



1ST SEM. 2014/2015

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UNIVERSITY OF SWAZILAND

FINAL EXAMINATION PAPER

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

COURSE CODE : TADM 301

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) Create a storage area with your identity number. (2 Marks)
- (b) Select the front trouser pattern and create uneven flare at
Pt 1 – 0
Pt 2 – 2
Pt 3 – 0
Pt 4 – 3 (10 Marks)
- (c) Repeat for the back trouser pattern. (10 Marks)
- (d) Add SAs (8 Marks)
- (e) Lower crotch by 3cm (5 Marks)
- (f) Save pieces. (5 Marks)

[TOTAL MARKS = 40]

QUESTION 2

- (a) Briefly explain six (6) ways of making patterns. (12 Marks)
- (b) Differentiate between the Pattern design and Marker making systems. (8 Marks)
- (c) What is the function of the simulated garment assembly software package and how does it benefit the apparel industry. Give an example of such a software. (5 Marks)
- (d) How do you access patterns on the Accumark software from the Gerber launch pad? (5 Marks)

[TOTAL MARKS = 30]

QUESTION 3

- (a) Create a storage area with your identity number, if not created before. (2 Marks)

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- (b) Select a back blouse pattern from Data 90 and create a back yoke that is 7 cm from the back nap. **(10 Marks)**
- (c) Select the front pant pattern and relocate the dart from waist to the rise or seat area to make a yoke. **(10 Marks)**
- (d) Make a yoke and add SAs. **(8 Marks)**

[TOTAL MARKS = 30]

QUESTION 4

- (a) Create a storage area with your identity number, if not created before. **(2 Marks)**
- (b) Select a jacket back piece from Data 90 and create a whole back piece with a slash line of 15 cm at CB. **(10 Marks)**
- (c) Verify measurements of the back jacket piece for shoulder line, neckline, back side seam and armhole. Record the measurements on the answer booklet. **(8 Marks)**
- (d) In making a petter pan collar, which piece is the target piece and which one is the set piece? **(4 Marks)**
- (e) When joining two pieces/patterns together, should you be on cursor or value mode? **(2 Marks)**
- (f) When introducing flare on a pattern piece, what happens when the dialog box is on cursor mode and when on value mode? **(4 Marks)**

[TOTAL MARKS = 30]