UNIVERSITY OF ESWATINI

FINAL EXAMINATION PAPER

PROGRAMME : BACHELOR OF SCIENCE IN
TEXTILES, APPAREL DESIGN & MANAGEMENT
YEAR III

COURSE CODE : TAD307

TITLE OF PAPER : PATTERN TECHNOLOGY

TIME ALLOWED : TWO (2) HOURS

INSTRUCTIONS : ANSWER QUESTION ONE (1)
AND ANY OTHER TWO (2)
QUESTIONS

**DO NOT OPEN THIS PAPER UNTIL PERMISSION HAS BEEN
GRANTED BY THE CHIEF INVIGILATOR**

QUESTION 1 (COMPULSORY)

(a) Differentiate what happens when you modify off set even and when you create off set even.

(10 Marks)

(b) How do you shape the Peter pan collar on the front section?

(4 Marks)

(c) In making a Peter Pan collar, which piece is the target piece and which one is the set piece?

(4 Marks)

(d) When joining two pieces/patterns together, should you be on cursor or value mode?

(2 Marks)

(e) When making pleats using the software, describe how you make a box pleat using the system?

(10 Marks)

(f) Indicate what F1 to F10 function keys stand for?

(10 Marks)

[TOTAL MARKS = 40]

QUESTION 2

(a) Create a storage area with your identity number.

(2 Marks)

(b) Select a sleeve pattern block from Data90 and create a puffed sleeve to the elbow level.

(15 Marks)

(c) Add a hem of 3.0 cm and save the new piece.

(3 + 2 = 5 Marks)

(d) Mark a line 5cm below the elbow.

(3 Marks)

(e) Separate the sleeve cap from the lower portion of the sleeve and add a seam allowance of 1.5 cm along the split line, and save piece.

(5 Marks)

[TOTAL MARKS = 30]

QUESTION 3

(a)   Create a storage area with your identity number, if not created before.

(2 Marks)

(b)   Select a front bodice block from Data90, create an extended front facing, add seam allowances, and save it.

(14 Marks)

(c)   State how you make a nest after digitizing the pattern.

(4 Marks)

(d)   Select the back piece and create a full back neck facing, add seam allowances and save it.

(10 Marks)

[TOTAL MARKS = 30]

QUESTION 4

(a)   Create a fish tail long skirt.

(15 Marks)

(b)   Lower the armhole of the front bodice and change the hem lines to a straight line.

(10 Marks)

(c)   Label and save the pieces.

(5 Marks)

[TOTAL MARKS = 30]