Credit Structure-I
(3-Subject Structure)

SNDT Women's University, Mumbai

Credit structure For Under Graduate Programmes in Humanities, Science and Technology and Interdisciplinary Studies Faculties

As per Government of Maharashtra Circular dated 13th March, 2024

NEP - 2020

(w.e.f. 2024-25)

B. A
Fashion Design

Credit structure For Under Graduate Programmes in Humanities, Science and Technology and Interdisciplinary Studies Faculties
(2024 May as per GR dated 13/03/2024)

	Sem I	Sem II	Sem III	Sem IV	Sem V	Sem VI	Total
Subject No 1 (to be treated as Major)	4		12	12	8	10	**46**
Subject No 2 (A and B), so minor	2	2	2		4	4	**14**
Subject No 3		4					**4**
VSC S1	2				2		**4**
VSC S2		2					**2**
VSC S3		2					**2**
Major (Elective)					4	4	**8**
OEC	4	4	2	2			**12**
SEC	2	2		2			**6**
AEC (English)	2	2	2	2			**8**
AEC (Modern Indian Language)			2	2			**4**
VEC	2	2					**4**
CC	2	2	2	2			**8**
IKS (Generic)	2						**2**
IKS (Major-Specific)					2		**2**
FP					2		**2**
OJT						4	**4**
	22	**22**	**22**	**22**	**22**	**22**	**132**

Abbreviation	Full-form	Remarks	Related to Major and Minor Courses
Major (Core)	Main Discipline		
Major (Elective)	Elective Options		related to the Major Discipline
Minor Stream	Other Disciplines (Inter/ Multidisciplinary) not related to the Major	either from the same Faculty or any other faculty	
OEC	Open Elective Courses/ Generic		Not Related to the Major and Minor
VSC	Vocational Skill Courses		Related to the Major and Minor
SEC	Skill Enhancement Courses		Not Related to the Major and Minor
AEC	Ability Enhancement Courses	Communication skills, critical reading, academic writing, etc.	Not Related to the Major and Minor
VEC	Value Education Courses	Understanding India, Environmental science/education, Digital and technological solutions, Health & Wellness, Yoga education, sports, and fitness	Not Related to the Major and Minor
IKS	Indian Knowledge System	I. Generic IKS Course: basic knowledge of the IKS II. II. Subject-Specific IKS Courses: advanced information about the subject: part of the major credit	Subject Specific IKS related to Major
OJT	On-Job Training (Internship/Apprenticeship)	corresponding to the Major Subject	Related to the Major
FP	Field projects	corresponding to the Major Subject	Related to the Major
CC	Co-curricular Courses	Health and Wellness, Yoga education sports, and fitness, Cultural Activities, NSS/NCC and Fine/ Applied/Visual/ Performing Arts	Not Related to the Major and Minor
CE	Community Engagement and service		Not Related to the Major and Minor
RP	Research Project	corresponding to the Major Subject	Related to the Major

Terminologies

(External exam can also be No-paper-pencil test depending on the nature of the subject. (Pl write 'Pract' below the credits in the External field for such courses. 'Pract' may mean any Assessment method where external examiners are involved))

Programme Template:

Programme Degree	Interdisciplinary faculties 4 Years U. G. Degree B.A.
Parenthesis if any (Specialization)	Fashion Design
Preamble (Brief Introduction to the program)	Fashion Design is the art of creating clothing and accessories. It involves conceptualizing ideas, sketching designs, and creative prototypes and patterns. Fashion Designers often work in terms with other designers, Patterns makers, and production staff to bring their ideas to life.
Programme Specific Outcomes (PSOs)	After completing this program, the Learner will
	● The students will identify the elements and principles of design and develop drawing skills. ● The students will Learn and apply pattern making, draping, and grading techniques in the fashion industry. ● The students will acquire knowledge of digitalized fashion figures with appropriate proportions and details, and understand their relation to garments and garment details, which are essential for the design process. ● The students will obtain knowledge for the application of forecasting techniques to determine future trends and apply these skills to create design collections. ● The students will create a professional portfolio that aligns with industry requirements, showcasing a compilation of their work. ● The students will analyze the specifics of electives such as "Women's wear" and "Kids wear" within the fashion industry. ● The students will acquire experience through an internship and incorporate this experience into their curriculum vitae.
Eligibility Criteria for Programme	10+2 pass in any stream - Arts/Commerce/Science/Home Science/Minimum Competency Vocational Course (MCVC) including National Institute of Open Schooling (NIOS) Minimum Eligibility - 45%
Intake (For SNDT WU Departments and Conducted Colleges)	40

- External Examination does not always mean a Theory paper. It may be practical examination, Product submission, projects, etc. checked by external examiners.
- Internal evaluation should not be Written Theory papers like Unit tests. Internal marks will be acquired through practical, small group or individual Projects, activities, presentations, seminars, workshops, products, assignments, application-based work, reports, etc.

- Practical may be part of the main courses along with theory modules instead of having separate courses of practical work.

B.A. (Fashion Design)

SN	Courses	Type of Course	Credits	Marks	Int	Ext
	Semester I					
10144811	Element & Principles of Design TH/PR	Subject No 1	4	100	50	50
10344802	Fashion Studies TH	Subject No 2 (A), so Minor	2	50	50	00
	CHETNA Course/ SWAYAM	OEC	4	100	50	50
10644801	Introduction to Pattern Making PR	VSC	2	50	50	0
10744801	Basic Design and Sketching PR	SEC	2	50	50	0
10844811	Communication Skill -1 PR	AEC (English)	2	50	0	50
	*	IKS (Generic)	2	50	0	50
10944811	Basic Computer Application PR	VEC	2	50	0	50
	*	CC	2	50	50	0
			22	**550**	**300**	**250**
	Semester II					
20144811	Introduction to Textile TH	Subject No 3	4	100	50	50
20344811	Art Appreciation TH PR	Subject No 2 (B), so Minor	2	50	0	50
20644811	Embroideries PR	VSC of Subject 2	2	50	0	50
20644812	Design Ideas PR	VSC of Subject 3	2	50	0	50
	CHETNA Course/ SHWAYAM	OEC)	4	100	50	50
20744801	Print Development PR	SEC	2	50	50	0
20844801	Communication Skill- 2	AEC (English)	2	50	50	0
20944811	CAD- I PR	VEC	2	50	0	50
	*	CC	2	50	0	50
			22	**550**	**250**	**300**

Exit with UG Diploma with 4 extra credits (44 + 4 credits)

NOTE: (*) Asterisk Subjects – (Nomenclature and Content) will be shared by SNDTWU

Course Syllabus
Semester I
1.1 Major (Core)

Course Title	**Element and Principles of Design (Th/Pr)**
Course Credits	4
Course Outcomes	*After going through the course, learners will be able to*
	• Identify the fundamentals of art media with its application
	• Describe how each element and principle contributes to the overall visual composition and aesthetic impact of a design
	• Analyze and explore color including its dimensions, schemes, theories
Module 1 (Credit 1)	**Introduction to art media and its applications**
Learning Outcomes	*After learning the module, learners will be able to*
	• Develop the basic concepts of art media
	• Implement the knowledge of applications of different art media
Content Outline	• Art media- Introduction and its application • Different art media-like pencils, color pencil, crayons, posters, erasers, acrylic, rendering and shading skills.
Module 2 (Credit 1)	**Basics of Art and Design- its types and elements**
Learning Outcomes	*After learning the module, learners will be able to*
	• Classify between structural and decorative design
	• Acquire the knowledge of elements of art and design
Content Outline	• Types of Design- structural and decorative • Elements of art and design – point, line, form, shape, space, size, texture and color.
Module 3 (Credit 1)	**Principles of Art & Design**
Learning Outcomes	*After learning the module, learners will be able to*

	● Recognize the concept of principles of design
	● Identify various principles of art and design
Content Outline	Principles of design- Introduction and types ● Balance ● Proportion/Scale ● Rhythm ● Emphasis ● Harmony/Unity
Module 4 (Credit 1) Exploring Color: Psychology, dimensions, color schemes, color theory, color system, color wheel	
Learning Outcomes	*After learning the module, learners will be able to*
	● Comprehend the fundamentals of color theory, including its psychological impact
	● Evaluate and utilize different color schemes according to their types and apply them accordingly in design projects.
	● Demonstrate proficiency in identifying and manipulating key dimensions of color such as hue, value, and intensity
Content Outline	● Color- Introduction and its Psychology ● Dimension of color- hue, value, intensity ● Color schemes-types, importance and application ● Colour theory- CMYK (subtractive), RGB (additive) ● Color System- Prang's Color System and Munsell Color System ● Colour wheel- primary, secondary and tertiary

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Assignment 1: Students have to develop a poster illustrating the differences between CMYK and RGB color models, as well as the Prang and Munsell color systems.

Assignment 2: Students will design a poster applying elements and principles of design to effectively communicate a message.

Assignment 3: Students must design a mood board or color palette demonstrating their understanding of color schemes and their applications.

References:

Everlett F. (1987). "Fashion Design", EDC publishing.

Jones. S.J.(2005). "Fashion Design", Laurence King.MarianL.Devis (1980), "Visual Design in Dress", Prentice Hall.

Kostellow, R. R. (2002). "Elements of Design". Prince AP.

Maier, M. (1977). "Basic Principle of Design". Van Nostrand Reinhold.

Mckelvey K.(2008). "Fashion Forecasting", Jennie Munslow.

Smith, J. A. (2020). "Fundamentals of Art and Design: Exploring Elements and Principles". Artistic Publishing Company.

Steckes P. (1996). "Fashion Design Manual", Palgrave Macmillon.

Course Syllabus
1.2 Major (Core)

Course Title	Fashion Studies
Course Credits	**2**
Course Outcomes	After going through the course, learners will be able to
	● Identify basic fashion terminology, fashion categories, and the workings of the fashion industry.
	● Compare the influences of various designers and fashion revolutions with respect to social, cultural, and psychological aspects in different decades.
	● Recognise major global fashion centers and discuss their importance.
	● Analyze various theories, movements, and factors affecting fashion.
Module 1 (Credit 1)	Nature of fashion & clothing categories
Learning Outcomes	After learning the module, learners will be able to
	● Analyze trends in the fashion industry.
	● Demonstrate the different clothing categories for men, women, and kids
Content Outline	**Nature of fashion** ● Definition ● Fashion revolutions and their social and cultural impacts ● Influential designers and their contributions **Fashion clothing categories (Men, Women, Kids)** ● Casual wear ● Sportswear ● Formal wear ● Leisurewear ● Clubwear ● Loungewear ● Resort wear ● Lingerie ● Active sportswear

Module 2 (Credit 1)	**Fashion terminology & Movement of fashion**
Learning Outcomes	After learning the module, learners will be able to
	Utilize fashion terminology related to various fashion categories.
	Analyze different fashion theories, movements, and factors influencing fashion over time.
Content Outline	• Fashion terminology • Evolution of fashion • Fashion capitals around the world • Categories of fashion: Couture, Pret-a-porter, and Mass fashion • Factors affecting fashion demand • Movement of fashion -Fashion theories, Factors influencing fashion

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

- Group discussion and presentation on 5 national and 5 international designers.
- Individual project: Creating uniforms using magazine cut-outs.
- Study of three brands from each fashion category (men, women, kids) and segregation according to Couture, Pret-a-porter, and Mass fashion.
- Group presentation on fashion theories, movements, and factors influencing fashion.

References:

- Apparel View. View on Color.
- Dickeson, K. (2004). Inside Fashion Business. Pearson Education, Inc.
- Eubank, T. (2010). Survey of Historic Costume. Fairchild Publications.
- Fiore, A., & Kimle, P. (1997). Understanding Aesthetics. Fairchild Books.
- Laver, J. (2002). Costume and Fashion: A Concise History. Thames & Hudson.
- Promostyl. Here & There.
- Steckes, P. (1996). Fashion Design Manual. Palgrave Macmillan.
- Stephens, G. (2005). Fashion: From Concept to Consumer. Pearson.
- Stone, E. (2004). The Dynamics of Fashion. Fairchild Publications.
- Stone, E. (2008). The Dynamics of Fashion. Fairchild Books.

Course Syllabus
Semester I
1.4 (VSC)

Course Title	**Introduction to Pattern Making (Pr)**
Course Credits	**2**
Course Outcomes	*After going through the course, learners will be able to*
	● Impart basic techniques of pattern making and tools used in pattern making
	● Recognize appropriate terminology, symbols, body measurements to develop different patterns.
	● Identify various patterns by using the acquired knowledge of pattern making techniques.
	● Create different pattern blocks and how they relate to human body
Module 1: **Basics of Pattern Making and Construction**	
Learning Outcomes	*After learning the module, learners will be able to*
	● Acquire knowledge of drafting, draping, and flat pattern techniques for garment construction.
	● Develop skills in utilizing measuring, marking, cutting, sewing, and pressing tools effectively.
	● Create child bodice and sleeve blocks to ensure accurate garment sizing and fitting
Content Outline	● Introduction to pattern making techniques - Drafting, draping and flat pattern technique, advantages and uses. ● Tools & equipment used for pattern making and garment construction - measuring tools, marking tools, cutting tools, sewing tools, pressing tools. ● Terminology & symbols- Marks and symbols (notches, punch/circles,) pattern information (grain, part, piece, cut symbols) seam allowance, fabric terms (grain, bowing, skewing). ● Importance of Body measurements, Body Landmarks, Correct procedure of taking body measurements, Standard body measurement charts. ● Kids Body and Sleeve block
Module 2: **Development of Basic Blocks and Manipulation Techniques**	
Learning Outcomes	*After learning the module, learners will be able to*

(Specific related to the module.. e.g. Define, Differentiate, Carry out, Design, etc. …)	• Acquire proficiency in creating foundational pattern blocks for different garment types and sizes. • Become proficient in various pattern manipulation methods to modify basic blocks and create new design variations.
Content Outline	• Adult Bodice Block, Sleeve Block & Skirt block • Dart Manipulation- Types of darts, and method of dart manipulation (Slash and spread & Pivotal transfer techniques)

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

- Create a presentation or infographic summarizing the key principles, advantages, and applications of each technique.
- Select one garment type (e.g., bodice, skirt, sleeve) and create a set of basic blocks using standard measurement charts or personal body measurements.
- Submission of any Dart Manipulation samples – Single dart series and double dart series

References:

Armstrong, H.J., (2010), Patternmaking for Fashion Design, 5th Edition, Upper Saddle River, N.J. : Pearson Education/Prentice Hall.

Aldrich W., "*Metric Pattern Cutting for children's wear*", 4thEdition Blackwell Publishing Inc.

Aldrich W., "*Metric Pattern Cutting (For Women's wear*)", 4th Edition Blackwell Publishing Inc.

Jindal, R., (2005), Handbook for Fashion Designing- Best Drafting Techniques, 2nd Edition, Mittal Publications New Delhi.

Bray N. (1986), "*Dress Pattern Designing*", 5th Edition, Blackwell Science Ltd.

Handford J. (2003), "*Professional Patternmaking for Designers (For Women's wear, Men's casual wear*)", Fairchild Publications Inc.

Knowles L.A. (2006), "*Patternmaking for Fashion Designers*", Fairchild Publications Inc

MacDonald M. (2009). Principles of Flat Pattern Design (4th Edition). New York: Fairchild Publications Inc.

Course Syllabus
1.5 SEC

Course Title	Basic Design and Sketching(Pr.)
Course Credits	**2**
Course Outcomes	*After going through the course, learners will be able to*
	• **Create** landscapes and portrait drawings using shading/coloring techniques with specified tools, techniques, and mediums.
	• **Develop** motifs by interpreting natural and geometric objects, and transform them into abstract and stylized designs.
	• Apply drawing applications to various technical steps involved in the product development process.
	• Identify objects, perspective, still life, and human figurative drawings.
Module 1 (Credit 1): Basics of Sketching	
Learning Outcomes	After learning the module, learners will be able to
	• Apply shading and coloring techniques to create free-hand drawings of landscapes and portraits using various mediums.
	• Create drawings of objects by developing various motifs and adjusting their size through enlargement or reduction.
Content Outline	**Exploration of Mediums:** • Pencil • Color Pencil • Charcoal • Water-based mediums **Observation Skills:** • Analyzing formal features of natural and man-made objects • Identifying expressive features • Understanding symbolic composition and layout **Creative Techniques:** • Using natural elements to create motifs • Techniques for copying, enlarging, and reducing motifs
Module 2 (Credit 1) :Composition, Object drawing and human anatomy	

Learning Outcomes	*After learning the module, learners will be able to*
	• Apply various textures for surface rendering.
	• Create technical and figurative drawings .
Content Outline	• Development and application of textures in drawings • Improvement of line quality and its application in artwork • Drawing techniques for different stages of product development, still life, and objects • Introduction to human figurative drawing • Basic principles of measurements and proportion in drawing

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Assignment1- Experiment and draw different types of lines such as straight, curved, wavy, thick, thin, and broken.

Assignment2- Practice creating different types of shading including hatching, cross-hatching, stippling, and blending, with different grades of pencils(e.g 2b,4b,6b) and color pencils

Assignment3-Choose five natural elements from your surroundings (e.g., leaves, flowers, fruits, shells).Study each selected element closely, observing its shape, texture, and details.Create detailed sketches or drawings of each element, focusing on capturing its unique characteristics.

Assignment4-Develop motifs inspired by any 5 natural elements and explore various design variations.Develop design variations for each element, including geometric, abstract, and stylized interpretations.

Assignment5-Collect various textures for rendering. Imagine and interpret the different stages of producing a chosen product through drawings.

References:

Deshpande, R. (2004). *Colour Pencil*. Jyotsna Prakashan Pune. (1st Edition).

Kamath, V. (2006). *Sketching and Drawing*. Jyotsna Prakashan Pune. (2nd Edition).

Mulik, M. (2004). *Perspective*. Jyotsna Prakashan Pune. (1st Edition).

Narvekar, S., & Narvekar, A. (n.d.). *Grade Examination-Drawing Made Easy*. Navneet Publication (India) Ltd.

Shelar, S. (2007). *Still Life*. Jyotsna Prakashan Pune. (1st Edition).

Vaze, P. (2002). *Draw and Paint*. Jyotsna Prakashan Pune. (1st Edition).

Course Syllabus
Semester - 1
1.6 AEC

Course Title	**Communication Skill - 1 (Th / Pr)**
Course Credits	**2**
Course Outcomes	*After going through the course, learners will be able to*
	● Identify effective communication practices and techniques to overcome communication challenges.
	● Recognise different styles of communication and utilize them in effective presentations.
	● Develop creative ways of self introduction for professional growth.
	● Adapt their communication style and methods to create understanding and engagement with others.
Module 1 : **Basics of Communication**	
Learning Outcomes	*After learning the module, learners will be able to*
	● Recognize different ways of communication for self expression.
	● Articulate different topics in their style of writing and reading.
Content Outline	● Introduction and evolution of communication ● Role of communication in fashion field ● Types of communication – formal and informal, verbal and non-verbal ● 7Ps of Communication ● Barriers of communication ● Listening and reading skills
Module 2: **Developing Ideas and Speaking Skills**	
Learning Outcomes	*After learning the module, learners will be able to*
	● Demonstrate the ability to express original ideas and interpret point of views.
	● Engage in critical thinking with regard to content development and group discussions.
Content Outline	● Identifying the main idea and specific information during discussions - formal and informal ● Construct an argument based on a critical analysis of the topic ● Express and justify opinions. ● Answering a range of questions. ● Speak at length on a given topic

	• Self introduction in a professional manner

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Assignments:

1. To read a short passage / take notes on a short lecture and then write a summary including the main idea. Word Limit: 400
2. Situation-based 2 (two) group discussions in classroom - encouraging cross questing and debating.
3. Self introduction with detailed presentation and talking about strength areas.

References:

E. Suresh Kumar, P. Sreehari, J. Saviehri, "Communication Skill and soft skill- an Integrated Approach" Pearson India 1st Edition 2010.
Norman Lewis, "Word Power Made easy" Goyal Saab.
R. Thakur, "Communication skill- I" Sarthak Publication.

Course Syllabus
Semester I

1.7 VEC

Course Title	Basic Computer Application
Course Credits	**2**
Course Outcomes	*After going through the course, learners will be able to -*
	● Interpret the basic principles of computer hardware, software & other devices of computers.
	● Develop skills in word processors, spreadsheets and presentations.
	● Gaining knowledge of basic computer terminology and application.
Module 1 (Credit 1): Introduction to Word Processing	
Learning Outcomes	*After learning the module, learners will be able to -*
	● Identify fundamental concepts of computer hardware and software.
	● Manage files and folders effectively using different operating systems.
	● Develop proficiency in using word processing software to create and edit and format.
Content Outline	● Understanding hardware components of computers ● Exploring internet usage and basic navigation with Windows Explorer ● Managing files and folders effectively ● Introduction to Word Processor software ● Overview of Word Processor Packages and their significance ● Understanding and utilizing various tools in Word Processor software ● Document concepts: Creating, Saving, Opening, and Closing documents ● Formatting documents: Bold, Italic, Underline, Justification, Fonts, Font colors, Format Painter ● Copying, cutting, and pasting text, working with margins, and page setup ● Creating and formatting tables, utilizing drawing toolbar ● Incorporating columns, headers, and footers in documents ● Printing procedures and document spell check ● Using Thesaurus and adding charts to documents ● Mail Merge functionality for personalized documents **Open-Source Equivalent: Google doc**:

	● Basic functionalities mirroring word processor software
Module 2 (Credit 1) Presentation, spreadsheet and Email functionalities	
Learning Outcomes	*After learning the module, learners will be able to -*
	● Develop proficiency in utilizing presentation software to create presentations that incorporate text, images, animations, and multimedia elements.
	● Acquire skills to scan and edit images using image editing tools effectively.
	● Demonstrate effective use of email, internet and online collaboration tools.
Content Outline	**Presentation Software Proficiency**: ● Master the use of presentation software. ● Create and deliver engaging presentations. ● Understand and utilize different types of slide layouts. ● Navigate slide view, slide sorter view, and slide show modes. ● Incorporate shapes, transitions, and slide shows. ● Apply design templates and custom backgrounds. ● Use transitions and custom animation effects. ● Record and integrate voice in presentations. ● Develop skills in creating electronic presentations. **Open-Source Equivalent: Google slides**: ● Basic functionalities mirroring Presentation software **Image Editing Skills**: ● Scan images efficiently. ● Edit images using various image editing tools. **Spreadsheet Proficiency**: ● Understand the basics of spreadsheet software. ● Create, format, and manage spreadsheets. ● Perform data entry and manipulation. ● Utilize formulas and functions for calculations. ● Create charts and graphs for data visualization. ● Apply conditional formatting and data validation. ● Organize data using sorting and filtering techniques. ● Protect and share spreadsheets effectively. **Open-Source Equivalent: Google slides**: ● Basic functionalities mirroring Spreadsheet software **Email Proficiency**:

	• Compose and send professional emails. • Manage email folders and organize messages. • Use email tools such as filters, rules, and labels. • Attach files and incorporate hyperlinks. • Understand email etiquette and best practices. • Schedule and automate email sending. • Use email clients for effective communication

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Assignment1-Create a folder named "Assignment1" with sub folders named "Documents", "Images", and "References".

- Write a 2-page report on a technology-related topic using a word processor.
- Include a cover page, headings, subheadings, one image with a caption, and a footer with page numbers.
- Save the report in both Word and PDF formats in the "Documents'' subfolder.
- Place any images in the "Images" subfolder and any references in the "References'' subfolder**.**

Assignment2-Create a 10-slide presentation on a topic of your choice.

- Include text, images, custom animations, transitions, and at least one multimedia element (e.g., video or audio).
- Apply a consistent design template and background.
- Record a voice-over for the entire presentation.
- Save the presentation as both a standard presentation file and a PDF**.**

Assignment3-Scan a photograph or a printed image and save it as a digital file.

- Use an image editing tool to crop the image, adjust brightness, contrast, and color balance, add a text overlay, and apply a filter or effect.
- Save the edited image in both JPEG and PNG formats.

Assignment4-Create a spreadsheet to track a fictional household's monthly budget.

- Include columns for categories (e.g., Rent, Utilities, Groceries, Entertainment) and rows for each day of the month.
- Use formulas to calculate category totals and the overall monthly total.
- Apply conditional formatting to highlight days where expenses exceed a specified limit.
- Create a pie chart to visualize the distribution of expenses by category and format the spreadsheet for clarity.

References:

Jackson, L. (2013). *PowerPoint Surgery: How to create presentation slides that make your message stick*. Engaging Books.

Jordan, J. (2021). *Excel 2020 for Beginners: The Complete Dummy to Expert Illustrative Guide with Examples That Teaches Everything You Need to Know about Microsoft Excel 2020 (Formulas and Functions Inclusive)*. Independently Published.

Lewis, C. M., Chatfield, C., & Johnson, T. (2019). *Microsoft Project 2019 Step by Step*. Microsoft Press.

Professor, M. O., & Nordell, R. (2019). *Microsoft Outlook 365 Complete: In Practice, 2019 Edition*. McGraw-Hill Education.

Weverka, P. (2018). *Office 2019 All-in-One for Dummies*. John Wiley & Sons.

Weverka, P. (2019). *Office 365 All-in-One for Dummies*. John Wiley & Sons.

Course Syllabus
Semester II
2.1 Major (Core)

Course Title	**Introduction to Textiles**
Course Credits	4
Course Outcomes	*After going through the course, learners will be able to*
	● Develop and examine the fundamental properties of textiles, including fiber types, yarn structures, fabric constructions, and finishing techniques.
	● Explore the various stages of textile manufacturing processes, from fiber production to fabric finishing.
	● Demonstrate the ability to select appropriate textile materials based on performance requirements, aesthetics, and sustainability considerations.
	● Foster a mindset of continuous learning and adaptation to evolving trends and technologies within the textile sector
Module 1: **Textiles Fibers**	
Learning Outcomes	*After learning the module, learners will be able to*
	● Develop the ability to identify and classify various types of textile fibers based on their natural or synthetic origin.
	● Acquire knowledge of different types of looms, including hand looms and power looms, and their respective mechanisms and operations
Content Outline	**Fibers:** Classification, Introduction, properties and end uses of natural and man-made fibers. **Yarns:** Introduction**,** Types-ply yarns, novelty yarn, textured yarn. The manufacturing process- spinning systems**,** Properties- yarn twist, yarn numbering, yarn hairiness, yarn diameter, and its application in apparel. Yarn count (Tex, Denier) **Looms**: Introduction to different Hand looms and power looms.
Module 2: Woven fabric Construction	
Learning Outcomes	After learning the module, learners will be able to

	● Identify the key characteristics and differences between woven, knitted, and nonwoven fabrics.
	● Develop a comprehensive understanding of woven fabric construction methods, including plain weave, twill weave and satin weave structures.
Content Outline	**Fabric forming methods** ● Woven & non- woven' s and its application in apparel **Introduction to basic weaves** ● Plain, twill and satin**-**Classification, introduction, advantages and disadvantages
Module 3: Preparatory processes	
Learning Outcomes	*After learning the module, learners will be able to*
	● Recognize how variations in preparatory techniques and parameters influence the properties of fibers, yarns, and fabrics.
	● Develop proficiency in quality control methods and techniques to monitor and assess the effectiveness of preparatory processes.
Content Outline	**Types of Preparatory Processes** done on Textiles for the dyeing and their Effects, Advantages & Disadvantages: ● Singeing ● Desizing ● Scouring ● Souring ● Bleaching and ● Mercerization
Module 4: DYEING	
Learning Outcomes	*After learning the module, learners will be able to*
	● Develop a comprehensive knowledge of dyeing principles, including dye types, dyeing methods, and color theory.
	● Explore the end uses of dyed textiles in apparel applications, including garments, accessories, and decorative textiles.
Content Outline	**Dyeing Techniques -** Introduction and Classification of Dyes and its application in apparel Equipment, process, Advantages, disadvantages and end uses. ● Natural Dyes ● Synthetic dyes

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

- Research and compile information on natural and man-made fibers, including their classification, properties, and end uses.
- Study of different types of commercial fabric and their sample collection.
- Study of Fabric structure to identify basic weave.
- To make any one article in different dyeing with different patterns.

References:

Cobman, B. (1983). *Textiles: From Fiber to Fabric* (6th ed.). McGraw-Hill International Edition.

Collier, B. J., & Tortora, P. (2001). *Understanding Textiles* (6th ed.). Prentice Hall, Inc.

Eberle, H., Hornberger, M., Menzer, D., Hermlin, H., Kilgus, G. R., & Ring, W. (2002). *Clothing Technology*. Europa Lehrmittel.

Gioello, D. A. (1996). *Understanding Fabrics: From Fiber to Finished Cloth*. Fairchild Publication.

Gupta, S., Gard, N., & Saini, R. (2005). *Textbook of Clothing Textiles and Laundry*. Kalyani Publishers.

Hallet, C., & Jonston, A. (2010). *Fabric for Fashion*. Laurence King Publishing.

Humphries, M. (2009). *Fabric Reference*. Pearson Prentice Hall.

Kadolph, S. J. (n.d.). *Textiles: Basics*. [Publisher].

Elsasser, V. H., & Sharp, J. (n.d.). *Textiles: Concepts and Principles*. [Publisher].

Pizzuto, J. J., & Johnson, I. (n.d.). *Fabric Science*. [Publisher].

Course Syllabus
Semester - 2
2.2 Major (Core)

Course Title	**Art Appreciation (Th / Pr)**
Course Credits	
Course Outcomes	*After going through the course, learners will be able to*
	• Demonstrate knowledge of art elements and principles of design.
	• Analyze the origin of Indian culture in terms of different art forms and its integration.
	• Evaluate selected artworks using the terminology and iconography of art.
	• Appreciate the developments of Art, culture and its influence in the society
Module 1 (Credit 1)	**Indian Art and History**
Learning Outcomes	*After learning the module, learners will be able to*
	• Enhance artistic and aesthetic sensibilities among the learners
	• Recognize various art forms and appreciate the beauty in different art forms.
Content Outline	• Definition of art and aesthetics Classification of art Indian Karu (skill-based) and Charu art (pleasure to soul through senses) • Art in India during Prehistoric period, Indus valley/Harappa • civilization • Six limbs of Indian art (shadanga) Roop bheda (form and form impact) Pramana (proportion) Bhav (expression- brief introduction on rasa theory) Lavanya yojana(aesthetic scheme) Sadrishya (similitude) Varnika Bhanga (color scheme) • Modern Indian art
Module 2 (Credit 1)	**Indian Culture and Other Art Forms**
Learning Outcomes	After learning the module, learners will be able to
	• Apply art terminology in different methods of art forms - painting or handicrafts.
	• Acquire knowledge on state-wise handicrafts & enhance their artistic skills.

Content Outline	• Introduction to other popular art forms - • Dance / Music / Painting / Handicrafts • Introduction of aesthetics and its role in art • Indian concept of beauty "Satyam Shivam Sundaram" • Western concept of art • A brief overview of Western art history • Concept of beauty in West • Group discussions and classroom workshops / demos

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Assignments:

1. The students will prepare a presentation on 2 (two) art forms (period of their choice) and do a group discussion based on the presentations.

2. Comparative analysis of Western and Indian concepts of beauty. It will be a group assignment with detailed pictorial representation and slide show in the classroom.

3. The students will Prepare a presentation on state-wise cultural heritage like dance, music, painting, and handicraft.

References:

Guha-Thakurta, T. (1992). *The Making of a New "Indian" Art: Artists, Aesthetics and Nationalism in Bengal, C.1850-1920*. Retrieved from http://ci.nii.ac.jp/ncid/BA18585451

Arnason, H. H., & Mansfield, E. (2012). *History of Modern Art: Painting, Sculpture, Architecture, Photography*. Pearson.

Sayre, H. M. (2012). *A World of Art*. Pearson.

Mitter, P. (2017). Western theories of beauty and Non-Western peoples. In *Sophia Studies in Cross-Cultural Philosophy of Traditions and Cultures* (pp. 79–89).

Bloomsbury Research Handbook of Indian Aesthetics and the Philosophy of Art. (2016). Bloomsbury Publishing Plc eBooks. https://doi.org/10.5040/978147421900

Fichner-Rathus, L. (2018). *Understanding Art*. Cengage Learning.

Course Syllabus
Semester II
2.3 VSC

Course Title	Embroideries
Course Credits	**2**
Course Outcomes	*After going through the course, learners will be able to*
	● Explore the tools and techniques of embroideries
	● Acquire technical skills in embroidery
	● Recognise contemporary and traditional approaches to embroidery design.
	● Apply appropriate design principles, methods and techniques to practice.
Module 1 (Credit 1)	**Basics of Embroidery**
Learning Outcomes	*After learning the module, learners will be able to*
	● Identify and select various embroidery materials, including fabrics, threads and their suitability for different embroideries
	● Appreciate the historical significance of various embroidery styles and techniques.
Content Outline	**Tools and techniques** ● Design transfer materials, ● Sources & Interpretation ● Choosing color ● Enlarging and reducing design **Basic Embroidery Stitches**: Basting, Backstitch, Chain Stitch, Buttonhole, Lazy Daisy, HerringBone, Satin Stitch, French knot, Shadow Stitch, Long & Short, Mirror Work, Cast-on Stitch, Rose Stitch, Eyelet Stitch, Blanket Stitch
Module 2 (Credit 1)	**Indian Traditional Embroidery**
Learning Outcomes	*After learning the module, learners will be able to*
	1) Recognize the creative art of Embroidery and its application on Apparel design.
	2) Acquire the knowledge of the history and cultural significance of the chosen Indian embroidery technique.
Content Outline	**Indian Traditional Stitches** ● Kantha Embroidery of West Bengal ● Kasuti Embroidery of Karnataka ● Chikankari Embroidery of Lucknow(Uttar Pradesh) ● Manipuri Embroidery of Manipur

	• Kathiawar Embroidery of Gujarat • Kashida Embroidery of kashmir • Chamba Rumal of Himachal Pradesh • Phulkari of Punjab

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

1. Make sheets of designs by reducing and enlarging the designs.

2 Submission of a composition of traditional embroidery samples.

References:

Abraham, T. M. (1964). Handicraft of India. New Delhi, Graphics Columbia.

Chattopadhyay, K. (1995). Handicrafts of India. New Delhi, WisdomTree.

Crill, R. (1999). Indian Embroidery. London, Victoria & Albert Museum.

Mehta, J. (1970). Masterpieces of Indian Textiles. D.B. Taraporevala Sons & Co., Pvt. Ltd.

Storey, J. (1974). Manual of Textile Printing. London, Thames and Hudson.

Unknown. (2014). A-Z Of Embroidery Stitches. Search Press.

Course Syllabus
Semester II
2.5 VSC

Course Title	Design Ideas
Course Credits	**2**
Course Outcomes	After going through the course, learners will be able to
	• Interpret the basics of Design Ideas for the design development process.
	• Describe and interpret the design and importance of a logo in the fashion industry.
	• Apply a design thinking process to create designs .
	• Analyze brand design within the context of the fashion industry.
Module 1 (Credit 1)	Design Thinking
Learning Outcomes	After learning the module, learners will be able to
	• Demonstrate the design development process .
	• Analyze the creative application of fabric in the apparel industry.
Content Outline	• Introduction to Design Thinking • Creative Applications of Fabric Beyond Clothing • Factors influencing the design of dress • Understand the different process of design - • Brainstorming, Kipling, Scamper, Mind map7i's, Scamper, 6-thinking
Module 2 (Credit 1)	**Logo and Brand Design**
Learning Outcomes	After learning the module, learners will be able to
	• Analyze the visual identity of the fashion industry and the history of logos and symbols.
	• Demonstrate the symbol design for various fashion brands.
Content Outline	Introduction to Logo and Brand Design Fundamentals of Visual Identity • Role of logos and branding in communication

	• Basic principles of design applicable to logo and brand design Brand Identity Essentials • Definition and components of brand identity • Understanding brand personality and positioning

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

1) Create a logo for a brand using a design thinking process.
2) Create 2 brainstorming boards for the development of a theme-based garment taking inspiration from sustainability.

References:

Wiedemann, J. (2001). *Logo Design*. Taschen Universe.

Carter, D. E. (2003). *The Big Book of Design Ideas*. Harper Collins Publishers Inc.

Ling, D. (2014). *Complete Design Thinking Guide*. Emerge Creatives Group LLP.

Course Syllabus
Semester II
2.6 SEC

Course Title	Print Development
Course Credits	**2**
Course Outcomes	After going through the course, learners will be able to
	• Explore different styles and methods involved in printing textiles.
	• Identify the correct method and style for printing textiles.
	• Recognize the differences between different kinds of prints.
	• Apply printing methods on different types of fabric.
Module 1 (Credit 1)	**Traditional Prints**
Learning Outcomes	After learning the module, learners will be able to
	Apply techniques for printing on fabrics with different designs.
	Develop various patterns in printing.
Content Outline	**Introduction to Printing: Printed Textile Origin, Significance, Methods, Colors** Traditional Prints: • Bagh Print • Ajrak Print • Sanganer Print • Bagru Print
Module 2 (Credit 1)	**Surface Design of Fabric**
Learning Outcomes	After learning the module, learners will be able to
	Analyze dyeing methods on fabrics.
	Create various patterns with dyeing techniques.

Content Outline	Common Printing Techniques Used on Fabrics: ● Process and Layout ● Stencil Printing ● Block Printing ● Screen Printing ● Techniques of Tie and Dye

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Submission of assignment / Presentation on any of the Traditional prints.

Submission of a sample of different printing techniques.

References:

Dedhia, E., & Hundekar, M. (2008). *Ajrakh Impressions and Expressions*. Colour Publication Private Limited.

Bhatnagar, P. (2004). *Traditional Indian Costumes and Textiles*. Abhishek Publications.

Amey, S. (1987). *Malaysian Batik*. The Malaysian Handicraft Development Corporation.

Prideaux, V. (2003). *A Handbook of Indigo Dyeing*. Search Press Ltd.

Beigeleisen, J. (1958). *Silk Screen Techniques*. Dover Publications.

Brotighton, K. (1995). *Textile Dyeing*. Rockport Publishers.

Caldwell, L. (2006). *Shibori*. Lark Books.

Gunner, J. (2006). *Shibori*. Batsford.

Kendall, T. (2001). *Fabric Dyeing and Printing*. Collins & Brown Ltd.

Course Syllabus
Semester II
2.7 AEC

Course Title	Communication Skill- 2
Course Credits	**2**
Course Outcomes	*After going through the course, learners will be able to*
	● To be able to understand the basic concept of developing communication skills.
	● Communicate effectively in English with appropriate body language making use of correct and appropriate vocabulary and grammar in an organized setup and social context.

Module 1 (Credit 1)	**Reading and Writing Skills**
Learning Outcomes *(Specific related to the module.. e.g. Define, Differentiate, Carry out, Design, etc. …)*	*After learning the module, learners will be able to*
	● Recognise the barriers in reading and explore ways to navigate them.
	● Comprehend and analyze different content from magazines / newspapers.
Content Outline	● Role of reading and writing in professional communication ● Rewriting simple articles ● Developing well-constructed paragraphs ● Writing formal emails for business communication ● Integrating creative quotation, paraphrase and summary ● Introduction to Editing ● Classroom reading of fashion magazines ● Group discussions on trends and styles - developing observational skills
Module 2 (Credit 1)	**Body Language and Self-Introduction**
Learning Outcomes	After learning the module, learners will be able to
	● Discover the power of tone & body language.
	● Correspond effectively using various types of writing like letters, memos, etc.
Content Outline	● Role of body language in communication ● Setting tone and focusing on diction ● Observing self-strengths and weakness ● Writing a candid self-introduction - fine-tuning it for professional presentations ● Rewriting and reading self-introduction ● Presentation of introduction with infographics ● Video and audio of self-introduction - incorporating

	body language rules

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Assignments:

- Write a creative article (500 words) on fashion trends using quotations / anecdotes
- Creative presentation on - Self Introduction. Both in video and presentation slides format.

References:

R. Thakur, "Communication skill- I" Sarthak Publication.

E. Suresh Kumar, P. Sreehari, J. Saviehri, "Communication Skill and soft skill- an Integrated Approach" Pearson India 1st Edition 2010.

Fox, S. (2010). The importance of information and communication design for manual skills instruction with augmented reality. Journal of Manufacturing Technology Management, 21(2)

Course Syllabus
Semester II
2.8 VEC

Course Title	CAD- I
Course Credits	**2**
Course Outcomes	*After going through the course, learners will be able to -*
	● Recognize and explain the differences between vector and raster graphic software and their applications in fashion design.
	● Develop proficiency in using raster graphics software to create and represent fashion design concepts.
	● Acquire knowledge in image editing tools, to modify ,enhance and manipulate digital images for the design project.
	● Execute digital techniques such as layering, masking, and color correction to produce polished design visuals.
Module 1 (Credit 1)	**Introduction of the Software**
Learning Outcomes	After learning the module, learners will be able to -
	● Apply knowledge of raster-based software to create layouts, designs, and perform image editing for fashion design.
	● Develop skills in using raster graphics tools to create and represent fashion design concepts.
Content Outline	● Introduction to raster and vector graphics software and its applications in fashion design. ● Basic image editing techniques: cropping, resizing, and rotating images. ● learn to work with layers,masking and gradient tools ● Image editing techniques: selection tools, layers, masking, and adjustments (brightness, contrast, hue, saturation). ● Creating visuals: utilizing drawing tools, incorporating textures, patterns, and color schemes.
Module 2 (Credit 1)	**Manipulation and Digital fashion sketch creation**
Learning Outcomes	*After learning the module, learners will be able to -*
	● Recognise skills to develop digital fashion illustration
	● Acquire knowledge to create motifs,render patterns and texture on the digital sketch.

Content Outline	• Understanding the principles of digital fashion illustration. • Developing skills in creating and refining digital sketches for fashion designs. • Techniques for creating motifs and integrating them into digital illustrations. • Rendering patterns and applying textures to enhance fashion sketches. • Exploring tools and methods for achieving fabric textures in digital fashion illustrations.

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Assignment 1-Create a fashion moodboard using raster graphics software, compiling images, textures, and colors relevant to a specific fashion theme. Submit your moodboard along with a brief explanation of your design choices.

Assignment 2-Produce digital fashion illustrations using raster graphics tools, focusing on creating clothing designs and accessories.

Assignment 3-Develop motifs, patterns, and textures, emphasizing their integration into fashion illustrations.

Assignment 4-Explore fabric and pattern rendering techniques in digital fashion illustration. Create digital sketches showcasing various fabric textures and patterns.

References:

Bain, S., & Wilkison, N. (2002). Corel Draw (12)- The Official Guide (1st ed.). Coret Press.

Heller, S., & Lita, T. (2010). Graphic (1st ed.). Thames and Hudson Publication.

Jones, P. (2010). Graphic Design for Fashion (1st ed.). Lawrence King Publication Ltd.

Myers, P. J., & Devitt, M. (2010). Complete Guide to Size Specification Technical Design (2nd ed.). Fairchild Book Publication.

McClelland, D. (2002). A Guide to Adobe (1st ed.). Wiley Dreamtech Publication.

Szkutnicka, B. (2010). Technical Drawing for Fashion (1st ed.). Lawrence King Publication Ltd.

Wong, K. (2019). Adobe Illustrator for Fashion Design (2nd ed.). Fairchild Books.