



SNDT Women's University, Mumbai

Faculty of Interdisciplinary Studies

**FIS-5 A. B. Design (Interdisciplinary – Fashion)
FIS-5 B. B.A. (Fashion Design) and
FIS-5 C. M. Design (Interdisciplinary - Fashion Design)**

As per NEP 2020

Semester – III & IV

**Syllabus
(w.e.f. Academic Year 2025-26)**

Course Structures (Sem I to IV) and Syllabi of Sem III and IV of the UG programmes

FIS-5 D.	B.Design (Fashion Design),
FIS-5 E.	B.Design (Fashion Communication),
FIS-5 F.	B.Design (Jewellery Design),
FIS-5 G.	B.Design (Textile Design),
FIS-5 H.	B.Design (Life Accessory Design),
FIS-5 I.	B.Design (Interdisciplinary – Fashion)
FIS-5 J.	B.A. (Fashion Design) and
FIS-5 K.	M. Design (Interdisciplinary - Fashion Design)

B. DESIGN INTERDISCIPLINARY - FASHION

COURSE STRUCTURE

Programme	B. Design
Specialization	Interdisciplinary – Fashion
Introduction	<p>B. Design Interdisciplinary - Fashion which offers added flexibility to select from fashion design, fashion communication textile design and Jewelry Design. Looking at Fashion business all these areas are getting integrated and versatile professionals would be preferred by the industry.</p> <p>The graduates of the B. Design Interdisciplinary - Fashion program will be well-equipped to meet the demands of the fashion industry, leveraging their versatile skills and interdisciplinary knowledge to drive innovation and success in their careers.</p>
Programme Specific Outcomes (PSOs)	<p>After completing this program, the learner will be able to</p> <ul style="list-style-type: none"> • Establish the capacity to generate innovative and original fashion concepts across fashion design, fashion communication, textile design, and jewelry design. • Demonstrate the drawing skills and establish their connectivity with inspiration from diverse sources such as art, culture, history, and current trends. • Demonstrate the stage-wise design process, including research, idea generation, sketching, and storyboarding, to create cohesive and marketable collections, both manually and digitally. • Draft patterns using flat pattern and draping methods, both manually and digitally, and further establish proficiency in converting patterns into garments as expected by the industry through construction skills and technology knowledge. • Synthesize knowledge and skills from multiple design disciplines to create cohesive and versatile fashion products and solutions. • Explore the intersections between fashion design, fashion communication, textile design, and jewelry design to develop integrated design concepts. • The program will foster collaboration and teamwork across different design domains, enhancing the ability to work in diverse and multidisciplinary environments.

	<ul style="list-style-type: none"> • Gain insights into the dynamic nature of the fashion industry and its evolving demands for versatile professionals. • Establish entrepreneurship skills and develop the capacity to meet the performance expectations in both soft and hard skills as required by the industry. • Appreciate the cultural significance and heritage of fashion, integrating traditional and contemporary practices in their design work. • Demonstrate ethical and sustainable design practices, considering environmental, social, and economic impacts. • Advocate for and implement responsible design choices that contribute to the well-being of communities and the planet. • Embrace emerging technologies and digital tools to enhance design processes and outcomes. • Innovate by experimenting with new materials, techniques, and technologies in fashion and textile design. • Leverage digital media and communication platforms to effectively convey fashion narratives and engage with diverse audiences.
Eligibility Criteria for Programme	<p>1. Eligibility criteria for admitting students in First/Second/Third year in different Specializations of B. Design Program.</p> <p>Eligibility criteria for admitting students in first/second/third year in different Specializations of B. Design Program.</p> <p>1.1 B. Design- I Year</p> <p>i. XIIth Pass in any Stream – Arts/Commerce/Science/Home-Science/Minimum Competency Vocational Course (MCVC)including National Institute of Open Schooling (NIOS).</p> <p>ii. Maharashtra State Board of Technical Education (MSBTE)/ State Govt. Technical Education full-time diploma of minimum three years after Std Xth (any stream)</p> <p>iii. For NRI & Foreign students with equivalence from the Association of Indian Universities (AIU), New Delhi</p> <p>Criteria for selecting students for the 1st year (entry-level) college shall conduct aptitude tests based on general knowledge, language and creative testing through studio test. Based on test performance, students may be considered for provisional admission. The provisional admitted students shall pass the 12th standard exam or equivalent as prescribed by the university with a minimum of 45%. Those colleges with fewer applications for seats may be filled up subject to availability; however, the concerned college will conduct the aptitude test. The benefits shall be parted for reservation criteria as per the Government of Maharashtra and SNDT University Mumbai. If the applicants are less for a particular college, the seats may be filled up subject to availability & interviews may be conducted.</p> <p>THE CET IS NOT COMPULSORY. THE COLLEGE MAY CONDUCT THE SAME AT COLLEGE LEVEL. IN THE CASE OF THE COLLEGES NOT FOLLOWING CET CRITERIA THE SELECTION OF THE CANDIDATES SHALL BE GIVEN ON THE BASIS OF PREFERENCE FOR THE ACADEMIC PERFORMANCE. (Minimum Eligibility 45%).</p> <p>1.2 B. Design- II Year</p> <p>I. Three-year Diploma, Dressmaking and Garment Manufacturing or Equivalent recognized by All India Council for Technical Education/ State Boards (AICTE) with Bridge course of 8 credits</p> <p>II. Five-year Diploma in Fine Arts recognized by the State Technical Board with a Bridge course of 8 credits.</p>

	<p>III. Successful completion of 1st year Degree from National Institute of Fashion Technology (NIFT)/ NID National Institute of Design</p> <p>IV. Successful completion of 1st year Degree of any B Design Specializations of the university Or Equivalent Course offered by Indian Universities / Foreign university with equivalence from AIU.</p> <p>1.3 BRIDGE COURSE If the BRIDGE COURSE is suggested, details of the same. The following bridge courses are suggested.</p> <ul style="list-style-type: none"> •History of Art and Design - 4 Credits Theory 2 Practical 2credits •Material Studies – 2 Credits Practical. •Fundamentals of design – 2 Credits Practical. <p>The candidate must complete the prescribed bridge course within 60 days from the date of admission. Admission to such candidates will be given up to 30 days from the commencement of the Semester.</p> <p>1.4 B. Design- III & IV Year Eligibility for admission to the third and fourth year of B. Design will be according to the passing criteria and rules for ATKIT as prescribed by University (Controller of Examinations DOE)</p> <p>1.5 CET Procedure For the Institutes who conduct Common Entrance Test The Entrance Examination will consist of General Ability Test + Studio Test / Group Discussions + Personal Interview. All candidates must give all three tests.</p> <ul style="list-style-type: none"> • A relaxation of 5% is provided for candidates belonging to the reserved category Intake 1 division of 30 Intake (AICTE)
Intake	1 division of 30 Intake (AICTE)

SN	Courses		Type of Course	Credits	Marks	Int	Ext
	Semester I						

10144711	Fundamentals of Fashion (Th – Pr)		Major (Core) 1	4	100	50	50
10144702	Fashion Studies (Th)	F C	Major (Core) 2A	2	50	50	0
10144703	Elements of Jewelry (Pr)	J D					
10144704	Introduction to textile design (Th +Pr)	T D					
10444121	Sewing Techniques (Pr)		OEC (Anyon e)	4	100	50	50
10444112	Fabric Studies (Th)						
10644701	Fashion Drawing Skill (Pr)		VSC on major 1	2	50	50	0
10744721	Professional Computer Skill (Pr)		SEC	2	50	0	50
10810111	English For Academic Writing- Paper I (Th) https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/ability-enhancement-course.pdf		AEC	2	50	0	50
11051111	Inception of Indian Knowledge System (Th) https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/iks-syllabus/ug-degree/inception-of-indian-knowledge-system.pdf		IKS (Generic)	2	50	0	50
10952111	Introduction to Indian Constitution (Th) https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/vec-syllabus/ug-degree/introduction-to-indian-constitution.pdf		VEC	2	50	0	50
	Follow the link as per SNDTWU https://sndt.ac.in/nep2020/syllabus-as-per-nep/cc-syllabus		CC	2	50	50	0
				22	550	250	300

	Semester II						
SN	Courses		Type of Course	Credits	Marks	Int	Ext
20144721	Material Manipulation (Fiber, Yarn, Fabric) (Pr)		Major (Core) 3	4	100	50	50
20144722	Graphic Design (Pr)	FC	Major (Core) 2B	2	50	0	50
20144723	Basic Jewelry Design (Pr)	JD					
20144714	Textile Studies (Th)	TD					
20644701	Photography and Videography (Pr)	FC	VSC on major 2	2	50	50	0
20644702	Basic Jewelry Manufacturing (Pr)	JD					
20644703	Introduction to Weaving (Th/Pr)	TD					
20644704	Advance Design & Illustration (Pr)		VSC on major 3	2	50	50	0
20444121	Sewing Techniques (Pr)		OEC (Anyone)	4	100	50	50
20444122	Draping (Pr)						
20744701	Material Exploration for Fashion Display (Pr)	FC	SEC	2	50	50	0
20744702	Jewelry Illustration (Pr)	JD					
20744703	Yarn Craft (Pr)	TD					
20810111	English for Academic Writing- Paper II https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/ability-enhancement-course.pdf		AEC	2	50	0	50
20952111	Environment Awareness (Th) https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/vec-syllabus/ug-degree/environment-awareness.pdf		VEC	2	50	0	50
	Follow the link as per SNDTWU https://sndt.ac.in/nep2020/syllabus-as-per-nep/cc-syllabus		CC	2	50	50	0
				22	550	300	250

SN	Courses		Type of Course	Credits	Marks	Int	Ext
	Semester III						
30144721	Introduction to Pattern Making & Draping (Pr)		Major (Core)	4	100	50	50
30144722	Basic Sewing Techniques (Pr)		Major (Core)	4	100	50	50
30144721	Photography and Videography - II (Pr)	FC	Major (Core)	2	50	0	50
30144722	Metal Studies for Jewelry - (Pr)	JD					
30144723	Prints in Textiles (Pr)	TD					
30344721	Advance Computer Application in Fashion Communication (Pr)	FC	Minor Stream	4	100	50	50
30344722	Advance Jewelry Design – I (Pr)	JD					
30344723	Traditional Woven Textiles and Embroidery (Th)	TD					
30444122	Yarn Craft (Pr)		OEC	2	50	0	50
30444123	Fabric Origami (Pr)						
*Subject code to be allocated by university	Marathi (Th)		AEC	2	50	50	0
	Sanskrit (Th)						
	Hindi (Th)						
	Gujrati (Th)						
31344701	Advertising -I (Pr)	FC	FP	2	50	50	0
31344702	Indian Jewelry (Pr)	JD					
31344703	Indian Prints (Pr)	TD					
	Follow the link as per SNDTWU https://sndt.ac.in/nep2020/syllabus-as-per-nep/cc-syllabus		CC	2	50	50	0
				22	550	300	250

SN	Courses		Type of Course	Credits	Marks	Int	Ext
	Semester IV						
40144721	Basic Pattern Making (Flat and Draping) (Pr)		Major (Core)	4	100	50	50
40144722	Computer-Aided Rendering Techniques I (Pr)		Major (Core)	4	100	50	50
40344721	Graphic Design for Fashion -II (Pr)	FC	Minor Stream	4	100	50	50
40344722	Jewelry Manufacturing – I (Pr)	JD					
40344723	Dobby and Jacquard Basics (Pr)	TD					
40444112	Apparel Merchandising (Th)		OEC	2	50	0	50
40444122	Fashion Categories (Pr)						
40744721	Basic Garment Construction (Pr)		SEC	2	50	0	50
*Subject code to be allocated by university	Marathi (Th)		AEC	2	50	0	50
	Sanskrit (Th)						
	Hindi (Th)						
	Gujrati (Th)						
41544701	Craft Design Development (Pr)		CE	2	50	50	0
	Follow the link as per SNTDWU https://sntd.ac.in/nep2020/syllabus-as-per-nep/cc-syllabus		CC	2	50	50	0
				22	550	250	300

SN	Courses		Type of Course	Credits	Marks	Int	Ext
	Semester V						
5.1	Advanced Pattern Making (Pr)		Major (Core)	4	100	50	50
5.2	Advanced Garment Construction (Pr)		Major (Core)	4	100	50	50
5.3	Advertising II (Pr)	FC	IKS (Major Specific)	2	50	0	50
	Indian Fabrics – Cultural And Historical Relevance (Th)	TD					
	2D & 3D Computer-Aided Designing In Jewelry – I (Pr)	JD					
5.4	Ethnic Wear (Pr)	FD	Major (Elective) (Anyone)	4	100	50	50
	Western Wear (Pr)	FD					
	Fashion Styling (Pr)	FC					
	Product Photography (Pr)	FC					
	Natural Dyeing And Printing (Pr)	TD					
	Embroideries For Couture (Pr)	TD					
	Sustainable Jewelry (PR)	JD					
	Jewelry Styling And Photography (PR)	JD					
5.5	Fashion Branding & Retailing (Th)		Minor Stream	4	100	50	50
5.6	Fashion Forecasting (Pr)		VSC	2	50	50	0
5.7	Craft Research & Design (Pr)		FP	2	50	50	0
				22	550	300	250

SN	Courses		Type of Course	Credits	Marks	Int	Ext
	Semester VI						
6.1	Advanced Draping (Pr)		Major (Core)	4	100	50	50
6.2	Commercial Garment Development (Pr)		Major (Core)	4	100	50	50
6.3	Fashion Journalism and Publication (Th/Pr)	FC	Major (Core)	2	50	0	50
	Technical Textiles (Th)	TD					
	2D & 3D Computer-Aided Designing in Jewelry – II (Pr)	JD					
6.4	Film Making and Set Design (Pr)	FC	Major (Elective) (Anyone)	4	100	50	50
6.4	UI AND ux Design (Pr)	FC					
	Knit Design (Th/Pr)	TD					
	Computer Aided Textile Design (Pr)	TD					
	Advance Manufacturing (Pr)	JD					
	Design Project for Jewelry Design (Pr)	JD					
6.5	Computer-Aided Rendering Techniques II (Pr)		Minor Stream	4	100	50	50
6.6	Internship - Industry Research Project (Pr)		OJT	4	100	50	50
				22	550	250	300

B Design Interdisciplinary – Fashion
Syllabus 2024-25
Semester I (22Credits)

Course code- 10144711	Course Name Fundamentals of Fashion (Th/Pr)		Credits 4
Course Outcome	After going through the course, learners will be able to 1. Differentiate elements of design with its psychological, formal and symbolic qualities of design 2. Co-relate the different elements of fashion with elements of Design. 3. Demonstrate the Elements and Principles of Design for effective design development		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Elements of Design		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Define the elements of design 2. Discuss the importance of Elements of Design in Fashion Design 3. Differentiate between various elements of Design 4. Examine the cognitive effects in design	<ul style="list-style-type: none"> • Introduction to Elements of Design Point Line (Types and Properties) Shape (Natural, Abstract, Geometric) Forms, Spaces Texture (Visual, Tactile, Audible) Color (hues, saturation, value, cool and warm colors, color schemes, color contrast) • Relationship between elements • Cognitive effect of the elements • Creative application of Elements (like converting natural shapes to abstract shapes with different Textures, Color Combinations and Color Contrast, etc.) • Metacognition in Design 	
Module 2	Principles of Design		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Define the Principles of Design 2. Examine the Principles of Design in Apparel Design 3. Demonstrate the Principles of Design	<ul style="list-style-type: none"> • Define and identify the principles of design Balance (symmetric and Asymmetric) Rhythm (Gradation, Radiation, Repetition and their types) Emphasis (Focus) Contrast (Color, Texture,) Proportion (Scale) Harmony (Unity) • Differentiate between the principles of design and explain their cognitive effect. • Creative application of Principles of Design in design templates 	

Module 3	Elements of Fashion		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Differentiate between the key elements of fashion. 2. Examine the psychological and physiological effects of Fashion elements. 	<ul style="list-style-type: none"> • Silhouette (Types and Visual Effects) • Garment Details (Cuffs, Collars, Skirts, Sleeves, Etc.) • Fabrics (Types, Hand Feel, Weight, Categories as per use, Texture and Visual Effects) • Sketch library of all elements of Prepare the fashion fabric swatch book 	
Module 4	Application of Fundamentals of Design		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Examine and interpret the role of design fundamentals in apparel 2. Apply the basic principles and elements of design to create original designs 3. Develop novel design details like motifs, garment details, patterns, textures, etc. 	<ul style="list-style-type: none"> • Exploration and application of Design and Fashion Fundamentals in the Existing Apparel Designs (Brands and Labels) • Project of Design Effects using the elements and principles of design and their manipulations 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Select one image from nature which has a composition of various objects and Examine it to identify the elements and principles of design and the effect of each observed element. This analysis can be recorded in the sketchbook in the form of sketches, doodles, words, and written text. 2. Create various garment details on given garment template (patterns, colors, textures, silhouettes, shapes, etc.) using the elements of design extracted from the image. This stage will also develop the students' skills in combining various design elements to create individual fashion elements (like collars, types of garments, sleeve details, etc.) 3. Using the individual fashion elements created, develop design effects using templates for figure and combine them to create interest in the ensembles, while keeping the principles of design in mind. 4. Examine and explain the process of extraction and provide your analysis on the formal, psychological and physiological effects of each ensemble, in 200 words (each) 			

References

- Davis, M. L. (1980). Visual design in dress. Pearson.
- Dorosz, C., & Watson, J. R. (1999). Designing with color. Fairchild Books.
- Drudi, E. 'K.'. (2001). Figure drawing for fashion design. Pepin Press.
- Sorger, R., & Udale, J. (2006). The fundamentals of fashion design. AVA Publishing.
- Stecker, P. (1996). The fashion design manual. Macmillan Education AU.
- Stipelman, S. (2005). Illustrating fashion. Fairchild Books.

Course code	Course Name		Credit
10144712	Fashion Studies (Theory)		02
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none">1. Apply knowledge about the role of aesthetics in design.2. Develop an understanding of the elements and principles of design with reference to fashion.3. Identify various theories, movements and factors affecting fashion4. Analyze the emotional and cognitive experiences that affect aesthetics of a product.		
Sr. No.	Module Outcomes	Course Contents	Credit
Module 1	Elements of Design		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none">1. Analyze the basics of fashion and the factors that impact this field, Along with fashion theories and movements for design inspirations and creations.2. Analyze design aspects and work on new styles based on fashion elements and principles.	Understanding Fashion and its Nature <ul style="list-style-type: none">• Definition• Revolution• Social, cultural conditions• Designers and their influence• Clothing categories- Men, Women, Kids. Elements and Principles of Design <ul style="list-style-type: none">• Perspective and application of fashion apparel and lifestyle products.• Design Elements: Line, Color, Texture, Print and Form• Design Principles: Rhythm, Proportion, Harmony, Emphasis, Balance, Contrast• Introduction to key fashion movements• Factors influencing fashion - Demographic, Psychographic, Geographic and Behavioral	
Sr. No.	Module Outcomes	Course Contents	Credit
Module 2	Elements of Design		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none">1. Analyze the nature of fashion at National and International levels.2. Define the fashion terminology related to the categories of fashion.3. Define the nature of fashion at National and International levels	<ul style="list-style-type: none">• Fashion capitals around the world• Couture, Pret – a port and Mass fashion• Categories of fashion• Factors affecting fashion demand.• Movement of fashion• Fashion theories and factors influencing fashion.• Analyzing current and emerging fashion trends• Identifying consumer behavior and market trends• Overview of retailing concepts in the fashion industry	

		<ul style="list-style-type: none"> • Introduction to sustainable fashion principles • Ethical considerations in fashion design and production • Study of national and international designers, brands 	
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Assignments/ Activities towards CCE
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE) <ol style="list-style-type: none"> 1. Group discussion and Presentation on 5 national and 5 international designers. 2. Preparing individual documents on all categories- Casual wear, Sportswear, Formal wear, Leisure wear, Club wear, Lounge wear, Resort wear, Lingerie, Active sports, Adventure wear, Uniforms using graphical representation. 3. Develop a personation on the theories, moments and factors influencing fashion. 4. Prepare group wise a comparative case study on national and international fashion designers and brands.

Reference

Apparel View, View on color.
Eubank T., (2010), "Survey of historic costumes", Fairchild Publication.
Laver J., (2002), "Costume and fashion – A concise history", Thames & Hudson.
Steckes P., (1996), "Fashion Design Manual", Palgrave Macmillon.
Stephens G., (2005), "Fashion Concept to consumer", Pearson.
Stone E., (2004), "Dynamics of fashion", Fairchild Publication.

Semester I

Course code 10144723	Course Name Elements of Jewelry (Pr)		Crs 2
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Illustrate different technical elements used to develop a jewellery product. 2. Analyse jewellery findings, individual elements that significantly enhance their jewellery-making skills, 3. Define the precious gemstones and their physical properties. 4. Demonstrate the different findings in the creation of intricate jewellery designs. 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction of Jewellery Finding		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Analyze different findings in the creation of intricate jewellery designs. 2. Apply the appropriate findings to ensure the structural integrity and durability of jewellery." 3. Defining the types and purposes of findings can streamline the jewellery-making process. 	Jewellery Findings- <ul style="list-style-type: none"> • Bails, • Bead Caps, • Chain by The Foot, • Clasps Toggles, • Crimp Heads, • Crimp Covers, • Eye Pins, • Head, • Pins, • Link and Connectors Split, • Ear wires, • Lever backs, • Earring Backs, • Bezels Etc. Necklace linking. Different elements of pendent <ul style="list-style-type: none"> • Gemstone, • metal, • Other Materials, • Setting, • bail, Backplate etc.	
Module 2	Designing Elements of Jewelry		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Identify and design various beads and naturally occurring stones and their structures. 2. Define the precious gemstones and their physical properties. 3. Differentiate the requirements in jewellery settings 4. Define the thickness of the metal and wire in jewelry findings. 	Development of products on Different Themes using different material <ul style="list-style-type: none"> • Resin Beads, Cabochons stones. • Natural Stone Beads, Wire Size, • Jewellery Wire Material. • Gemstone Beads • Properties of different gemstones • Amazonite, Amber, Amethyst, Agate, Crystal • Coral, Jasper, Jade, Black Stone, Beryl, Rose Quartz • Different Types of setting 	

		through drawings	
Assignments/ Activities towards CCE			
<p>1. Students can design their own piece of jewelry, focusing on incorporating various elements such as gemstones, metals, and textures. They should include sketches or renderings along with a written explanation of their design choices. (10 Design assessment for each student)</p> <p>2. Assign specific materials used in jewelry making (e.g., gold, silver, diamonds, brass copper, beads,etc) and have them research the properties, sourcing, and cultural significance of each material. They can present their findings in a comparative analysis. (10 Design assessment for each student)</p> <p>3. Students analyze current trends in the jewelry market, including popular materials, styles, and consumer preferences. They can conduct surveys or interviews to gather data and present their findings in a report or presentation. (10 Design assessment for each student)</p>			

References

Bain, K. (1991). Dangles And Beads. By Weiner.Eastman Pubs
 Ball, M. (2000). Wire Work. New Holland Publishers Ltd
 Brambatti Manuela, MARC preview: Show Jewellery Illustration and Design Vol. 1, Spain
 Hoaki Books 2022, ISBN: 9788416851577
 Jargstorf, S. (1997). Baubles, Buttons And Beads: The Heritage Of Bohemia.Schiffer
 Publishing Ltd
 Morris, D. (1999). Protective Amulets & Charms. Design Book. Element Books Limited.
 Murray, M. (1995). All About Beads. Batsford Ltd

1014471 4	Introduction to Textile Design (Th/Pr)		Crs
Course Outcome s	<i>After going through the course, learners will be able to</i> <ol style="list-style-type: none"> 1. Examine the significance of Textile Design in the global and Indian context. 2. Analyze the historical development and evolution of textile design from ancient times to the present and future. 3. Correlate traditional and modern techniques used in textile design, including printing, weaving, embroidery, dyeing, painting and digital technologies. 4. Examine the influence of designers on the evolution of textile design, both internationally and in India. 5. Demonstrate the skills of drawing original textile designs using traditional and modern techniques, incorporating motifs and patterns relevant to different industries. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to the Textile Design		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Analyze the basics of Textile Design. 2. Examine the significance of Textile Design in the global and Indian context 3. Access the historical evolution of textile design internationally and in India. 	<ul style="list-style-type: none"> • Introduction of Textile Design • Definition and scope of textile design. • Importance of textile design in various industries. • History and Evolution of Textile Design: Prehistoric era to ancient civilizations. • Medieval and Renaissance periods. • Industrial Revolution to the present. • Future trends and innovations in textile design. • Significance of Textile Design: Impact on culture, economy, and society. • Contribution to innovation and sustainability. 	
Module 2	Techniques in Textile Design		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i>	<ul style="list-style-type: none"> • Printing Techniques: Block printing → Digital printing (inkjet, sublimation) 	

	<ol style="list-style-type: none"> 1. Identify various techniques used in textile design. 2. Describe the integration of traditional and modern technologies in textile design. 	<ul style="list-style-type: none"> • Weaving Techniques: Handloom weaving, tapestry → Computer-controlled looms (Dobby, Jacquard) with CAD • Embroidery Techniques: Hand embroidery → Machine embroidery • Dyeing Techniques: Natural dyeing, tie-dye → Sustainable practices, advanced dyeing technologies • Hand Painting Techniques: Batik, brush painting → Laser technology (cutting, printing, engraving) • Smart Textiles: Traditional techniques → Integration with technology (sensors, conductive threads) 	
Module 3	Motifs and Repeats in Textile Design		1
	Learning Outcomes	Module Content	
	<p><i>After learning the module, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Identify various types of motifs used in textile design 2. Determine the motif repeats and apply the layout techniques 	<ul style="list-style-type: none"> • Types of Motifs: • Geometric, Floral, Ethnic, Abstract, Animal • Paisley, Damask, Toile, Folk, Nature-Inspired • Historic, Architectural, Pop Art, Modern • Symbolic, Mythological, Text, Typography • Seasonal, Holiday • Repeats in Textile Design: • Simple Repeat, Half-Drop Repeat, Full-Drop Repeat • All Over Repeat, Mirror Repeat, Border Repeat, Brick Repeat 	
Module 4	Textile Applications in Different Industries		1
	Learning Outcomes	Module Content	
	<p><i>After learning the module, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Identify the applications of textile design in various industries 2. Determine original textile designs relevant to specific industries 	<ul style="list-style-type: none"> • Textile Application in Different Industries: • Apparel: Fashion garments, sportswear, uniforms. • Home Textiles: Bedding, curtains, upholstery. • Industrial Textiles: Automotive, aerospace, medical. • Fashion Accessories: Bags, scarves, shoes. • Technical Textiles: Geotextiles, protective clothing, filtration. • Case Studies: • Analyze real-world examples of successful textile applications in each industry. • Project: • Create original textile designs tailored to the needs of a specific industry. 	

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)
<ol style="list-style-type: none">1. Research Project: Study the history and cultural importance of a textile technique or motif, exploring its origins and impact on design.2. Design Project: Create a project with original textile designs using both traditional and modern motifs.3. Industry Analysis Report: Analyze current trends and prospects in a chosen industry, focusing on the role of textile design.4. Presentation: Present on a renowned textile designer or brand, discussing their contributions and design philosophy.

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10444121	Sewing Techniques (Pr)		Crs
Course Outcome	After going through the course, learners will be able to 1. Identify and define the basic components of a sewing machine. 2. List and describe the uses of different types of sewing machines, needles, and threads. 3. Appreciate different kinds of stitches and seams. 4. Demonstrate the basic principles of sewing techniques and seam finishes.		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Sewing Machine and their parts		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze parts and functions of Sewing Machine. 2. Identify the types of sewing machines-domestic, industrial. 3. Define the skills of setting up the sewing machine for stitching. 4. Demonstrate the knowledge of care and maintenance of sewing machines.	<ul style="list-style-type: none"> Explore the basic sewing machines, their parts and functions Types of sewing machines-domestic and industrial sewing machines, attachments and their uses. Learning threading of single needle lock stitch machine, loading bobbin and bobbin case, fixing and removing the needle. Care and maintenance of sewing machines. Stitching practice on paper and fabric (straight, curved, corners, and circular). 	
Module 2	Basic sewing techniques (Hand & Machine)		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Construct of seams, including their definition, classification etc. 2. Proficient in various hand stitches and machine stitches. 3. Apply the appropriate stitch for different garment construction needs.	<ul style="list-style-type: none"> Introduction to Seam Stitches- Definition & classification- Temporary and permanent stitches, Methods, important applications of stitches Hand stitches- Basting, Running, Tacking, Hand overcast, Buttonhole, Hemming stitches - plain and blind hemming, Whip stitch etc. Machine stitches- Plain, French seam, Lapped seam, Bound seam, Flat and fell seam, Slot seam, Welt seam and Piped Seam. 	
Module 3	Intermediate Sewing Techniques and Seam Finishes		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Demonstrate the purpose of different intermediate	<ul style="list-style-type: none"> Intermediate Sewing Techniques- Darts, Pleats, Tucks, Gathers, shirring, Yokes, Piping, Fasteners attachment, 	

	sewing techniques in garment construction. 2. Applying different types of seam finishes to different types of fabric.	Lace insertion Sewing curves and corners, Sewing facing and lining and Bias Tape Application. • Seam Finishes -Overlocked (Serge) Edges, Zigzag Stitched, Edges, Bias Tape, Hong Kong Finish, Pinked Edges, Turned and Stitched, Binding, Rolled Hem.	
Module 4	Construction of basic Kid's & Adult Garments		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Demonstrate the skills to executing kids & adult's garment stitching. 2. Demonstrate skills in well-finished garments and improved sewing accuracy.	• Drafting basic block patterns for kids' and adults' garments and testing fit using muslin. • Construct one final garment using seasonal floral print, polka dot, animal, or geometric prints. Emphasis is on fit correction, construction techniques, and fabric application.	
Assignments/ Activities towards CCE			
1. Develop a one small design project (e.g., a decorative tote bag, a piece of home décor, or a fashion accessory) incorporating at least five of the stitches. 2. Design and construct a kid's frock, incorporating intermediate sewing techniques to complete the garment.			

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- Joseph-Armstrong, H. (2018). *Patternmaking for fashion design* (6th ed.). Pearson.
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10444112 OEC	Fabric Studies (Th)		Crs
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Identify and classify various fibers, yarns, and fabrics. 2. Classify the properties and uses of different fibers and yarns. 3. Differentiate between woven, knit, and other fabric construction methods. 4. Evaluate the various finishing techniques applied to fabrics. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Fibers		1
	Learning Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Define and classify natural and synthetic fibres. 2. Describe the properties and uses of various fibres. 	Module Content <ul style="list-style-type: none"> • Introduction to Textile Fibers • Classification of Fibers: Natural (Cotton, Wool, Silk, etc.) and Synthetic (Polyester, Nylon, Acrylic, etc.) • Properties of Fibers: Physical, Chemical, Thermal • Applications of Different Fibers 	
Module 2	Yarns		1
	Learning Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Demonstrate the process of yarn production. 2. Summarize the different types of yarns and their properties. 	Module Content <ul style="list-style-type: none"> • Yarn Production: Spinning Process • Types of Yarns: Single, Ply, Blended, Fancy Yarns • Yarn Properties: Twist, Count, Strength, Elasticity • Applications of Different Yarns 	
Module 3	Fabric Construction - Woven and Knits		1
	Learning Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Analyze the fabric construction. Differentiate between woven and knit fabrics. 2. Analyze the structure and properties of woven and knit fabrics. 	Module Content <ul style="list-style-type: none"> • Introduction to Fabric Construction • Woven Fabrics: Types of Weaves (Plain, Twill, Satin, etc.), Looms, Weaving Process • Knit Fabrics: Types of Knits (Weft, Warp), Knitting Machines, Knitting Process • Comparison of Woven and Knit Fabrics: Structure, Properties, Uses 	

Module 4	Fabric Finishes		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Describe various fabric finishing techniques. 2. Evaluate the effects of different finishes on fabric properties and performance. 	<ul style="list-style-type: none"> • Introduction to Fabric Finishing • Types of Finishes: Mechanical (Calendering, Brushing, etc.), Chemical (Mercerizing, Flame Retardant, etc.), Special Finishes (Anti-static, Moisture Management, etc.) • Finishing Processes: Preparation, Dyeing, Printing, Coating • Impact of Finishes on Fabric Properties: Aesthetic, Functional, Performance 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Develop a swatch book that includes samples of different fibers, yarns and fabric along with descriptions of their characteristics and applications. 2. Develop diagrams representing different types of weaves (plain, twill, satin) and their structures 			

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10644701	Fashion Drawing Skills (Pr)		Crs
Course Outcome	After going through the course, learners will be able to 1. Demonstrate the basic drawing techniques such as line drawing, shading, and rendering textures relevant to fashion illustration. 2. Draw the Figures to create accurate fashion sketches 3. Develop a personal style of drawing fashion figures and garment draping. 4. Demonstrate different colour media to enhance the rendering skills		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Drawing and Creative Techniques		1
	Learning Outcomes After learning the module, learners will be able to 1. Examine various drawing tools and materials to differentiate their characteristics and functions. 2. Adopt shading and colouring techniques using various mediums to create freehand drawings of landscapes and portraits. 3. Differentiate colour mediums and compositions to articulate creative ideas through drawing effectively	Module Content Introduction to Fashion Drawing <ul style="list-style-type: none"> Overview of the role of drawing in fashion design Introduction to basic drawing materials and tools Exploration of mediums Pencil Colour Pencils Charcoal Water and Poster Colour Medium Oil pastels Oil Colours Dry Pastels Application of drawing techniques such as line drawing, shading, perspective, and proportion. Form, volume, and space Free hand drawing skills <ul style="list-style-type: none"> Observation skills of natural and manmade objects Formal features Expressive features Symbolic Composition and layout Landscape and portrait. Study of natural forms- Leaves, Flowers Perspective and Outdoor Sketching <ul style="list-style-type: none"> Outdoor sketching, quick and on the spot sketching-flora and fauna Introduction to perspective drawing -Practicing perspective by drawing buildings etc. along with trees etc. Object drawing and rendering with different mediums. <ul style="list-style-type: none"> Geometrical shapes 	

		<ul style="list-style-type: none"> • Cube • Pyramid • Sphere • 3-D geometrical objects with different angles Still Life and Drapery <ul style="list-style-type: none"> • Still-life drawing with pencil, colour pencils, dry pastels, watercolours, oil pastels, poster colours, oil colours • Drapery along with a cluster of objects with pencil, colour pencils, dry pastels, watercolours, oil pastels, poster colours, oil-colours 	
Module 2	Fashion Drawing and Illustration		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Demonstrate the principles of design such as composition, balance, and visual hierarchy in visually compelling fashion garment templates 	Overview of Fashion Drawing <ul style="list-style-type: none"> • Study of the proportion and anatomy in fashion figures • Figure drawing, 8 and 10 heads (Block and proportions) • Stick Figures (Actions, Balance) • Gestures and Figure Scribbling (Studio Life Study) Fashion Figure Drawing and Figure Analysis <ul style="list-style-type: none"> • Advanced figure drawing techniques. (Front, Back, 3/4th, Side) • Figure in motion - Geometrical blocks to make different postures, Segregate into postures as normal standing, walking, running and sitting and fleshing of croquis. • Capturing movement X, S and T pose in Fashion Figures • Fashion Figures drawing using photographs and figure analysis techniques. Rendering Skills <ul style="list-style-type: none"> • Skin tone rendering with different colour mediums (Pencil Colour Pencil, Poster Colour, Watercolour, Dry Pastels, Oil Pastels) Textures Development and prints <ul style="list-style-type: none"> • Texture Study — Visual Textures, Audible Tactile Textures • Texture Creation using Colour Impressions 	

		<ul style="list-style-type: none"> • Development of Textures using different mediums and Illustrating Different Types of Textures • Various fabric textures with different colour mediums (fur, satin, denim, tissue, silk, chiffon, knits, plaids, corduroy and others) 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Draw and Shade 5 objects with different tints and tones to colour proportions using different geometrical shapes and nature drawings in the box of 6/6". 2. 6 Still life compositions in the form of Textures using different mediums (Pencil, Colour Pencils, Water, Poster, Dry pastels, Oil Pastels). 3. Sketching 6 different types of fashion figures with skin tone rendering with different colour mediums (Pencil, Colour Pencils, Poster, Water, Dry Pastels, Oil Pastels). 4. Sketch 5 fashion figures and draw basic garment components and garment variations and rendered it with colour Pencils. (A Line, T line, X line, S line, V line). 			

References

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Mulik M. (2004). "Perspective". Jyotsna Prakashan Pune, 1st Edition.
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10744701	Professional Computer Skills (Pr)	Crs
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Operate desktop computers to carry out computational tasks 2. Recognize working of hardware and software and the importance of operating systems 3. Design presentations using related Software 4. Demonstrate the skills to present ideas digitally and manage digital content effectively 	2

Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Computer Hardware and File Management		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Recognize fundamental concepts of computer hardware and software 2. Create, edit, and format documents using related digital platforms 	<p>Introduction to Computers and Operating Systems</p> <ul style="list-style-type: none"> • Overview of computer basics: (processing power, memory & storage space, High-Quality Monitor; Graphic tablet, scanner, printer, external hard disk, Wacom stylus) • Introduction to operating systems: Similar to or Windows, macOS, Linux and other sources. <p>File Management</p> <ul style="list-style-type: none"> • Creating, organizing, and managing files and folders • Understanding file formats and extensions • Using cloud storage for file backup and sharing <p>Word Processing Software</p> <ul style="list-style-type: none"> • Creating and formatting documents • Using templates and styles • Inserting images, tables, and charts • Using track changes and comments for collaboration <p>Open-Source Equivalent: Google doc:</p> <ul style="list-style-type: none"> • Basic functionality mirroring 	
Module 2	Spreadsheets, Presentation and Email fundamentals		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Create and manage spreadsheets using software (Licensed or Open Source) 2. Design and deliver presentations using effective and efficient software 3. Demonstrate effective use of email, internet, and online collaboration tools. 	<p>Spreadsheet Software</p> <ul style="list-style-type: none"> • Basics of spreadsheets and data entry • Formatting cells and using formulas • Creating charts and graphs • Basic data analysis and pivot tables <p>Open-Source Equivalent: Google sheet:</p> <ul style="list-style-type: none"> • Basic functionalities mirroring <p>Presentation Software</p> <p>Presentation slides:</p> <ul style="list-style-type: none"> • Creating and designing presentations • Using themes and templates • Adding multimedia elements (images, audio, video) • Presentation techniques and tips 	

		Open-Source Equivalent: google slides/Canva: <ul style="list-style-type: none"> • Basic functionalities mirroring Email and Internet Skills <ul style="list-style-type: none"> • Setting up and managing email accounts • Email etiquette and professional communication • Using search engines effectively for research • Basics of online collaboration tools Basic Troubleshooting and Maintenance <ul style="list-style-type: none"> • Common computer issues and their solutions • Maintaining system performance: updates, antivirus, and backups • Basic network troubleshooting 	
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Assignments/ Activities towards CCE

1: Computer Basics and File Management

- Write a short note (300-500 words) explaining the difference between hardware and software. Include examples of each.
- Create a folder structure on your computer for organizing your academic files. Take a screenshot of the folder structure and submit it.
- Upload three different file types (e.g., a text document, an image, and a spreadsheet) to a cloud storage service. Share the links to these files.

2: Word Processing Project

- Create a 2-page newsletter for a fictional fashion event using Word processing software. The newsletter should include:
 - A header with the event title and date.
 - At least two images related to the event.
 - Text formatted in different styles (e.g., headings, subheadings, body text).
 - A table showing the event schedule.
 - A footer with page numbers.
- Save both documents as PDF files and submit them.

3: Spreadsheet Analysis Project

- Create a spreadsheet containing hypothetical data for a fashion retail store. The data should include:
 - Product names
 - Categories
 - Prices
 - Quantities sold in the past month
- Perform the following tasks:
 - Calculate the total sales for each product.
 - Identify the top-selling product category using a pivot table.
 - Create a bar chart showing the sales figures for each product.
- Save both spreadsheets as PDF files and submit them.

4: Presentation Project

- Create a 15-slide presentation about the latest trends in fashion using google slides or equivalent. The presentation should include:
 - A title slide with your name and the presentation title.
 - Slides with text and images illustrating different fashion trends.
 - A conclusion slide summarizing the key points.
 - Use of animations and transitions to enhance the presentation.

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Online tutorial and course

Microsoft 365 Training

Amgen empowers its global workforce with Microsoft Copilot (youtube.com)

Syllabus 2024-25 Semester II (22 Credits)

Course code 20144711	Course Name Material Manipulation (Fiber, Yarn, Fabric) (Pr)	Crs 4
Course Outcome	<ol style="list-style-type: none">1. Define the relevance & importance of Yarns and Fibers in creative manipulation2. Demonstrate different ways & techniques of manipulating material (Yarns and Fibers)3. Differentiate various materials for its creative use to enhance the products4. Analyze the types of fabrics, threads, stitches used in the techniques of fabric manipulation5. Demonstrate the technical aspects of fabric manipulation, including construction methods and tools used in creation of textures and surface on fabric.6. Define the selection of appropriate techniques used in apparel before constructing the garment7. Experiment with different materials, textures, and embellishments to create unique fabric surfaces	

Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to the Materials (Yarns/ Fibers and others)		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Differentiate the textures of various materials 2. Exploration of the materials for product development 3. Demonstrate the creative technique of product development 	<ul style="list-style-type: none"> • Introduction to the Yarns and Fibers used in creative techniques. • Evaluation of behavior, characteristic, properties, dimensionality, physical and visual potential of the basic materials like fibers & yarns. • Exploration to different relative materials for creative product development, such as Leather, cords, jute cord, thread and ropes, ribbons, braids, trimmings, paper, wires, fabric, acrylics and so on 	
Module 2	Techniques of Product Development		1
	Learning Outcomes	Module Content	
	<ol style="list-style-type: none"> 1. Analyze and compare the different methods and tools of product making 2. Analyze the application of unconventional materials along with different fibers/yarns 3. Develop a product range and its documentation process in a systematic manner 	<ul style="list-style-type: none"> • Orientation to the basic tools & techniques to manipulate the materials into product like Weaving, Macrame, Knotting, Braiding, Twining, Tasseling, Quilling & Crochet etc • Developing a range of products via any of the techniques and materials mixing and documentation as per the basic design process. 	
Module 3	Introduction to basics of fabric manipulation		1
	Learning Outcomes	Module Content	
	<ol style="list-style-type: none"> 1. Adapt knowledge about commonly used fabrics and threads in creating fabric surfaces 2. Apply the knowledge of the basic stitches used in sewing 3. Adapt the skill of coloring fabric and create designs using dyes. 4. Create surface design on fabric by resisting the color. 	<ul style="list-style-type: none"> • Introduction to the Common fabrics used in fashion. • Overview about the types of threads, Sewing machine and Basic sewing essentials. • Identify the types of Basic hand stitches and Machine stitches. • Introduction, process, and use of the Fabric Manipulation techniques by dyeing- Ombre Tie and dye Batik 	
Module 4	Fabric manipulation by sewing and folding		1
	Learning Outcomes	Module Content	

	<ol style="list-style-type: none"> 1. Practice the techniques that change the look and feel of a fabric by developing textures. 2. Demonstrate skills to create pattern on fabric by using sewing technique 3. Demonstrate the skill to combine different manipulation techniques to produce unique surface designs. 	<p>Introduction, methods to create fabric structures and use of the following techniques of Fabric Manipulation by Sewing and folding-</p> <ul style="list-style-type: none"> • Applique • Quilting • Patchwork • Cording • Smocking • Origami • Achieve fabric manipulation by combining fabric manipulation techniques • 	
Assignments/ Activities towards CCE			
<p>1. . Activity: To prepare documentation by understanding, exploring and analyzing the Yarns and Fibers for its creative use in the fashion industry.</p> <p>2. Assignments:</p> <p>Assignment 1: To prepare a compilation of samples and processes of all the techniques of material manipulation in a creative document form.</p> <p>Assignment 2: To develop a range of products (2) using mix materials and by incorporating any 2 manipulation techniques.</p> <p>3. Sample book-</p> <ul style="list-style-type: none"> • Collection of fabric swatches and threads. • Preparation of 6"X6" sample showing stitches • Preparation of 6"X6" sample for each dyeing technique • Preparation of a photo library of apparel showing fabric manipulation by dyeing techniques. • Preparation of 6"X6" sample for each sewing technique, • Prepare photo library of apparel showing the fabric manipulation techniques by sewing and folding. <p>4. Prepare an accessory- bag, using two or more fabric manipulation techniques.</p>			

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Course code 20144722	Graphic Design for Fashion -I (PR)		Crs 02
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Demonstrate a thorough understanding of fundamental graphic design principles, including color theory, typography, and composition, and apply them effectively in fashion design projects. 2. Use Raster and Vector to create and manipulate vector graphics, digital illustrations, and photo edits tailored for the fashion industry. 3. Create cohesive branding elements, such as logos and marketing materials, and employ visual communication strategies to develop compelling fashion branding and marketing campaigns. 4. Conceptualize, develop, and refine design projects from initial sketches to final presentations, demonstrating the ability to plan and execute fashion-related graphic design work effectively. 5. Present and articulate design concepts and projects clearly and confidently, incorporating feedback and demonstrating the ability to critically evaluate and improve their work. 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Fundamentals of Graphic Design		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Define basic design principles, including line, shape, color, texture, and space. 2. Demonstrate a solid grasp of color theory and the ability to create harmonious color palettes. 3. Demonstrate effective typography skills, including font selection and text layout, for fashion-related graphics. 	Introduction to Graphic Design in Fashion <ul style="list-style-type: none"> • Overview of graphic design and its role in the fashion industry. Color Theory and Application <ul style="list-style-type: none"> • Understanding color theory, color wheel, and color harmony. Typography Basics <ul style="list-style-type: none"> • Fundamentals of typography, font types, and text layout. Introduction to Vector graphics and Raster Graphics Software	

	<p>4. Demonstrate skills in using Adobe Illustrator or any other open source for creating vector graphics and fashion</p> <p>5. Illustrator techniques or any other open source to develop detailed and precise technical sketches illustrations.</p> <p>6. Demonstrate basic tools in Adobe Photoshop for photo editing, manipulation, and creating digital fashion collages.</p>	<ul style="list-style-type: none"> • (Adobe Suite, CorelDraw, Open Free Software, etc..). • Overview of Adobe Illustrator and its importance in fashion design. <p>Advanced Illustrator Techniques</p> <ul style="list-style-type: none"> • Advanced features of Vector based software for fashion design. (Like Adobe Illustrator, CorelDraw, Open Free Software, Etc.) <p>Introduction to raster-based software (Like Adobe Photoshop or relevant open-source software)</p> <ul style="list-style-type: none"> • Overview of raster-based software and its application in fashion. <p>Advanced raster-based software techniques.</p> <ul style="list-style-type: none"> • Advanced features of raster-based software for fashion design. 	
Module 2	Basic Applications for Graphic Design		01
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Define the essentials of fashion branding and create visual identity elements such as logos and brand marks. 2. Demonstrate skills in visual communication for marketing, creating compelling social media graphics and marketing materials. 3. Design effective packaging and labels that enhance the brand identity and appeal of fashion products. 4. Articulate design concepts, demonstrating the ability to plan and execute a comprehensive design project from start to finish. 	<p>Project Development and Presentation</p> <ul style="list-style-type: none"> • Developing a design concept and project planning. <p>Project Execution</p> <ul style="list-style-type: none"> • Tips and techniques for executing design projects. <p>Final Presentation.</p> <ul style="list-style-type: none"> • Effective presentation techniques for design projects. <p>Review and Evaluation</p> <ul style="list-style-type: none"> • Course review and reflection on learning outcomes 	
Assignments/ Activities towards CCE			

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

1. Assignment 1

1. Basic design principles and elements (line, shape, color, texture, space).
2. Creating color palettes and applying them to fashion design projects.
3. Designing fashion posters and advertisements with effective typography.
4. Basic tools and functions, creating vector graphics.
5. Basic tools and functions, photo editing and manipulation.

2. Assignment 2 (Any Five)

1. Creating logos and brand identity elements.
2. Sketching and brainstorming ideas for a final project.
3. Working on individual final projects, applying learned skills.
4. Finalizing projects and preparing for presentation.

Required Materials:

- Relevant vector and raster-based software (Like Adobe Suite, CorelDRAW, Open free software)
- Sketchbook and drawing tools.
- Computer with sufficient specifications to run design software.

References

"Adobe Illustrator Classroom in a Book" by Brian Wood - ISBN: 978-0136412678 (This book offers step-by-step lessons covering the essentials of Adobe Illustrator, making it suitable for beginners).

"Adobe Photoshop Classroom in a Book" by Andrew Faulkner and Conrad Chavez - ISBN: 978-0136752786 (A hands-on guide to mastering Adobe Photoshop, featuring practical exercises and real-world examples).

"Brand Bible: The Complete Guide to Building, Designing, and Sustaining Brands" by Debbie Millman- ISBN: 978-1592537266 (An in-depth exploration of branding principles, strategies, and case studies, providing insights into creating successful brand identities).

"Critique Handbook: The Art Student's Sourcebook and Survival Guide" by Kendall Buster and Paula Crawford - ISBN: 978-0136034940 (This book provides guidance on giving and receiving critiques, essential for refining design projects).

"Presentation Zen: Simple Ideas on Presentation Design and Delivery" by Garr Reynolds- ISBN: 978-0321811981 (A guide to creating effective presentations, emphasizing simplicity, clarity, and storytelling).

Graphic Design: The New Basics" by Ellen Lupton and Jennifer Cole Phillips - ISBN: 978-1616893323 (This book covers fundamental principles of graphic design, including layout, typography, and color theory, with contemporary examples and practical exercises.)

Semester II

Course code 20144723	Course Name Basic Jewelry Design		Crs 2
Course Outcome	After going through the course, learners will be able to 1. Differentiate & identify the types of rings, necklaces, and earrings, reflect the history and evolution of jewelry. 2. Demonstrate elements and principles of design, along with mastering basic drawing techniques, is for creating effective design sketches for jewellery. 3. Demonstrate the skill set to create contemporary jewellery design. 4. Create unique design of jewellery products		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Illustration of Jewelry using elements and principles of Design		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Design the fundamental skills in jewellery design and creation. 2. Design different techniques and materials used in illustrations of jewellery.	<ul style="list-style-type: none"> History and Evolution of Jewellery Types of Jewellery (e.g., rings, necklaces, earrings) Elements of Design (line, shape, form, texture, color) Design Patterns using Design Principles (balance, contrast, emphasis, rhythm, unity) Basic Drawing Techniques Motif Creation & Simplification Concept Development 	
Module 2	Advanced Design Techniques		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Design a thematic jewelry collection, incorporating advanced techniques 2. Design Balancing Aesthetic Appeal and Practicality in jewellery sketching	Advanced Design Techniques <ul style="list-style-type: none"> Incorporating Various Materials (precious metals, gemstones, alternative materials) Techniques for Enhancing Design Aesthetics Aesthetics and Functionality <ul style="list-style-type: none"> Balancing Aesthetic Appeal and Practicality Ergonomics in Jewellery Design Final Presentation <ul style="list-style-type: none"> Preparing a Cohesive Collection Presentation Skills and Techniques Creating a Professional Portfolio	
Assignments/ Activities towards CCE			

1. Designing and rendering various types of jewellery pieces using the design process.
 - Necklace, ring, earring, brooch, bracelet (10 Design assessment for each student)
2. Creating jewellery collections- commercial and statement. (10 Design assessment for each student)
3. Rendering various gemstones and their uses. (20 gemstone rendering assessment for each student)
4. Combining various elements of jewelry. (Polishes, techniques, gemstones, diamonds, metal, pearls, Finishes etc.) (10 Design assessment for each student)

References

Brambatti Manuela, MARC preview: Show Jewellery Illustration and Design Vol. 1, Spain Hoaki Books 2022, ISBN: 9788416851577

Galli, M. P., Giambelli, N., & Riviere, D. (1999). *The art of jewelry design: Principles of design, rings & earrings*. Schiffer Publishing.

Mattiello, A. (2009). *The jewelry designer's directory of shape and form*. Interweave.

Olver, E. (2002). *Jewelry design: The artisan's reference*. Krause Publications.

Olver, E. (2008). *Jewelry design handbook*. A & C Black.

Untracht, O. (1982). *Jewelry concepts and technology*. Doubleday.

20144714	Textile Studies (Th)		Crs
Course Outcome s	<i>After going through the course, learners will be able to</i> <ol style="list-style-type: none"> 1. Define the classification, characteristics and use of textile fibers 2. Develop the knowledge about types of yarns and fabrics 3. Describe the basic finishes for textiles 4. Identify the nature of Textile auxiliaries 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Fibers and Yarns		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Learn and describe different textile fibers, their properties and use 2. Differentiate between types of yarns and their use 3. Define different methods of yarn construction with blending techniques 4. Explain spinning techniques 	<ul style="list-style-type: none"> • Terminologies related to fibers. • Introduction & Properties of Fibers. • Classification of Fibers: Basics of Natural and Man-made fibers. • Terminologies related to Yarns. • Types of Spinning Techniques: Wet, Dry & Melt. • Introduction to types of yarns. • Blends - Definition, types, advantages and end use of blended yarn. 	
Module 2	Introduction to Textile Finishes and Auxiliaries.		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Review the terminologies related to textile finishes. 2. Describe different textile finishes, its functions and processes 3. Identify different Textile auxiliaries and its functions 	<ul style="list-style-type: none"> • Classification of Textile Finishes- According to durability (durable, semi-durable & non-durable), According to purpose (basic & special purpose), According to application (mechanical, chemical & mechanical cum chemical), According to functionality (aesthetic & functional). • Introduction to Textile Auxiliaries- soaps and detergent 	
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)			
<ol style="list-style-type: none"> 1. To prepare a file with the collection of different fibers and yarns. 2. To prepare a presentation based on course modules on any one topic 			

References

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- Billie J. Collier, Phyllis G. Tortora, (2000), "Understanding Textiles", Pearson, 6th edition.
- Choudhary A.K.R., (2022), "Principles of Textile Printing", Textile Institute Professional Publication, 1st edition.
- DantyagiS.,(1996), "Fundamentals of Textiles and their care",Orient Longman Ltd, New Delhi, 5th edition.
- Gohl E.P.G., VelenskyL.D.,(2005), "Textile Science" CBS Publishers and Distributors, 2nd edition.
- Hall A.J.,(2004), "The standard Hand Book of Textiles", WoodHead Publishing, 8th edition.
- Sekhri Seema,(2022), "Textbook of Fabric Science:Fundamentals to Finishing", PHI Learning Pvt. Ltd., Delhi, 4th edition.
- Smith J.L., (2019), "Textile Processing Printing Dyeing Finishing", Abhishek Publications.

Course code 20644722	Photography & Videography (Core)(Pr)		Crs 4
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Analyze photography and video technologies, fashion photographic practices. 2. Identity styling and image creation, from both theoretical and practical perspective. 3. Challenge preconceived assumptions and biases in fashion shoots and fashion filmmaking and ideate creatively. 4. Identify with the fashion editorials and creative campaign portfolio of advertising and media industries. 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Still Photography – Techniques and Types		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Demonstrate professional skills to become a fashion, food, E-commerce & events shoot. 2. Gain knowledge of latest camera equipment and how to work with brands and models 	Understanding Photography – camera, its history and evolution <ul style="list-style-type: none"> • Invention of camera • Type of cameras • View Camera • Viewfinder Camera • Single Lens Reflex Camera • Twin Lens Reflex Terminology and Features of Camera <ul style="list-style-type: none"> • Part of SLR-Camera / Digital SLR Camera • Technical inputs of various cameras 	

		<ul style="list-style-type: none"> • Viewfinder • Shutter Release and Shutter Speed Control • Film Speed Control • F-Stop Control • Film Compartment • Flash • Hot Shoe Mount • Lens Ring Mount 	
Module 2	Techniques and Types of Photography		
	Learning Outcomes	Module Content	01
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Enhance visual art images with optimal exposure, lens angle & perspectives, light, and video transitions. 2. Recognize how fashion progressed and was impacted over time, by identifying significant fashion shoots. 	<p>Learning Photography Techniques</p> <ul style="list-style-type: none"> • Exposure control • Film speed • ASA3 • Shutter speed • Aperture • Composition rules – Line Shape Color Texture Direction Size • Image Retouching and Color Correction <p>Introduction to Fashion Photography</p> <ul style="list-style-type: none"> • Fashion identities, spaces and fashion stories • Developing a photographic voice – theme, concept, props • Fashion studio photography • Editorial shoots of fashion magazines and importance • Studying iconic shoots, campaigns and case studies • Use of Studio lights 	
Module 3	Cognitive Understanding of Fundamentals of Design		
	Learning Outcomes	Module Content	01
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Apply skill sets of handling the video cameras. 2. Develop and explore video shoot forms, compositions, and experiment with techniques. 3. Recognize video shoot trends, short video editing and postproduction corrections 	<p>Understanding Video Story</p> <ul style="list-style-type: none"> • Importance of videography • Visual Literacy and Composition • Language of Lighting • Video Editing and Rendering • Shooting and management of technique through lighting, optics, and framing. • Present day trends and future scope of videography 	

Module 4	Video Shoot and Editing		
	Learning Outcomes	Module Content	01
	After learning the module, learners will be able to 1. Apply rules and composition to capture creative visual images using own personal style 2. Analyze promotional and specialized fashion shoots and documentaries	Video – Concept, Production and Evolution <ul style="list-style-type: none">• Shooting process from planning till postproduction• Sound management and post-production.• Video, audio editing and color correction technique• Different types of media and advertising.• Fashion documentaries case studies	
Assignments/ Activities towards CCE			
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE) Assignments/Activities towards Comprehensive Continuous Evaluation (CCE) <ol style="list-style-type: none">1. Developing photographs from nature by working on: Depth of field, light, composition with camera.2. Taking fashion as your core theme, take candid pictures and edit the photographs using vector software to create a commercial look and feel.3. Develop a case study presentation on any one fashion documentary of your choice.4. Create a video shoot taking inspiration from the case study presentation and edit along with all editing details. <p><u>Instructions:</u></p> <ol style="list-style-type: none">a. Students will develop and work on innovative ideas and keep the compositions authentic and original.b. Picture selections should be thoughtful and must have a visual story.c. Caption for pictures should be a must.d. Students can use the design principles to create an illusion of depth, focusing and range of compositional technique in videos.			

References

- Booth M., (1997), "Photography An Independent Art", V & A.
 Freeman M., (June 6, 2007), "The Photographer's Eye", Focal Press; 1 edition.
 Kelby S., (January 1, 2009), "The Adobe Photoshop CS4 Book", New Riders Press; 1 edition.
 Siegel E., "The Fashion Photography", Thames & Hudson.
 Webb J., (2005), "Basic creative photography of design process", Ava Publishing.

Course code 20644723	Course Name BASIC MANUFACTURING 1		Crs 4
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Learn the safety protocols and practices using tools, equipment, and materials in the jewelry workshop. 2. Demonstrate and learn with essential jewelry-making tools and equipment and learn how to use them safely and effectively. 3. Analyze and experiment with different ideas and materials to develop a personal style and innovative approach in jewelry making. 4. Create a jewellery product using sawing, filing, soldering, and polishing techniques. 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction of tools ,Vernier caliper & Practice		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Define the fundamentals of jewelry-making, and will differentiate between common tools and equipment 2. Vernier Calliper for Precise measurement. 3. Parts of a Vernier Calliper. 4. Take readings in Vernier Calliper 5. Practice measuring. 6. Differentiate the Saw blade and 7. Demonstration of fixing the saw blade in a saw frame. 8. Gradation of emery paper. 9. Hands on assemble jewelry components effectively using soldering joints 	<ul style="list-style-type: none"> • Importance of safety measures in jewelry-making • Introduction to workshop practice and procedure • Purpose and function of the tool. • Importance of safety measures in jewelry-making • Hand Craft Jewellery technique for accurate measurement using a Vernier caliper. • Introduction of Saw frame. Specification of saw blade. Gradation of emery • The principles and importance of soldering in jewellery making process 	
Module 2	Basic techniques & Formulas		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Define the basic techniques involved in manufacturing Jewellery. 2. Identify the processes involved in lowering and raising the karat of precious metals 3. Achieve desired metal compositions applying 	<ul style="list-style-type: none"> • Calculation of lowering and raising karat • Calculation lowering and raising the karat. • Annealing (purpose of Annealing) • Alloying - (purpose of Alloying, alloys, Weighing the metal, preparing the ingots, melting, pouring, • Periodic table to understand the melting points of metal, 	

	<p>formulas in jewelry manufacturing.</p> <p>4. Learn what is Annealing & Alloying</p>	<p>specific gravity, chemical symbol of silver, copper, gold etc</p>	
Module 3	Introductions of machine & Basic technical Exercise		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Importance of Planning and Marking 2. Demonstrate basic techniques involved in manufacturing Jewellery 3. Demonstrate technicalities related to wire, its types, draw plates, etc. 	<ul style="list-style-type: none"> • Demonstration of using rolling machine, pickling, Metal melting processes involved in Jewellery Manufacturing • The technical details of wires, chains, draw plates • Demonstration of Technical Exercises based on the lab assignment. 	
Module 4	Basic Manufacturing Exercises		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Learn What is soldering and how to do soldering 2. Learn scoring and chamfering 3. Demonstrate doming techniques with help of dapping punch & die block 4. Achieve the surface filing & finishing with the help of required polishing tools on given exercise. 	<ul style="list-style-type: none"> • What is soldering? • How to make various types of solder • Calculate to prepare the metals (solder alloys percentage) for making solder • Introduction of tools & equipment's required for soldering • Different types of joints • Types of flame and their application. • Any 2 jewellery pieces use all the above techniques. • Technical Exercises • Polishing 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Sawing straight & curve lines – Completion of the sawing exercise using manufacturing technique in handmade jewelry (1pcs in brass/ copper sheet) 2. Bimetal fitting --- Completion of the sawing exercise using manufacturing technique in handmade jewelry (1pcs in brass/ copper sheet) 3. Open cube---- complete the exercise as per given sheet or instruction. (1pcs in brass/ copper sheet) 4. Dome Pendant or Earring --- complete the exercise as per given sheet or instruction. (1pcs in silver sheet) 5. Curb chain ----- complete the exercise as per the given sheet or instruction. (1pcs in silver wire) 6. Brooch pins----- complete the exercise as per the given sheet or instruction. (1pcs in silver sheet) 			

References

- Cogswell, J. (2008). *Creative Stonesetting*. Brynmorgen Press.
- McCreight, T. (1991). *The Complete Metalsmith: An Illustrated Handbook*. Davis Publications.
- Holschuh, B. (2009). *The Jeweler's Studio Handbook: Traditional and Contemporary Techniques for Working with Metal and Mixed Media Materials*. Quarry Books.
- McCreight, T. (2004). *Complete Metalsmith: Professional Edition*. Davis Publications.
- McCreight, T. (1991). *Jewelry Making: Techniques for Metal*. Davis Publications.
- Untracht, O. (1982). *Jewelry: Concepts and Technology*. Doubleday.
- Young, A. (2010). *The Workbench Guide to Jewelry Techniques*. Interweave Press.

20644714	Introduction to Weaving (Th/Pr)		Crs
Course Outcomes	<i>After going through the course, learners will be able to</i> <ol style="list-style-type: none"> 1. Examine the historical development and significance of woven fabrics. 2. Recognize the advantages and disadvantages of basic and decorative weaves. 3. Identify common defects in woven fabrics and suggest remedies. 4. Demonstrate the processes on different looms and construct elementary weaves 5. Design derivatives of elementary and decorative weaves and distinguish types of advanced weaves 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Woven Fabric		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Attain the Learning historical development and significance of woven fabrics 2. Visualize the basic features of woven fabrics, including warp, weft, selvage, grain, and bias. 	<ul style="list-style-type: none"> • Definition, History, and Significance: • Definition of woven fabrics and their historical development. • Significance in the textile industry and everyday use. • Basic Features of Woven Fabrics: • Explanation of warp, weft, selvage, grain, and bias in woven fabrics. • Production Methods: • Overview of yarn preparation, warping, and weaving processes. • Explanation of each step involved in fabric production. 	
Module 2	Basic and Decorative Weaves		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 3. Recognize the advantages and disadvantages of decorative 	<ul style="list-style-type: none"> • Basic Weaves: Detailed explanation of plain, twill, and satin weaves. Discussion on the structures, 	

	<p>weaves such as dobby, jacquard, and leno.</p> <p>4. Access the properties and applications of different weaves.</p>	<p>properties, and applications of each weave.</p> <ul style="list-style-type: none"> Decorative Weaves: Introduction to dobby, jacquard, leno, and other decorative weaves. Understanding their unique characteristics and applications. Advantages and Disadvantages: Analysis of the pros and cons of different weaves. Common Defects: Identification of common defects in woven fabrics. <p>Discussion on remedies to rectify these defects</p>	
Module 3	Basic Weaves and Graph Representation		1
	Learning Outcomes	Module Content	
	<p><i>After learning the module, learners will be able to</i></p> <p>5. Set up looms for weaving basic weave patterns.</p> <p>6. Develop graph representations of basic weave patterns using drafting software.</p>	<ul style="list-style-type: none"> Introduction to Basic Weaves: Review of basic weave structures: plain, twill, and satin. Hands-on practice in setting up looms for weaving basic weave patterns. Graph Representation of Weaves: Introduction to graph representation techniques for weave structures. Explanation of drafting and lifting plans for basic weave patterns. Sample Development: Creating graph representations of basic weave patterns using graph paper. Translating graph representations into practical weaving on looms. Analysis and Interpretation: Evaluation of woven samples in comparison to graph representations. Understanding the relationship between graph representation and woven fabric. Documentation and Reflection: Documenting the process of graph representation and weaving exercises. Reflective analysis of learning outcomes and areas for improvement. 	

Module 4	Sampling on Table Loom and Frame Loom		1
	Learning Outcomes	Module Content	
	<p><i>After learning the module, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Demonstrate proficiency in frame loom setup and warping techniques for sampling. 2. Assess sampling results and compare weave structures, patterns, and overall quality. 	<ul style="list-style-type: none"> • Table Loom Sampling: • Introduction to table looms and their setup. • Hands-on practice in setting up a table loom and preparing it for sampling. • Sampling exercises focusing on basic weave structures and pattern variations. • Frame Loom Sampling: • Introduction to frame looms and their use in sampling. • Demonstration of frame loom setup and warping techniques. • Practical exercises in sampling on frame looms, exploring different weave structures and designs. 	
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)			
<ol style="list-style-type: none"> 1. Identify and analyze physical samples of basic and decorative weaves, documenting their characteristics and defects. 2. Conduct practical exercises to construct elementary weaves using traditional looms showcasing the rectification of defects. 3. Design and present a complex weave pattern, showcasing the understanding of weaving processes and construction techniques. 4. Develop and present innovative weave patterns, demonstrating the ability to create derivatives and distinguish advanced weaves. 			

References

Kadolph, S. J., Langford, A. L., & Hollen, N. R. (2009). Textiles. Pearson. ISBN: 9780131187696

Lundell, L., & Windesjö, E. (2008). Textile Design. Pavilion Books. ISBN: 9781843404452.

Shenton, J. (2014). Textile Design. Laurence King Publishing. ISBN: 9781780672853.

Seiler-Baldinger, A. (1994). Textiles: A Classification of Techniques (2nd ed.). Crawford House Press. ISBN: 9781851820594.

Watson, W., & Grosicki, Z. (1977). Textile Design. Newnes-Butterworths. ISBN: 9780408002257.

20444121 OEC	Sewing Techniques (Pr)		Crs
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Identify and define the basic components of a sewing machine. 2. List and describe the uses of different types of sewing machines, needles, and threads. 3. Appreciate different kinds of stitches and seams. 4. Explain the basic principles of sewing techniques and seam finishes. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Sewing Machine and their parts		1
	Learning Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Analyze parts and functions of Sewing Machine. 2. Identify the types of sewing machines-domestic, industrial. 3. Develop the skills of setting up the sewing machine for stitching. 4. Demonstrate the knowledge of care and maintenance of sewing machines. 	Module Content <ul style="list-style-type: none"> • Explore the basic sewing machines, their parts and functions • Types of sewing machines-domestic and industrial sewing machines, attachments and their uses. • Learning threading of single needle lock stitch machine, loading bobbin and bobbin case, fixing and removing the needle. • Care and maintenance of sewing machines. • Stitching practice on paper and fabric (straight, curved, corners, and circular). 	
Module 2	Basic sewing techniques (Hand & Machine)		1
	Learning Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Gain a thorough understanding of seams, including their definition, classification etc. 2. Demonstrate various hand stitches and machine stitches. 3. Apply the appropriate stitch for different garment construction needs. 	Module Content <ul style="list-style-type: none"> • Introduction to Seam Stitches- Definition & classification- Temporary and permanent stitches, Methods, important applications of stitches • Hand stitches- Basting, Running, Tacking, Hand overcast, Buttonhole, Hemming stitches - plain and blind hemming, Whip stitch etc. • Machine stitches- Plain, French seam, Lapped seam, Bound seam, Flat and fell seam, Slot seam, Welt seam and Piped Seam. 	
Module 3	Intermediate Sewing Techniques and Seam Finishes		1
	Learning Outcomes	Module Content	

	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Demonstrate the purpose of different intermediate sewing techniques in garment construction. 2. Applying different types of seam finishes to different types of fabric. 3. Utilize knowledge to select and apply appropriate techniques, improving fit and finish. 	<ul style="list-style-type: none"> • Intermediate Sewing Techniques- Darts, Pleats, Tucks, Gathers, shirring, Yokes, Piping, Fasteners attachment, Lace insertion Sewing curves and corners, Sewing facing and lining and Bias Tape Application. • Seam Finishes-Overlocked (Serge) Edges, Zigzag Stitched, Edges, Bias Tape, Hong Kong Finish, Pinked Edges, Turned and Stitched, Binding, Rolled Hem. 	
Module 4	Construction of basic Kid's & Adult Garments		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Gain proficiency in executing kids & adult's garment stitching. 2. Demonstrate skills in well-finished garments and improved sewing accuracy. 	<ul style="list-style-type: none"> • Drafting basic block patterns for kids' and adults' garments and testing fit using muslin. • Construct one final garment using seasonal floral print, polka dot, animal, or geometric prints. Emphasis is on fit correction, construction techniques, and fabric application. 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Develop a one small design project (e.g., a decorative tote bag, a piece of home décor, or a fashion accessory) incorporating at least five of the stitches. 2. Design and construct a kid's frock, incorporating intermediate sewing techniques to complete the garment. 			

References

- Fischer, A. (2015). *Sewing for fashion designers*. Fairchild Books.
- Gordon, K. (2014). *Sewing techniques and tips: Practical advice for garment construction*. C&T Publishing.
- Joseph-Armstrong, H. (2018). *Patternmaking for fashion design* (6th ed.). Pearson.
- Miller, L. (2017). *The complete guide to garment construction*. Creative Publishing International.
- Smith, A. (2012). *The sewing book: An encyclopedic resource*. Quadrille Publishing.
- Walnes, T. (2016). *Sewing techniques for beginners*. Tilly and the Buttons.

20444122 OEC	Draping Techniques		Crs
Course Outcome	After going through the course, learners will be able to 1. Identify basic draping techniques and terminologies. 2. Explain the principles of draping and their applications in fashion design 3. Demonstrate the ability to drape basic garment components such as bodices, skirts, and sleeves. 4. Critically assess draped garments for fit, form, and aesthetics. 5. Design and drape original garment patterns that reflect individual creativity and adherence to design principles.		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Draping and Basic draping Techniques		1
	Learning Outcomes After learning the module, learners will be able to 1. Identify the tools and define the grain line and draping fabrics properties. 2. Develop the basic block and basic skirt on dress forms	Module Content <ul style="list-style-type: none"> • Introduction to Draping <ul style="list-style-type: none"> • Overview of draping as a design technique • Tools and materials required for draping • Basic terminologies in draping • Basic Draping Techniques <ul style="list-style-type: none"> • Preparing the dress form • Draping a basic bodice • Draping a basic skirt • Understanding grain lines, bias, and draping fabric 	
Module 2	Draping – garment elements		1
	Learning Outcomes After learning the module, learners will be able to 1. Analyze different types of garment elements through a 3D pattern-making process. 2. Adapt the pattern making techniques while making garments	Module Content <ul style="list-style-type: none"> • Draping darts and princess seams • Draping different skirt styles (Flare skirts, yoke with flare skirts) 	
Module 3	Draping – Advance garment elements		1
	Learning Outcomes After learning the module, learners will be able to 1. Develop different types of garment elements by incorporating dart equivalents through a 3D pattern-making process.	Module Content <ul style="list-style-type: none"> • Draping complex bodice designs (cowl neck, pleats, gathers) • Draping asymmetrical designs 	

	2. Develop the Ladies top designs with application of pattern making principles		
Module 4	Final project		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Distinguish between different fabric types and predict their behavior during the draping process. 2. Critically assess draped garments for fit, form, and aesthetics. 	<ul style="list-style-type: none"> • Final project: Creating a complete draped garment from concept to completion. • Combining different fabrics in a single garment • Translating 2D sketches into 3D draped garments 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. – Practical draping assignments and exercises <ol style="list-style-type: none"> a. Basic block Front and Back b. Basic skirt – Single and double dart c. Dart manipulation d. Princess line e. Cowl, Pleats and Gathers Patterns f. Asymmetrical Design 2. - Final project: Bias cut dresses- Creating a complete draped garment using a combination of different types of fabrics. 			

References

Armstrong, H. J. (2013). *Draping for apparel design* (3rd ed.). Fairchild Books.
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20644721	Advance Design and Illustration (Pr)		Crs
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Analyze different postures and facial features in fashion illustration 2. Demonstrate design principles and techniques in various components and styles of fashion garments. 3. Exploring different mediums in a wide range of illustration and visual communication skills. 4. Draw free hand fashion illustrations as a collection in reference to the original design concepts 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Fashion Illustration and Rendering Techniques		1
	Learning Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Render garments on croquis. 2. Demonstrate the accurate fashion figures in relation to the body proportions. 3. Illustrate different fashion figures of male and female with hairstyles and facial features. 4. Rendering the textures of fabrics using different colour mediums. 	Module Content <ul style="list-style-type: none"> • Understanding Movements and Gestures: Body Movements (Kids, Female, and Male), Leg and Hand Movements • Human Face Drawing: Feature Drawing - (Eyes, Nose, Lips & Ears, Face Drawing and Detailing, Hairstyles Drawing.) • Sketching Different Action Croquis (Front, Back, and Side View) Manual/CAD • Rendering different mediums – 2b/4b/6b, colour pencil, watercolour, poster colour • Rendering different mediums for 6 garments (male and • Garment Detailing Along with Theme • Sketching Silhouettes in Various Fabric Textures (Fur, Satin, Denim, Tissue, Silk, Chiffon, Knits, Plaids, Corduroy, etc. 	
Module 2	Stylized Illustration and Design Concept		1
	Learning Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Analyze a wide range of traditional and contemporary approaches to design and image creation. 2. Demonstrate the Stylized Sketches, with designs, silhouettes fabric details of garments along with style and look 3. Develop Women's and Men's wear collections with aesthetics and functional appeal. 	Module Content Stylization of Model Figures and Poses: <ul style="list-style-type: none"> • Capturing Different Angles and Details for Kids, Male, and Female Figures Sketching Garments and Garment Details on Stylized Fashion Illustrations <ul style="list-style-type: none"> • Necklines and Collars, Sleeves Details, Skirts and Pants, Blouses, Coats, and Jackets, Yokes and Underskirts, Pleats, Cowls, and Cascades Sketching of Accessories <ul style="list-style-type: none"> • Hats and Headgears, Footwear, Jewellery, Bags and Purses 	

	4. Analyze the works of iconic fashion illustrators 5. Curate illustration style of your own	<ul style="list-style-type: none"> Study or Analysis of Illustrators works(6 Fashion Illustrators) Definethe different process of design - <ul style="list-style-type: none"> Brainstorming, Kipling, Scamper, Mind map7i's, Scamper, 6-thinking Categories Of Clothing for Men's and Women's and different types of silhouettes (Formal Casual Etc.) Men's & kids wear design development process with technical drawings –Inspiration, mood, colour, client board development and Fashion Flats 	
Assignments/ Activities towards CCE			
1. Draw different types of facial features, feet, leg postures, hands movement, arms movement, hairstyles and Facial Features. (5 each) 2. Create 3 stylized illustrations of a female and 3 stylized illustrations of a male and drape different fabrics i.e. Silk, Cotton, Jute, Fur, Leather, Denim, Organza and render the fabric in: Watercolour, Crayons, Pastels, Poster colour (different colour medium techniques) 3. Create 4 garments 2 for female and 2 for male using different types of silhouettes i.e. X, V, S, T, H, I. 4. Illustrate and render 6 garments (3 male & 3 female taking inspiration from any designer work) Create brainstorming board, inspiration board, mood board, colour board, client board fabric board that reflect a cohesive fashion concept. Each board should be visually appealing and clearly communicate the chosen design concept.			

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Course code 20744721	Course Name Material Exploration for Fashion Display (Pr)		Crs 2
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Analyze trends and historical references to inspire visually engaging displays. 2. Select materials judiciously, considering both aesthetic and sustainable factors. 3. Develop creative concepts and prototype designs effectively. 4. Efficiently execute displays and evaluate their impact for continuous improvement. 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Elements of Design		
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Analyze the importance of trend research and its influence on visual merchandising. 2. Learn to identify the target audience and interpret market trends to inform design decisions 3. Apply Knowledge and skills of different materials commonly used in visual merchandising. 4. Analyze the role of collaboration with suppliers and manufacturers in sourcing innovative materials 	Exploring the creative process by researching current trends, historical references, and emerging materials. <ul style="list-style-type: none"> • Conduct trend research through fashion magazines, websites, and social media platforms. • Collect inspiration from various sources such as art, nature, and architecture. • Analyze the target audience and market trends to align the display with the brand's identity and customer preferences. • Identify a range of materials suitable for the display, considering factors like texture, color, durability, and sustainability. • Consider the environmental impact of materials and prioritize sustainable options wherever possible 	

Module 2	Designing and Prototyping		
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Apply skills in conceptualizing design ideas and translating them into visual representations. 2. Analyze different methods to create mood boards and digital collages to communicate design concepts effectively. 3. Develop proficiency in prototyping techniques to test and refine display elements. 4. Develop practical skills in sourcing materials and managing production resources. 	<p>Develop a cohesive design concept based on the chosen materials and create prototypes to visualize the final display.</p> <ul style="list-style-type: none"> • Sketch design concepts incorporating the selected materials, paying attention to composition, scale, and proportion. • Create mood boards or digital collages to communicate the aesthetic direction and color palette. • Source materials and production resources needed to build the display, considering factors like cost, lead time, and availability. • Install the display in the retail environment, considering factors like lighting, spatial layout, and traffic flow. • Gather feedback from store staff and customers to identify areas for improvement and inform future material exploration projects. 	
<p>Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)</p> <p>Assignment No 1 Trend Analysis Report and Material Exploration Project</p> <ul style="list-style-type: none"> - Students will research and analyze current fashion trends relevant to a specific target audience. - Students will select a range of materials commonly used in visual merchandising - A presentation or portfolio showcasing the results of material experiments, including photographs, descriptions, and reflections on each material's suitability for display purposes. <p>Assignment No 2 Display Concept Proposal Display Installation</p> <ul style="list-style-type: none"> - Develop a display concept based on their research findings and material exploration, incorporating creative design elements and prototyping techniques. - A written proposal accompanied by visual representations (sketches, mood boards, digital collages) detailing the design concept, material selections, and proposed prototypes. - Create a comprehensive plan for the execution and evaluation of their display concept, including logistical considerations, installation instructions, and evaluation metrics. 			

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Semester II

Course code 20744722	Course Name Jewelry illustration		Crs 2
Course Outcome	After going through the course, learners will be able to 1. Demonstrate jewelry designs with technical accuracy. 2. Create Jewelry from pre-defined perspectives related to metals, diamonds and gemstones. 3. Illustrate 3D effects using hand rendering techniques in jewelry designs. 4. Analyze various rendering techniques to enhance the visual appeal of jewelry illustration.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Importance of Technical Drawings		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Define basics of technical jewelry design. 2. Illustrate jewelry from different perspectives (top, side, front). 3. Illustrate precise technical drawings of jewelry pieces	<ul style="list-style-type: none"> • Importance of Technical Drawings in Jewellery Design • Tools and Materials for Technical Illustration • Proportions and Scale • Drawing Jewellery Components (settings, stones, clasps) • Basics of Perspective in Jewellery Design • Drawing Jewelry from Various Angles (top, side, front) • Using Grids and Guides for Accurate Perspective 	

Module 2	Jewelry Illustration		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Illustrate jewelry designs in 3D with larger ratios. 2. Illustrate realistic and visually appealing jewelry illustrations. 3. Apply various rendering techniques for jewelry illustrations.	3D Jewelry Illustration <ul style="list-style-type: none"> • Introduction to 3D Drawing Techniques • Scaling Jewellery Designs to Larger Ratios • Adding Depth and Dimension to Illustrations Rendering Techniques <ul style="list-style-type: none"> • Basics of Rendering in Jewellery Design • Shading and Highlighting Techniques • Texturing to Mimic Various Materials (metals, gemstones) Advanced Rendering <ul style="list-style-type: none"> • Using Color to Enhance Jewelry Illustrations • Creating Reflective and Translucent Effects Digital Tools for Rendering Jewellery Designs	
Assignments/ Activities towards CCE			
1. Designing jewellery pieces in different ratios and rendering the same. (10 Design assessments for each student) 2. Designing jewellery through a design process with technical details. (10 Design assessment for each student) 3. Advanced rendering techniques for giving a 3D look to jewelry pieces. (10 Design assessment for each student) 4. Visualized & application of light and shadow in jewelry rendering. (10 Design assessment for each student)			

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- Brambatti Manuela (2022) Jewellery Illustration And Design Vol. 1 From Technical Drawing to Professional Rendering Spain Hoaki Books
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44723	Yarn Craft (Pr)		Crs
Course Outcomes	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Recognize the variety of yarn materials in the design industry 2. Examine and implement various craft techniques using yarn and related materials. 3. Identify a product range based on the theme using learned craft techniques. 4. Analyze various entrepreneurial ideas based on the learnt craft. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to yarn and crafts		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Recognise the textures and of different yarns. 2. Analyze the application of different fibres/yarns for product development 3. Identify and implement the basic technique of various yarn craft 	<ul style="list-style-type: none"> • Introduction about the yarn and its classification • Exploration of basic yarn craft tools & techniques like Weaving, Macrame, Knotting, Braiding, Twining, Tasselling, Quilling & Crochet etc. 	
Module 2	Application and advancements in the crafts		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Examine and compare the textures and specifications of different unconventional materials. 2. Analyze the knowledge and application of unconventional materials along with different fibres/yarns. 3. Analyze the making of creative products and document its process in a systematic manner. 	<ul style="list-style-type: none"> • Introduction to different relative materials for development, such as Leather, fabric, cords, jute cord, thread and ropes, ribbons, braids, trimmings, paper, wires, fabric, acrylics & so on. • Developing a range of products via any of the techniques and documentation as per the design process. 	
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)			
1. Group Presentations: To understand, Analyze and analyse the conventional and unconventional textile materials used in the textile industry. Students have to compile information and samples of different materials via documentation.			
2. Assignments: <ol style="list-style-type: none"> To prepare a compilation of all the techniques of yarn craft in a creative document form. To develop a range of products using mix materials and by incorporating any 2 craft techniques. 			

44723	Yarn Craft (Pr)		Crs
Course Outcome s	<i>After going through the course, learners will be able to</i> <ol style="list-style-type: none"> Recognize the variety of yarn materials in the design industry Examine and implement various craft techniques using yarn and related materials. Identify a product range based on the theme using learned craft techniques. Analyze various entrepreneurial ideas based on the learnt craft. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to yarn and crafts		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> Recognise the textures and of different yarns. Analyze the application of different fibres/yarns for product development Identify and implement the basic technique of various yarn craft 	<ul style="list-style-type: none"> Introduction about the yarn and its classification Exploration of basic yarn craft tools & techniques like Weaving, Macrame, Knotting, Braiding, Twining, Tasselling, Quilling & Crochet etc. 	
Module 2	Application and advancements in the crafts		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> Examine and compare the textures and specifications of different unconventional materials. Analyze the knowledge and application of unconventional materials along with different fibres/yarns. Analyze the making of creative products and document its process in a systematic manner. 	<ul style="list-style-type: none"> Introduction to different relative materials for development, such as Leather, fabric, cords, jute cord, thread and ropes, ribbons, braids, trimmings, paper, wires, fabric, acrylics & so on. Developing a range of products via any of the techniques and documentation as per the design process. 	
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)			
1. Group Presentations: To understand, Analyze and analyse the conventional and unconventional textile materials used in the textile industry. Students have to compile information and samples of different materials via documentation.			
2. Assignments: <ol style="list-style-type: none"> To prepare a compilation of all the techniques of yarn craft in a creative document form. To develop a range of products using mix materials and by incorporating any 2 craft techniques. 			

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**Course Name Interdisciplinary – Fashion
Syllabus 2024-25
Semester III (22Credits)**

30144721	Introduction to Pattern Making & Draping (Pr)		Crs
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Draft a basic block pattern and plain sleeve. 2. Develop and design dart manipulation skill 3. Create the basic pattern of adult skirt by flat pattern making and draping methods 4. Apply draping principles and terminology to create a basic bodice, manipulate darts, and drape a skirt on a dress form. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1:	Basic Bodice Block and Sleeve		1
Learning Outcomes	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Explain the principles of body measurements and their importance in creating a bodice block. 2. Draft a basic block pattern and plain sleeve 	<ul style="list-style-type: none"> • Adult Bodice Block • Adult Plain Sleeve 	
Module 2	Dart Manipulation		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Apply foundational techniques to draft basic blocks (e.g., bodice, skirt). 2. Differentiate between flat pattern making and draping approaches. 	<ul style="list-style-type: none"> • Dart Manipulation • Slash and spread & • Pivotal transfer techniques 	
Module 3	Basic Skirt and Skirt Variation		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to create <ol style="list-style-type: none"> 1. Make basic pattern of adult skirt by flat pattern making and draping methods 2. Apply measurement and drafting techniques to construct a basic skirt block with single or double darts. 	<ul style="list-style-type: none"> • Skirts (Adult), • Basic single & double dart • Skirts Variations: - • A line • Panelled • Gored • Flounce • Circular, • Circular with uneven hemline 	

Module 4	Draping	1
	Learning Outcomes	Module Content
	After learning the module, learners will be able to 1. Define the draping terminology & principles. 2. Develop basic bodice block, dart manipulation and skirt on dummy size with draping method.	<ul style="list-style-type: none"> • Introduction To Draping- Terminology, Dummy Preparation, Muslin Preparation • Basic Bodice Block- Front and Back Dart Manipulation- Single Dart, Double Dart Series
Assignments/ Activities towards CCE		
1. Submission of Adults body Block, Adults Sleeve 2. Submission of Dart Manipulation samples – Single dart series and double dart series 3. Submission of Basic Bodice Block and bodice block with Dart Manipulation - Front and Back by Draping Method . 4. Submission of Skirts: Single Dart, Double Dart skirt, A line, Panelled, Gored, Flounce, Circular, Circular with uneven hemline by flat pattern making.		

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30144722	Basic Sewing Techniques (Pr)		Crs
Course Outcome	After going through the course, learners will be able to 1. Identify and define the basic components of a sewing machine. 2. Implement the uses of different types of sewing machines, needles, and threads. 3. Construct different kinds of stitches and seams. 4. Explain the basic principles of sewing techniques and seam finishes.		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Sewing Machine and their parts		1
	Learning Outcomes After learning the module, learners will be able to 1. Analyze parts and functions of Sewing Machine. 2. Identify the types of sewing machines-domestic, industrial. 3. Develop the skills of setting up the sewing machine for stitching. 4. Apply the knowledge of care and maintenance of sewing machines.	Module Content <ul style="list-style-type: none"> Explore the basic sewing machines, their parts and functions Types of sewing machines-domestic and industrial sewing machines, attachments and their uses. Learning threading of single needle lock stitch machine, loading bobbin and bobbin case, fixing and removing the needle. Care and maintenance of sewing machines. Stitching practice on paper and fabric (straight, curved, corners, and circular). 	
Module 2	Basic sewing techniques (Hand & Machine)		1
	Learning Outcomes After learning the module, learners will be able to 1. Gain a thorough understanding of seams, including their definition, classification etc. 2. Proficient in various hand stitches and machine stitches. 3. Enhancing their ability to apply the appropriate stitch for different garment construction needs.	Module Content <ul style="list-style-type: none"> Introduction to Seam Stitches- Definition & classification- Temporary and permanent stitches, Methods, important applications of stitches Hand stitches- Basting, Running, Tacking, Hand overcast, Buttonhole, Hemming stitches - plain and blind hemming, Whip stitch etc. Machine stitches- Plain, French seam, Lapped seam, Bound seam, Flat and fell seam, Slot seam, Welt seam and Piped Seam. 	

Module 3	Intermediate Sewing Techniques and Seam Finishes		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Apply the purpose of different intermediate sewing techniques in garment construction. 2. Applying different types of seam finishes to different types of fabric. 3. Formulate to select and apply appropriate techniques, improving fit and finish. 	<ul style="list-style-type: none"> • Intermediate Sewing Techniques- Darts, Pleats, Tucks, Gathers, shirring, Yokes, Piping, Fasteners attachment, Lace insertion Sewing curves and corners, Sewing facing and lining and Bias Tape Application. • Seam Finishes-Overlocked (Serge) Edges, Zigzag Stitched, Edges, Bias Tape, Hong Kong Finish, Pinked Edges, Turned and Stitched, Binding, Rolled Hem. 	
Module 4	Construction of basic Kid's & Adult Garments		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Gain proficiency in executing kids & adult's garment stitching. 2. Apply skills in well-finished garments and improved sewing accuracy. 3. Enhance the visual appeal and durability of garments to achieve a polished and high-quality finish. 	<ul style="list-style-type: none"> • Drafting basic block patterns for kids' and adults' garments and testing fit using muslin. • Construct one final garment using seasonal floral print, polka dot, animal, or geometric prints. Emphasis is on fit correction, construction techniques, and fabric application. 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Develop a one small design project (e.g., a decorative tote bag, a piece of home décor, or a fashion accessory) incorporating at least five of the stitches. 2. Design and construct a kid's frock, incorporating intermediate sewing techniques to complete the garment. 			

References

Fischer, A. (2015). *Sewing for fashion designers*. Fairchild Books.

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30344721	Photography and Videography - II (Pr)		Crs 4
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Apply advanced photographic and videographic techniques to create professional-quality visual content. 2. Develop and execute complex visual projects from concept to completion, incorporating both photography and videography. 3. Utilize advanced editing software and tools to enhance and finalize visual projects. 4. Utilize the principles of storytelling into your visual projects to successfully communicate storytelling through photography and videography. 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Advanced Photography Techniques		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Analyze advanced camera settings and techniques for various photography types. 2. Utilize advanced lighting setups for studio and outdoor photography. 3. Experiment with creative composition techniques. 4. Develop proficiency in using advanced editing tools and software. 5. Create a portfolio of advanced-level photographs. 	<ul style="list-style-type: none"> • Advanced DSLR/Mirrorless camera settings. • Practical session on manual mode, advanced focusing, and exposure techniques. • Complex lighting setups for different environments. • Studio and outdoor lighting. • Innovative composition techniques. • Framing and perspective. • Advanced features in Adobe Photoshop and Lightroom. • Editing and retouching techniques. • Preparation of a professional photography portfolio. 	
Module 2	Advanced Videography Techniques		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Utilizing advanced video recording techniques using various 	<ul style="list-style-type: none"> • Lecture on advanced video settings and camera movements. • Practical session on using gimbals, drones, and other equipment. 	

	<p>types of cameras.</p> <ol style="list-style-type: none"> 2. Apply advanced lighting setups for video. 3. Develop skills in advanced audio recording and integration. 4. Use advanced video editing software to create polished video projects. 	<ul style="list-style-type: none"> • Lecture on complex lighting techniques for video production. • Practical session on setting up and using various lighting equipment. • Lecture on audio recording and synchronization. • Practical session on using microphones, audio recorders, and software. • Lecture on advanced video editing techniques using Adobe Premiere Pro and After Effects. • Practical session on editing, color grading, and special effects. 	
Module 3	Integrated Photography and Videography Projects		01
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Plan and execute integrated projects that combine photography and videography. 2. Develop organized visual story line using both media. 3. Experiment with various storytelling techniques and formats. 4. Manage and direct small production teams. 	<ul style="list-style-type: none"> • Lecture on project planning and visual storytelling. • Workshop on developing project concepts and storyboards. Techniques for professional presentations. • Practical session on combining photographic and videographic techniques. • Project work. • Integrating photo and video content in post-production. • Utilizing software tools for combined projects. • Presentation of integrated projects. 	
Module 4	Practical and Project-Based Applications		01
	Learning Outcomes	Module Content	
	<ol style="list-style-type: none"> 1. Apply advanced skills to real-world projects. 2. Develop a comprehensive final project that integrates both photography and videography. 3. Present a professional portfolio. 	<ul style="list-style-type: none"> • Submission of project proposals. • Refining and planning projects. • Shooting and production. • Group work and collaboration with students. • Practical session on editing and finalizing projects. • Integration of photography and videography elements. • Presentation of final projects. • 	

Assignments/ Activities towards CCE
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Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

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|---|
| <ol style="list-style-type: none">1. Develop a portfolio with ten images that are at an advanced level. Use advanced camera settings and lighting techniques to concentrate on a variety of styles, such as landscape, portrait, and creative compositions. Give brief descriptions of the aesthetic and technical options taken in each picture.2. Develop a three-to-five-minute short film utilizing advanced videography techniques. Add features like a thoughtfully planned storyline, efficient lighting design, and excellent sound. The film should demonstrate proficiency in camera work, directing, and editing.3. Develop an integrated visual project that combines photography and videography. The project should tell an organized story through a series of photographs and a short video segment (1-2 minutes). Focus on consistent visual style, theme, and narrative flow. |
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Semester III

Course code 30344722	Course Name Metal Studies for Jewelry - (Pr)		Crs 2
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Demonstrate the fundamental principles of metallurgy as it applies to jewelry 2. Define key concepts in metallurgy, including metal, alloy, and crystalline structure. 3. Identify master alloys used for different carats and colors. 4. Describe the composition and density of various gold alloys. 5. Implement the process of BSI Hallmarking & testing of gold. 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	INTRODUCTION OF METALLURGY & QUALITY CONTROL		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Learn the fundamentals of metallurgy, including the properties and structure of precious metals. 2. Learn the process of raising and lowering the karat in gold alloys and the importance of metal density. 3. Define what is metals, alloys, and crystals are, and understand their crystalline structures. 4. Identify the master alloys used for different carats and colors in jewelry making. 5. Explain the importance of heat treatment in jewelry making. 6. Describe the processes of quenching, annealing, hardening, and tempering. 7. Analyze the effects of heat treatment on the physical properties of metals. 8. Apply quality control measures to identify and rectify defects in jewelry. 	<ul style="list-style-type: none"> • Introduction to Metallurgy (Precious Metal) • What is Metal • What is an Alloy • What are Crystals • Raising & Lowering of Karat • Composition of Gold Alloys • Density of metals • Master alloys for different carat and colors • Importance Of Quenching, • Annealing, Hardening and Tempering • Quality Control Importance of Q.C. Q.C. Check • Types Of Defects – Soldering, Setting and Polishing 	
Module 2	METALS & ALLOYS		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Learn various casting methods and their applications in jewelry manufacturing. 2. Create and interpret jewelry manufacturing flowcharts. 3. Identify and analyze process parameters and casting defects 	<ul style="list-style-type: none"> • Investment castings, Sand castings • Jewelry manufacturing flowcharts Process parameters, casting defects, • Drawing, shaping • cutting, grinding, polishing 	

	<ol style="list-style-type: none"> 4. Perform techniques such as drawing, shaping, cutting, grinding, and polishing. 5. Demonstrate the processes and importance of gold and rhodium plating and electro polishing. 6. Implement dust collection methods in a jewelry workshop. 7. Analysis the significance of assaying and hallmarking in the jewelry industry 8. Recognize the importance of dust collection and refining processes. 9. Learn the techniques for rectification, recovery, refining, and recycling of gold 10. Identify customer perspectives and the role of BIS in hallmarking. 	<ul style="list-style-type: none"> ● Gold and rhodium plating, Electro polishing ● Recovery Refining ● Gold Recycling ● Dust Collection Methods ● Refining Processes ● Assaying & Hallmarking ● Gold Assaying and Its Importance ● Methods & Difficulties 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Lowering and Rasing carat formula practice. 2. Ppt Presentation on given topic 3. MCQ Question bank 			

References

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Mann S." Design and Make Colored Aluminum Jewellery" A & C Black 2010

McCreight, T. (1991). The Complete Metalsmith: An Illustrated Handbook. Davis Publications.

Van M L." Masters Gold: Major Works by Leading Artists" Lark Books 2006

30344723	Prints in Textiles (Pr)		Crs
Course Outcomes	<i>After going through the course, learners will be able to</i> <ol style="list-style-type: none"> 1. Identify and develop designs for the different types of traditional - printed and dyed techniques . 2. Establish CAD skills for print development. 3. Carry out the application of the print development process from concept to product application. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Traditional and Contemporary Printed Textiles		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Identify and analyze traditional Indian dyed and printed textiles. 2. Develop original design ideas and execute them using various traditional techniques. 3. Differentiate between contemporary print styles and layouts. 4. Choose appropriate printing methods based on design, aesthetics, and final application. 	<p>A. Traditional Dyed and Printed Textiles of India</p> <ul style="list-style-type: none"> • Overview of India's traditional printed & dyed textiles and their techniques: Tie & Dye: Bandhani, Leheriya, Ikat, Block Printing: Ajrakh, Dabu, Sanganeri, Bagh Kalamkari / Madhubani / Patchitra Shibori, Clamp Dyeing, Batik, Process understanding and design development. • Creation of contemporary design samples using traditional techniques and Application of developed samples to product surfaces (apparel/home). <p>B. Contemporary Print Styles and Printing Techniques</p> <ul style="list-style-type: none"> • Types of Print Layouts: Floral, Geometric, Checks/Spots/Stripes, Graphic/Abstract, Animal/Skin, Conversational, Scenic/Pictorial, Photographic, Classical (Paisley), Tribal/Ethnic. <p>Techniques & Processes: Stencil, Stamp, Screen (flat/rotary/roller), Water-based, Plastisol, High Density, Puff, Metallic, Flocking, Emboss, Laser, Duplex, Digital, Discharge, Heat Transfer, DTG/DTF, Vinyl, Sublimation.</p>	

Module 2	CAD-Based Print Development and Creative Application		1
	Learning Outcomes	Module Content	
	<p>After <i>learning</i> the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Use CAD tools (Raster & Vector-based) for motif and pattern development. 2. Conceptualize and execute a printed textile range using both traditional and digital approaches. 3. Gain the making of product mockups and present them with industry-standard rendering. 	<p>A. CAD for Print Design Tools & Techniques: Vector software for motifs, repeats, and colorways Raster software for effects, textures, and enhancements Digital rendering for fabric simulation Product mock-ups using CAD for apparel and home decor items.</p> <p>B. Creative Print Design Project</p> <ul style="list-style-type: none"> ▪ Conceptual development: Inspiration board, Mood board, Color story. ▪ Motif & pattern development using both hand-rendered and CAD-based methods. ▪ Application on product range (apparel/home). ▪ Portfolio presentation including design boards and CAD mock-ups. 	

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

Activity:

1. Artisan Workshops for traditional dyeing and printing techniques
2. Visit to printing factory/workshop

Assignments:

1. Group Presentations on dyeing/printing craft
2. Sample file of developed samples for :
 - Tie and Dye
 - Block Printing
 - Kalamkari / Madhubani / Patchitra
 - Shibori
 - Clamp Dyeing
 - Batik
3. Hand Rendered Surface Pattern Designs (A4 size) for each type of print with note on the suitable printing technique that can be used:
 - Floral
 - Geometric
 - Checks/Spots/Stripes
 - Graphic/Abstract
 - Animal/Skin
 - Conversational (status)
 - Scenic/Pictorial
 - Photographic
 - Classical (Paisley)
 - Tribal/Ethnic
4. CAD based Design Project –
 - Choose an inspiration
 - Create a mood board using Raster Software
 - Create color board using CAD
 - Motif development using Vector and Raster Software
 - Pattern Development using Vector and Raster Software
 - Pattern Rendering (combination of different techniques to create creative visual effect)
 - Product Development (apparel/home)
 - Print Application to create product mock-ups
 - Portfolio Presentation

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- Quinn, B. (2009). Textile designer: At the cutting edge. Laurence King Publishing.
- Russell, A. (2011). The fundamentals of printed textile design. AVA Publishing.
- Stallabrass, P. (1992). The creative guide to fabric screen printing. New Holland Ltd.
- Wilson, J. (2000). Textiles: A handbook for designers. Woodhead Publications.

Code 30144723	Course Name Advance Computer Application in Fashion Communication (Practical)		Crs 04
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Apply advanced digital tools for visual communication and fashion media. 2. Design digital content using industry-standard software like Adobe Creative Suite. 3. Create interactive presentations, publications, and digital campaigns. 4. Integrate digital media and tools into real-world fashion communication projects. 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Advanced Image Editing & Compositing		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Apply advanced Photoshop techniques in visual content creation. 2. Use image retouching, masking, and compositing effectively for fashion media. 3. Enhance fashion campaigns through photo manipulation. 	<ul style="list-style-type: none"> • Advanced Tools in Adobe Photoshop • Layer Masks, Clipping Masks, Smart Objects • Image Retouching – Skin, Garments, Backgrounds • Fashion Compositing – Mood boards, Campaign layouts • Color Correction, Filters, Mock-ups for social media 	
Module 2	Vector Graphics and Branding		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Create scalable vector graphics suitable for branding and merchandise. 2. Understand brand design elements like logos, icons, and packaging. 3. Develop branding assets for fashion collections 	<ul style="list-style-type: none"> • Introduction to Adobe Illustrator (Advanced Tools) • Logo Design – Concepts, Sketch to Vector • Iconography and Vector Illustrations • Fashion Label Packaging, Tags, Stationery • Creating Brand Kits – Color Palette, Typography, Layout 	

Module 3	Layout & Publishing Design		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Use Adobe InDesign for multi-page publishing. 2. Design editorial layouts for lookbooks, fashion magazines, and catalogs. 3. Understand the digital-to-print process and export standards. 	<ul style="list-style-type: none"> • Introduction to Adobe InDesign (Advanced Functions) • Master Pages, Grids, Columns, and Typography Settings • Magazine & Lookbook Design – Cover, Feature Layout, Article Style • Integration with Photoshop & Illustrator • Print & Digital Publishing Formats (PDF/X, EPUB) 	
Module 4	Digital Media and Motion Graphics		1
	Learning Outcomes	Module Content	
Sr. No.	Module Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Design motion-based content using After Effects or Canva animation. 2. Create dynamic visuals for fashion reels, teasers, and digital ads. 3. Integrate sound, transitions, and visual effects. 	<ul style="list-style-type: none"> • Basics of Adobe After Effects or Canva Pro (Animation Tools) • Kinetic Typography, Transitions, and Effects • Storyboarding for Fashion Films or Reels • Exporting for Social Media Platforms (MP4, GIF) • Motion Graphics in Digital Advertising 	Cr.
Assignments/ Activities towards CCE			
<p>Assignments 1 : Title: <i>Photo Compositing for Fashion Campaign</i> Task: Create a high-resolution composite visual for a fashion campaign using advanced retouching and image blending techniques. Objective: Assess technical proficiency in Photoshop for fashion-focused storytelling.</p> <p>Assignments 2 : Title: <i>Design a Brand Identity Kit for a Fashion Label</i> Task: Develop a complete brand identity kit including logo, color palette, business card, and tag design for a fictional fashion brand. Objective: Evaluate design thinking and execution using vector-based tools.</p> <p>Assignments 3 : Title: <i>Create a Fashion Lookbook (Multi-page)</i> Task: Design a 6–8 page fashion lookbook using InDesign with professional layout, typography, and image integration. Objective: Assess publishing and layout skills tailored to fashion storytelling.</p> <p>Assignments 4 : Title: <i>Fashion Reel or Teaser (15–30 seconds)</i> Task: Develop a fashion teaser or social media reel incorporating motion graphics, transitions, and text overlays. Objective: Evaluate creativity, timing, and technical skill in motion content creation.</p>			

References

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- Chavez, C., & Faulkner, A. (2023). *Adobe Photoshop classroom in a book (2023 release)*. Adobe Press.
- Krasner, J. (2013). *Motion graphic design: Applied history and aesthetics* (3rd ed.). Routledge.
- Wheeler, A. (2017). *Designing brand identity: An essential guide for the whole branding team* (5th ed.). Wiley.
- Wood, B. (2023). *Adobe Illustrator classroom in a book (2023 release)*. Adobe Press.

Semester III

Course code 30144724	Course Name Advance Jewelry Design – I (Pr)		Crs 4
Course Outcome	After going through the course, learners will be able to 1. Create designs using standard measurements and parameters of jewellery 2. Demonstrate of Jewellery findings. 3. Develop a 3d metal rendering skills 4. Identify Cuts of Diamond and Gemstones 5. Implement Stone Settings to create design. 6. Define various styles of necklaces		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Design Various Products categories		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Designs various products categories 2. Demonstrate standard measurements and parameters 3. Implement types of gold as per the design requirement	<ul style="list-style-type: none"> • Advance Jewelry Design – I (Pr) • Plain gold Jewellery • Aesthetic of the design • Incorporating measurements to design necklaces, pendants, earrings. • Rendering designs in different types of gold like yellow gold, white gold, pink gold. 	

		<ul style="list-style-type: none"> • Practicality and functional aspects • Designing jewellery using Various types of linking, findings and clasps. • Component and single unit designing Presentation • Ways of presenting jewellery on paper • Using various papers presentation techniques 	
Module 2	Jewellery Rendering		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Define nature of diamonds and gemstones 2. Specify cuts of diamonds and gemstones 3. Create designs using gemstones 	Studded jewellery <ul style="list-style-type: none"> • Introduction to the precious and semi-precious gemstones • Fancy cuts and shapes of diamonds and gemstones • Older ways of cutting and polishing of diamonds • Colour variation in the gemstones • Sizes and weights of diamond and gemstone • Faceted and cabochon stone • Stone faceting and stone rendering (RBC, Princess, marquise, oval, pear, baguette, tapper baguette, trillion, emerald) • Various ways of rendering faceted and cabochon gemstone 	
Module 3	Various Setting Techniques		1
	Learning Outcomes	Module Content	
	<ol style="list-style-type: none"> 1. Define various setting and Apply appropriate Settings as per the design requirement 3. Demonstrate setting ideas 4. Create designs using unusual setting ideas 5. Identify settings used in history 	<ul style="list-style-type: none"> • Evolution in the cuts and facets of gemstones and diamonds • Explore old ways of setting diamonds and gemstones • Manufacturing techniques of setting stones. • Ways of Using gemstones and diamonds to design a studded jewellery • Various types of setting (prong, bezel, channel, flush, pave, illusion, invisible) 	
Module 4	Design various style of jewellery		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Identify styles of necklaces 2. Create necklace using measurements 	<ul style="list-style-type: none"> • Designing various styles of necklaces • Trends and styling of necklaces • Basic templates of creating necklaces 	

	according to the styles 3. Produce designs as per the design brief 4. Create relevant designs using fabrication parameters	<ul style="list-style-type: none"> • Tapering necklaces • Round necklace • V-shape • U- shape • Choker designing • Styles used in domestic and international market • Designing on the brief 	
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Assignments/ Activities towards CCE

1. Designing gold jewellery. A various product categories using standard measurements- Necklaces, Rings, bangles, bracelets – (students to make minimum 10 sketches in each category and finalize 1 in each of the above-mentioned product list)
2. Render these in yellow, white and rose gold
3. Design 3 pendant sets with variation of gemstones and diamonds (free to use unusual cuts and shapes, precious and semi-precious gemstones) use of cabochon, pearls or beads) (design as per the brief given).
4. Design V-shape, U-shape, taper necklaces with variation in styling (like choker, lariat, matinee)

Note: Students pay attention to the size of the diamonds and gemstones.

Use standard sizes while designing products.

Design has to be relevant to the brief.

Create designs keeping fabrication in mind

References

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Threadcurve. (2022). *21 different types of necklaces (plus interesting facts).*

<https://www.threadcurve.com/types-of-necklaces>

30144725	Traditional Woven Textiles (Th)		Crs
Course Outcomes	<i>After going through the course, learners will be able to</i> <ol style="list-style-type: none"> 1. Gain in-depth knowledge in historical textiles and design from the historical time till date. 2. Apply knowledge in traditional woven textiles of different states of India. 3. Implement knowledge of traditional motifs and designs to create a sketch or design plan for a textile inspired by these traditions 4. Access the role of traditional woven textiles in the local economy and their influence on modern fashion and design trends 5. Integrate knowledge of traditional weaving practices into a proposal for preserving and promoting these textiles in contemporary markets. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Woven textiles and its presence in Northern India		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Explain the historical and cultural significance of each type of textile, including the materials and motifs used. 2. Compare the weaving techniques and materials used in the textiles, highlighting the unique characteristics of each. 	<ul style="list-style-type: none"> • Ancient Indian textiles- History and social life. • Textiles and dyes from Indus valley, Vedic, Mauryan, Satavahana period, Kushans, Gupta and Mughals. • Traditional woven textiles of North states of India Brocades of Banaras Chanderi and Maheshwari Saree Tancoi Himru Pipli Kashmiri Shawls. 	
Module 2	Woven textiles in Southern India		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Compare the cultural, historical, and economic significance of traditional woven textiles in Southern Indian society. 2. Explain the distinguishing features of various traditional textiles, including the materials, weaving techniques, and patterns used in each type 	Traditional woven textiles of Southern states of India- their origin, history, colors, designs, weaving technique and recent developments in: <ul style="list-style-type: none"> • Dharmavaram sarees • Venkatagiri Saree • Gadwal Saree • Narayanpet Saree • Pochampally Ikat & Telia Rumal • Kancheevaram Saree • Ilkal Saree • Mysore silk • Aarni Silk 	

Module 3	Woven textiles in Eastern India		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> 1. Describe the key features that distinguish the various traditional textiles of Eastern India. 2. Identify traditional textiles from Eastern India in real-life settings or through images, based on their unique characteristics.	Traditional woven textiles of Eastern states of India – their origin, history, colors, designs, weaving technique and recent developments in: <ul style="list-style-type: none">Dacca muslinApplique work of BiharBaluchariJamdaniNaga Shawls	
Module 4	Woven textiles of Western India		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> 1. Adapt the ability to recognize traditional woven textiles of Western India. 2. Access the cultural, historical, and economic factors that have influenced the development and evolution of traditional woven textiles in Western India.	<ul style="list-style-type: none">Traditional woven textiles of Western states of India – their origin, history, colors, designs, weaving technique and recent developments in:Patan PatolaTangaliyaBandhaniKota DoriaGharcholaAmrus	
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)			
1. Collection of the sample of traditional woven textiles of various regions of India and then Preparing a documentation on the basis of their analysis. 2. Study and documentation of detailed study of a woven craft by visiting to the crafts person. 3. Creating a portfolio or presentation that showcases the diversity of traditional textiles from various parts of India, proposing innovative ways to promote and preserve these art forms in modern contexts.			

References

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30444122	Yarn Craft (Pr)		Crs
Course Outcome	After going through the course, learners will be able to 1. Recognize advance yarn craft techniques in the design industry 2. Demonstrate the knowledge regarding various tools and materials used in the craft work 3. Create a theme based products range by incorporating various craft techniques 4. Examine multiple entrepreneurial pathways applying the skills and knowledge gained from the craft		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Advanced Yarn Craft techniques		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Inherit the knowledge of various advance techniques in yarn craft 2. Recognize the textures and aesthetic appeal of various techniques 3. Analyze different techniques of yarn craft for product development	<ul style="list-style-type: none"> • Nail weaving • Tatting • Needle felting • Smocking • Ribbon work • Yarn wrapping and Coiling • Yarn craft embellishments- beads, sequins, etc. 	
Module 2	Application of the advanced yarn craft		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Proficiency in combining techniques for innovation in designs 2. Gain the knowledge regarding CAD for yarn craft 3. Incorporating various techniques in developing products	<ul style="list-style-type: none"> • Yarn craft combining techniques- knit-crochet, crochet-weaving, etc • CAD for yarn crafts • Developing a range of products via any of the techniques and documentation as per the design process. 	
Assignments/ Activities towards CCE			
1. Students have to develop one product by incorporating any of the learned techniques. 2. Prepare a project report on the compilation of all the techniques.			

References

Chandler, R., Kettle, L., Thomas, H., Vlcek, L., & Simon, J. (2016). *Fabric embellishing: The basics & beyond*. Design Originals.

Dace, R., & Balchin, J. (2020). *Needle felting for beginners*. Search Press.

Linden, R. F. (2000). *Easy tatting*. Dover Publications Inc.

Mathew, A. (1989). *Vogue dictionary of crochet stitches*. David and Charles.

Rea, L. (2020). *Needle felting*. Lorian Rea.

Rough, L. (2022). *DIY needle tatting*.

30444123	Fabric Origami (Pr)		Crs
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Define and describe the principles and techniques of fabric origami 2. Identify different types of fabrics suitable for origami projects. 3. Demonstrate basic and advanced fabric origami folds and designs 4. Examine and differentiate between traditional paper origami and fabric origami. 5. Curate and design unique fabric origami pieces for various applications. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Fabric Origami		1
	Learning Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Define and name various basic folds and techniques in fabric origami. Describe the history and evolution of fabric origami 2. Identify and categorize different types of fabrics suitable for origami. Demonstrate basic fabric origami folds and techniques 	Module Content <ul style="list-style-type: none"> • Introduction to Fabric Origami • History and Evolution of Fabric Origami • Types of Fabrics for Origami • Basic Folds and Techniques • Practical Exercises: Basic Fabric Origami Projects 	
Module 2	Advanced Fabric Origami Techniques and Applications		1
	Learning Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Examine the complex fabric origami patterns and structures. Apply advanced fabric origami techniques in creating detailed designs 2. Design and create original fabric origami pieces. Illustrate the application of fabric origami in fashion and interior design. 	Module Content <ul style="list-style-type: none"> • Advanced Folding Techniques • Structural Analysis of Fabric Origami • Designing Original Fabric Origami Patterns • Applications in Fashion and Home decor Products • Practical Exercises: Advanced Fabric Origami Projects 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Create a patterns of basic fabric origami designs & present a report on the structural elements of a chosen fabric origami piece 2. Develop an original fabric origami design for a fashion or home decor products 			

References

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- Jackson, P. (2011). *Folding techniques for designers: From sheet to form*. Laurence King Publishing.
- Takahama, T. (2001). *The complete book of origami: Step-by-step instructions in over 1000 diagrams*. Dover Publications.

Course code 31344722	Course Name Advertising I (Pr)		Crs 02
Course Outcome	After going through the course, learners will be able to 1. Analyze Advertising and Branding Concepts: 2. Develop and Implement Advertising Strategies: 3. Apply Practical Knowledge Through Case Studies: 4. Produce Professional-Level Advertising and Branding Documents:		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Advertising and Branding		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Apply the fundamentals of advertising and branding. 2. Analyze the historical evolution and key milestones in advertising. 3. Evaluate the impact of branding on consumer behavior and market positioning.	<ul style="list-style-type: none"> • Introduction to Advertising: Definitions and Objectives • Evolution of Advertising: Key Milestones • Basics of Branding: Definitions and Importance • Case Study Analysis: Historical Campaigns • Impact of Advertising and Branding on Consumer Behavior 	
Module 2	Advertising Strategies and Media Planning		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Develop comprehensive advertising strategies for different media platforms. 2. Apply the principles of media planning and buying. 3. Analyze case studies to identify effective media strategies.	<ul style="list-style-type: none"> • Advertising Strategies: Traditional vs. Digital • Media Planning and Buying: Concepts and Processes • Case Study Analysis: Multi-Platform Campaigns • Budget Allocation and ROI Measurement • Emerging Trends in Media Planning 	

Assignments/ Activities towards CCE
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE) Assignment 1: Write a detailed report analyzing a successful historical advertising campaign. Discuss the strategies used and their impact on the brand's success. Assignment 2: Create a media plan for a hypothetical product launch, detailing the choice of media platforms, budget allocation, and expected ROI.

References

- Aaker, D. A. (2012). *Building strong brands*. Free Press.
- Aaker, D. A., & Biel, A. L. (Eds.). (2013). *Brand equity & advertising: Advertising's role in building strong brands*. Psychology Press.
- Belch, G. E., & Belch, M. A. (2019). *Advertising and promotion: An integrated marketing communications perspective* (11th ed.). McGraw-Hill Education.

Semester III

Course code 31344723	Course Name Field work ON Indian Jewelry		Crs 2
Course Outcome	1. Describe the historical evolution of Indian jewelry. 2. Define the cultural significance of different jewelry styles across India. 3. Analyze the materials and techniques used in Indian jewelry. 4. Synthesize their findings into a detailed fieldwork report. 5. Evaluate the authenticity and craftsmanship of jewelry pieces.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Indian Jewelry and Field Work		
	Learning Outcomes	Module Content	
	1. Identify various types of traditional Indian jewelry and their historical significance. 2. Explain the cultural and regional variations in Indian jewelry. 3. Demonstrate basic fieldwork techniques for studying jewelry artifacts.	<ul style="list-style-type: none"> Introduction to Indian Jewelry Historical overview of Indian Jewellery (Pre-historical, cave period, indus vally civilization, Gupta period, Mauryan Empire, Mughal era, British period) Types of traditional jewelry (e.g., Kundan, Meenakari, Temple jewelry) Regional variations (e.g., North Indian, South Indian, East Indian, West Indian) Field Work documentation techniques <ul style="list-style-type: none"> Basics of fieldwork in jewelry studies 	

		<ul style="list-style-type: none"> Documentation methods (e.g., photography, sketching, note-taking) Ethical considerations in fieldwork 	
Module 2	Advanced Field Work and Analysis		
	Learning Outcomes	Module Content	
	<ol style="list-style-type: none"> Analyze the materials and techniques used in traditional Indian jewelry. Frame the comprehensive fieldwork report on a selected jewelry piece or collection. Critically evaluate the authenticity and craftsmanship of jewelry artifacts. 	<p>Materials and Techniques</p> <ul style="list-style-type: none"> Common materials used (e.g., gold, silver, gemstones) Traditional techniques (e.g., filigree, enameling, stone setting, Kundan, Polki, Theva and many more) <p>Field Work Report</p> <ul style="list-style-type: none"> Visit to the museum or similar places Structuring a fieldwork report Integrating visual and textual documentation Presenting findings and conclusions <p>Evaluation of Jewelry</p> <ul style="list-style-type: none"> Criteria for evaluating authenticity Assessing craftsmanship and quality Identifying modern reproductions and fakes 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> Fieldwork Documentation and material and Technique Analysis Conduct a fieldwork study on a local jewelry store or artisan or any of the traditional Indian jewellery or a museum. Document the types of jewelry, materials used, and techniques observed. Use photographs, sketches, and detailed notes and include visual aids. Apply fieldwork techniques and document findings effectively and design a suitable jewelry piece. Additional Activities Group Discussion: Organize a group discussion on the cultural significance of different regional jewelry styles in India. Presentation: Prepare a presentation on the ethical considerations in jewelry fieldwork. These assignments should help students achieve the learning and course outcomes while engaging deeply with the subject matter. 			

31344724	Fieldwork on Indian Prints (Pr)		Crs
Course Outcome s	<i>After going through the course, learners will be able to</i> <ol style="list-style-type: none"> 1. Identify and differentiate between various traditional and contemporary Indian print styles, techniques, and materials used in their creation. 2. Exhibit ethical behavior and cultural sensitivity when interacting with artisans, collectors, and communities. 3. Demonstrate practical skills in printmaking. 4. Execute fieldwork methodology & develop skills in observation, photography, sketching, and note-taking to document prints and associated cultural practices. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Indian Printmaking		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Analyze Historical evolution of Indian printmaking, including key periods, regions, and influences that have shaped its development. 2. Examine the stylistic elements and motifs characteristic of different Indian printmaking traditions. 	<ul style="list-style-type: none"> • Introduction to Indian printmaking: Historical timeline • Categories of Printed Textiles • Printed Design Techniques • Styles and methods of printing • Contemporary Printmaking in India. • Cultural and Social Contexts of prints in India. 	
Module 2	Fieldwork and Practical Application		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Demonstrate basic skills in traditional printmaking techniques through hands-on practice. 2. Attain a lifelong appreciation for the rich traditions of Indian printmaking, recognizing its importance as a cultural heritage. 	<ul style="list-style-type: none"> • Fieldwork Preparation and Planning- Planning a field trip: Identifying sites and objectives, Ethics and best practices in fieldwork, including interacting with artisans. • Fieldwork Execution- Conducting site visits: Workshops, museums, and markets, Techniques for documenting prints in situ (photography, sketching, note-taking). • Analysis and Preservation Techniques- Analyzing field data: Identifying styles, materials, and techniques. • Reporting and Sharing Findings- Structuring field reports and presenting findings. 	

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)
<ol style="list-style-type: none">1. Study and analyze the various printmaking techniques of India and present the compilation of findings in the form of presentation.2. Visit to the various craft centers for in depth analysis of the fabric and prints and then develop the collection of design in a selected print technique and finally preparation and submission of a detailed fieldwork report.

References

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B.A. (Fashion Design)

Structure with Course Titles

SN	Courses	Type of Course	Credits	Marks	Int	Ext
	Semester I					
10144811	Elements & Principles of Design (TH/PR)	Major (Core) 1	4	100	50	50
10144802	Fashion Studies (TH)	Major (Core) 2A	2	0	50	50
10444811/ 10444812/ 10444813	Basket (Any one out of 3) Elective 1. Basic Computer Application In Fashion 2. Material Studies for Apparel 3. Basic Fashion Rendering Techniques	OEC	4	100	50	50
10644801	Introduction to Pattern Making (TH/PR)	VSC on Major 1	2	50	50	0
10744821 1	Basic Design and Sketching (PR)	SEC	2	50		50
10810111	English For Academic Writing- Paper I (Th) https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/ability-enhancement-course.pdf	AEC	2	50	0	50
11051111	Inception of Indian Knowledge System (Th) https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/iks-syllabus/ug-degree/inception-of-indian-knowledge-system.pdf	IKS (Generic)	2	50	0	50
10952111	Introduction to Indian Constitution (Th) https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/vec-syllabus/ug-degree/introduction-to-indian-constitution.pdf	VEC	2	50		50
*	*Selection from the link provided by the University https://sndt.ac.in/nep2020/syllabus-as-per-nep/cc-syllabus	CC	2	50	50	0
			22	550	250	300

	Semester II					
20144811	Introduction to Textile (TH/PR)	Major (Core) 3	4	100	50	50
20144812	Art Appreciation (TH)	Major (Core) 2B	2	50	0	50
20644801	Embroideries (PR)	VSC on major 3	2	50	50	0
20644802	Design Ideas (TH/PR)	VSC on major 2	2	50	50	0
20444811/ 20444812/ 20444813	Basket (Any one out of 3) Elective 1. Fashion Design Concept 2. Basic Draping Technique 3. Dress Designing	OEC	4	100	50	50
20744801	Print Development (PR)	SEC	2	50	50	0
20810111	English for Academic Writing- Paper II (TH) https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/ability-enhancement-course.pdf	AEC (English)	2	50	0	50
20952111	Environmental Awareness(TH) https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/vec-syllabus/ug-degree/environment-awareness.pdf	VEC	2	50	0	50
*	*Selection from the link provided by the University https://sndt.ac.in/nep2020/syllabus-as-per-nep/cc-syllabus	CC	2	50	0	50
			22	550	250	300

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

Structure with Course Titles

SN	Courses	Type of Course	Credits	Marks	Int	Ext
	Semester III					
30144821	Fundamentals of Illustration & Design Concept (PR)	Major (Core)	4	100	50	50
30144812	Fabric Studies for Fashion (TH/PR)	Major (Core)	4	100	50	50
30144823	Basics of Pattern Making and Draping (PR)	Major (Core)	2	50	0	50
30344811	Industrial Machine Tools and Equipments (TH/PR)	Minor Stream	4	100	50	50
30444821/ 30444822/ 30444823	Basket (Any one out of 3) <i>Elective</i> 1. Fashion Photography (PR) 2. Computer-Aided Rendering Technique in Fashion (PR) 3. Mixed Media – Fabric	OEC	2	50	0	50
	<i>Regional Language (TH)</i> * Refer SNDTWU guidelines Marathi (Th)/ Sanskrit (Th)/ Hindi (Th)/ Gujarati (Th)	AEC (Modern Indian Language)	2	50	50	0
31344801	Industry Project (PR)	FP	2	50	50	0
	* Refer SNDTWU guidelines for CC https://sndt.ac.in/nep2020/syllabus-as-per-nep/cc-syllabus	CC	2	50	50	0
			22	550	300	250
	Semester IV					
40144821	Advance Fashion Illustration & Design Concept (PR)	Major (Core)	4	100	50	50
40144812	Indian Traditional Textiles (TH/PR)	Major (Core)	4	100	50	50
40344811	History Of Fashion (Western) (TH)	Minor	4	100	50	50
40444821/ 40444822	Basket (Any one out of 2) <i>Elective</i> 1. Fabric Origami (PR) 2. Accessory Design (PR)	OEC	2	50	0	50
40744821	Basic Garment Construction (PR)	SEC	2	50	0	50
	Regional Language (TH) Marathi (Th)/ Sanskrit (Th)/ Hindi (Th)/ Gujarati (Th) * Refer SNDTWU guidelines	AEC (Modern Indian Language)	2	50	0	50
41544801	Fabric Printing (PR)	CE	2	50	50	0
	* Refer SNDTWU guidelines for CC https://sndt.ac.in/nep2020/syllabus-as-per-nep/cc-syllabus	CC	2	50	50	0

			22	550	250	300
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Exit with UG Diploma with 4 extra credits (44 + 4 credits)

Sem V

SN	Courses	Type of Course	Credits	Marks	Int	Ext
	Semester V					
5.1	Fashion Forecasting (TH)	Major (Core)	4	100	50	50
5.2	Dress Designing (PR)	Major (Core)	4	100	50	50
5.3	History of Fashion (Indian) (TH)	IKS (Major Specific)	2	50	0	50
5.4	Basket (Any one out of 3) i. Dyeing (PR) ii. Printing (PR) iii. Surface Ornamentation (PR)	Major (Elective)	4	100	50	50
5.5	Fabric Selection for Fashion Categories (PR)	Minor Stream	4	100	50	50
5.6	Commercial Grading (PR)	VSC	2	50	50	0
5.7	Brand Studies (Field Project on Fashion Brand Identity) (TH)	FP	2	50	50	0
			22	550	300	250
	Semester VI					
6.1	Advance Garment Construction (PR)	Major (Core)	4	100	50	50
6.2	Advance Pattern Making (PR)	Major (Core)	4	100	50	50
6.3	Fashion Styling (TH)	Major (Core)	2	50	0	50
6.4	Basket (Any one out of 2) Elective 1. Functional Apparel (PR) a. Uniform b. Special Needs 2. Material Exploration for Fashion Display (PR)	Major (Elective)	4	100	50	50
6.5	Craft Research (PR)	Minor Stream	4	100	50	50
6.6	Internship (Project work) (PR)	OJT	4	100	50	50
			22	550	250	300

Exit with Degree (3-year)

B. A. Fashion Design
Semester I (22 Credits)

Course code- 10144811	Course Name Elements & Principles of Design (TH/PR)		Credits 4
Course Outcome	After going through the course, learners will be able to 4. Identify the fundamentals of art media with its application. 5. Describe how each element and principle contributes to the overall visual composition and aesthetic impact of a design. 6. Co-relate the different elements of fashion with elements of Design. 7. Analyze and explore color including its dimensions, schemes, theories		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to art media and its applications		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 5. Develop the basic concepts of art medium 6. Demonstrate the rendering skills using different art medium	<ul style="list-style-type: none"> • Art medium- Introduction and its application • Different art mediums, like pencils, color pencils, crayons, posters, erasers, acrylic, rendering and shading skills. 	
Module 2	Basics of Art and Design- its types and elements		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 4. Classify between structural and decorative design 5. Differentiate between the elements of art and design	<ul style="list-style-type: none"> • Types of Design- structural and decorative • Elements of art and design – point, line, form, shape, space, size, texture and color. 	

Module 3	Principles of Art & Design		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 3. Recognize the concept of principles of design 4. Identify various principles of art and design	<ul style="list-style-type: none"> Principles of design- Introduction and types Balance Proportion/Scale Rhythm Emphasis Harmony/Unity 	
Module 4	Exploring Color		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 4. Analyze the color theory, including its psychological impact 5. Evaluate and demonstrate different color schemes according to their types and apply them accordingly in design projects. 6. Demonstrate proficiency in identifying and manipulating key dimensions of color such as hue, value, and intensity	<ul style="list-style-type: none"> 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 CCE			
5. Students have to develop a poster illustrating the differences between CMYK and RGB color models, as well as the Prang and Munsell color systems. 6. Students will design a poster applying elements and principles of design to effectively communicate a message. 7. 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.
- Marian L. 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.

Semester I

Course code- 10344802	Course Name Fashion Studies (TH)		Credits 2
Course Outcome	After going through the course, learners will be able to 1. Identify basic fashion terminology, fashion categories, and the workings of the fashion industry. 2. Compare the influences of various designers and fashion revolutions with respect to social, cultural, and psychological aspects in different decades. 3. Recognize major global fashion centers and discuss their importance. 4. Analyze various theories, movements, and factors affecting fashion.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Nature of fashion & clothing categories		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze trends in the fashion industry. 2. Demonstrate the different clothing categories for men, women, and kids	<ul style="list-style-type: none"> • Nature of fashion • Definition • Fashion revolutions and their social and cultural impacts • Influential designers and their contributions to Fashion clothing categories (Men, Women, Kids) • Casual wear • Sportswear • Formal wear • Leisurewear • Clubwear • Loungewear • Resort wear • Lingerie • Active sportswear 	
Module 2	Fashion terminology & Movement of fashion		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Differentiate between fashion terminology related to various fashion categories. 2. Analyze various fashion theories, movements, and factors that have influenced fashion over time.	<ul style="list-style-type: none"> • Fashion Terminology • Evolution of Fashion • Fashion capitals around the world • Categories of Fashion: Couture, prêt-à-porter, and Mass Fashion • Factors affecting Fashion demand • Movement of Fashion -Fashion theories, Factors influencing Fashion 	

Assignments/ Activities towards CCE
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| <ol style="list-style-type: none">1. Group discussion and presentation on 5 national and 5 international designers.2. Individual project: Creating uniforms using magazine cut-outs.3. Study of three brands from each fashion category (men, women, and kids) and segregation according to Couture, prêt-à-porter, and Mass Fashion.4. Group presentation on fashion theories, movements, and factors influencing fashion. |
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References

- 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.

Semester 1

Course code-	Course Name Basic Computer Application In Fashion (PR)		Credits 4
Course Outcome	After going through the course, learners will be able to 1. Differentiate between vector and raster graphic software and illustrate their applications in fashion design. 2. Demonstrate proficiency in raster graphics software to design and represent fashion concepts. 3. Edit the image Using the tools to modify, enhance, and manipulate digital visuals for fashion projects. 4. Design fashion mood boards and organize visual content digitally to communicate design ideas effectively.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to the Software		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze the tools used for raster-based software to create layouts, designs and perform image editing for fashion design. 2. Develop skills in using raster graphics tools to create and represent fashion design concepts.	<ul style="list-style-type: none"> • 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 and incorporating textures, patterns, and color schemes. 	
Module 2	Manipulation and Digital fashion sketch creation		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Recognize skills to develop digital fashion illustration 2. Acquire knowledge to create motifs, render patterns and texture on the digital sketch.	<ul style="list-style-type: none"> • Principles of digital fashion illustration • Creating and refining digital sketches • Designing motifs and embedding them in illustrations • Tools and methods for creating fabric textures 	
Module 3	Fashion Mood board and Concept Development		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Design fashion mood boards by collecting and categorizing images, textures, and themes.	<ul style="list-style-type: none"> • Visual storytelling and mood board composition • Theme selection and curation of design elements • Layout, text, and color palette integration • Digital presentation of design ideas 	

	2. Present cohesive fashion concepts using digital layout skills.		
Module 4	Surface Design and Digital Pattern Development		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Create seamless digital motifs and construct repeating patterns. 2. Apply digital surface design techniques on fashion silhouettes.	<ul style="list-style-type: none"> • Digital tools for surface design • Repeating pattern creation • Motif development • Application on digital garments • Colorways and variations 	
Assignments/ Activities towards CCE			
Assignment 1: Design a digital fashion mood board. Compile relevant images, textures, and colors for a theme. Assignment 2: Create digital fashion illustrations, demonstrating clothing and accessory design. Assignment 3: Develop motifs and patterns. Integrate them into a final digital illustration. Assignment 4: Apply surface design techniques to produce fashion sketches with diverse patterns.			

References

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 Heller, S., & Lita, T. (2010). Graphic. Thames and Hudson.
 Jones, P. (2010). Graphic Design for Fashion. Lawrence King.
 Myers, P.J., & Devitt, M. (2010). Complete Guide to Size Specification and Technical Design. Fairchild.
 McClelland, D. (2002). A Guide to Adobe. Wiley Dreamtech.
 Szkutnicka, B. (2010). Technical Drawing for Fashion. Lawrence King.
 Wong, K. (2019). Adobe Illustrator for Fashion Design. Fairchild Books

Semester 1

Course code-	Course Name Material Studies for Apparel (PR)		Credits 4
Course Outcome	After going through the course, learners will be able to 1. Identify and explain the properties and characteristics of different materials used in fashion. 2. Analyze the suitability of materials for specific fashion products. 3. Select and specify materials for fashion products based on their properties and characteristics. 4. Evaluate the environmental and social impact of materials used in fashion.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Material Studies		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze the basics of material in fashion for its application.	<ul style="list-style-type: none"> Overview of materials used in fashion Properties and characteristics of natural and synthetic fibers 	
Module 2	Basics of Art and Design- its types and elements		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze the properties and applications of natural fibers.	<ul style="list-style-type: none"> Properties and characteristics of cotton, wool, silk, and other natural fibers Applications of natural fibers in fashion 	
Module 3	Principles of Art & Design		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Differentiate the properties of synthetic fibers for its applications	<ul style="list-style-type: none"> Properties and characteristics of polyester, nylon, acrylic, and other synthetic fibers Applications of synthetic fibers in fashion 	
Module 4	Exploring Color		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze the impact of textile finishes and treatments on material properties. 2. Evaluate the environmental and social impact of materials used in fashion.	<ul style="list-style-type: none"> Applications of textile finishes and treatments in fashion Overview of sustainable materials and practices in fashion Environmental and social impact of materials used in fashion 	
Assignments/ Activities towards CCE			
1. Material Analysis Project: Analyze and compare the properties and characteristics of different materials used in fashion. 2. Material Selection Exercise: Select and specify materials for a fashion product based on their properties and characteristics.			

3. Sustainable Materials Case Study: Evaluate the environmental and social impact of materials used in a specific fashion brand or product.
4. Material Innovation Research: Research and present on innovative materials used in fashion, highlighting their properties, applications, and benefits.

References

"Textiles" by Sara J. Kadolph

"Material World" by Matilda McQuaid

"Sustainable Fashion: Why Now?" by Sandy Black

Semester 1

Course code-	Course Name Basic Fashion Rendering Techniques (PR)		Credits 4
Course Outcome	After going through the course, learners will be able to 1. Demonstrate the importance of proportion, balance, and anatomy in fashion rendering. 2. Create simple fashion sketches and renderings using various techniques, such as markers, colored pencils, and digital tools. 3. Evaluate and analyze the key elements of fashion rendering, including texture, color, and fabric. 4. Create a portfolio of fashion renderings showcasing different techniques and styles.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Fashion Rendering		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Illustrate the Fashion Figure 2. Apply proportion and balance in Fashion figures	<ul style="list-style-type: none"> • Overview of fashion rendering • Basic drawing and sketching techniques • Proportion and balance in Fashion figures 	
Module 2	Fashion Figure Drawing		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Illustrate the fashion figure with proportion and anatomy 2. Illustrate dynamic poses and movements 3. Illustrate the facial expressions and body language	<ul style="list-style-type: none"> • Drawing the fashion figure • Proportion and anatomy • Dynamic poses and movements 	

Module 3	Rendering Techniques		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Identify and illustrate the textures with different color combinations used in fabrics for Fashion 2. Illustrate the depth and dimension in fashion renderings	<ul style="list-style-type: none"> • Texture, color, and fabric in fashion illustrations • Depth and dimension in fashion renderings 	
Module 4	Advanced Rendering Techniques		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Exhibit the detailed and realistic fashion illustrations with advance rendering techniques. 2. Construct a professional portfolio	<ul style="list-style-type: none"> • Advanced rendering techniques • Fabric and texture rendering • Portfolio development 	
Assignments/ Activities towards CCE			
5. Practice of Proportionate Figure, anatomy, Different poses and movement. 6. Rendering 5 sketches using different movements using 10 heads fashion figures 7. Sketching 6 different types of fashion figures with skin tone rendering with different color mediums (Pencil, Color Pencils, Poster, Water, Dry Pastels, Oil Pastels} 8. Sketch 5 fashion figures and draw basic garment components and garment variations and render it with different medium. 9. Create a comprehensive fashion portfolio showcasing your best work from the Subject.			

References

"Fashion Illustration" by Carmencita AFP

"Fashion Rendering" by Kathryn Hagen

"The Fashion Sketchbook" by Bina Abling

"Fashion Illustration: Inspiration and Technique" by Sarah Mower

Semester 1

Course code-10644801	Course Name Introduction to Pattern Making (Pr)		Credits 2
Course Outcome	After going through the course, learners will be able to 1. Demonstrate the skills of pattern making using different tools or techniques 2. Recognize appropriate terminology, symbols, body measurements to develop different patterns. 3. Identify various patterns by using the acquired knowledge of pattern-making techniques. 4. Develop different pattern blocks and will correlate them with human body.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Basics of Pattern Making and Construction		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Demonstrate drafting, draping, and flat pattern techniques. 2. Develop skills in utilizing measuring, marking, cutting, sewing, and pressing tools effectively. 3. Develop child bodice and sleeve blocks to ensure accurate garment sizing and fitting	<ul style="list-style-type: none"> • 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		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Demonstrate the professional skills of developing an Adult Bodice Block. 2. Modify the patterns using dart manipulation methods Slash and spread & Pivotal transfer techniques.	<ul style="list-style-type: none"> • 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 CCE

1. Create a presentation or infographic summarizing the key principles, advantages, and applications of each technique.
2. Select one garment type (e.g., bodice, skirt, sleeve) and create a set of basic blocks using standard measurement charts or personal body measurements.
3. 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.

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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.

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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.

Semester 1

Course code-10744801	Course Name Basic Design and Sketching (PR)		Credits 2
Course Outcome	After going through the course, learners will be able to 1. Sketch the landscapes and portrait drawings using shading/coloring techniques with specified tools, techniques, and mediums. 2. Develop motifs by interpreting natural and geometric objects, and transform them into abstract and stylized designs. 3. Apply drawing applications to various technical steps involved in the product development process. 4. Identify and draw objects, perspective, still life, and human figurative drawings.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Basics of Sketching		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Apply shading and coloring techniques to create free-hand drawings of landscapes and portraits using various mediums.	<ul style="list-style-type: none"> Analyzing formal features of natural and man-made objects Identifying expressive features Understanding symbolic composition and layout Creative Techniques: 	

	2. Sketch the objects with various motifs and adjust their size through enlargement or reduction.	<ul style="list-style-type: none"> Using natural elements to create motifs Techniques for copying, enlarging, and reducing motifs 	
Module 2	Composition, Object drawing and human anatomy		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Apply various textures for surface rendering. 2. Illustrate technical and figurative drawings.	<ul style="list-style-type: none"> 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 CCE 1. Experiment and draw different types of lines such as straight, curved, wavy, thick, thin, and broken. 2. 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 3. 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. 4. 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. 5. Collect various textures for rendering. Imagine and interpret the different stages of producing a chosen product through drawings.			

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

Semester I

Course code – 10810111	Course Name English For Academic Writing- Paper I		Credits 02
Course Outcome	After going through the course, learners will be able to 1. Read simple texts fluently with proper understanding. 2. the format of letter and email writing. 3. Develop skills for academic writing.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Reading and Listening Skills		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Use literary text as a context to learn language. 2. Develop reading skills. 3. Listen and respond to audio content.	<ul style="list-style-type: none"> • Short stories from the book Advantage English • Lawley Road by R. K. Narayan • Romance of a Busy Broker by O Henry • Language in Use: Vocabulary Building, Verbs – Tenses, Subject-Verb Agreement • Comprehension- Close Reading, Skimming, Scanning • Selections of audio content that could be based on general interesting topics 	
Module 2	Speaking and Writing Skills		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. the basics of Academic Writing. 2. Write formal and goodwill letters and emails. 3. Introduce oneself and others in a formal set-up.	<ul style="list-style-type: none"> • Summary Writing • Formal Letters and Emails- Leave Note, Enquiries and Complaints • Goodwill Letters and Emails- Thank You and Congratulations • Introducing self and others 	
Assignments/ Activities towards CCE			
1. --- 2. ----			

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Swales, John M. and Christine Feak. Academic Writing for Graduate Students: Essential Tasks and Skills. University of Michigan Press ELT, 2012. (3rd Edition)

Semester I

Course code – 11051111	Course Name Inception of Indian Knowledge System		Credits 02
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none">1. To provide a tribute of our rich culture and traditions of the Indian knowledge system to students of various disciplines.2. To develop an overall understanding of the various components of the Indian knowledge system.3. To spread awakening about scientific and eternal knowledge of the Indian knowledge system.4. To promote advance study and interdisciplinary research on all aspects of the Indian knowledge system.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Antiquary and development of Indian knowledge system		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none">1. Recognize the sources and concept of Indian knowledge system.2. Describe about scientific approaches and techniques, used in Indus Valley Civilization, Vedic Civilization and others.3. Illustrate the origin and development of astronomy and mathematics.4. Examine & compare the significances and benefits of life sciences in plants, ayurveda, medicines, yoga, meditation etc.5. Justify eternal values as an essence of life sciences in ancient India.6. Develop scientific approach incorporated in Indian knowledge system.	Antiquary of Indian knowledge system <ul style="list-style-type: none">• Basic knowledge and scope of IKS• Archaeological Sources of IKS- Pre historic period's evidences 8 Hours• Indus Valley Civilization-• Various aspects of Vedic civilization• Dharma and darshan- Vedic Dharm and Shad Darshan (6+3) Development of scientific thoughts in ancient India <ul style="list-style-type: none">• Development of Science and Technology in ancient India• Astronomy - Aryabhatta and Varahmihir• Mathematics- Shulvasutra and Baksali manuscript, Formulation of Arithmetic, Algebra and trigonometry• Life Sciences – Life science in Plants, Anatomy, Physiology, Ayurveda, Medicine, Microbiology, Surgery, Yoga and Meditation etc.	

Module 2	Development of Engineering Science, Technology & Fine Arts in India		01
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Define system, methods and engineering science from ancient India to modern times. 2. Elaborate vast contribution of ancient Indian researchers, scientists and architects to the modern world. 3. Demonstrate many examples in various fields like agriculture, industry, architecture and performing arts etc. 4. Differentiate various aspects of life from ancient to modern times. 5. Determine the structure and composition of Indian knowledge system. 6. Build a strong clairvoyance of the contributions of Indian knowledge system to mankind 	<ul style="list-style-type: none"> • Development of Engineering Science & Technology in India • Agriculture, Metallurgy • Various Industries- Silk Industry, cotton Industry and ship building • Indian Fine Arts- Cave architecture Temple architecture Vastu- Vidya Sculpture Forts and Stepwells Observatories Paintings • Development of Performing arts & culture in India- • Music • Art of singing • Art of dancing • Natyakala • Cultural traditions • Folk arts 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Project based activities and learning. 2. Presentation and case studies. 3. Film screening and book reviews. 4. Visit to historical places, archives centre, research centre or library nearby. <p>Assessment Criteria: 10m = Assignment/ Presentation (related to syllabus) 10m = MCQ Exam 30m = Theory exam</p>			

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Mukul Kanitkar on Bharatiya Knowledge System

<https://www.youtube.com/watch?v=uARMhv97pjk> "संस्कृत ज्ञान और
संस्कृत" संस्कृत. संस्कृत संस्कृत संस्कृत संस्कृत संस्कृत
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Gandhi Antarrashtriya Hindi

VishwaVidyalaya, Wardha <https://www.youtube.com/watch?v=oTwgf56GbsA> Scientific
History Of India | Mukul Kanitkar Lecture in
DTU <https://youtu.be/gNjNmPJqXJc?si=WFBbuUT65mLZzpOW> Ancient India's Scientific
Achievements & Contribution in Mathematics, Astronomy, Science & Medicine

Semester I

Course code	Course Name Introduction to Indian Constitution (TH)		Crs 2
Course Outcome	After going through the course, learners will be able to 1. Get an in-depth understanding of the constitution and the institutional structures as provided in the Constitution of India 2. Explore institutional forms and practices on the basis of their historical underpinnings. 3. Evaluate the institutions and actors in the context of social and political processes.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Constitution & Constitutionalism		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Understand the necessity of a constitution in providing a framework for governance, protecting individual rights, and maintaining social order. 2. Grasp the concept of constitutional morality and its role in guiding individuals, institutions, and government towards upholding constitutional principles. 3. Gain insights into the historical context that influenced the framing of the Indian constitution, including colonial rule, nationalist movements, and post-independence challenges. 4. Examine the significance of the Preamble as the introductory statement of the constitution, outlining its objectives, values, and aspirations. 5. Analyze the role of the constitution as a source of public policy, an instrument of governance, and a tool for societal transformation, including its adaptability to changing needs and challenges	<ul style="list-style-type: none">• Why do we need a constitution?• Constitutional Morality : Meaning and Relevance• Historical background to framing of Indian constitution• Philosophy of the Constitution: the Preamble• Constitution as a source of Public Policy, as an instrument of governance and transformation	

Module 2	Main Features of Indian Constitution		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Understand the relationship between individual rights, civic duties, and the role of welfare state as enshrined in Directive Principles. 2. Gain a comprehensive understanding of the structure and functioning of parliamentary democracy. 3. Explore the importance of an independent judiciary in upholding the rule of law and protecting individual rights. 4. Understand the principles and dynamics of federalism in the distribution of powers between central and regional government 5. Analyse the meaning and importance of secularism 	<ul style="list-style-type: none"> • Rights, Duties and Idea of Welfare State • Parliamentary Democracy • Independent Judiciary • Federalism • Secularism 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Constitutional Case Studies on Fundamental Rights, Directive Principles 2. Quiz on History of Constitution Making 3. Presentations on Parliament, Executive, Supreme Court 4. Infographics on Constitution principles and State policies 			

References

B Design Fashion Design Syllabus 2025-26 Semester II (22 Credits)

Course code 20144811	Course name Introduction to Textiles (TH/PR)	Credits 04
Course Outcome	<p>After going through the course, learners will be able to</p> <ol style="list-style-type: none"> 1. Examine the fundamental properties of textiles, including fiber types, yarn structures, fabric constructions, and finishing techniques. 2. Explore the various stages of textile manufacturing processes, from fiber production to fabric finishing. 3. Demonstrate the ability to select appropriate textile materials based on performance requirements, aesthetics, and sustainability considerations. 	

	4. Foster a mindset of continuous learning and adaptation to evolving trends and technologies within the textile sector		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Textiles Fibers		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Identify and classify various types of textile fibers based on their natural or synthetic origin. 2. Differentiate between the looms, including hand looms and power looms, and their respective mechanisms and operations 	<ul style="list-style-type: none"> • 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		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Identify the key characteristics and differences between woven, knitted, and nonwoven fabrics. 2. Identify the woven fabric construction methods of basic weaves along with its advantages and disadvantages. 	<p>Fabric forming methods</p> <ul style="list-style-type: none"> • Woven & non- woven's and its application in apparel <p>Introduction to basic weaves</p> <ul style="list-style-type: none"> • Plain, twill and satin- classification, introduction, advantages and disadvantages 	
Module 3	Preparatory processes		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Recognize how variations in preparatory techniques and parameters influence the properties of fibers, yarns, and fabrics. 2. Develop proficiency in quality control methods and techniques to monitor and assess the effectiveness of preparatory processes. 	<p>Types of Preparatory Processes done on Textiles for the dyeing and their Effects, Advantages & Disadvantages:</p> <ul style="list-style-type: none"> • Singeing • Desizing • Scouring • Souring • Bleaching and • Mercerization 	

Module 4	DYEING	1
	Learning Outcomes	Module Content
	After learning the module, learners will be able to 1. Analyzing dyeing principles, including dye types, dyeing methods, and color theory. 2. Explore the end uses of dyed textiles in apparel applications, including garments, accessories, and decorative textiles.	Dyeing Techniques - Introduction and Classification of Dyes and their application in apparel Equipment, process, Advantages, disadvantages and end uses. • Natural Dyes • Synthetic dyes
Assignments/ Activities towards CCE		
Assignment 1 1. Research and compile information on natural and man-made fibers, including their classification, properties, and end uses. 2. Study of different types of commercial fabric and their sample collection. 3. Study of Fabric structure to identify basic weave. 4. To make any one article in different dyeing with different patterns.		

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emester II

Course code – 20344811	Course Name Art Appreciation (Th)		Credits 02
Course Outcome	After going through the course, learners will be able to 1. Demonstrate knowledge of art elements and principles of design. 2. Analyze the origin of Indian culture in terms of different art forms and its integration. 3. Evaluate selected artworks using the terminology and iconography of art. 4. Appreciate the developments of Art, culture and their influence on society		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Indian Art and History		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Develop artistic and aesthetic sensibilities 2. Recognize various art forms and appreciate the beauty in different art forms.	<ul style="list-style-type: none"> • 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	Indian Culture and Other Art Forms		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Identify the art terminology in different methods of art forms - painting or handicrafts. 2. Differentiate between state-wise handicrafts for its characteristics.	<ul style="list-style-type: none"> • 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 the West 	

		<ul style="list-style-type: none"> Group discussions and classroom workshops/demos 	
Assignments/ Activities towards CCE			
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.			

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Semester II

Course code – 20644811	Course Name Embroideries (PR)	Credits 02
Course Outcome	After going through the course, learners will be able to 1. Explore the tools and techniques of embroideries. 2. Demonstrate the embroidery skills. 3. Recognize contemporary and traditional approaches to embroidery design. 4. Apply appropriate design principles, methods and techniques to practice.	

Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Basics of Embroidery		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Identify and select various embroidery materials, including fabrics, threads and their suitability for different embroideries 2. Appreciate the historical significance of various embroidery styles and techniques.	Tools and techniques <ul style="list-style-type: none"> • Design transfer materials, • Sources & Interpretation • Choosing color • Enlarging and reducing design Basic Embroidery Stitches: Basting, Backstitch, Chain Stitch, Buttonhole, Lazy Daisy, Herring Bone, Satin Stitch, French knot, Shadow Stitch, Long & Short, Mirror Work, Cast-on Stitch, Rose Stitch, Eyelet Stitch, Blanket Stitch	
Module 2	Indian Traditional Embroidery		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Demonstrate the skills of traditional Embroideries and its application on Apparel. 2. Analyze the history and cultural significance of the traditional Indian embroideries.	Indian Traditional Stitches <ul style="list-style-type: none"> • 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 CCE			
1. Make sheets of designs by reducing and enlarging the designs. 2. Submission of a composition of traditional embroidery samples.			

References

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 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.

Semester II

Course code	Course Name FASHION DESIGN CONCEPT (TH/PR)		Crs 4
Course Outcome	After going through the course, learners will be able to 1. Correlate the role of fashion as an outcome of cultural, social, and economic influences. 2. Evaluate the effectiveness of fashion designs, taking into account factors such as aesthetics, functionality, and sustainability. 3. Identify, analyze, and apply trends in the fashion Industry.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction & Fashion Terminology		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Explain key fashion terminology and concepts. 2. Recognize and describe various fashion styles, trends, and elements. 3. Demonstrate an understanding of the fashion industry's structure, including design, production, and distribution.	<ul style="list-style-type: none"> Fashion, Fashion classification & types. Fashion Design & Fashion Technology. Latest fashion, Selecting Fashion for own self. Fashion Industry& its Scope. Fashion industry language and Fashion terms. 	
Module 2	Distinguished fashion designers		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Recognize and describe the contributions of influential fashion designers. 2. Critically evaluate the design philosophies, styles, and impact of distinguished fashion designers. 3. Explain the historical and cultural context of notable fashion designers' work.	<ul style="list-style-type: none"> Introduction to National & International Fashion Designer. Future Forecasting of Fashion Trends – An Analytical Approach Concerning Design and the Involvement of Technology. Fashion designers & Technologist of Tomorrow. Know the famous labels & International producers of today. 	
Module 3	Study of Fashion Illustrators		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Critically evaluate fashion illustrators for their illustration styles. 2. Use various media and techniques to interpret styles of three Fashion Illustrators.	<ul style="list-style-type: none"> Study of renowned national and international Fashion Illustrators for their signature Styles. Interpretation of Illustration Styles of selected of three Fashion Illustrators. 	

Module 4	History of fashion		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Recognize and describe characteristic features of different historical Indian Fashion. 2. Analyze the different types of costumes worn in different states of India.	<ul style="list-style-type: none"> • A brief history of Indian fashion • Costumes worn in the Different Indian states - Kashmir, Punjab, Rajasthan, Bengal, Uttar Pradesh, Maharashtra, Eastern States, South India 	
Assignments/ Activities towards CCE			
1. Assignments and quiz/class tests. 2. Mid-term and end-term written test. 3. Presentation			

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Semester II

Course code	Course Name Basic Draping Technique (PR)		Crs 4
Course Outcome	After going through the course, learners will be able to 1. Explain the fundamentals of draping techniques in fashion design. 2. Develop patterns of specific garments using draping techniques on a dress form. 3. Evaluate the performance of different Materials used in a specific fashion brand. 4. Adapt skills of Draping using different materials.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Draping		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Explore the basics of draping techniques 2. Adapt Skills to create garments using basic draping principles	<ul style="list-style-type: none"> • Overview of draping techniques • Fabric selection • Characteristics • Basic draping principles 	
Module 2	Basic Draping Techniques		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Drape basic garments on a dress form 2. Comprehend the knowledge of grain lines and fabric manipulation in Draping. 3. Demonstrate the skills to create different styles using draping techniques	<ul style="list-style-type: none"> • Draping basic garments (e.g., tops, skirts) • Grain lines and fabric manipulation • Creating different styles 	
Module 3	Intermediate Draping Techniques		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Demonstrate the skills of Draping complex patterns such as Dresses in to different styles	<ul style="list-style-type: none"> • Draping of complex Patterns such as Dresses 	
Module 4	Advanced Draping Techniques		1
	Learning Outcomes	Module Content	

	After learning the module, learners will be able to 1. Demonstrate the skills of Draping complex patterns such as women's formal Jacket.	<ul style="list-style-type: none"> • Draping of complex Pattern such as women's formal jacket. 	
Assignments/ Activities towards CCE			
1. Create two complex patterns of dresses using draping techniques.			

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Semester II

Course code	Course Name Dress Designing (PR)		Crs 4
Course Outcome	After going through the course, learners will be able to 1. Create original dress designs that demonstrate creativity and technical skill. 2. Apply principles of color, texture, and pattern in dress design. 3. Construct garments using various techniques, materials, and equipment. 4. Analyze garment fit, proportion, and balance.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Dress Designing		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Explain the fundamentals of dress designing principles, such as proportion, balance, and harmony, in dress design. 2. Identify the categories of womens Fashion	<ul style="list-style-type: none"> • Introduction, History and evolution of dresses • Types of dresses: casual, formal, ethnic, contemporary • Elements and principles of design 	

Module 2	Dress Styles and Design Development		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Draw the sketches using the template. 2. Analyze and interpret fashion , styles, and design elements. 2. Evaluate dress designs based on aesthetic and functional criteria.	<ul style="list-style-type: none"> • Fashion Rendering Techniques • Silhouettes: A-line, sheath, empire, mermaid, shirt dress, wrap dress, etc. • Necklines, sleeves, hemlines, darts, yokes, pleats • Creative exploration: mood boards, concept boards, color story 	
Module 3	Fabric & Trim Selection		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Identify different types of fabrics, trims, and materials used in garment construction. 2. Analyze the properties, characteristics, and suitability of various fabrics and trims for specific garment applications.	<ul style="list-style-type: none"> • Fabric types suitable for different dress styles • Functional and aesthetic considerations • Trims, embellishments, and surface ornamentation 	
Module 4	Final Design Project & Portfolio		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Identify and illustrate the latest style of two selected brands and two selected designers. 2. Effectively present and communicate their design project	<ul style="list-style-type: none"> • Analyzing and interpretation of latest womenswear styles presented by brands and designers (For 2 Brands and 2 Designers) • Project on developing alternative options of design for selected brands and designers 	
Assignments/ Activities towards CCE			
1. Study and Illustration of the latest styles of the two selected brands and two selected designers. 2. Development of style variations of the selected brands and designers collections and develop a presentation for the same.			

References

Armstrong, H. J. (2019). Patternmaking for Fashion Design (5th ed.). Pearson.

Ireland, P. J. (2008). Fashion Design Drawing Course. Barron's Educational Series.

Jarnow, J. (1997). Inside the Fashion Business (7th ed.). Pearson.

McKelvey, K., & Munslow, J. (2018). Fashion Design: Process, Innovation and Practice (2nd ed.). Wiley.

Seaman, J. (2011). Basic Fashion Design: Fashion Drawing (2nd ed.). AVA Publishing.

Shaeffer, C. (2008). Fabric Sewing Guide (Updated ed.). Krause Publications.

Semester II

Course code – 20644812	Course Name Design Ideas		Credits 02
Course Outcome	After going through the course, learners will be able to 1. Interpret the basics of Design Ideas for the design development process. 2. Describe and interpret the design and importance of a logo in the fashion industry. 3. Apply a design thinking process to create designs. 4. Analyze brand design within the context of the fashion industry.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Design Thinking		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Demonstrate the design development process. 2. Analyze the creative application of fabric in the apparel industry.	<ul style="list-style-type: none"> • Introduction to Design Thinking • Creative Applications of Fabric Beyond Clothing • Factors influencing the design of dress • Application of different steps in the processes of design – • Brainstorming, Kipling, Scamper, Mind map7i's, Scamper, 6 thinking 	
Module 2	Logo and Brand Design		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze the visual identity of the fashion industry and the history of logos and symbols. 2. Demonstrate the symbol design for various fashion brands.	<ul style="list-style-type: none"> • 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 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

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

Semester II

Course code – 20744801	Course Name Print Development		Credits 02
Course Outcome	After going through the course, learners will be able to 1.Explore different styles and methods involved in printing textiles. 2.Identify the correct method and style for printing textiles. 3.Recognize the differences between different kinds of prints. 4.Apply printing methods on different types of fabric.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Traditional Prints		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Apply techniques for printing on fabrics with different designs. 2. Develop various patterns in printing.	Introduction to Indian Block Prints: Context- Origin, Significance, Methods, Colors, Motifs, layouts Traditional Prints: <ul style="list-style-type: none"> • Bagh Print • Ajrak Print • Sanganer Print • Bagru Print 	
Module 2	Surface Design of Fabric		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze dyeing methods on fabrics. 2. Develop samples with the patterns having dyeing and printing techniques for creating the Surface design.	Common Dyeing and Printing Techniques Used on Fabrics: <ul style="list-style-type: none"> • Tie and Dye • Stencil Printing • Block Printing • Screen Printing • Batik 	
Assignments/ Activities towards CCE			
1. Submission of assignment / Presentation on any one of the Traditional prints. 2. Submission of 3 samples of different dyeing and printing techniques.			

References

Amey, S. (1987). Malaysian Batik. The Malaysian Handicraft Development Corporation.
 Bhatnagar, P. (2004). Traditional Indian Costumes and Textiles. Abhishek Publications.
 Beigeleisen, J. (1958). Silk Screen Techniques. Dover Publications.
 Brotighton, K. (1995). Textile Dyeing. Rockport Publishers.
 Caldwell, L. (2006). Shibori. Lark Books.
 Dedhia, E., & Hundekar, M. (2008). Ajrakh Impressions and Expressions. Colour Publication Private Limited.
 Gunner, J. (2006). Shibori. Batsford.
 Kendall, T. (2001). Fabric Dyeing and Printing. Collins & Brown Ltd.
 Prideaux, V. (2003). A Handbook of Indigo Dyeing. Search Press Ltd.

Semester II

Course code 20810111	Course Name English for Academic Writing- Paper II		Crs 2
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Read, understand, and respond to simple narratives. 2. Learn to write letters and emails correctly and coherently in English. 3. Strengthen -skills for academic writing. 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	(Credit 1) Reading and Listening Skills		
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Learn to answer various types of questions based on texts. 2. Develop the ability to take and make notes. 3. Identify and use tense forms and prepositions accurately. 	<ul style="list-style-type: none"> • 1. Short stories from the book Advantage English • a. The Thief by Ruskin Bond • b. The Bet by Anton Chekhov • 2. Language in Use: Vocabulary Building, Verbs – Tenses, Subject-Verb Agreement, Prepositions • 3. Note Taking and Note Making 	
Module 2	(Credit 1) Speaking and Writing Skills		
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Learn to interpret visual data and write with clarity. 2. Strengthen the ability to carry out formal letter and email writing. 3. Invite and request in person or telephonically. 	<ul style="list-style-type: none"> • Interpretation of Data: Visual to Verbal • Formal Letters and Emails- Requests and Invitations • Conversational practice (invite or requests) 	

References

B. Yadav Raju, C Murlikrishna. Advantage English. Orient BlackSwan, 2009.
 Gangal, J.K. A Practical Course in Effective English Speaking Skills. PHI Learning Private Limited, 2012.
 Gangal, J.K. A Practical Course in Developing Writing Skills in English. PHI Learning Private Limited, 2011.
 Swales, John M. and Christine Feak. Academic Writing for Graduate Students: Essential Tasks and Skills. University of Michigan Press ELT, 2012.

Semester II

Course code 20952111	Course Name Environment Awareness		Crs 2
Course Outcome	After going through the course, learners will be able to 1. Associate the role of environment in man-environment relationship and critically analyse the necessity of environment awareness in society. 2. Create awareness about the environmental issue and the role of pollution act in the conservation of resources.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Environment and Ecosystem		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Assess the relationship among ecosystem components and its importance in environmental sustainability	<ul style="list-style-type: none"> • Environment and Ecosystem • Environment –Meaning of Environment, Types of Environment, Components of Environment, • Man- Environment relationship, importance of environment, Need for Public Awareness • Ecosystem-Meaning, Major Components of Ecosystem • Case studies of Forest Ecosystem, Grassland Ecosystem, Desert Ecosystem, Aquatic Ecosystem • 1.5 Stability of Ecosystem in Sustainable Environment 	
Module 2	Environment Pollution		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Create awareness about the different pollution and pollution act.	Environment Pollution Definition of Pollution, Types of Pollution Air Pollution-Meaning, Sources, effects of air pollution, Air Pollution Act Water Pollution – Meaning, Sources, Effects of Water pollution, Water Pollution Act Noise Pollution – Meaning, Sources, Effect of Noise Pollution Solid Waste Pollution – Meaning, sources, Effect of Waste Pollution 2.6 Environment Protection Act – Air (Prevention and control of Pollution)Act, Water Act (Prevention and control of Pollution) Act , Solid waste Pollution Act in India	

Assignments/ Activities towards CCE
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE) 1. Seminar / Group Discussion : 15 Marks 2. Home Assignments/Group Activities: 15Marks 3. Report writing of field work: 20 Marks ----- Internal Assessment Total : 50 Marks

References

Agarwal, D.P. (1992): Man and Environment in India through Ages, Books & Books, New Delhi.

Arthur N. Strahler and Alan H. Strahler (1973 1st Ed): "Environmental Geoscience – Interaction between natural systems and man", Wiley International Ed.

Balakrishnan, M., 1998: Environmental Problems and Prospects in India, Oxford & IBH Pub., New Delhi.

Barrow, C. J. (2003): Environmental Change and Human Development. Arnold Publication.

B.A. Fashion Design Syllabus 2025-26 Semester III (22 Credits)

Course Title	Course Name Fundamentals of Illustration & Design Concept (Pr)		Crs 4
Course Outcome	After going through the course, learners will be able to 1. Identify the basics of Fashion Illustration, including proportion, line, shape, value, and texture. 2. Develop skills in rendering fabrics, textures, and details in fashion Illustrations. 3. Classify the design process from concept to final presentation.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1:	Introduction of Fashion Figure		1
Learning Outcomes	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Draw the Fashion Figures and analyze how it is used for Fashion Design. 2. Render the illustration with facial details and hairstyles using various mediums.	<ul style="list-style-type: none"> • Introduction to 10-head female fashion figure (front, back, $\frac{3}{4}$, side) • 10-head female fashion figure indicating joints in the body • Facial details with hairstyle (front, back, $\frac{3}{4}$side) 	

Module 2	Rendering of Fashion Figure		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to able to 1. Sketch different kind of Body and silhouette of a garment. 2. Identify the theory of various colour treatments, colour co-ordination in sketching.	<ul style="list-style-type: none"> Bending fashion figures (front, back, $\frac{3}{4}$side) Shaping of the different parts of human figures- hands, feet, shoes etc. 	
Module 3	Garment Designing		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Illustrate fashion ideas in a visual form. 2. Analyze the photos of figure wearing the clothes and converting the same into stylized figures.	<ul style="list-style-type: none"> Draping 4 different basic garments Working from photos and fashion drawings converting photos into stylized figure. 	
Module 4	Design Concept		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Interpret the various methodologies used in design development. 2. Apply the SCAMPER methods in the design development project.	<ul style="list-style-type: none"> Introduction to design Apply the different processes of design: mind map 7 I's SCAMPER, 6 - thinking hats, gestalt theory (theory) Study the design process method in terms of Inspiration, mood, color, and client boards Study or analysis of illustrator works & repeating illustrations Recreate the illustration Design inspiration board. 	

Assignments/ Activities towards CCE
Assignment 1: Design development using SCAMPER method for function wear/festive wear students are required to follow step-wise wise SCAMPER method and develop style collection.

References

Abling B. (2004), "Fashion Sketchbook", 4th edition, Fairchild Publications, Inc. New York.

Drudi E., Paci T. (2001), "Figure Drawing for Fashion Design", The Pepin Press BV, Amsterdam.

Hagen K. (2005), "Fashion Illustration for Designers", Pearson Education, Inc., Upper Saddle River, New Jersey 07458.

Ireland P.J. (1993), "Fashion Design Illustration Women", B.T. Batsford Ltd. London W1HOAH.

Riegelman N. (2000), "9 Heads", 9 Heads Media in association with Art Center college of design, Pasadena, California USA .

Stipelman S. (2005), "Illustrating Fashion Concept to creation", 2 nd edition , Fairchild Publications, Inc. New York.

Semester III

Course Title	Course Name Fabric Studies for Fashion (TH)		Crs 4
Course Outcome	After going through the course, learners will be able to 1. Analyze the handling techniques of a fabric. 2. Knowledge of the Pre- and Post-treatment of a Fabric 3. Develop skills in fabric selection based on design needs and functionality. 4. Explore emerging trends and technologies in textile development.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1:	Introduction to Fabric Handling		1
Learning Outcomes	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Explain the importance of proper fabric handling to maintain quality. 2. Explain the storage and steaming techniques.	<ul style="list-style-type: none"> • Fabric Handling Basics • Types of fabrics and their characteristics • Common issues in fabric handling (e.g., wrinkles, stretch, snagging). • Basic handling techniques (e.g., proper folding, storage). 	

		<ul style="list-style-type: none"> • Storage Techniques • Fabric storage environments (temperature, humidity control). • Best practices for storing different fabric types (e.g., hanging vs. folding). • Use of protective coverings and labelling. • Heat setting and Steaming • Principles of heat setting and its impact on fabric stability. • Methods of heat setting (e.g., using a heat press, oven, or steamers). • The role of steaming in fabric finishing and wrinkle removal. • Safety precautions and best practices. 	
Module 2	Rendering of Fashion Figure		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to able to</p> <ol style="list-style-type: none"> 1. Analyze the basic treatments of fabric (Pre-treatment and post-treatment). 2. Practice Dyeing and Printing Techniques. 	<ul style="list-style-type: none"> • Pre-Treatment • Cleaning and preparation (e.g., washing, scouring). • Testing for fabric strength and colorfastness. • Removing stains and residues. • Dyeing and Printing Techniques • Overview of dyeing techniques (e.g., reactive, vat, direct). • Printing methods (e.g., screen printing, digital printing). • Impact on fabric properties and quality. • Post -Processing Treatment • Heat setting and steaming. • Application of finishes (e.g., water repellents, flame retardants). 	

		<ul style="list-style-type: none"> Shrinkage control and wrinkle resistance. 	
Module 3	Fabric Selection and Application in Fashion Design		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Observe and analyze the Aesthetic appeal of the fabrics. 2. Differentiate and use the different color schemes.	<ul style="list-style-type: none"> Fabric Selection Criteria Design Aesthetics: Visual and tactile qualities. Garment Functionality: Comfort, Mobility, Temperature Control. Market Trends and Consumer Preferences. 	
Module 4	Trend Analysis and Fabric Forecasting		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Explore Recent fabric trend and forecasting. 2. Analyze the trend and consumer behavior.	Fabric Trends <ul style="list-style-type: none"> Sources of Fabric Trends: Fashion Shows, Forecasting Agencies, Trade Shows Analysing Trend Reports: Color Palettes, Patterns, Textures Consumer Behaviour and Preferences Market Research: Surveys, Focus Groups, Sales Data Impact of Trends on Fabric Choices Recent Trends and Their Impact on Fashion Design 	

Assignments/ Activities towards CCE	
Assignment 1: Students will Create a Fabric Swatch Book- Documenting Fabric Properties, Uses, and Care Instructions Assignment 2: Fabric Analysis Project- Detailed Study of Fabric Performance and Suitability Assignment 3: Students will conduct a trend analysis and forecast future fabric trends in a written report. Assignment 4: Students have to do Market research and prepare a report for the same.	

References

Corbman, B. P. (1983). *Textiles: Fiber to fabric* (6th ed.). McGraw-Hill.
 "Fabric for Fashion" by Jane Malcolm
Fabric Science by Joseph J. Pizzuto

Industry Journals, Online Textile Databases, Fashion Forecasting Reports
The Fashion System by Roland Barthes

Semester III

Course code	Course Name Basics of Pattern Making and Draping (PR)		Crs 2
Course Outcome	After going through the course, learners will be able to 1. Exploration of pattern-making tools and their appropriate usage in drafting and pattern making. 2. Perform basic draping techniques on a dress form to create patterns such as bodice, skirts, and princess lines. 3. Knowledge of dart manipulation techniques to create variations in bodices through slash-and-spread and pivot methods.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Sleeves (Set in Sleeve) and Draping		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Develop the sleeve pattern and its variation. 2. Knowledge of draping techniques for various garments, such as bodices, sleeves, skirts and manipulate darts for precise fitting.	<ul style="list-style-type: none"> • Introduction to Sleeves and Terminology • Draft the Basic Sleeve (set-in-sleeve) and its variation • Introduction to Draping-Terminology, Dummy Preparation, Muslin Preparation • Basic Bodice Block –Front & back • Dart Manipulation –Single Dart, Double Dart Series 	
Module 2	Basic Skirt and It's various		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Develop the basic single and double dart skirts. 2. Modify and adapt existing patterns to create new designs	Skirts (Adult), <ul style="list-style-type: none"> • Basic single & double dart & Skirts Variations- • Aline • Paneled • Gored • Flounce • Circular • Circular with uneven hemline 	
Assignments/ Activities towards CCE			
Assignment 1: Submission of a complete Patterns of Puff, Cap, Petal and Leg-o-mutton Sleeves Assignment 2: Submission of Basic Bodice Block –Front & back, Single Dart, Double Dart skirt Submission of Skirt and Skirt with Yoke by draping method. Assignment 3: Submission of Skirts: A line, Paneled, Gored, Flounce, Circular, Circular with uneven hemline by flat pattern making.			

References

Cooklins, G. (n.d.). *Pattern grading for women's clothing*. Blackwell Science.

Marshall Cavendish Books Ltd. (n.d.). *Encyclopedia of dress making*. Marshall Cavendish Books Ltd.
 Singer, P. (n.d.). *Basic fashion*. Wardrobe Pamelalee Singer Co.
 Terry Evon, R. (n.d.). *Dress making*. Himalayan Publishing Group Ltd.
 Vohra, A. R. (n.d.). *Rapidex home training course*. Pustak Mahal.
 Zarakkar, K. R. (n.d.). *Zarakkar system of cutting*. Navneet Publications.

Semester III

Course Title	Course Name Industrial Machine, Tools and Equipments (TH/PR)		Crs 4
Course Outcome	After going through the course, learners will be able to 1. Recognize and explain the types and functions of industrial machines, tools, and equipment. 2. Analyze the capabilities, limitations, and applications of various machines, tools, and equipment. 3. Select and specify machines, tools, and equipment for specific manufacturing processes. 4. Evaluate the safety, efficiency, and productivity of machines, tools, and equipment.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1:	Introduction to Industrial Machines		1
Learning Outcomes	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Identify industrial machines and equipment.	<ul style="list-style-type: none"> Overview of industrial machines and equipment Types of industrial machines (machine tools, material handling equipment) 	

Module 2	Machine Tools		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze machine tool operations.	<ul style="list-style-type: none"> Types of machine tools (lathe, milling, drilling, grinding) Machine tool operations and applications 	
Module 3	Material Handling Equipment		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Explore the material-handling equipment.	<ul style="list-style-type: none"> Types of material-handling equipment (conveyors, cranes, forklifts) Material handling equipment applications and safety considerations 	
Module 4	Safety and Maintenance		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Evaluate safety and maintenance practices.	<ul style="list-style-type: none"> Safety procedures and protocols for industrial machines and equipment Maintenance procedures and best practices 	

Assignments/ Activities towards CCE	
1. Machine tool operation exercises 2. Material handling equipment case studies 3. Safety procedure development 4. Equipment selection and application projects	

References

"Industrial Machinery Handbook" by Frank DAuria
"Machine Tools and Equipment" by HMT
"Manufacturing Processes" by Serope Kalpakjian

Semester III

Course code	Course Name Fashion Photography (PR)		Crs 2
Course Outcome	After going through the course, learners will be able to 1. Explain the principles of fashion photography, including lighting, composition, and styling. 2. Interpret fashion photographs that demonstrate technical skill and creativity. 3. Analyze fashion photographs and identify key elements that contribute to their success.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction, Lighting and Composition		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Identify the basics of fashion photography. 2. Select appropriate gear for shoots. 3. Analyze lighting and composition techniques.	<ul style="list-style-type: none"> - Overview of fashion photography and its applications - History of fashion photography Key photographers and trends. Equipment overview (DSLR, mirrorless, lenses). Lighting techniques for fashion photography Composition principles for fashion photography 	
Module 2	Styling, Fashion Photography Studio Practice		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze styling and model direction. 2. Explore studio practices.	<ul style="list-style-type: none"> Fashion styling techniques Model direction and posing Studio lighting and equipment Fashion photography, shoots, planning, and execution 	
Assignments/ Activities towards CCE			
1. Fashion photography shoot 2. Lighting and composition exercise 3. Styling and model direction project 4. Final fashion photography portfolio			

References

Fashion Photography" by Mario Testino
The Fashion Photographer" by Peter Lehmann
Fashion Photography 101" by Barry Huggins

Semester III

Course code	Course Name Computer Aided Rendering Technique in Fashion		Crs 2
Course Outcome	After going through the course, learners will be able to 1. Demonstrate various types of textile weaves with the use of computer software. 2. Skillfully use CAD tools to utilize and apply them in rendering garments digitally. 3. Use fashion software that is specifically used in digital garment development by the industry. 4. Experiment with different CAD tools to efficiently use them for drawing technical sketches.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	2D Pattern Making & Textile Design		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Skillfully used CAD tools that can be efficiently used in creating weaves and fabric rendering. 2. Design 2D patterns digitally.	<ul style="list-style-type: none"> • Creation of different weaves. (10 weaves) • Digital fabric Rendering. (10 Fabrics) • Creating digital patterns (blocks, drapes). • - Textile design tools (repeat patterns, brushes). • - Exporting files for production. 	
Module 2	3D Garment Rendering & Simulation		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1-Visualize garments in 3D. 2. Simulate fabric behavior digitally.	<ul style="list-style-type: none"> • 3D garment construction (stitching, fitting). • Fabric simulation (draping, physics). • Creation of 10 digital garments • Development of Technical Drawings for different garments 	
Assignments/ Activities towards CCE			
1. Development of 10 digital fabrics with the help of the mentioned weaves. -Plain weave - Rib weave -Mat weave - Basket weave -Twill weave -Herringbone weave -Weft twill weave - Warp twill weave -Diamond weave Satin weave -Sateen Weave 2. Development of 5 digitalized garments with the implementation of motifs and prints. -2 men's -2 women's -1 kids 3. Development of 5 garment flats with details of construction.			

References

Anvil Graphic Design. (2005). Pattern + palette. Rockport Publishers Inc.
 Bridges, A. (2013). Printed textiles design. Lauren Kis.
 Cole, D. (2007). Patterns. Laurence King Publishing.
 Colussy, M. K., & Berg, S. G. (2005). Rendering fashion, fabrics and prints. Pearson

Prentice Hall.

Kondabathini, R. (2009). Top weave creations Vol. 1. Top Weave Creations.

Lazear, S. M. (2008). Adobe illustrator for fashion design. Pearson Prentice Hall.

Tallon, K. (2006). Creative fashion design with Illustrator. Batsford UK.

Advance Design Software Manual. (Richpeace, Lectra, Wonderweaves, Netgraphics etc.) or equivalent.

Semester III

Course code	Course Name Industry Project (PR)		Crs 2
Course Outcome	After going through the course, learners will be able to 1. Discover the reasonability, need and importance of Industry Visit. 2. Recognize the specific departmental features of the Industry for developing a Project. 3. Explain industry practices and operations as per the different departments. 4. Analyze and relate theoretical concepts to practical industry applications.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Industry Visit Preparation		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Identify the importance of the industry Project.	<ul style="list-style-type: none"> • Introduction to industry visit • Objectives • The need of Industry project • Pre-visit research and preparation 	
Module 2	Industry Visit and Report		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Explore the industry insights. 2. Observe the integration of technology and human resources.	<ul style="list-style-type: none"> • Industry visit and observation • Data collection and analysis • Report writing and presentation based on different departments 	
Assignments/ Activities towards CCE			
1. Industry visit report 2. Presentation and reflection			

M. Design (Interdisciplinary- Fashion)

Code	Courses	TH or PR	Type of Course	Credits	Marks	Int	Ext
	Semester I						
117521	Design Process and Analysis	Pr	Major (Core)	4	100	50	50
117522	Design for Special Needs	Pr	Major (Core)	4	100	50	50
117511	Brand Design	Th	Major (Core)	4	100	50	50
117512	Contemporary Global Issues in Fashion	Th & Pr	Major (Core)	4	100	50	50
117523	Industry Project	Pr	Major (Core)	2	50	50	-
127521 Or 127511	A. Contemporary Design or B. Sustainable Design	Pr Or Th & Pr	Major (elective)	2	50	-	50
137511	Research Methodology	Th	Minor Stream	2	50	-	50
				22	550	250	300

Semester II							
217521	Design Management	Pr	Major (Core)	4	100	50	50
217511	Entrepreneurship and Fashion Business	Th	Major (Core)	4	100	50	50
217522	Research Paper Writing	Pr	Major (Core)	4	100	50	50
217523	Design for Community	Pr	Major (Core)	4	100	50	50
237511	Research writing and Data collection	Th	Minor Stream	2	50	50	-
227521 Or 227522	A. Sustainable Design Advance or B. Product Design	Pr Or Pr	Major (elective)	2	50	-	50
247521	Field Project	Pr	FP	2	50	-	50
				22	550	250	300

Year II Structure

Code	Courses	Type Of Course	Credits	Marks	Int	Ext
	Semester III					
3.1	Futuristic Design (Pr)	Major (Core)	4	100	50	50
3.2	Advance Computer Application (Pr)	Major (Core)	4	100	50	50
3.3	Circular Economy (Pr)	Major (Core)	4	100	50	50
3.4	Digital Marketing in Fashion (Pr)	Major (Core)	4	100	50	50
3.5	Meta Cognition- Basic (Th)	Minor	2	50	-	50
3.6	Waste Management in Fashion Industry (Pr)	Minor (Elective)	2	50	-	50
	Upcycling In Fashion Industry (Pr)					
3.7	Dissertation-I (Sustainable Practices in Design) (Pr)	RP	2	50	-	50
			22	550	200	350
	Semester IV					
4.1	Professional Communication (Th)	Major (Core)	4	100	50	50
4.2	Portfolio Development (Pr)	Major (Core)	4	100	50	50
4.3	Unreal Engine application in Design (Pr)	Major (Core)	4	100	50	50
4.4	Space Design (Pr)	Minor	2	50	-	50
4.5	Dissertation- II (Circular Design) (Pr)	RP	4	100	50	50
4.6	Internship (Pr)	OJT	4	100	-	100
			22	550	200	350

