

SAMPLE QUESTION PAPER (2018-19)

SUBJECT – GARMENT CONSTRUCTION

SUBJECT CODE – 776

GENERAL INSTRUCTIONS

- *Please check that this question paper contains 3 printed pages.*
- *Please check that this question paper contains 31 questions. There are 2 sections in this paper – Section A and Section B. Questions in section A carry one mark, two marks and three marks; and questions in section B carry five marks each. The students should read the instructions given in the question paper carefully before answering.*
- *Please write down the Serial Number of the question before attempting it.*
- *15 minute time has been allotted to read this question paper. The question paper will be distributed at 10.15 a.m. From 10.15 a.m. to 10.30 a.m., the students will read the question paper only and will not write any answer on the answer-book during this period.*

Time Allowed – 2 ½ Hours

Maximum Marks: 50

SECTION – A

- I. This part of section A carries 12 questions that carry **1 mark each**. Attempt **any 10** questions from the following questions.
1. How would you evaluate a garment assembly system?
 2. What do you understand by the term “through- put time”?
 3. How will stitching a peter-pan collar affect fabric estimation for the garment.
 4. Which garment assembly system uses a bundle ticket?
 5. What are the disadvantages of a lock stitch machine?
 6. Define “serging”.
 7. Explain the individual system for garment assembly.

8. How will you calculate fabric for stitching a pair of trousers for your father?
9. Define a “lay”.
10. How would choice of different styles of sleeves affect fabric estimation for a garment.
11. How does a buttonhole machine create buttonholes on fabrics which fray easily?
12. How does a blind stitch hemming machine work?

II. This part of section A carries 7 questions that carry **2 mark each**. Attempt **any 5** questions from the following questions.

13. Enlist the advantages and disadvantages of Modular Production System.
14. On what basis will you choose a factory assembly system?
15. Briefly describe the working of a button attachment machine.
16. State the characteristics of a well constructed garment.
17. What is the importance of stay stitching? How is it different from easing?
18. How is a pattern layout made directly on fabric?
19. Give the pattern layout of a salwar?

III. This part of section A carries 7 questions that carry **3 marks each**. Attempt **any 5** questions from the following questions.

20. What is a bundle ticket? Which information does it comprise of? What is its use in the garment industry?
21. Kavita, a fashion designer wants to sew pockets onto garments that she is getting ready for her latest collection. Tell her the various categories of pockets to choose from. Give examples of each category.
22. Explain any three types of cutting machines used in the garment industry.

23. What are the three types of grainlines in a fabric? How do the grain lines affect estimation of fabric for a garment? Explain.
24. Enlist the types of fusing machines that are used in the garment industry. Explain any two of them.
25. What are the following materials used for in the garment industry:-
 - a. Inter lining
 - b. Inter facing
 - c. Sleeve headers
26. Differentiate between the two types of markers that are used to manufacture ready to wear garments.

SECTION – B

This part of section B carries 5 questions that carry **5 marks each**. Attempt **any 3** questions from the following questions.

27. With the help of a neatly labelled illustration, explain the essential features of unit production system. State the advantages and disadvantages of this system.
28. Differentiate between:-
 - a. Flat lock machine & safety over lock machine
 - b. Post bed machine & feed off arm sewing machine
29. List down the components of a men's shirt. With the help of a workflow layout, show its steps of assembly.
30. How would you estimate fabric requirement for a kalidar kurta? Show its pattern layout on a 36'' fabric width.
31. Give the formula for ME. Elaborate the factors which affect the efficiency of a marker?