design problem of a garment;
- (ii) design the garment in the form of sketches;
- (iii) describe the design in brief notes;
- (iv) give reasons for the choice of the final design.

Section B (30 marks) – One out of two questions will be answered

Candidates will be required to :

- (i) construct a whole or partial pattern from a given production drawing and design information;
- (ii) answer questions related to pattern construction.

Section C (30 marks) – One out of two questions will be answered

Candidates will be required to :

- (i) answer questions on the clothing manufacturing process, including garment making techniques, operation breakdown, making-up sequences, and flow-charting;
- (ii) calculate the cost of producing a garment.

Paper 3 Project (30-35 hours workshop time) (30%)

The objective of this part of the examination is to test the candidates' ability in solving a specific design problem over a given period of time. The project will demand the candidates to investigate a given design problem; identify salient features; consider various solutions to the problem; select the most appropriate solution and then plan and execute it.

Candidates will be required to submit the design sketches, production pattern and the finished garment together with a design folder which should show the development of the chosen project and contain the following headings :

- (a) Research
- (b) Various alternative design solutions
- (c) Choosing final solution
- (d) Planning feasible working procedure
- (e) Production drawings
- (f) Design pattern in 1/5 scale
- (g) Costing sheet
- (h) Garment marking-up procedure
- (i) Final evaluation of the project

A list of projects will be given to candidates in early July in the year prior to the examination. Candidates should attempt one project only.

SI units will be used in the examination.

THE SYLLABUS

Section I THE ORGANISATION OF CLOTHING INDUSTRY

This concerns the interrelationship between the Hong Kong clothing industry, its factories, its personnel and the worldwide clothing trade.

<i>Syllabus Topics</i>	<i>Explanatory Notes</i>
1. Hong Kong clothing industry the relevance of Hong Kong clothing industry to the world's clothing trade	<ul style="list-style-type: none">– brief history of Hong Kong's clothing industry.– Hong Kong's imports and exports of garments.– the relevance of global trading agreements to the clothing industry of Hong Kong.– the development of the clothing industry of Hong Kong in future.
2. Clothing factories	
a) the organisation of a clothing factory	<ul style="list-style-type: none">– factory organisation for the following production systems : make-through system, flow system
b) factory personnel and their interrelated responsibilities	<ul style="list-style-type: none">– the routine work of fashion designer, pattern designer, sewing room supervisor, and quality controller.
c) the importance of the production sequence in general factory layout	<ul style="list-style-type: none">– general garment production sequences.– the relationship between production sequences and factory layout.
3. Clothing marketing and distribution	
a) the world fashion trade and its trends	<ul style="list-style-type: none">– worldwide supply and demand.
b) basic concepts of marketing, retailing, wholesaling	<ul style="list-style-type: none">– wholesaler, department store, chain store, boutique.
c) basic concepts of clothing costing	<ul style="list-style-type: none">– cost analysis and pricing policy.

Section II KNOWLEDGE OF TEXTILE MATERIALS

This introduces the properties and components of basic materials used in garment production to assist candidates to select textile materials for 'fashion and function'.

<i>Syllabus Topics</i>	<i>Explanatory Notes</i>
1. Fibres	
a) classification of fibres	<ul style="list-style-type: none">– natural fibres– regenerated fibres– synthetic fibres
b) identification of fibres	<ul style="list-style-type: none">– microscopic test– burning test
2. Yarns and sewing threads	
a) methods of production	<ul style="list-style-type: none">– cotton yarn– polyester continuous filament yarn
b) specifications	<ul style="list-style-type: none">– direction of twist– single, folded and cabled– cotton count system, tex system, denier systems.
3. Fabrics	
a) methods of production	<ul style="list-style-type: none">– woven, knitted and non-woven fabrics.
b) identification of fabric structure	<ul style="list-style-type: none">– woven, knitted and non-woven fabrics.
4. Textile materials properties and their application	
a) properties of textile materials affecting garment appearance and behaviour	<ul style="list-style-type: none">– properties related to weight, thickness, strength, stretchability and durability.– properties related to appearance, warmth, handle, water repellency, water absorption and flammability.
b) application of textile materials	<ul style="list-style-type: none">– end uses

Section III FASHION DESIGN

This provides an introduction to the process of fashion design to enable the candidates to solve a given design problem.

<i>Syllabus Topics</i>	<i>Explanatory Notes</i>
1. Design process the process of producing fashion design	– the outline of how a design evolved from the initial design brief to the complete mass-produced garment in the factory
2. Human body and fashion figure	
a) the structure and proportion of a human body	– the skeletal and muscular structure of a human body – fundamental knowledge of the proportion of a human body
b) the fashion figure	– the proportions of the standard fashion figure – the eight-head theory – the recognition of the various fashion figures for different purposes. – the techniques of drawing a standard fashion figure
3. Silhouette and details	
a) silhouette of modern fashion	– the shapes of various garments – the relationship of styling features to the shape and the fit of the garment
b) the application of fashion details	– the use and placement of structural details and their influence to the construction of a garment. – the use and placement of applied details and their influence to the visual impact of a design

Syllabus Topics

Explanatory Notes

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| 4. Line, colour and texture
the effects of lines, colours, textures and other fabric properties on fashion design | <ul style="list-style-type: none">– the effects, properties and visual impact of lines, and their uses in styling– colour theories (e.g. harmony, contrast, proportion and balance) and their implication to fashion.– the visual and tactile textures of various fabrics. |
| 5. Design drawings
the preparation of various design drawings | <ul style="list-style-type: none">– the method of presenting design ideas– the requirement of various design drawings– the analysis of the finished drawings to check the completeness of graphic information– the assessment of the need for additional written instructions to amplify graphic information |
| 6. Fashion trend
an awareness of current fashion trend and its origin | <ul style="list-style-type: none">– factors affecting the fashion trend– evaluation of current fashion movement– trend analysis and projection– models of fashion movement |

Section IV PATTERN TECHNOLOGY AND CUTTING ROOM KNOWLEDGE

This introduces the candidates to the methods of using blocks and patterns to construct garments. The aim is to assist candidates to solve 3-dimensional problems related to garment construction for the human form.

Syllabus Topics

Explanatory Notes

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| 1. Basic block and basic pattern
a) the relationship between the human body and pattern construction | <ul style="list-style-type: none">– the relationship among the measurements in size charts, pattern pieces, finished garments and human proportions |
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<i>Syllabus Topics</i>	<i>Explanatory Notes</i>
b) methods of pattern cutting	– the definition of : direct drafting block adaptation modelling copying
c) basic knowledge of basic blocks and basic patterns	– the definitions of basic block and basic pattern – how the basic blocks and basic patterns are produced (scale and direct measurement) – the basic blocks of women’s wear (bodices, sleeves, dress and tailored skirt) – the basic patterns of men’s wear (tunic shirt and trousers)
2. Methods of achieving 3D shaping	– the relationship between a 2D pattern and the finished 3D garment – the definition and application of : darts, pleats, flare, gathers, ease, tucks, godets, gores, yokes, shirring, casing and seam
3. Instructions on the patterns	
a) instructions on basic block, basic pattern and production pattern	– the use of notches, grainlines, balance marks, fold, seam allowance, style name, sizes, name of pattern pieces, cut pieces, CF and CB, drill hole and other relevant symbols
b) the need for accuracy	– the effect of incorrect pattern instructions and measurements on production
4. Pattern development	
a) pattern development for garment details	
i) hemlines	– straight, A-shaped and flare skirts
ii) waistlines	– waistbands, belts and faced waistlines

<i>Syllabus Topics</i>	<i>Explanatory Notes</i>
iii) necklines	– round, square, V-shape, U-shape and boat-shape
iv) collars	– flat (Peter Pan, slight stand (convertible), stand (Mandarin) and shirt
v) sleeves	– set-in (short fitted, puff and shirt) – grown-on (cap sleeve)
vi) pockets	– patch, seamed and slit pocket
vii) openings	– full placket (excluding concealed opening), facing and continuous slit
viii) lining	– flowing method (for skirt only)
b) construction of patterns for simple style garments block adaptation	– women’s skirts, dress and blouse – men’s tunic shirt and trousers
5. Cutting Room practice	
a) the basic knowledge of Cutting Room practice	– the definition of : marker making, marker copying, lay-planning, spreading, cutting, bundling – the production sequence in the Cutting Room
b) Cutting Room machinery and equipment	– recognition of the types and usage of Cutting Room machinery and equipment (straight knife, rotary knife, die-cutter, band knife, notcher, hole-driller) – safety precautions

Section V GARMENT MANUFACTURE TECHNOLOGY

This provides the candidates with technical knowledge in the many practices involved in garment production.

Syllabus Topics

Explanatory Notes

1. Sewing equipment and tools
 - types of equipment and tools
 - storage, handling and maintenance
 - safety precautions

2. The use of sewing machines
 - a) stitch and seam types
 - characteristics and applications of stitches and seams
 - drawing the construction of stitch types 101, 301, 401

 - b) the application and operation of various sewing machines
 - the application and operation of the following industrial machines :
 - i) lock-stitching
 - ii) overlock-stitching
 - iii) blind-stitching
 - iv) buttonholing
 - v) felting

 - c) sewing quality
 - stitch faults, sewing faults and remedies
 - the effect of stitch quality and sewing techniques on the garment quality

3. Sewing techniques
the sewing methods for various design features
 - opening, pockets, collars, cuffs, waistbands, yokes

4. Operation sequences
the relevance of systematic sewing operations in garment production
 - operation breakdown, making up sequence and production flow chart of skirt, blouse, dress and trousers

5. Fusing, pressing and finishing
 - a) fusing
 - fusing machines :
cylinder and flat types
 - the use of fusible interlining

 - b) pressing
 - types of pressing equipment :
iron, ironing board, pressing machine
 - pressing techniques: under pressing and final pressing

 - c) finishing
 - thread trimming