



Design
Create
Wear
Repeat!



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Chapter 7 : Apparel



Skills
today
Stylish
tomorrow!



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Plan
Learn
Stitch
Grow!



From Fabric
to Fashion
A brighter you!



Same Fabric... Infinite Possibilities!



Batch 1 : Introduction & Planning of Apparel Work ①

1.1 Introduction to Apparel

- Apparel means clothes and accessories that we wear.
- It protects our body from weather and environment.
- It also reflects our culture, personality and fashion.
- Apparel includes everyday wear, work wear, sports wear and special occasion wear.
- The art of making traditional apparel is passed down generations.
- Today, traditional designs are being adapted for modern and high-fashion wear.

Clothes are more than just fabric, they tell a story!



"Traditional Roots
Modern Styles
Brighter Futures!"

Importance of Apparel

- ✓ Provides protection, safety and comfort.
- ✓ Reflects culture, tradition and identity.
- ✓ Creates employment and business opportunities.
- ✓ Supports textile and fashion industries.
- ✓ Helps in economic growth of communities and the country.

From Tradition to Fashion



Our Heritage
Inspires
Global Fashion!

1.2 Textile – Apparel – Fashion Connection

- The textile industry produces fibre, yarn and fabric.
- The apparel industry uses these fabrics to design and make clothing.
- The fashion industry creates new styles and trends for different occasions.
- All three are closely connected and influence each other.



Together They Create a Stronger and More Creative Industry!

1.3 Types of Apparel

- Everyday wear – T-shirts, shirts, jeans, etc.
- Work wear – uniforms, formal wear
- Sports wear – tracksuits, active wear
- Festive wear – traditional clothes
- Occasion wear – party wear, ethnic wear



Traditional apparel with beautiful embroidery

Adapted for high-fashion wear today

1.4 Scoping Work

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- Before starting any apparel project, we must plan and decide the scope.
- This helps in using time, materials and resources properly.

Key Points to Consider

1. Availability of resources

- List the materials, tools and machines available.
- Identify experts who can guide you.

2. What will be created?

- Decide the type of apparel you want to make.
- Check if you have the required resources.
- Ensure it can be completed in the given time.

3. Understanding the need

- Who will use the apparel?
- Will it be comfortable, strong and easy to maintain?
- Is it suitable for the purpose and occasion?

Plan Well
Before You
Start!



Upcycling - Giving New Life to Old Clothes

- Upcycling means reusing old or unused clothes and fabrics to create useful and attractive products.
- Example: An old pair of jeans can be turned into a sling bag.
- Fabric scraps can be stitched together to make table runners, cushion covers or wall hangings.
- It helps in reducing waste and promotes creativity.

Reduce
Reuse
Redesign!



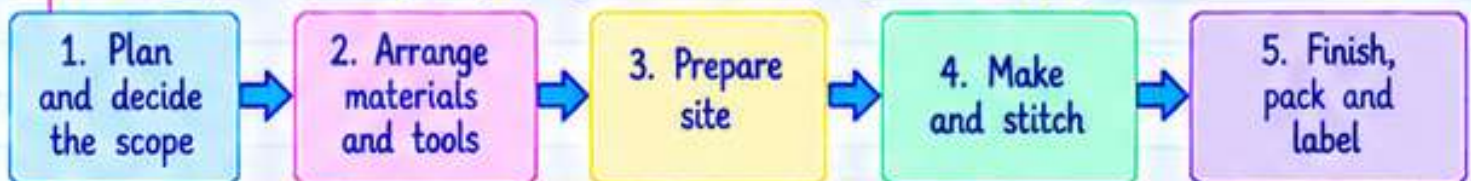
Old jeans → New bag



1.5 Process Chart

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- A process chart lists all the tasks needed to complete the apparel project.
- It helps in planning, organising work and keeping track of progress.



Example: Process Chart for Making an Apparel Item

Tasks for making apparel	Dates	Responsibility
1. Selecting fabric based on properties	_____	_____
2. Design and measurement	_____	_____
3. Drafting and pattern making	_____	_____
4. Fabric preparation and cutting	_____	_____
5. Stitching apparel	_____	_____
6. Finishing, packaging and labelling	_____	_____

1.6 Site Visit

- Visit a local tailor, fashion designer, boutique owner or garment worker.
- Observe the tools, machines and processes used.
- Ask questions and take notes (with your teacher).
- Learn about safety measures, work schedule and quality criteria.
- This helps in better planning and gives practical knowledge.



Learn
from Experts
for a Brighter
Future!

Batch 2 : Technical Drawing & Measurements

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2.1 Technical Drawing of Apparel

- Technical drawing is a clear and detailed representation of an apparel on paper.
- It shows the shape, size, measurements and construction details.
- It helps in communication between designer, tailor and manufacturer.
- It is used for planning, pattern making, estimation and production.

A Good Design Starts with a Good Drawing!

Views in Technical Drawing



Common Symbols

Straight stitch	----
Fold line	----
Cutting line	----
Notch	△
Dart	▵
Button	⊙
Pocket	□

Example: Technical Drawing of a Shirt



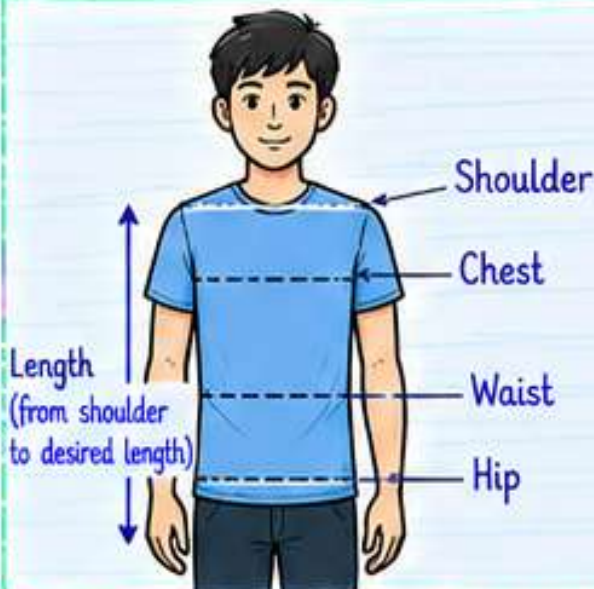
Clear Drawings Save Time and Avoid Mistakes!

2.2 Body Measurements

- Accurate measurements are important to make well-fitting apparel.
- Measurements can be taken using a measuring tape.
- The person should stand straight in a natural posture.
- Wear lightweight clothes while taking measurements.

Measure
Right
Stitch
Perfect!

Important Body Measurements (Upper Body)



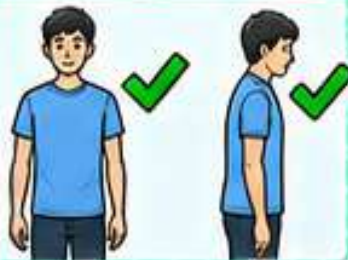
Important Body Measurements (Lower Body)



Measurement Precautions

- ✓ Use a flexible measuring tape.
- ✓ Do not pull the tape too tight or keep it too loose.
- ✓ Take measurements in centimetres (cm).
- ✓ Take each measurement 2-3 times for accuracy.
- ✓ Note down measurements clearly.
- ✓ Ensure the person is in a relaxed, natural posture.

Correct Posture



Wrong Posture



Accurate Measurements = Perfect Fit = Confident You!

2.3 Bespoke vs Ready-made Apparel

Bespoke (Custom-made)

- Made as per individual measurements.
- Perfect fit and unique design.
- More time and cost.
- Preferred for special occasions.



Designed
Just
for You!

Ready-made Apparel

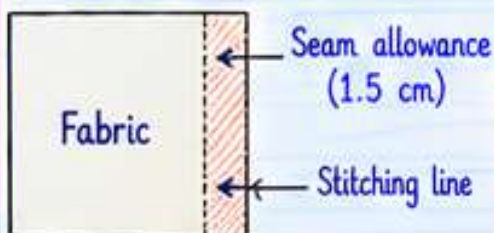
- Produced in standard sizes (S, M, L, XL).
- Easily available and less expensive.
- Suitable for everyday wear.
- May not fit perfectly for everyone.



Stylish
Convenient
Affordable!

2.4 Seam Allowance

- Seam allowance is the extra fabric given beyond the stitching line.
- It allows space for sewing and provides strength to the garment.
- Common seam allowances are 1 cm, 1.5 cm or 2 cm depending on the garment.



Small
Allowance
Big
Difference!



Plan - Draw - Measure - Create - Build Your Skills!



2.5 Technical Drawing Portfolio

- Maintain a portfolio of your drawings.
- Include front, back, side and detail views.
- Mention measurements, fabric and construction details.
- A good portfolio shows your skills and creativity.



2.6 Introduction to CAD

- CAD (Computer-Aided Design) is a software used to create, edit and visualise garment designs on a computer.
- It helps in making accurate patterns and technical drawings.
- Designs can be easily modified, saved and shared.
- It is widely used by fashion designers and garment manufacturers.



From
Ideas to
Digital
Designs!

Technology makes designing faster, easier and more accurate!

2.7 Fabric Properties

- Different fabrics have different properties. The choice of fabric depends on the purpose of the apparel, comfort, climate and cost.

Fabric	Properties	Common Uses	Image
 Cotton	• Soft, breathable, absorbs moisture	Everyday wear, summer clothes	 
 Wool	• Warm, insulating, soft	Winter wear, sweaters, jackets	 
 Silk	• Smooth, shiny, luxurious	Festive wear, sarees, special clothes	 
 Linen	• Light, strong, breathable	Summer wear, formal wear	 

Choose
the Right
Fabric
for the
Right
Purpose!

Fabrics Make Fashion Possible!

Batch 3 : Tools, Estimation, Sewing & Finishing ⑨

3.1 Apparel Making Tools

- The right tools make the work easier, faster and neater.
- Use good quality tools and keep them clean and safe.
- Choose tools according to the task (measuring, marking, cutting, stitching, finishing).

Good Tools
Good Work
Great Results!

Common Tools for Apparel Making

 Scissors (cut fabric)	 Measuring tape (take measurements)	 Ruler (draw straight lines)	 Tailor's chalk (mark fabric)	 Pins (hold fabric)
 Seam ripper (remove stitches)	 Needles (hand stitching)	 Thimble (protect finger)	 Tracing wheel (mark pattern)	 Fabric marker (marking)

Safety Tips

- ✓ Use sharp and clean tools.
- ✓ Keep scissors closed when not in use.
- ✓ Store tools safely in a box.
- ✓ Be careful while using needles and pins.
- ✓ Keep the work area clean and well lit.
- ✓ Follow safety rules, especially with electrical machines.

Safe
Practices
Create
Beautiful
Creations!

3.2 Bill of Materials (BOM)

- A Bill of Materials is a list of all materials required to make the apparel item.
- It helps in planning, cost estimation and avoiding wastage.
- Prepare the BOM after finalising the design, measurements and pattern.

Sample Bill of Materials (Example: Kurti)

S. No.	Item	Specification	Unit	Quantity
1	Fabric	Cotton, 1.5 m width	m	2.0
2	Lining	Cotton	m	0.5
3	Thread	Matching colour	spool	1
4	Buttons	1.5 cm	piece	5
5	Interfacing	Medium	m	0.25
6	Lace (optional)	1 cm width	m	0.5



3.3 Labour and Cost Estimation

- Total cost = Material cost + Labour cost + Other charges (e.g. buttons, lace, packaging).
- Labour cost depends on the type of work, complexity and local rates.
- It is useful to prepare an estimated budget before starting.

Example (Simple Kurti)

Material cost = ₹ 300
 Labour cost = ₹ 150
 Other charges = ₹ 50
 Total cost = ₹ 500 (approx.)



3.4 Sewing Basics

- Sewing joins fabric pieces together to make an apparel item.
- It can be done by hand or using a sewing machine.
- Strong and neat stitches make the garment durable and attractive.

Common Hand Stitches

Running Stitch

- 
- Simple and quick
 - Used for temporary stitching

Back Stitch

- 
- Strong and durable
 - Used for permanent stitching

Split Stitch

- 
- Neat and decorative
 - Used for curves and outlines

Buttonhole Stitch



- Used to make buttonholes
- Gives a strong edge

Hemming Stitch

- 
- Used to fold and secure edges
 - Gives a neat finish

Stitches
Add Strength
and Style
to Your
Creation!



Sewing Machine - Key Points

- ✓ Read the manual before use.
- ✓ Use the correct needle and thread.
- ✓ Keep fingers away from the needle.
- ✓ Do not pull fabric while stitching.
- ✓ Clean the machine regularly and oil it as needed.



Sewing Machine

Sew
Learn
Create
Repeat!



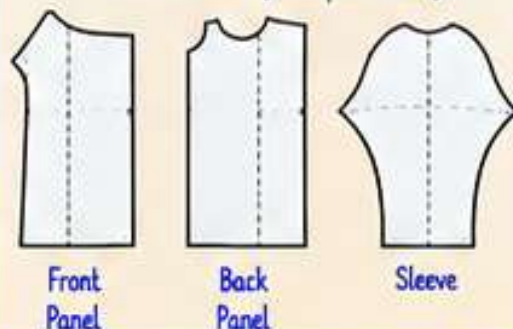
3.5 Drafting and Pattern Making

- A pattern is a paper template of the garment pieces.
- It is made using measurements and design.
- Patterns help in accurate cutting and stitching.

Steps in Pattern Making

- 1 Take body measurements
- 2 Draw basic pattern
- 3 Make required alterations
- 4 Cut the paper pattern
- 5 Mark fabric and cut

Pattern Pieces (Example: Kurti)



3.6 Preparing Fabric, Marking and Cutting

- Pre-wash fabric (especially cotton) to avoid shrinkage.
- Iron the fabric to remove wrinkles.
- Fold the fabric properly and place the pattern.
- Mark using chalk or fabric marker.
- Cut carefully along the marked lines.



Measure
Mark
Cut
Carefully!

3.7 Finishing, Surface Decoration, Packaging and Labelling

- Finishing includes hemming, pressing and removing loose threads.
- Surface decoration methods: embroidery, patchwork, appliqué, lace, buttons, etc.
- Iron the final garment for a good look.
- Fold, pack and label the product neatly.



Good
Finishing
Makes a
Big
Difference!

3.8 Key Points to Remember

- ✓ Plan your work and use the right materials.
- ✓ Take accurate measurements and follow proper steps.
- ✓ Maintain safety while using tools and machines.
- ✓ Keep your workspace clean and organised.
- ✓ Be creative and try to reduce, reuse and recycle materials.

Practice
Patience
Create
Confidence!