

SCHEME OF INSTRUCTION AND SYLLABUS

Bachelor of Design (Fashion Design & Technology)

2024-25



Department of Fashion Design & Technology

United University
Rawatpur-Jhalwa (Prayagraj)
Uttar Pradesh

University Vision

To establish a value based Global University having dynamic learning environment encouraging creativity and innovation, research inspired experimental learning and focusing on topics that are pertinent to the development of the region, the Country and the World.

University Mission

- To provide a dynamic, inspiring, and varied learning environment with global exposure.
- To position the institution as a premier hub for research and experiential learning.
- To develop into an adaptable university meeting the demands of society and business.
- To incorporate value thinking, integrity, wisdom and passion in professional for their career and life.

Department Vision

To make the students well-versed with the various fields of the fashion industry and to make them familiar with the various challenges of the corporate world with utmost knowledge which will ultimately make them confident and independent working individual globally as per the industry standards.

Department Mission

- To make the students understand their core subjects thoroughly along with working on the practical aspect of each subject by doing various assignments & projects for in-depth knowledge.
- To make them work on the technical aspect by inculcating software based subjects to develop the technical skills as per the industry standards.
- To work on the overall personality by teaching subjects that will boost their confidence and will enhance their personality.

Program Educational Objectives

(Undergraduate)

PEOs-1:

Graduates will exhibit competencies in professional engagements and as well as in higher education by applying knowledge of design, technology and allied fields.

PEOs-2:

Graduates will exhibit ability to adapt to changing technology as per current trends and apply design as a solution for societal and environmental needs.

PEOs-3:

Graduates will demonstrate communication and creative skills, client and team management skills, and maintain high professional ethics.

PEOs-4:

Graduates will engage in lifelong learning, career enhancement, pursuing higher education and research.

PEOs- 5:

Graduates will have a clear perspective on creativity and its application in innovative fashion design.

Program Outcomes

On successful completion of the B.Des in Fashion design & Technology the student will be able to:

PO1: Design Skills: Learn to create unique clothing and accessories that reflect the style. This helps to express the creativity through fashion.

PO2: Color Knowledge: Understanding color theory will help to choose and combine colors in the most creative manner for designs. This will enhance the visual appeal of creations.

PO3: Fabric Types: Study of various fabrics and its characteristics, like texture and durability. This knowledge is essential for creating garments keeping in mind their end use and justifying the same.

PO4: Fashion Trends: know the current trends along with forecasting the trends for future.

PO5: Sketching: have improved sketching skills which will enable the student to share and develop the concepts and confidently conveying the ideas to others.

PO6: Stitching Techniques: develop confidence to create an outfit by applying various stitching and garment construction techniques.

PO7: Pattern Making: Understand the concept of creating various patterns in order to create an outfit.

PO8: History of Fashion: understand the evolution of fashion and the way fashion works in a cyclic manner.

PO9: Merchandising & Marketing Skills: understand and discover the effective ways to promote and sell fashion creations in a creative manner. This will also give an export industry view. These skills are vital for building a successful career in the industry.

PO10: Presentation Skills: Develop strong presentation skills allows to showcase the designs confidently. Clear communication is key to winning over clients and employers.

PO11: Creative Thinking: Enhance their creative thinking which will help them to solve design challenges. This skill encourages innovation and originality in work.

PO12: Communication: increase the ability to communicate the technical sheets, reports, portfolios in the most effective and efficient manner.

Program Specific Outcomes

PSO1:

Design Skills- Ability to design and develop innovative fashion products.

PSO2:

Technical Knowledge- Understanding of textiles, materials, and garment construction.

PSO3:

Creative Expression- Ability to express creativity and individuality through design.

PSO4:

Communication Skills- Effective communication of design ideas through sketches, presentations and portfolios.

PSO5:

Industry Awareness- Understanding of the fashion industry, trends, and market demands.

SCHEME OF INSTRUCTION

COURSE CATEGORY ABBREVIATIONS

1. Bachelor of Design
2. Program Core-PC
3. Soft Skills-SS
4. Professional Skill Development Course- PSDC
5. Compulsory Course-MC
6. Program Elective-PE
7. Internship/Project

**Bachelor of Fashion Design & Technology
4 Years (8 semester) Program**

Semester I

							Contact Hours	30
S. No.	Course Code	Course Category	Course Name	L	T	P	C	
1	FDUCFD106T	PE	History of Fashion	4	-	-	4	
2	CASCSFD10T	PSDC	Fundamentals of Computers	2	-	-	2	
3	FDUCFD112T	PE	Basic Design & Sketching	2	-	-	2	
4	PTSPPF10T	SS	Professional Proficiency	2	-	-	2	
5	FDUCFD105T	CC	Basic Principles of Garment Technique	4	-	-	4	
6	FDUCFD107T	PE	Design Thinking & Idea Generation	4	-	-	4	
7	FDUCFD105P	CC	Basic Principles of Garment Technique	-	-	4	2	
8	CASCSFD10P	PSDC	Fundamentals of Computers	-	-	4	2	
9	FDUCFD112P	PE	Basic Design & Sketching	-	-	4	2	
L- Lecture/T- Tutorial/ P- Practical/ C- Credit				18		12	24	

**Bachelor of Fashion Design & Technology
4 Years (8 semester) Program**

Semester II

							Contact Hours	32
S. No.	Course Code	Course Category	Course Name	L	T	P	C	
1	FDUCFD203T	PC	Elements of Textiles	3	-	-	3	
2	FDUCFD207T	CC	Digital designs & Concepts - I	3	-	-	3	
3	FDUCFD206T	PE	Fashion Illustration	3	-	-	3	
4	PTSPFD20T	SS	Professional Proficiency	2	-	-	2	
5	FDUCFD201T	PC	Garment Construction	3	-	-	3	
6	FDUCFD201P	PC	Garment Construction	-	-	6	3	
7	FDUCFD203P	PC	Elements of Textiles	-	-	6	3	
8	FDUCFD207P	CC	Digital Designs & Concepts - I	-	-	4	2	
9	FDUCFD206P	PE	Fashion Illustration	-	-	4	2	
L- Lecture/T- Tutorial/ P- Practical/ C- Credit				16		16	24	

**Bachelor of Fashion Design & Technology
4 Years (8 semester) Program**

Semester III

							Contact Hours	32
S. No.	Course Code	Course Category	Course Name	L	T	P	C	
1	FDUCFD301T	PC	Visual Merchandising - I	2	-	-	2	
2	FDUCFD302T	PSDC	Surface Ornamentation	2	-	-	2	
3	FDUCFD303T	CC	Digital Designs & Concepts- II	2	-	-	2	
4	PTSPPF30T	SS	Professional Proficiency	2	-	-	2	
5	FDUCFD304T	PC	Traditional Textiles	2	-	-	2	
6	FDUCFD305T	PSDC	Advance Garment Making Techniques	2	-	-	2	
7	FDUCFD305P	PSDC	Advance Garment Making Techniques	-	-	6	3	
8	FDUCFD301P	PC	Visual Merchandising - I	-	-	4	2	
9	FDUCFD302P	PSDC	Surface Ornamentation	-	-	4	2	
10	FDUCFD304P	PC	Traditional Textiles	-	-	4	2	
11	FDUCFD303P	SS	Digital Designs & Concepts- II	-	-	2	1	
12	FDUCFD306P	Internship	Internship	-	-	-	2	
L- Lecture/T- Tutorial/ P- Practical/ C- Credit				12		20	24	

**Bachelor of Fashion Design & Technology
4 Years (8 semester) Program**

Semester IV

							Contact Hours	30
S. No.	Course Code	Course Category	Course Name	L	T	P	C	
1	FDUCFD401T	PC	Visual Merchandising - II	2	-	-	2	
2	FDUCFD402T	PSDC	Fashion Forecasting	2	-	-	2	
3	FDUCFD405T	PE	Fashion Marketing and Merchandising	2	-	-	2	
4	FDUCFD404T	SS	Personality Development	2	-	-	2	
5	FDUCFD403T	PSDC	Apparel Production, accessory & Quality Control	2	-	-	2	
6	FDUCFD403P	PSDC	Apparel Production, accessory & Quality Control	-	-	4	2	
7	FDUCFD401P	PC	Visual Merchandising - II	-	-	4	2	
8	FDUCFD402P	PSDC	Fashion Forecasting	-	-	4	2	
9	FDUCFD404P	Project	Project & Industry visit	-	-	8	8	
L- Lecture/T- Tutorial/ P- Practical/ C- Credit				10		20	24	

Course Name: Basic Principles of Garment Technique

Course code: FDUCFD105T

Course Objective:

1. To teach the students the science of measuring human sizes and creating a pattern from the measurements
2. To familiar the students the use of tools and equipment
3. To learn how to draft a patterns by the help of measurement chart
4. To check the garment to correctly fit for the body or an item to meet desired size and fit specifications

UNIT I:

Introduction to Garment Techniques- A brief overview of garment manufacturing [Design Study, Sample Garments, Costing, Preparing for Products], Terminology of garment manufacturing, Measuring System Chart, Eight Head Theory, Body-lines, Measuring Devices, Marking Devices, Sheers and Scissors, Drafting and technique of pattern making-, Paper Pattern, Marker Planner (Layout)

UNIT II:

Basic Introduction about Stitching- Sewing machine and its components: Types of Machines, Components and Uses (Needle, Throat Plate, Pressing Foot, Sewing Thread etc.), Stitches and seams and Machine with uses, Additional product operation: Collars, Sleeves, Pockets, Belts (Elastic), Cuffs Closures (Zipper, Button and Holes, Hooks and Eyes, Snaps, Fasteners)

UNIT III:

Basic product operations- Darts, Tucks, 'Pleats, Gathers, Shirring, Smocking Ruffles, Facing, Plackets, Interlacing; etc Garment finishing & inspection: Attaching buttons, Marking, Sewing, Labels, Cleaning

UNIT IV:

Finishing- Pressing and Equipment: Final, Touches, Fitting, Quality, Measurements, Viewing The Garment, Quality Standard., Packing & Shipping.

UNIT V:

Basic Drafting- A-line suit, Salwar & Variations

Course Outcomes:

1. At the end of the course students able to understand the science of measuring human sizes and creating a pattern from the measurements, use of tools and equipment.
2. Students will practically and theoretically understand the drafting of patterns by the help of measurement chart & check the garment to correctly fit for the body or an item to meet desired size and fit specifications.

Reference Books-

1. Garment technology for Fashion Designers (Gerry Cooklin).
2. Sewing for the apparel industry (Claire Shaeffer).
3. Pattern making for fashion design (Helen Joseph- Armstrong).

Course Name: Basic Principles of Garment Technique

Course code: FDUCFD105P

Course Objective:

1. To teach the students the science of measuring human sizes and creating a pattern from the measurements
2. To familiar the students the use of tools and equipment
3. To learn how to draft a patterns by the help of measurement chart
4. To check the garment to correctly fit for the body or an item to meet desired size and fit specifications.

List of Practicals:

1. Smocking file
2. Hand stitches file
3. Seams file
4. Basic product operation
5. Simple kurta
6. Plain salwar
7. Patiala
8. Plain skirt

Course Outcomes:

1. Students will practically and theoretically understand the drafting of patterns by the help of measurement chart & check the garment to correctly fit for the body or an item to meet desired size and fit specifications.
2. Students will acquire the basic knowledge of seams and stitching.

Reference Books-

1. Garment technology for Fashion Designers (Gerry Cooklin).
2. Sewing for the apparel industry (Claire Shaeffer).
3. Pattern making for fashion design (Helen Joseph- Armstrong).

Course Name: History of fashion

Course code: FDUCFD106T

Course Objective:

1. The Course Objective of the course is to give an insight and input about the various aspects of the History of the Indian & Western costumes from the ancient times onwards.
2. The students also shall learn about the historic importance and relevance of the costumes and take inspiration and influence for their own creations.

UNIT I:

Introduction to Fashion- Fashion Terminology, Fashion Theories , Fashion Cycle, Environment of Fashion, Demographics, Geographic, Psychographics & behavior.,Economic Environment, Social Environment

UNIT II:

Study of Indian costumes- Costumes of Gujarat & Rajasthan, Costumes of Karnataka & Kerala, Costumes of UP and MP, Costumes of Kashmir, Costumes of Punjab, Costumes of Himachal Pradesh Costumes of Maharashtra & Goa, Costumes of East India (Assam, Manipur, Meghalaya, Tripura, Nagaland, West Bengal)

UNIT III:

Study of World Costume- Costumes of Ancient Egypt, Costumes of Greek Civilization, Costumes of Japan, Costumes of China, Costumes of North American

UNIT IV:

Origin of Clothing(Dress- Stone age, Neolithic Age, Bronze Age, Vedic Age), Changing scenario of Indian costumes, Rajasthani style of sari of the 15th century, Indian costumes and fashions in the Mohenjo-Daro period, Mauryan Period, Sunga Period, Kushan Period.

UNIT V:

Dresses during (Satvana Period, Gupta Period, Mughal period, British period), Independence movement and its influence in khadi

Course Outcomes:

1. At the end of the course students will able to understand various aspects of the History of the Indian & Western costumes from the ancient time till date.
2. At the end of the course students able transform their ideas into garments by taking inspiration from the historical costumes.

Reference Books-

1. A History of Costumes in the West by Boucher
2. 20th Century Fashion by Peacock J.
3. Fashion Costume & Culture by Encyclopedia in 5 volumes
4. Designer From Haute Coutre to Merchandising by Maria Castanleno
5. A history of fashion by Gertrud Lehnert
6. Indian costume by Renee W. Chases

Course Name: Basic Design & Sketching

Course code: FDUCFD112T

Course Objective:

1. To develop the skill of free hand drawing and sketching, in order to visualize and analyze, observe and communicate ideas and concepts.
2. To understand the basics of free hand perspective drawing.
3. To understand and communicate through drawing, the principles governing the visual phenomena as perceived by the human eyes.
4. To understand the basic principles of design and colour concepts.

UNIT I:

Introduction to Sketching- Introduction to fashion sketching, Basic pencil shading, Rules of perspective, Still life

UNIT II:

Color Concepts-Color theory, What is color, Dimensions of Color, Different color schemes, Designer's guide to colors mixing, Color harmony

UNIT III:

Fashion Figures-Fashion figure proportions, Basic block with measurements according to fashion figure, Flashing of block figure-front, Back view side ,Three-fourth views

UNIT IV:

Various Forms- Basic figure forms- 2D & 3D, Photo analysis, Various types of photography

UNIT V:

Sketching elements- Fashion heads, Facial features, Different hair styles, Quick sketching

Course Outcomes:

Students will learn the basic concepts of sketching and drawing along with color concepts and combinations.

Reference Books:

1. Fashion Sketch Book by Beena Abling
2. Fashion Drawing Designs; Magazine of Thailand
3. Fashion Drawing- The Basic Principles by Anne Allen and Julion Seama
4. Fashion Design Drawing & Presentation by Patckic, J. Ireland

Course Name: Basic Design & Sketching

Course code: FDUCFD112P

Course Objective:

1. To develop the skill of free hand drawing and sketching, in order to visualize and analyze, observe and communicate ideas and concepts.
2. To understand the basics of free hand perspective drawing.
3. To understand and communicate through drawing, the principles governing the visual phenomena as perceived by the human eyes.
4. To understand the basic principles of design and color concepts.

List of Practical:

1. Prepare a file with various shading techniques
2. Still life using charcoal pencil
3. Basic Perceptive drawings
4. Create a colour wheel
5. Tints and shades file
6. Sketching of face
7. Photo analysis process
8. Sketching of eyes, nose, ears and lips
9. Various hairstyles- male & female

Course Outcomes:

Students will learn the basic concepts of sketching and drawing along with colour concepts and combinations.

Reference materials

1. Fashion Sketch Book by Beena Abling
2. Fashion Drawing Designs; Magazine of Thailand
3. Fashion Drawing- The Basic Principles by Anne Allen and Julion Seama
4. Fashion Design Drawing & Presentation by Patckic, J. Ireland

Subject Name: Fundamentals of computers

Course code: CASCSFD10T

Course Objective:

1. The students need to understand computer fundamentals. They should be able to operate basic software related to computer.
2. To enable the students to learn basic knowledge of computer hardware, software and operating system.
3. To enable the students to learn the basic Ms Office Fundamentals and uses for digital presentation.

UNIT I: Historical Evolution of Computers, Generations of computers, classification of computers – based on size, processor, Usefulness of computers, applications of computers, block diagram along its components and characteristics, types of memory- RAM ROM,

Input & output devices- Monitor, Mouse, Keyboard, Disk, Joysticks, storage devices, floppy disk, CD, DVD, Pen drive, trackballs, printer & its types, scanner, Modem, Video, soundcards, speakers, MS Paint- tools, features, functions and colours.

UNIT II: MS Word – Introduction, Create and Manage Documents, Format Text, Paragraphs, and Sections, Create Tables and Lists, Create and Manage References, Insert and Format Graphic Element, Manage document options and settings, Design advanced documents

UNIT III: MS Excel – Introduction, Create Worksheets and Workbooks, Navigate in Worksheets and Workbooks, Format Worksheets and Workbooks, Customize Options and Views for Worksheets and Workbooks, Create and Manage Tables, Manage Table Styles and Options, Summarize Data by using Functions, Format and Modify Text by using Functions, Create Charts, Format Charts, Insert and Format Objects, Create Advanced Formulas (lookup/vlookup), Create and Modify Custom Workbook Elements

UNIT IV: MS PowerPoint – Create and Manage Presentations, Insert and Format Text, Shapes, and Images, Insert Tables, Charts, SmartArt, and Media, Apply Transitions and Animations,

UNIT V: Introduction to Internet- Internet Terminologies, Models, email account creation, social media, latest inventions

Course Outcomes:

Students will learn the basic Microsoft softwares as per industry standards and latest inventions.

Reference Books:

1. Fundamentals of Computer by E Balagurusamy, Tata McGraw Hill Education Pvt. Ltd, New Delhi.
2. Fundamentals of Computer by V Rajaraman; Prentice Hall of India Pvt. Ltd., New Delhi.
3. Computer Fundamentals by RS Salaria; Khanna Book Publishing Co. (P) Ltd., New Delhi.
4. Computers Today by SK Basandara, Galgotia publication Pvtltd. Daryaganj, New Delhi.

Course Name: Fundamentals of computers

Course code: CASCSFD10P

Course Objective:

1. They should be able to operate basic software related to computer.
2. To enable the students to learn the art of presenting their power point presentations.
3. To make the students understand various social media platforms and their operations.

List of Practicals :

1. Prepare a file on various input & output devices
2. MS Word- resume
3. MS Word- CV
4. MS Excel- formula sheet
5. MS excel – vlookup
6. MS Excel- lookup
7. MS PowerPoint – Indian designer
8. MS PowerPoint – International designer
9. Prepare a file on various social media platforms

Course Outcomes:

Students will learn the basic Microsoft software as per industry standards and latest inventions.

Reference Books :

1. Fundamentals of Computer by E Balagurusamy, Tata McGraw Hill Education Pvt. Ltd, New Delhi.
2. Fundamentals of Computer by V Rajaraman; Prentice Hall of India Pvt. Ltd., New Delhi.
3. Computer Fundamentals by RS Salaria; Khanna Book Publishing Co. (P) Ltd., New Delhi.
4. Computers Today by SK Basandara, Galgotia publication Pvt. Ltd. Daryaganj, New Delhi

Course Name: Design Thinking & Idea Generation

Course code: FDUCFD107T

Course Objective:

1. Understand the concepts of design thinking approaches
2. Create design thinking teams and conduct design thinking sessions
3. Apply both critical thinking and design thinking in parallel to solve problems

UNIT I:

Introduction to Design- Types of Design, Elements of Design, Principles of Design

UNIT II:

Types of Necklines, Types of Sleeve, Types of Collar, Types of Skirts, Types of Trouser

UNIT III:

Types of Silhouettes, Types of Pleats, Frills and Flounces, Types of Headgear, Footwear, Types of Trims, Laces, Buttons, Fasteners

UNIT IV:

Placements of Design, Mind mapping, Brainstorming, Design process, Design brief

UNIT V:

Study of texture: Types of textures, Introduction to Design Thinking ,Designing, Methods of designing

Course Outcomes:

Students will practically and theoretically understand the Design Concept / Idea through the aesthetic principles striking the perfect balance between creativity

Reference Books-

1. Design Ideas & Accessories by Ritu Bhargava
2. Encyclopedia of Fashion Details by Patrick J Ireland
3. Inside Fashion Design by Sharon Lee Tate
4. Concept to Consume by Gini Stephens Frings
5. The Dynamics of Fashion (Elain Stone) by Fairchild.
6. Change by Design by Tim Brown
7. Exploring the Elements of Design (Paperback) by Mark A. Thomas, Terry Evans

Course Name: Elements of Textile

Course code: FDUCFD203T

Course Objective:

1. Students will be able to understand the classification of fibre, outline the manufacturing process of cellulosic, protein and synthetic fibres.
2. Students will be able to Compare the physical and chemical properties of cellulose, protein and synthetic fibres and their uses & identify the natural and man-made fibres.
3. Students acquire basic knowledge about various objective and process sequence of yarn, type, characteristics and properties of yarns, non-conventional fibres

Unit I:

Introduction of Textiles

Textile Terminologies, History of fibers, Fiber, Yarn, Weave, Fabric, Classification of fibres-on the basis of length & origin, classification of fibers- Natural and Man-made- manufacturing process & properties, uses of various fibers

Unit II:

Introduction to Yarns and loom

Yarns, yarn processing methods, factors affecting yarns, yarn count, types of yarn, yarn classification – on the basis of structure, length, fiber content, identification of yarns, conditions of yarn testing, Loom- parts of loom

Unit III:

Introduction to Weaves & fabric construction

Weaves, basic weave patterns, fabrics- natural & man-made fabrics, fabric construction – woven- types, properties, usage, knitted fabrics- types, properties, usage, Non-woven fabrics- types, properties, usage

Unit IV:

Introduction to Textile Finishes and Finishing processes

Purposes, classification- on the basis of permanence, designing & sales purpose, textile processes- Tentering, Calendering Sanforising, Schreinerling, Moirning, Weighting, Embossing, Process of textile Finishing

Unit V:

Care and Maintenance of clothing

Preparations before laundering , laundry equipments, steps of laundry process, caring factors in laundering, stiffening agents- types, Dry cleaning, stain removal, washing, laundry agents, storage techniques, labels and symbols

Course Outcomes:

1. To understand the origin of technique and design with reference to colours, motifs, layouts of different handwoven textile.
2. To learn about the evolution of hand-woven textiles over a period of time.

Reference Books:

1. Sourcing Ideas for Textile Design. ...
2. Textile Travels. ...
3. Textiles and Fashion. ...
4. House of Print. ...
5. •Ruth Adler Schnee: Modern Designs for Living. ...
6. Jacqueline Groag: Textile & Pattern Design. ...
7. Bojagi: Design and Techniques in Korean Textile Art. ...
8. The Fundamentals of Printed Textile Design

Course Name: Elements of Textile

Course code: FDUCFD203P

Course Objective:

1. Students will be able to understand the classification of fibre, outline the manufacturing process of cellulosic, protein and synthetic fibres.
2. Students will be able to Compare the physical and chemical properties of cellulose, protein and synthetic fibres and their uses & identify the natural and man-made fibres.
3. Students acquire basic knowledge about various objective and process sequence of yarn, type, characteristics and properties of yarns, non-conventional fibres

List of Practicals:

1. Preparation of a file with raw samples of fibres
2. Create a file various on loom and its parts.
3. Create a file with various stain removal techniques on cotton swatch.
4. Create small samples for different types of knitting techniques
5. Prepare a file on various types of finishing processes.
6. Prepare a file with various types of weaving techniques
7. Create a file with various care & maintenance labels of various brands.
8. Prepare a file on textiles of any one state.
9. Create a product using any one type of weaving technique.
10. Create a model depicting the manufacturing process of any one fibre.

Course Outcomes:

1. To understand the origin of technique and design with reference to colours, motifs, layouts of different handwoven textile.
2. To learn about the evolution of hand-woven textiles over a period of time.

Reference Books:

1. Sourcing Ideas for Textile Design. ...
2. Textile Travels. ...
3. Textiles and Fashion. ...
4. House of Print. ...
5. •Ruth Adler Schnee: Modern Designs for Living. ...
6. Jacqueline Groag: Textile & Pattern Design. ...
7. Bojagi: Design and Techniques in Korean Textile Art. ...
8. The Fundamentals of Printed Textile Design

Course Name: Digital designs & concepts- I

Course code: FDUCFD207T

Course Objective:

In this course we are going to teach the students different ways of creating prints, designs and illustrations digitally using various softwares.

UNIT I:

INTRODUCTION TO COREL DRAW

Introduction and Overview of Corel draw, Components of Corel draw- Menu Bar, Different types of tools, Property Bar, Editing Tools, Mirror, Rotate, Pen Tool, Outline Tool, Drawing Rectangles and Squares, Drawing Ellipses, Circles, Arcs, Drawing Polygons and Stars, Drawing Spirals, Drawing Grids, Drawing Predefined Shapes, Shaping Objects, Basic & Advance Shapes,

UNIT II:

FORMATIONS, TEXTURES AND FILLING

Working with Filling Objects and Symbol Color Applying - Uniform Fills, Fountain Fills, Pattern Fills, Texture Fills, Gradient, Using Symbols in Drawings , Color Palettes, Adding Three Dimensional Effects to Objects, Changing the transparency of Objects, Adding & Formatting

Drawing Shapes, Working with mesh tool

Text, Shifting And Rotating Text, Fitting Text To A Path

UNIT III:

WORKING ON DIGITAL PRINT FORMATION

Opening an image to edit, Using brush & pencil, Adding & creating gradient, making different shapes, making selection with different selection tools, Elliptical marquee, Rectangle marquee, Lasso Tool (Polygonal & Magnetic Lasso tool), Magic wand, add to Selection, subtract from selection, Intersect with selection & Feathering, Working on prints and generating designs

UNIT IV:

INTRODUCTION TO PHOTOSHOP

Introduction & overview of software, Layers: Working with layers, creating new layer (Layer via cut & copy), Duplicate layer, renaming a layer, deleting layer, Rearranging layers, Advanced Practice of Layers, Layer style, Merging Layers (merge down, merge visible), Linking layers, Locking & unlocking background layer, blending modes, changing opacity of layers, creating layer set, Attributes of an Image (Sizing & transforming images), Understanding the main menu

Working on various tools

UNIT V:

WORKING ON TEXTURES

Repairing & Retouching Tools: Healing Brush, Patch tool, Clone stamp, Pattern stamp, Eraser Tool, Dodge, Burn & Sponge tool, Warping text, Rasterizing text layer, Changing the transparency of objects, Creating Pattern, Collage Making, Poster Making, Applying makeup on a face, Posters based on various themes,

manipulation technique, Masking

Course Outcome:

The students will learn the digital designing as per the industry standards.

Reference Materials

1. CorelDRAW X4 (Lawpoint Publications).
2. Rapidex DTP Course (Shirish Chavan).

Course Name: Digital designs & concepts- I

Course code: FDUCFD207P

Course Objective:

In this course we are going to teach the students different ways of creating prints, designs and illustrations digitally using various softwares.

List of Practicals:

1. Brand logo
2. Logo draft on sheet
3. Business card
4. Letterhead
5. Calendar for the month of march 2024
6. Brochure
7. Print development on software – 10 prints
8. Typography
9. Dispersion
10. Morphing, Manipulation & Mascot
11. Matte painting
12. Texturing

Course Outcome:

The students will learn the digital designing as per the industry standards.

Reference Materials

1. CorelDRAW X4 (Lawpoint Publications).
2. Rapindex DTP Course (Shirish Chavan).

Course Name: Fashion Illustration

Course code: FDUCFD206T

Course Objective:

In this course we are going to teach the students the advance sketching techniques as per the industry standards. They are going to learn about various mediums and tools used for sketching and will work on different projects to understand the implementation.

UNIT I:

Introduction and overview of fashion illustration

Shading technique and fashion drawings, Lines & Shading exercises using various pencil & color mediums, Color pencils, Poster color/ water color , Color study , Print Repeat, Print development and variations, Optical Illusion, Introduction to Water color

UNIT II:

Introduction to advance still life and Print Knowledge

Introduction to Pencil color Application and shading techniques, Still life - Object Drawing, Drawing of 3-D geometrical shapes in different angles. Such as Cube, Pyramid, Cuboids, Cylindrical forms, Drawing manmade objects in different angles. Such as Bottles, Sharpener, Glass, Pencil, Pen etc, Still life – working on fruits, Print Enlargement

UNIT III:

Introduction to various embroideries

Print study of different embroideries with print arrangements, Garment study & fashion figure study, Accessory drawing on fashion figures, Makeup drawing and techniques on fashion figures, Introduction to charcoal pencil

UNIT IV:

Perspective study

Introduction to Perspective- 1 Point Perspective, 2 Point Perspective , 3 Point Perspective
Composition of multiple fashion figures Presentation, Nature study- Sketching of natural forms from nature like flowers, leaves, branches, plants etc. ,Conversion of natural forms into design forms, Copying various textures from nature.

UNIT V:

Costume Study and compositions -Study on traditional costumes of different states,
Urban and rural costumes Compositions

Course Outcome:

The students will learn the advance techniques of sketching and illustration as per industry standards.

Reference Materials

1. Still life by Sanjay Shelar, Jyotsna Prakashan Pune ,1st Edition,2007
2. Fashion Drawing: The Basic Principles by Anne Allen and Julion Seama publisher B T Bestford

Course Name: Fashion Illustration

Course code: FDUCFD206P

Course Objective:

In this course we are going to teach the students the advance sketching techniques as per the industry standards. They are going to learn about various mediums and tools used for sketching and will work on different projects to understand the implementation.

List of Practicals:

1. Print Development and variations
2. Illusion
3. Print repeat
4. Print enlargement
5. Still Life
6. Colour Study
7. Print Arrangement
8. Print Study of Different embroideries
9. Makeup sheet – formal look & informal look
10. Costume study- various states of India
11. Urban costume & rural costume

Course Outcome:

The students will learn the advance techniques of sketching and illustration as per industry standards.

Reference Materials

1. Still life by Sanjay Shelar, Jyotsna Prakashan Pune ,1st Edition,2007
2. Fashion Drawing: The Basic Principles by Anne Allen and Julion Seama publisher B T Bestford

Course Name: Garment Construction

Course code: FDUCFD201T

Course Objective:

1. In this module students will learn how to involve measurements derived from the sizing systems or accurate measurements taken on a person, dress or body form, incorporating ease allowances which is finally marked on paper and construction lines are drawn to complete the pattern.
2. Drafting is used to create basic, foundation or design patterns. It prepares students to develop and apply intermediate and advanced construction techniques and couture sewing methods to new projects.

UNIT I:

Introduction to drafting:

Types of patterns, Balance line terms, Information to be mentioned on patterns, Different body types, Measuring techniques, Tools required for drafting , Types of kids clothing, Properties for a kids garment, Types of Fabrics for kids wear

UNITII:

Basic Child Bodice: Construction of new born child block , Construction of basic child block, Construction of sleeve block, Construction of puff sleeve, Construction of bell sleeve

UNIT III:

Basic Child Skirt: Construction of basic skirt , Construction of half circular skirt , Construction of circular skirt, Construction of yoke with pleated skirt , Construction of baby frock (high waist), Construction of baby frock (low waist) , Construction of A-line frock

UNIT IV:

Basic Child Dress: Construction of sundress, Construction of trousers, Construction of jumpsuit, Construction of dungaree

UNIT V:

Basic Child Jacket : Construction of shrug, Construction of jacket

Course Outcomes:

1. Students will be able to learn the pattern making and construction of various types of garments.
2. At the end of the course students will able to convert the patterns into a fully functional stitched garment.
3. At the end of the course students able to draft different patterns as per the garment design and make a perfect garment out of that.

Reference Materials:

1. Garment Technology for Fashion Designers (Gerry Cooklin).
2. Sewing for the Apparel Industry (Claire Shaeffer).
3. Pattern Making for Fashion Design (Helen Joseph- Armstrong).
4. Techniques Of Drafting And Pattern Making: Garments for Kids and Adolescents (by Padmavati B.)

Course Name: Garment Construction

Course code: FDUCFD201P

Course Objective:

1. In this module students will learn how to involve measurements derived from the sizing systems or accurate measurements taken on a person, dress or body form, incorporating ease allowances which is finally marked on paper and construction lines are drawn to complete the pattern.
2. Drafting is used to create basic, foundation or design patterns. It prepares students to develop and apply intermediate and advanced construction techniques and couture sewing methods to new projects.

List of Practicals:

1. Half circular skirt
2. Full circular skirt
3. Yoke with pleated skirt
4. Baby frock
5. High waisted frock
6. Low waisted frock
7. Baby pant
8. Baby jumpsuit
9. Baby Dungaree
10. Baby Shrug
11. Baby Jacket
12. Partywear frock

Course Outcomes:

1. Students will be able to learn the pattern making and construction of various types of garments.
2. At the end of the course students will able to convert the patterns into a fully functional stitched garment.
3. At the end of the course students able to draft different patterns as per the garment design and make a perfect garment out of that.

Reference Books:

1. Garment Technology for Fashion Designers (Gerry Cooklin).
 2. Sewing for the Apparel Industry (Claire Shaeffer).
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3. Pattern Making for Fashion Design (Helen Joseph- Armstrong).
4. Techniques Of Drafting And Pattern Making: Garments for Kids and Adolescents
(by Padmavati B.)

Course Name: Digital Designs and Concepts-II

Course code: FDUCFD303T

Course Objective:

1. In today's world Computer Aided Textile Designing (CTAD) becomes versatile for all the designing and weaving industry. Designing with the help of computer is becoming more relevant with time. The main objective of teaching this subject is to develop skill of designing using different software of textile design in the students.
2. To impart training of different aspects of design ideas in CAD and editing in Vector graphics as applied in the garments industry by students.

UNIT I:

Corel draw- Exploring the CorelDraw Screen, Inserting and Deleting Pages, Changing Page, Customizing Options, Using Multiple Workspaces, Creation and manipulation, Drawing and Shaping Tools, Using the Freehand Tool, Drawing Lines and Polylines, Working With Special Effects And Texts, Drawing With the Artistic Media Tool, Extruding an Object, Blending Two Objects, Using the Lens Effect, Adding Perspectives, Using Power Clip

UNIT II:

Drawing & shaping objects- Organizing objects, Arranging objects, Changing the order of objects, Grouping and ungrouping objects, Locking & Unlocking objects, Using layers to organize your drawings, Transforming objects, Positioning & moving objects, Sizing & stretching objects, Skewing objects, Welding, trimming & intersecting objects, Working with text, Working with styles & templates, Undoing & redoing changes

UNIT III:

Finding & outlining objects- Splitting & erasing portions of objects, Positioning objects with precision, Scaling objects, Working with color, creating special effects, Blending Objects, Distorting objects, Working with envelopes

UNIT IV:

Working with envelopes, Working with transparencies, Contouring Objects, Using lenses, Adding perspective to objects, Working bitmaps, Printing, Previewing, sizing & positioning

UNIT V:

Print job- Fine-tuning a print job, Commercial Printing, Creating color separations, Customizing Corel application.

Course Outcomes:

1. At the end of the course students able to understand and use the basic structure of CAD like Customizing Options, Using Multiple Workspaces, Creation and manipulation, Drawing and Shaping Tools, Using the Freehand Tool etc. and display devices and computer graphics
2. Acquire the knowledge of digital illustration modelling and Execute the steps required in CAD software for developing 2D and 3D designs of fashion or textile
3. Students able to understand fundamental and advanced features Corel Draw.

Text Books:

1. Introduction to Computer Science (English, Paperback, ITL Education Solutions Limited)
2. Fundamentals of Computer Algorithms(second edition) Paperback – 2008 by Sahni Horowitz (Author)

Reference Materials:

1. Computer Fundamental MS Office: Including Internet & Web Technology, • Anupama Jain and Avneet Mehra, 2010
2. Computer Fundamentals : Concepts, Systems & Applications , Sixty Edition, Sinha P.K and Priti Sinha , BPB Publication

Course Name: Digital Designs and Concepts-II

Course code: FDUCFD303P

Course Objective:

1. In today's world Computer Aided Textile Designing (CTAD) becomes versatile for all the designing and weaving industry. Designing with the help of computer is becoming more relevant with time. The main objective of teaching this subject is to develop skill of designing using different software of textile design in the students.
2. To impart training of different aspects of design ideas in CAD and editing in Vector graphics as applied in the garments industry by students.

List of Practicals:

1. Create an intricate design for dupatta digitally.
2. Design front view , back view and side view of a denim by embroidery/hand paint effect digitally.
3. Create an ethnic lehenga look on paper and digitally using CorelDRAW software.
4. Create a detailed antique necklace .
5. Create a footwear design on assigned theme.
6. Create a traditional motif and place the same using various placement arrangements.
7. Design a detailed bag – front view and back view.
8. Create a floral design print for a bedcover.
9. Create a hair accessory for a bridal look.
10. Create a curtain design digitally for an antique home interior.

Course Outcomes:

1. At the end of the course students able to understand and use the basic structure of CAD like Customizing Options, Using Multiple Workspaces, Creation and manipulation, Drawing and Shaping Tools, Using the Freehand Tool etc. and display devices and computer graphics
2. Acquire the knowledge of digital illustration modelling and Execute the steps required in CAD software for developing 2D and 3D designs of fashion or textile
3. Students able to understand fundamental and advanced features Corel Draw.

Text Books :

1. Introduction to Computer Science (English, Paperback, ITL Education Solutions Limited)
2. Fundamentals of Computer Algorithms(second edition) Paperback – 2008 by Sahni Horowitz (Author)

Reference Materials:

1. Computer Fundamental MS Office: Including Internet & Web Technology, • Anupama Jain and Avneet Mehra, 2010
2. Computer Fundamentals : Concepts, Systems & Applications , Sixty Edition, Sinha P.K and Priti Sinha , BPB Publication

Course Name: Traditional Textiles

Course code: FDUCFD304T

Course Objective:

1. To familiarize students with traditional textiles of India, application of various techniques in ornamentation.
2. To impart knowledge, importance and methods of testing relevant to raw materials to finished products like fibres, yarn and fabrics with brief description of relevant equipment.

UNIT I:

Fibres and Traditional Textiles of India

Fibres: Vegetable, Animal and synthetic fibres, traditional textiles- Dacca muslin, Baluchar Buttedar, chanderi, Embroidered: shawls, kashida, Phulkaries, Kantha, Chamba Rumal, kutch, Chikankari, phool pati ka kaam, zardozi, kasuti, Lambadi, – colored, Kamdani of Masulipatam,pipli applique, Patola, Bandhani: kam khwab, himru, Kanchipuram, Khadi, Kalamkari, Banarasi, Ajrak, Jamdani, Bhagalpuri silk, Pathani, Muga silk, Ikat, Bandhani, Khadi, Patola, Mysore, Kinnauri, Odisha weaves

UNIT II:

Introduction to dyeing & Printing

Classification, method of block printing, tie & dye, batik, roller printing, screen printing, discharge, heat transfer printing and digitized printing.

Dyed textiles & Printed textiles of different states, banned dyes, eco- friendly textiles

UNIT III:

Textile Testing and Quality Control

Introduction, need of textile testing, textile sampling methods, various sampling techniques of testing fibres, testing of fibres and fabrics: non-technical test & technical test, testing of yarns, testing of color fastness, testing of shrinkage, testing of pilling, GSM Test, quality control.

UNIT IV:

Recent developments and Various certifications

Eco- mark , contamination and effluent treatment, treatment of textile, Nano textiles, technical textiles, occupational clothing, zero waste design, upcycling and recycling.

UNIT V:

Industry Talk

Case study based on textiles and fashion industry

Industry Exposure

Introduction and overview of best export houses in India and international.

Course Outcomes:

1. At the end of the course students will able to understand the traditional textiles of India, application of various techniques in ornamentation.
2. At the end of the course students able transform their ideas into garments by studying, analysing, & selecting the proper fabric type.

Text Books:

1. Traditional Indian Costumes and Textiles by Parul Bhatanagar. Abhishek Publications, New Delhi, 2004
2. Traditional Indian Textiles by J. Gillen & N. Barnard, Thames & Hudson Ltd., London, 2014.

Reference Materials:

1. Handmade in India : A geographical Encyclopedia of India, Aditi Rajan, & M.P. Rajan, Abbe Ville Press, New York, 2009.
2. Saris : Traditional & Beyond, Rita Kapoor Christi, Roli Books, New Delhi, 2013
3. Insiders Guide to South India, Brian Bell, APA Publications, Washington, 1998
4. A celebration of style, Sharada Dwivedi, AJSK Publications, Mumbai, 2000
5. Colourful Textiles of Rajasthan by Gulab Kothari, Jaipur Printers, Jaipur, 1995 43 6. Beena Kannan's Book of Indian Silk Sarees, Beena Kannan, Times Group, Kochi, 2014

Related Field/Industrial Visits:

1. Trade fairs
2. Fashion shows
3. Retail stores

Course Name: Traditional Textiles

Course code: FDUCFD304P

Course Objective:

1. To familiarize students with traditional textiles of India, application of various techniques in ornamentation.
2. To impart knowledge, importance and methods of testing relevant to raw materials to finished products like fibres, yarn and fabrics with brief description of relevant equipment.

List of Practicals :

1. Preparation of a file with raw samples of fibres
2. Preparation of a lino stencil and print on paper.
3. Preparation of a file with Batik samples like a wall hanging, dupatta/scarf/gent's shirt.
4. Preparation of a sample file with the following embroideries like a Phulkari, Kashmiri, Bengal kantha, Chikankari, etc.
5. Preparation of a frame using any painting style: Madhubani Paintings, Phar painting, etc.
6. File with information related to recent developments.
7. Printing on fabrics by different method of printing like Block printing.
8. Printing on towel set using screen printing method.
9. Preparation of a file with various testing on various agencies like washing fastness, light fastness, rubbing fastness.
10. Prepare a file on top 5 exports houses with all the details and the categories.

Course Outcomes:

1. At the end of the course students will able to understand the traditional textiles of India, application of various techniques in ornamentation.
2. At the end of the course students able transform their ideas into garments by studying, analysing, & selecting the proper fabric type.

Text Books:

1. Traditional Indian Costumes and Textiles by Parul Bhatanagar. Abhishek Publications, New Delhi, 2004
2. Traditional Indian Textiles by J. Gillen & N. Barnard, Thames & Hudson Ltd., London, 2014.

Reference Materials:

1. Handmade in India : A geographical Encyclopedia of India, Aditi Rajan, & M.P. Rajan, Abbe Ville Press, New York, 2009.
2. Saris : Traditional & Beyond, Rita Kapoor Christi, Roli Books, New Delhi, 2013
3. Insiders Guide to South India, Brian Bell, APA Publications, Washington, 1998
4. A celebration of style, Sharada Dwivedi, AJSK Publications, Mumbai, 2000
5. Colourful Textiles of Rajasthan by Gulab Kothari, Jaipur Printers, Jaipur, 1995 43 6. Beena Kannan's Book of Indian Silk Sarees, Beena Kannan, Times Group, Kochi, 2014

Related Field/Industrial Visits:

1. Trade fairs
2. Fashion shows
3. Retail stores

Subject Name: Visual Merchandising - I

Course code: FDUCFD301T

COURSE OBJECTIVE:

Visual merchandising is the art of techniques that displaying the fashion, apparel and other products with innovative or creative designs or ideas to increase the store's customers and also to maximize the sales.

UNIT I:

Introduction of Visual Merchandising

Overview of VM, History of Vm, Introduction of Visual Merchandising, Purpose of VM, Importance of VM, colour & texture, Principles of designs, various elements of vm, , difference between interior designing and visual merchandising, vm as an art & science, vm techniques and strategies

UNIT II:

Store Interior

Good Store Design & Store Environment, Merchandise Presentation, types of display, point of purchase display, Element of Merchandise .Promotional signs, Floor Signages Types of Entrance, Types of Window display, Image mix, Display Basics(interior)

UNIT III:

Elements of VM

Store layout Variations, Types of Space, Types of Props, Types of Mannequins. Alternative to Mannequins.

UNIT IV:

Fixture and circulation plan

Merchandise Displays types ,Point of Purchases, Interior display Types ,Drapers &Hangers .Type of fixtures, Store planning and fixtures, Circulation plan

UNIT V:

The world of Visual Merchandising

Ways to improve VM, errors to avoid in vm, vm success factors, Case Studies, **Designing a window display (sketch/Model)**

Course Outcome:

1. Students would be able to learn and understand the basic concepts of creating a window.
2. Students would learn to design and create innovative window displays and plan interior of a store.
3. They would learn to create various textures and colour techniques.

Text Book :

1. Visual Merchandising 2nd edition Paperback–2011 by Tony Morgan
2. Contemporary Visual Merchandising and Environmental Design 2006 by Jay Diamond Professor Emeritus & Ellen Diamond

Reference Books:

1. Visual Merchandising by Swati Bhalla, Anuraag S. 2010
2. Visual Merchandising, Third edition: Windows and in-store displays for retail, Tony Morgan

Course Name: Visual Merchandising - I

Course code: FDUCFD301P

COURSE OBJECTIVE:

Visual merchandising is the art of techniques that displaying the fashion, apparel and other products with innovative or creative designs or ideas to increase the store's customers and also to maximize the sales.

List of Practicals:

1. National Handloom Day window on A3 sheet.
2. Create a Monsoon display window digitally.
3. Prepare a file on various types of textures.
4. Create a festive window display.
5. Create a display collage on cool colours and warm colours on assigned theme.
6. Working on dress form using waste material.
7. Prepare a file with various types of signages (Indian & International stores)
8. Prepare a file on types of mannequins and fixtures. (field work)
9. Create a circulation plan of your own store.
10. Create a window display on Christmas in lab.
11. Create a window display model on assigned theme/store.

Course Outcome:

1. Students would be able to learn and understand the basic concepts of creating a window.
2. Students would learn to design and create innovative window displays and plan interior of a store.
3. They would learn to create various textures and colour techniques.

Text Books:

1. Visual Merchandising 2nd edition Paperback–2011 by Tony Morgan
2. Contemporary Visual Merchandising and Environmental Design 2006 by Jay Diamond Professor Emeritus & Ellen Diamond

Reference Books:

1. Visual Merchandising by Swati Bhalla, Anuraag S.2010
2. Visual Merchandising, Third edition: Windows and in-store displays for retail, Tony Morgan

Course Name: Advance Garment Making Techniques

Course code: FDUCFD305T

Course Objective:

1. To enable the students to acquire the basic principles of draping. Once the principles of draping have been mastered, the designer is free to translate an endless variety of ideas.
2. The students are also to be acquainted with three dimensional process of designing. The designer working from a sketch or a mental picture give the three dimensional form to an idea for a garment with the help of a dress form.
3. To ensure the students about the basic tecqniues of grading.

UNIT I :

Grading Techniques-

Grading -Concept And Uses, What is Fashion Grading, Equipment details, Muslin preparation (Blocking), Principles of balanced patterns, Eight head theory, Grading for Bodice Block, Grading for Skirt Block, Grading for Sleeve Block

UNIT II :

Introduction to patterns -Types of Dart Manipulation, Types of Dart Position,

Types of Princess Line, Types of Bodice Style, Drafting of Salwar, Drafting of Kurta

UNIT III :

Draping Techniques

Draping tools and equipments, Draping principles and Fitting methods, Draping Terminology, Concept and Uses, What is Fashion Draping, Equipment details, Muslin preparation (Blocking), Principles of balanced patterns, Plumb theory, Draping Techniques-Concept and Uses, Draping for Bodice Block, Draping for Skirt Block, Draping for Sleeve Block

UNIT IV :

Sleeves: sleeve terminology, sleeves length variation, classification of sleeves, Drafting of basic sleeve, flared, sleeve, puff sleevesleeves, cap sleeve, kimono sleeve, dolman sleeve, Magyar sleeve, leg-o-mutton, bishop sleeve, tulip sleeve, sleeve variations

UNIT V:

Basic Trouser Block- Basic Collar Drafting & Construction, Peter Pan Collar, Round Collar, Sailor Collar, Square Collar, Two Piece Shirt Collar, One Piece Shirt Collar, Mandarin Collar (Nehru Collar), Stand Collar

Course Outcomes:

1. At the end of the course students will able to translate an endless variety of ideas by applying the principles of draping.
2. At the end of the course students able to transform a sketch or a mental picture give the three dimensional form to an idea for a garment with the help of a dress form.

Reference Materials

1. Pattern Grading For Women'Cloths-Garry Cooling
2. Pattern Grading For Men' Cloths- Garry Cooling
3. Fashion Draping Techniques (vol.1)- *Danilo Attardi*.

Course Name: Advance Garment Making Techniques

Course Code: FDUCFD305P

Course Objective:

1. To enable the students to acquire the basic principles of draping. Once the principles of draping have been mastered, the designer is free to translate an endless variety of ideas.
2. The students are also to be acquainted with three dimensional process of designing. The designer working from a sketch or a mental picture give the three dimensional form to an idea for a garment with the help of a dress form.
3. To ensure the students about the basic techniques of grading.

List of Practicals:

1. Grading File (1/4 scale)
2. Grading File (Full scale)
3. Bodice Style File
4. Salar
5. Kurta
6. Draping File
7. Construction of one piece with draping
8. Construction of sleeves
9. Construction of collars

Course Outcomes:

1. At the end of the course students will able to translate an endless variety of ideas by applying the principles of draping.
2. At the end of the course students able to transform a sketch or a mental picture give the three dimensional form to an idea for a garment with the help of a dress form.

Reference Materials

1. Pattern Grading For Women'Cloths-Garry Cooling
2. Pattern Grading For Men' Cloths- Garry Cooling
3. Fashion Draping Techniques (vol.1)- *Danilo Attardi*.

Course Name: Surface Ornamentation

Course code: FDUCFD302T

Course Objective:

1. To acquaint the students for proper blending of traditional skills with modern trends using various techniques for surface ornamentation and embroidery.
2. To ensure the student about the different techniques and application with fabric.

UNIT I :

Introduction to Hand Embroidery

Basic Introduction to Hand Embroidery, Importance of embroidery as a surface decoration, Understand and follow roles and responsibilities of a Hand Embroiderer, Embroidery Materials stitch types and quality inspection Identify roles and responsibilities of a hand embroiderer, Introduction to tools and materials for different types of embroidery. Select materials for different embroidery products (Clothing accessories, Home décor items, Craft and hobby projects, Traditional embroidery)

Selection of Fabric-Various types of fabrics commonly used in hand embroidery, including cotton, linen, silk, and blends. ,Recognize the suitability of different fabrics for specific embroidery techniques and styles, Prepare the fabric by washing it to remove sizing, dirt, and any potential shrinkage, Properly iron the fabric to eliminate wrinkles and create a smooth, flat surface for stitching.

Types of hand embroidery

UNIT II :

Traditional Indian Embroidery –Kashidakari, Kantha, Chikankari, Kasuti, Phulkari Kasuti

Sindhi Gujarati/Rajasthani, Sujni work, ,Appliqué work, Zardozi work , Patch work

UNIT III :

Introduction & Historical Background -Folk and Tribal Art – Warli, Madhubani, Saura,, Kalamkari, Patchitra, Gond, Kurumbha, Chittar, Floor Art – Aipan, Rangoli, Mandana, Alpana

UNIT IV :

Triming Material

Creation of surface ornamentation and establishment by Miscellaneous Methods of Surface Ornamentation: Quilting, patchwork, jariwork, sarawski and beadwork, crocheting, macramé, tatting, use of trimmings, etc.

UNIT V:

Fabrication

Different techniques and application with fabric

Course Outcomes:

1. At the end of the course students will able to blend the traditional skill with modern trends using various techniques for surface ornamentation and embroidery.
2. At the end of the course students able to use different kind of embellishments through style of surface ornamentation and develop a product by embellishing it with beautiful ornamented works.

Reference Books:

1. Ethnic Embroidery of India by Usha Shrikant Jupiter prints—by Dahisar (E), Mumbai.
2. Traditional Indian Textiles by John Gillow Singapore by SNP (2002)
3. Handmade in India by Aditi Ranjan & M.P Ranjan Singapore 2007

Course Name: Surface Ornamentation

Course code: FDUCFD302P

Course Objective:

1. To acquaint the students for proper blending of traditional skills with modern trends using various techniques for surface ornamentation and embroidery.
2. To ensure the student about the different techniques and application with fabric.

List of Practicals:

1. Basic Hand Embroidery File
2. Embroided kurta
3. Traditional Indian Embroidery File
4. Yoke with traditional embroidery
5. Historical Art file
6. Trimming Material file
7. Quilted sling bag
8. Patchwork Cushion
9. Macrame mobile pouch
10. Fabrication file

Course Outcomes:

1. At the end of the course students will able to blend the traditional skill with modern trends using various techniques for surface ornamentation and embroidery.
2. At the end of the course students able to use different kind of embellishments through style of surface ornamentation and develop a product by embellishing it with beautiful ornamented works.

Reference Materials

1. Ethnic Embroidery of India by Usha Shrikant Jupiter prints—by Dahisar (E), Mumbai.
2. Traditional Indian Textiles by John Gillow Singapore by SNP (2002)
3. Handmade in India by Aditi Ranjan & M.P Ranjan Singapore 2007

Course Name: Fashion Forecasting

Course code: FDUCFD402T

Course Objective:

1. To understand the principles and methods of fashion forecasting
2. To analyze and predict future fashion trends
3. To develop skills in researching, analyzing, and interpreting fashion data
4. To apply forecasting techniques to design and product development

UNIT I:

Concept & Techniques of Forecasting, Combination of Different Methods, Market Survey ,
Color Forecasting, Silhouettes Forecasting, Fabric Forecasting

UNIT II:

Creation of fashion according to season, buying habit of consumers etc, Fashion forecasting
agencies, fashion forecasting journals, Colour forecast, colour forecasting agencies

UNIT III:

Fashion centres, product lifecycle, product development, Fashion forecast, fashion cycle

UNIT IV:

Study of latest trends in National and International fashion, Theme Based Project

UNIT V:

Design analysis and adaptability in garments

Course Outcomes:

1. Ability to identify and analyze current and future fashion trends
2. Understanding of the fashion forecasting process and its role in the design industry
3. Skill in researching and gathering data on fashion trends and consumer behavior
4. Ability to predict and interpret future fashion directions

Reference Materials

1. Aspelund Karl ,2010, Design Process, Fairchild Publication
2. Seivewright Simon 2012, Basics Fashion Design -Research and Design, Bloomsbury Publication India
3. Fashion Forecasting - Pernaf
4. Color Forecasting - Tracydiane & Cassidy

Course Name: Fashion Forecasting

Course code: FDUCFD402P

Course Objective:

1. To understand the principles and methods of fashion forecasting
2. To analyze and predict future fashion trends
3. To develop skills in researching, analyzing, and interpreting fashion data
4. To apply forecasting techniques to design and product development

List of Practicals:

1. Fabric Forecasting File
2. Learning to do market survey and accordingly develop the fashion forecast plan
3. Learning to design garments on the basis of market survey, research and development and fashion forecast.
4. Key Words of Theme, Mood Board, Color Story, Client Board, Five Ensembles on Sheet With Details
5. Client Based Projects: Client Board, Color Story, Mood Board, Five Dresses On Sheet With Details
6. Market Based Project: Market Board

Course Outcomes:

1. Ability to identify and analyze current and future fashion trends
2. Understanding of the fashion forecasting process and its role in the design industry
3. Skill in researching and gathering data on fashion trends and consumer behavior
4. Ability to predict and interpret future fashion directions

Reference Materials

1. Aspelund Karl ,2010, Design Process, Fairchild Publication
2. Seivewright Simon 2012, Basics Fashion Design -Research and Design, Bloomsbury
3. Fashion Forecasting - Pernaf
4. Color Forecasting - Tracydiane & Cassidy

Course Name: Apparel Production, Accessory & Quality Control

Course Code: FDUCFD403T

Course Objective:

1. To understand the processes involved in apparel production and accessory development
2. To learn about quality control measures in garment manufacturing
3. To develop skills in production planning, scheduling, and management
4. To apply knowledge of textiles, materials, and construction methods to production

UNIT I:

Overview to Apparel Production, Industrial equipments: Orientation based machine skills, Basic production skills, other industrial machine.

UNIT II:

Cutting Department: Machinery, Fabric Lying, Marker Pep Ration, Sorting, Numbering And Bundling. Fusing Department: Interlining And Its Importance, Fusion Machines, Production Department: Selection Of Production System, Production Planning, Sewing Machines, Parts And Functions Of Single Lockstitch Machine Double Needle, Over Lock, Button Hole And Buttoning Machines, Function Of Stitch, Attachments Used In Sewing Machines, Trends In Sewing Machines. Finishing and Pressing Department, Trimming Department, Packing

UNIT III:

Introduction To Accessories, Importance Of Accessories, Terminology Of Accessories, Types of Accessories: (Belts, Eyewear, Footwear Gloves, Handbags, Headwear, Veil and Hair Accessories, Jewelry, Hosiery, Luggage, Shawl, Scarves And Hanker chives, Ties And Neckwear, Umbrella, Watches, Wigs And Hairpieces, Other Accessories)

UNIT IV:

Study on the development of fashion accessories- Leather (Significance, Anatomy Of Leather, Types Of Leather), Feather (Usages Of Feathers In Accessory, Textile (Significance, Overview Of Yarns, Fibers And Fabrics, Different Types Of Fabrics Used In Accessories), Laces & Braids (Significance, Anatomy Of Laces, Types Of Laces, Types Of Braids), Other Components Of Accessories (Metals, Beads, Artificial Flowers, Shell, Plastic, Glass, Wood Etc)

UNIT V:

Introduction To Quality Control Definition Of Quality, Importance of Quality, Fabric Inspection Through Various Standards. International Care Labeling System, Inspecting Garments By Using The Spec Sheet And Identifying Faults. Applying Quality Assurance Programs in All Departments.

Course Outcomes:

1. Understanding of apparel production processes, including pattern making, grading, and marker making
2. Knowledge of accessory development, including materials, techniques, and applications
3. Ability to implement quality control measures to ensure high standards in garment production
4. Skill in production planning, scheduling, and management to meet deadlines and targets
5. Ability to identify and solve problems in production and quality control

Reference Books:

1. Quality Control in Apparel Industry- P V Mehta
2. The Technology of Clothing Manufacture - Harrfold C. and Latham
3. Managing Productivity In The Apparel Industry- R Bheda - Introduction To Clothing Product Management- Chutler A G

Course Name: Apparel Production, Accessory & Quality Control

Course code: FDUCFD403P

Course Objective:

1. To understand the processes involved in apparel production and accessory development
2. To learn about quality control measures in garment manufacturing
3. To develop skills in production planning, scheduling, and management
4. To apply knowledge of textiles, materials, and construction methods to production

List of Practicals:

1. Apparel Production file about the industry production
2. Types of accessories file
3. Development of fashion accessories
4. Quality control file

Course Outcomes:

1. Understanding of apparel production processes, including pattern making, grading, and marker making
2. Knowledge of accessory development, including materials, techniques, and applications
3. Ability to implement quality control measures to ensure high standards in garment production
4. Skill in production planning, scheduling, and management to meet deadlines and targets
5. Ability to identify and solve problems in production and quality control

Reference Materials:

1. Quality Control in Apparel Industry- P V Mehta
2. The Technology of Clothing Manufacture - Harrfold C. and Latham
3. Managing Productivity In The Apparel Industry- R Bheda - Introduction To Clothing Product Management- Chutler A G

Course Name: Visual Merchandising – II

Course Code: FDUCFD401T

COURSE OBJECTIVE:

1. To make students understand the impact of store exterior.
2. To make students learn about the visual merchandising budgeting

UNIT I:

Store Exterior

Exterior of a Store, Types of Store Fronts, Types of Windows, planning an exterior window display, Themes & Schemes, Designing a Window display(exterior) exterior Standards & Maintenance

UNIT II:

Store Facade

Signage – 3D Branding, Marquees, Outdoor lighting, Banners, Planters, Awnings, Windows, canopy, special window fronts

UNIT III:

Budgeting

Store budget, monthly budget, budget for signages, docking

UNIT IV:

Fixture and circulation plan for exterior displays

Merchandise Displays types ,Point of Purchases, exterior display Types, Type of fixtures and Circulation plan(exterior)

UNIT V:

Industry Talks and AI

Case study of various brands, VM as a profession, new developments in the VM field, linking VM with AI

Course Outcome:

1. Students would be able to learn and understand concepts of creating a window in depth.
2. Students would learn to design and create innovative window displays and plan exterior of a store.
3. They would learn the future aspects of the field in the industry.

Text Books:

1. Visual Merchandising 2nd edition Paperback–2011 by Tony Morgan
2. Contemporary Visual Merchandising and Environmental Design 2006 by Jay Diamond Professor Emeritus & Ellen Diamond

Reference Books:

1. Visual Merchandising by Swati Bhalla, Anuraag S. 2010
2. Visual Merchandising, Third edition: Windows and in-store displays for retail, Tony Morgan

Course Name: Visual Merchandising – II

Course Code: FDUCFD401P

COURSE OBJECTIVE:

1. To make students understand the impact of store exterior.
2. To make students learn about the visual merchandising budgeting

List of Practicals:

1. Window display draft on A3 sheet.
2. Create a exterior window display digitally.
3. Prepare a file on various types of textures.
4. Create a festive window display.
5. Prepare a file with various types of signages (Indian & International stores)- exterior
6. Create a circulation plan of your own store.
7. Create a window display on Holi in lab.
8. Create a window display model on assigned theme/store.
9. Merchandise placement techniques on fixtures (exterior display)

Course Outcome:

1. Students would be able to learn and understand concepts of creating a window in depth.
2. Students would learn to design and create innovative window displays and plan exterior of a store.
3. They would learn the future aspects of the field in the industry.

Text Books:

1. Visual Merchandising 2nd edition Paperback–2011 by Tony Morgan
2. Contemporary Visual Merchandising and Environmental Design 2006 by Jay Diamond
Professor Emeritus & Ellen Diamond

Reference Books:

1. Visual Merchandising by Swati Bhalla, Anuraag S. 2010
2. Visual Merchandising, Third edition: Windows and in-store displays for retail, Tony Morgan

Course Name: Fashion Marketing and Merchandising

Course Code: FDUCFD405T

COURSE OBJECTIVE:

1. To make students understand the important aspects of marketing.
2. To make the student understand the garment merchandiser roles and responsibilities.

UNIT I:

Introduction and overview of marketing

Definition of marketing, need and scope of marketing, Types of marketing, advantages and disadvantages of marketing ,strategies and techniques to adopt

UNIT II:

Fashion marketing and merchandising

Various aspects of marketing in fashion industry, fashion merchandising, lifestyle merchandising, merchandise mix management

UNIT III:

Introduction to garment merchandiser

Definition and overview of industry, need and scope of garment merchandiser, types of line planning and its dimensions, merchandising activities, structure of merchandising department, resident buying office

UNIT IV:

Merchandise planning and budgeting

Merchandise planning, merchandise budgeting, five parts of merchandising budget, components of merchandise mix, quantitative aspects of merchandising, types of buyers, planning assortment

UNIT V:

Making the purchase

Purchasing in domestic market, purchasing in foreign market, reasons for purchasing, problems related to acquisition, import buyer qualifications

Course outcome:

The students will understand the process and importance of marketing in the industry as well as the merchandising and planning aspect of the fashion industry.

Reference Books:

1. Fashion Marketing by Mike Easey, Blackwell Publishing
2. Fashion Design – Process, Innovation & Practice by Kathryn Mckelvey & Janine Munslow, Blackwell Publishing
3. Retail Buying by Jay Diamond & Gerard Pintel, Pearson Education