



K.R. MANGALAM UNIVERSITY
THE COMPLETE WORLD OF EDUCATION

**SCHOOL OF
ARCHITECTURE AND DESIGN
(SOAD)**

Programme Handbook

(Programme Study and Evaluation Scheme)

Bachelor of Design (Hons./Hons. with Research) Fashion Design

Undergraduate Course 2024–28

Programme Code: 231

FOUR YEAR UNDERGRADUATE PROGRAMME

As per National Education Policy 2020

(Multiple Entry and Exit in Academic Programmes)

(with effect from 2024-25 session)

Approved in the 34th Meeting of Academic Council Held on 29 June 2024

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1. Preface

The outcome-based curriculum at K.R. Mangalam University enhances students' learning experiences, preparing them for careers in both academia and the global fashion industry. Through this curriculum, students acquire the skills needed for employability, sustainability, and lifelong learning, with a strong emphasis on innovation and adaptability in the ever-evolving field of fashion.

Each program at the university exemplifies its dedication to helping students achieve their career aspirations through targeted learning outcomes. The attributes developed in the Fashion Design program include values of well-being, emotional resilience, critical thinking, social justice, and the skills necessary for entrepreneurship and innovation.

The revamped curriculum reflects the interdisciplinary nature of fashion design, combining essential design subjects with the technical expertise required to visually and practically convey design concepts. Students gain skills in areas such as sketching, textile development, and draping, which enable them to express the creative process effectively.

An essential component of this curriculum is the ability to transform ideas from conceptual stages into fully realized, market-ready designs. This practical approach ensures that students are well-prepared to bring their visions to life, integrating aesthetic sensibility with functional design elements suited to diverse contexts.

K.R. Mangalam University emphasizes hands-on, project-based education in fashion design, allowing students to explore materials, techniques, and technologies relevant to the industry. In interactive studio sessions, students engage in exercises that build their technical and conceptual skills, supported by an environment that fosters creativity and experimentation.

In addition to full-time faculty, visiting professors and external examiners are carefully selected from among top industry professionals and academics in fashion design. Their diverse expertise and real-world insights bring valuable perspectives, enriching the students' educational experiences.

A collaborative approach underpins the program, with students developing their projects alongside a motivated team of faculty members and industry mentors. These experts offer guidance on design development, market analysis, and sustainable practices, helping students refine their ideas with practical feedback.

This outcome-based curriculum prepares students to thrive in the fashion industry, equipping

them with critical skills for creative problem-solving and adaptability in a competitive market. K.R. Mangalam University believes that this approach not only enhances technical competencies but also fosters a deep understanding of the cultural, ethical, and ecological dimensions of fashion.

The Fashion Design program fosters an awareness of global trends while encouraging students to experiment and innovate with local and sustainable resources. By integrating elements of both traditional and contemporary fashion, students gain an appreciation for diverse fashion systems and the importance of responsible design practices.

Graduate attributes in this program extend beyond technical skills, incorporating ideals related to well-being, emotional resilience, social equity, and business innovation. Students develop a holistic approach to design, balancing creativity with social responsibility and environmental consciousness.

The curriculum also offers students the chance to actively participate in research, where they investigate emerging trends, consumer behavior, and sustainable practices within the fashion industry. This comprehensive approach is designed to develop both analytical and practical skills, ensuring graduates are well-prepared for the demands of the industry.

Opportunities for collaboration, mentorship, and project-based learning allow students to gain insights into the intricacies of the fashion design process, from concept to final product. In this process, they receive support from a committed team of faculty and industry experts who guide them toward realizing their unique creative visions.

K.R. Mangalam University's outcome-based curriculum aims to nurture knowledgeable, empathetic, and forward-thinking fashion designers. By implementing this student-centered approach, the university seeks to create a pathway for students to develop as versatile and thoughtful professionals who are capable of making meaningful contributions to the fashion industry.

Founded in 2013 by Mangalam Edu Gate, K.R. Mangalam University remains dedicated to providing a well-rounded, student-focused education. Through its outcome-based curriculum, the university fosters an environment where students can thrive, equipped with the skills and knowledge to shape the future of fashion.

Uniqueness of KRMU

- i. Enduring legacy of providing education to high achievers who demonstrate leadership in diverse fields.

- ii. Protective and nurturing environment for teaching, research, creativity, scholarship, social and economic justice.

Education Objectives

- i. To impart undergraduate, post-graduate and Doctoral education in identified areas of higher education.
- ii. To undertake research programmes with industrial interface.
- iii. To integrate its growth with the global needs and expectations of the major stake holders through teaching, research, exchange & collaborative programmes with foreign, Indian Universities/Institutions and MNCs.
- iv. To act as a nodal centre for transfer of technology to the industry.
- v. To provide job-oriented professional education to the student community with particular focus on Haryana.

2. NEP-2020: Important features integrated in the curriculum

K.R. Mangalam University has adopted the National Education Policy NEP-2020 to establish a holistic and multidisciplinary undergraduate education environment, aiming to equip our students for the demands of the 21st century. Following the guidelines of NEP-2020 regarding curriculum structure and duration of the undergraduate programme, we now offer a Four-Year Undergraduate Programme with multiple entry and exit points, along with re-entry options, and relevant certifications.

- **UG Certificate** after completing 1 year (2 semesters with the required number of credits) of study, and an additional vocational course/internship of 4 credits during the summer vacation of the first year.
- **UG Diploma** after completing 2 years (4 semesters with the required number of credits) of study, and an additional vocational course/internship of 4 credits during the summer vacation of the second year.
- **Bachelor's Degree** after completing 3-year (6 semesters with the required number of credits) programme of study.
- **4-year Bachelor's Degree (Honours)** with the required number of credits after eight semesters programme of study.

- Students who secure 75% marks and above in the first six semesters and wish to undertake research at the undergraduate level can choose a research stream in the fourth year. Upon completing a research project in their major area(s) of study in the 4th year, a student will be awarded **Bachelor's Degree (Honours with Research)**.

Advantage of pursuing 4-year Bachelor's degree programme with Honours/Honours with Research is that the Master's degree will be of one year duration. Also, a 4-year degree programme will facilitate admission to foreign universities

S. No.	Broad Categories of Courses	Minimum Credit Requirement for Four Year UG Program
1	Major (Core)	80
2	Minor	32
3	Multidisciplinary	09
4	Ability Enhancement Course (AEC)	08
5	Skill Enhancement Course (SEC)	09
6	Value-Added Course (VAC)	06-08
7	Summer Internship	02-04
8	Research Project/Dissertation	12
9	Total	160

2.1 Categories of Courses

- Major:** The major would provide the opportunity for a student to pursue in-depth study of a particular subject or discipline.
- Minor:** Students will have the option to choose courses from disciplinary/interdisciplinary minors and skill-based courses. Students who take a sufficient number of courses in a discipline or an interdisciplinary area of study other than the chosen major will qualify for a minor in that discipline or in the chosen interdisciplinary area of study.

Students have multiple minor streams to choose from. They can select one minor stream from the available options, which will be pursued for the entire duration of the programme.

- Multidisciplinary (Open Elective):** These courses are intended to broaden the intellectual experience and form part of liberal arts and science education. These introductory-level courses may be related to any of the broad disciplines given below:

- Natural and Physical Sciences
- Mathematics, Statistics, and Computer Applications
- Library, Information, and Media Sciences
- Commerce and Management
- Humanities and Social Sciences

A diverse array of Open Elective Courses, distributed across different semesters and aligned with the aforementioned categories, is offered to the students. These courses enable students to expand their perspectives and gain a holistic understanding of various disciplines. Students can choose courses based on their areas of interest.

- iv. **Ability Enhancement Course (AEC):** Students are required to achieve competency in a Modern Indian Language (MIL) and in the English language with special emphasis on language and communication skills. The courses aim at enabling the students to acquire and demonstrate the core linguistic skills, including critical reading and expository and academic writing skills, that help students articulate their arguments and present their thinking clearly and coherently and recognize the importance of language as a mediator of knowledge and identity.
- v. **Skills Enhancement Courses (SEC):** These courses are aimed at imparting practical skills, hands-on training, soft skills, etc., to enhance the employability of students.
- vi. **Value-Added Course (VAC):** The Value-Added Courses (VAC) are aimed at inculcating Humanistic, Ethical, Constitutional, and Universal human values of truth, righteous conduct, peace, love, non-violence, scientific and technological advancements, global citizenship values and life-skills falling under below-given categories:
 - Understanding India
 - Environmental Science/Education
 - Digital and Technological Solutions
 - Health & Wellness, Yoga education, Sports, and Fitness
- vii. **Research Project / Dissertation:** Students choosing a 4-Year Bachelor's degree (Honours with Research) are required to take up research projects under the guidance of a faculty member. The students are expected to complete the Research Project in the eighth semester. The research outcomes of their project work may be published in peer-reviewed journals or may be presented in conferences /seminars or may be patented.

3. University Vision and Mission

3.1 Vision

K.R. Mangalam University aspires to become an internationally recognized institution of higher learning through excellence in interdisciplinary education, research, and innovation, preparing socially responsible life-long learners and contributing to nation-building.

3.2 Mission

- Foster employability and entrepreneurship through futuristic curriculum and progressive pedagogy with cutting-edge technology.
- Instill the notion of lifelong learning through stimulating research, Outcomes-based education, and innovative thinking.
- Integrate global needs and expectations through collaborative programs with premier universities, research centers, industries, and professional bodies.
- Enhance leadership qualities among the youth having understanding of ethical values and environmental realities.

4. About the School

The **School of Architecture & Design (SOAD)** offers a robust, interdisciplinary education, providing students with hands-on experience through **experiential and project-based learning**. The curriculum is designed to foster innovation and technical proficiency across various design fields.

SOAD offers seven key programs:

1. **Bachelor of Architecture (B.Arch)** – A five-year program that develops visionary architects with a strong foundation in design, construction, and environmental sustainability.
2. **Bachelor of Design (B.Des) in Fashion Design** – A four-year program focused on fostering creativity and technical skills in fashion, preparing students for the dynamic

fashion industry.

- 3. Bachelor of Design (B.Des) in Interior Design** – Prepares students to design functional and aesthetically pleasing interior spaces through a combination of creativity, technical knowledge, and practical applications.
- 4. Bachelor of Design (B.Des) in Textile Design** – Emphasizes innovative textile creation with an emphasis on sustainability and traditional craftsmanship.
- 5. Bachelor of Fine Arts (B.F.A)** – Explores various visual arts disciplines such as painting, sculpture, and graphic arts.
- 6. Bachelor of Design (B.Des) in Game Design & Animation** – A specialized program focused on designing interactive games and animations, merging creative storytelling with technical skills.
- 7. Bachelor of Design (B.Des) in UX UI & Interaction Design** – Concentrates on creating user-centric digital solutions, emphasizing user experience (UX), user interface (UI), and interaction design.

SOAD emphasizes **experiential learning** through **project-based education**, giving students practical exposure to real-world challenges. This is further enhanced through **site visits**, **study tours**, **guest lectures**, and **industry integration**, ensuring students gain valuable insights and experience in their respective fields. The school maintains strong industry connections, enabling students to engage with leading professionals and firms in architecture, design, and related industries.

5. School Vision and Mission

Vision: To be a leading institution that develops innovative and sustainable design thinkers who shape the future of Architecture and Design globally.

Mission:

- Provide a comprehensive structured learning experience that develops strong cognitive thinking and skills in the field of architecture and design.
- Foster a collaborative and inclusive learning environment that encourages creativity and critical thinking.

- Promote sustainable and ethical design practices that address global and local challenges.
- Instill a strong foundation of ethical principles, ensuring graduates act with integrity and social responsibility in their professional endeavours.
- Engage with the community and industry to advance the role of architecture and design in society.

6. About the Programme

The **Bachelor of Design (Hons. / Hons. with Research) Fashion Design** program is a four-year undergraduate degree designed to provide students with a robust foundation in fashion design, blending creative exploration with technical expertise. The program is crafted to develop an understanding of garment design, fashion aesthetics, textile selection, and consumer behavior, empowering students to create innovative and functional fashion collections.

The Fashion Design specialization emphasizes the creative and practical aspects of apparel design for various markets, including haute couture, ready-to-wear, and sustainable fashion. Students receive training in garment construction, fabric selection, pattern-making, draping, and the integration of technology in fashion design. This specialization stresses the alignment of design principles with market trends, equipping graduates to meet the fast-paced demands of the fashion industry.

Throughout the program, students develop a professional portfolio showcasing their work, from initial concept sketches to final garments, technical flats, and 3D visualizations. Graduates of the program are well-prepared to pursue careers in fashion design studios, fashion houses, retail brands, or as independent designers, contributing to the creation of innovative and sustainable fashion solutions.

This specialization fosters students' creative vision while providing them with the technical skills, industry insights, and project management abilities required to succeed in today's dynamic and competitive fashion design industry.

6.1 Definitions

- **Programme Outcomes (POs)**

Programme Outcomes are statements that describe what the students are expected to know and would be able to do upon the graduation. These relate to the skills, knowledge, and behaviour that students acquire through the programme.

- **Programme Specific Outcomes (PSOs)**

Programme Specific Outcomes are statements about the various levels of knowledge specific to the given program which the student would be acquiring during the program..

- **Programme Educational Objectives (PEOs)**

Programme Educational Objectives of a degree programme are the statements that describe the expected achievements of graduates in their career, and what the graduates are expected to perform and achieve during the first few years after graduation.

- **Credit**

Credit refers to a unit of contact hours/ tutorial hour per week or 02 hours of Lab/ Practical work per week.

- **Studio Course**

Studio courses are practical, hands-on classes where students engage in design projects, allowing them to apply theoretical knowledge in real-world scenarios. These courses emphasize creativity, collaboration, and iterative design processes, often culminating in tangible outcomes like models or design presentations.

- **Multi-Entry & Multi-Exit**

The multi-entry, multi-exit system allows students to enter and exit their academic programs at various points, depending on their personal and professional circumstances. This flexibility enables students to earn qualifications such as certificates or diplomas at different stages of their education while providing options for re-entry to complete their degrees.

6.2 Programme Educational Objectives (PEO)

PEO 1 – Human Values and Social Impact- Graduates will embody human values and social responsibility in their designs, producing inclusive and sustainable fashion that contributes to the well-being of communities.

PEO 2 - Innovative Design Excellence: Graduates will excel in creating innovative, aesthetically pleasing, and functional fashion designs that enhance individual expression

and cater to diverse client needs.

PEO 3 - Continuous Professional Development: Graduates will engage in lifelong learning, staying current with evolving trends, technologies, and methodologies in the fashion industry.

PEO 4 - Ethical and Sustainable Practices: Graduates will adhere to the highest ethical standards, demonstrating integrity, social responsibility, and a commitment to sustainable and inclusive fashion design practices.

PEO 5 - Collaborative and Leadership Skills: Graduates will effectively lead and collaborate within multidisciplinary teams, contributing to the advancement of the fashion design profession and the improvement of industry standards.

6.3 Programme Outcomes (PO)

PO 1 - Creative and Functional Design Solutions: Demonstrate the ability to develop innovative, functional, and aesthetically pleasing fashion designs that meet client needs and enhance user expression.

PO 2 - Technical Expertise and Competence: Apply advanced technical skills in garment construction, textiles, and fashion illustration to create efficient and sustainable fashion designs.

PO 3 - Ethical Responsibility and Professionalism: Exhibit a strong commitment to ethical practices, social responsibility, and professional conduct, ensuring respect for cultural, environmental, and societal contexts.

PO 4 - Effective Communication Skills: Effectively communicate design ideas and solutions through visual, oral, and written means, engaging with clients, stakeholders, and multidisciplinary teams.

PO 5 - Sustainable and Environmental Design Practices: Integrate principles of sustainability into fashion design projects, promoting environmental stewardship and reducing the ecological impact of the fashion industry.

PO 6 - Leadership and Collaborative Skills: Lead multidisciplinary teams, effectively communicate with diverse stakeholders, and exhibit strong social skills essential for collaborative and inclusive design practices, contributing to the community through socially responsible design initiatives.

6.4 Programme Specific Outcomes (PSO)

On completion of the program students will be:

PSO 1 - Understanding: Grasp the principles, theories, history, materials, processes, and technologies of fashion design, enabling students to articulate complex concepts and design contexts.

PSO 2 -Applying: Utilize knowledge of garment construction, textile science, colour theory, and fashion illustration to create functional, aesthetically pleasing, and user-centred fashion designs that meet diverse client needs.

PSO 3 - Analysing: Analyse fashion design challenges, assessing material performance, human factors, and sustainability considerations to ensure effective and efficient design solutions in various contexts.

PSO 4 - Evaluating: Evaluate fashion design projects using established criteria and industry standards to ensure quality, safety, sustainability, and ethical considerations, making appropriate design decisions.

PSO 5 -Creating: Create original and innovative fashion designs through experimentation with new materials and technologies, emphasizing sustainable and environmentally friendly practices.

PEO 6 - Technical and Technological Proficiency: Graduates will demonstrate proficiency in utilizing contemporary design tools and technologies, ensuring precision, innovation, and sustainability in their fashion design solutions.

6.5 Career Avenues

- **Fashion Designer (Menswear, Womenswear, Kidswear):** Design tailored collections for diverse markets, specializing in men's, women's, or children's fashion. This includes understanding market trends, cultural influences, and consumer preferences to create compelling designs.
- **CLO 3D Digital/Virtual Fashion Designer:** Use CLO 3D software to create virtual fashion designs for brands, e-commerce, or independent collections. This role involves 3D garment simulation, pattern creation, and virtual prototyping, enabling designers to test and visualize garments before production.
- **Illustrator (Womenswear, Menswear, Kidswear):** Create detailed sketches and technical drawings for fashion collections. As an illustrator, you work with design to

conceptualize designs for various categories, ensuring accuracy in fit and detail.

- **Fashion Researcher:** Conduct in-depth research into fashion trends, sustainable practices, or material innovations. Researchers provide insights to brands and educational institutions, helping shape the future of fashion by exploring social, cultural, and technological impacts.
- **Fashion Forecaster:** Analyze global trends to predict future styles in color, texture, and silhouette. Forecasters are integral to brands looking to stay ahead of the curve, providing valuable insights on the direction fashion will take in the coming seasons.
- **Fashion Stylist:** Curate outfits for brands, advertising campaigns, or personal clients. Stylists have a deep understanding of trends and aesthetics, ensuring that looks are cohesive and resonate with brand identity or client needs.
- **Fashion Journalist/Blogger:** Write about fashion trends, designers, and events for magazines, newspapers, or online platforms. Fashion journalists provide critical insights and coverage of the latest happenings in the industry
- **Costume Designer (Film, TV, Theater):** Design costumes for various media productions, ensuring that the clothing matches the period, narrative, and characters. Costume designers often collaborate with directors to bring the vision of the script to life.
- **Technical Designer:** Specialize in garment construction, pattern making, and ensuring the fit and functionality of designs. Technical designers ensure that clothing is produced to the designer's specifications and that it meets industry standards.
- **Fashion Merchandiser (Retail Visual Merchandiser):** Manage product placement in retail stores or online platforms, ensuring that clothing and accessories are displayed in a way that maximizes sales. Visual merchandisers are responsible for creating appealing and engaging displays.
- **Entrepreneur in Fashion:** Build your own fashion brand, managing everything from design to production and marketing. Entrepreneurs can introduce innovative fashion lines, sustainable collections, or custom couture.

6.6 Duration

8 semesters, 4 Years (Full-Time)

6.7 Criteria for Award of Degree

Credit Completion: Students must earn a total of 196 credits over a minimum period of 8 semesters

7. Student's Structured Learning Experience from Entry to Exit in the Programme

➤ **Education Philosophy and Purpose:**

- **Learn to Earn a Living:**

At KRMU we believe in equipping students with the skills, knowledge, and qualifications necessary to succeed in the job market and achieve financial stability. All the programmes are tailored to meet industry demands, preparing students to enter specific careers and contributing to economic development and employability focused.

- **Learn to Live:**

The University believes in learners' holistic development, fostering emotional and social intelligence, and a deeper understanding of the world. Our aim is to nurture well-rounded individuals who can contribute meaningfully to society, lead fulfilling lives, and engage with the complexities of the human experience.

➤ **University Education Objective: Focus on Employability and Entrepreneurship through Holistic Education using Bloom's Taxonomy**

By targeting all levels of Bloom's Taxonomy—remembering, understanding, applying, analyzing, evaluating, and creating—students are equipped with the knowledge, skills, and attitudes necessary for the workforce and entrepreneurial success. At KRMU we emphasize on learners critical thinking, problem-solving, and innovation, ensuring application of theoretical knowledge in practical settings. This approach nurtures adaptability, creativity, and ethical decision-making, enabling graduates to excel in diverse professional environments and to innovate in entrepreneurial endeavours, contributing to economic growth and societal well-being.

➤ **Importance of Structured Learning Experiences**

A structured learning experience (SLE) is crucial for effective education as it provides a clear and organized framework for acquiring knowledge and skills. By following a well-defined curriculum, learners can build on prior knowledge systematically, ensuring that foundational concepts are understood before moving on to more complex topics. This approach not only enhances comprehension but also fosters critical thinking by allowing learners to connect ideas and apply them in various contexts. Moreover, a structured learning experience helps in setting clear goals and benchmarks, enabling both educators and students to track progress and make necessary adjustments. Ultimately, it creates a conducive environment for sustained intellectual growth, encouraging learners to achieve their full potential. At K.R. Mangalam University SLE is designed as rigorous activities that are integrated into the curriculum and provide students with opportunities for learning in two parts:

➤ **Inside Classroom:** Structured learning in the classroom focuses on building cognitive outcomes through a student-centric approach. The methods used in this approach include:

- **Cognitive Learning:** Students enhance their critical thinking and problem-solving skills by engaging with the foundational elements of fashion design, including garment construction, textile properties, and design principles. They are taught to analyze trends, understand consumer behavior, and create innovative and market-relevant fashion collections.
- **Student-Centric Learning:** Active participation is at the core, encouraging students to collaborate, ask questions, and engage in peer discussions. This approach fosters independent learning and reflection on the design process, helping students develop unique design identities and fashion sensibilities.
- **Teaching Methods:** A blend of lectures, design critiques, and workshops ensures that students gain both theoretical knowledge and practical skills in fashion design. The use of visual aids, case studies from the fashion industry, and multimedia presentations enriches students' learning experience.
- **Tools and Techniques:** Students are introduced to design software used in the fashion industry, such as Adobe Illustrator and CAD for pattern-making and fashion illustration. Hands-on practice with these tools equips them with the technical skills needed to create detailed technical flats, digital renderings, and innovative garment designs.
- **Approach:** Design thinking and project-based learning are emphasized, allowing

students to explore fashion concepts through research, ideation, prototyping, and final garment construction. This approach enhances creativity, attention to detail, and technical prowess while encouraging sustainable and innovative design solutions.

- **Outside Classroom:** The outside classroom experience students' people skills and psychomotor skills through industry-related, community, and hands-on activities:
 - **People Skills:** Students collaborate with industry professionals, peers, and clients through real-world projects, improving communication, teamwork, and client interaction skills. Internships with fashion houses, retail brands, and design studios, along with participation in fashion shows and workshops, provide exposure to industry dynamics and professional practices.
 - **Psychomotor Skills:** Hands-on activities such as garment construction, fabric manipulation, and pattern-making help students hone their psychomotor skills. In workshops, they work with sewing machines, cutting tools, and various fabrics, improving dexterity and a deep understanding of material properties and garment fabrication techniques.
 - **Industry Interactions:** Regular internships, industry visits, and collaborative projects with fashion designers and retail brands bridge the gap between classroom learning and industry expectations. Students apply their classroom knowledge in professional settings, gaining practical insights into fashion trends, consumer preferences, and production processes.
 - **Community Engagement:** Engaging in community-based fashion projects helps students develop a sense of social responsibility. They might work on sustainable fashion initiatives or design clothing for marginalized communities, using their design skills to create socially conscious and impactful fashion solutions.

➤ **Educational Planning and Execution: WHAT, WHEN & HOW learning will happen**

The educational planning and execution framework for the Bachelor of Design (B. Des.) Fashion Design program at the School of Fashion & Design (SOFD) is designed to provide a structured and enriching learning experience. This framework aims to facilitate meaningful engagement, foster critical thinking, and encourage creativity among students. By clearly outlining “WHAT, WHEN, and HOW” learning will take place, the school ensures that all educational activities align with the program's objectives and contribute to the holistic

development of aspiring fashion designers.

The program is built around the educational philosophy of "LEARN TO EARN LIVING" and "LEARN TO LIVE," providing a well-rounded learning journey from entry to exit.

- **Entry Phase**

Upon entry, students are introduced to the foundational principles of Fashion Design. Orientation sessions emphasize understanding the fashion industry, design ethics, and sustainable practices. This phase is designed to help students recognize that knowledge goes beyond earning a living—it is a way to contribute meaningfully to society through creative and innovative fashion solutions.

- **Core Learning**

As students progress through the program, they delve deeper into the creative and technical aspects of fashion design. Courses covering topics such as design thinking, sustainable fashion, and consumer behaviour equip students with essential skills for their careers. Workshops, fashion shows, and industry collaborations emphasize learning as preparation for professional success, while also promoting personal growth. A robust support system ensures that students of different learning paces (slow and fast learners) receive the guidance they need, through mentor-mentee systems and personal counselling, ensuring steady progress.

- **Skill Development**

The program focuses on the development of essential fashion design skills, such as research, garment construction, pattern-making, and draping. Collaborative design projects, industry visits, and networking events help students build communication, teamwork, and presentation skills, which are vital not only for professional success but also for building strong personal connections.

- **Final Collection and Exit Phase**

In the final phase, students work on their capstone project, developing a complete fashion collection that integrates all aspects of their learning. This is showcased in a final portfolio that demonstrates their creativity, technical expertise, and readiness for the fashion industry. The KRMU Career Development Cell (CDC) supports students with job placements and internships, reinforcing the "Learn to Earn" philosophy. The program also emphasizes lifelong learning, encouraging students to view their careers as opportunities to contribute positively to society through responsible and sustainable fashion.

- **Co-Curricular and Extra-Curricular Activities**

Students are actively involved in the university's 13 clubs and societies, which include fashion and cultural events, media production, and student leadership opportunities. These activities promote peer interaction, teamwork, and leadership skills, contributing to the development of well-rounded personalities. Regular industry visits, guest lectures, and workshops with fashion industry experts ensure students remain connected to current trends and practices, bridging the gap between classroom learning and professional expectations.

- **Community Connect**

Community engagement is a key component of the Fashion Design program. Students participate in socially responsible fashion projects, such as creating sustainable clothing for underserved communities or collaborating on eco-friendly fashion initiatives. This experience encourages students to consider the impact of fashion on society and the environment, while contributing to a greater cause. Participation in sports and cultural activities is also encouraged to help students maintain a balanced lifestyle, promoting teamwork and resilience.

- **Ethics and Values**

The program places strong emphasis on ethics, sustainability, and professional integrity. Students are encouraged to adhere to a code of conduct that promotes responsible fashion practices, preparing them to be ethical fashion designers who contribute to positive social and environmental change.

- **Career Counselling and Entrepreneurship**

The Career Development Cell (CDC) provides comprehensive career guidance, including job placements, internship opportunities, and skill development workshops. Additionally, the university's incubation center nurtures entrepreneurial ambitions, offering students the resources to develop innovative fashion ideas and start their own fashion ventures.

➤ **Components of Educational Planning**

All planned activities are executed as scheduled, ensuring a consistent and enriching learning environment that supports the development of both practical and theoretical skills in fashion design. The school follows the following framework to execute semester-long educational, co-curricular, and extracurricular activities:

- 1. University Calendar:** The University Calendar outlines key academic dates, such as term start and end dates, exam periods, and holidays that impact the Bachelor of Design (B. Des.) Fashion Design program.
- 2. Timetable:** The Timetable provides a clear structure of class sessions, including lecture timings, studio hours, and project work, ensuring that students have a well-organized weekly schedule.
- 3. School Calendar:** The School Calendar includes key events, design critiques, workshops, and submission deadlines specific to the School of Fashion & Design.
- 4. Activity Calendar:** The Activity Calendar highlights extracurricular activities, guest lectures by fashion industry professionals, and site visits that complement the academic curriculum, enhancing students' understanding of fashion design.
- 5. Class Sessions/Lectures:** Scheduled activities encompass theoretical lectures, practical studio sessions, and collaborative projects, offering a balanced learning experience that fosters both creativity and technical proficiency.
- 6. Monitoring:** Continuous monitoring ensures that the educational objectives of the Bachelor of Design (B. Des.) Fashion Design program are being met, and all planned activities are effectively carried out.
- 7. Correction of Deviations:** Any deviations from the planned framework are promptly addressed to maintain the integrity and quality of the learning experience.

➤ **Course Registration and Scheduling**

➤ **Major and Minor Selection Process:**

In the Bachelor of Design (B. Des.) Fashion Design program, students have the opportunity to choose from a variety of major and minor courses throughout their studies. There are 26 major courses and 8 minor courses available over the entire duration of the program. The selection process for minors is centralized, allowing students to make informed choices about their specialization. Every student must register at the beginning of each semester for the courses offered in that semester. Major courses are registered centrally for the students. However, for other multidisciplinary courses (Minor, VAC, OE), students must register by themselves through ERP.

The School of Architecture and Design offers the following minors with 32 credits spread

throughout the eight semesters:

1. Interior Styling
2. Contemporary Art Practice
3. UI/UX Design
4. Game Development

**Refer to Annexure No._____*

➤ **Value-Added Courses (VAC) and Open Electives (OE):**

Value-Added Courses (VAC) and Open Electives (OE) are offered to enhance students' skills and knowledge beyond the core curriculum. Students can select these courses based on their interests, enabling them to gain practical insights and experience in specific areas related to fashion design. The choice of VAC and OE typically occurs at the beginning of each semester, where students can consult with faculty and peers to make informed decisions.

➤ **Internships, Projects, Dissertations, and Training**

- **Internships**

Students are required to complete a summer internship after the fourth semester. The internship carries 2 credits and is evaluated in the following odd semester. This hands-on experience is designed to provide students with practical exposure to the fashion industry, allowing them to apply theoretical knowledge in real-world settings.

- **Thesis and Research Project**

In the seventh semester, all students undertake a Thesis in Fashion Design project, where they work on real-life fashion projects. This hands-on approach enables them to conduct in-depth research, critically analyze design challenges, and propose innovative solutions, bridging academic learning with real-world practice. Students pursuing Bachelor of Design (Hons. with Research) in Fashion Design engage in research projects that allow them to focus on specific areas within the field, aligning with their career goals. These projects are mapped to practical courses and experiential learning activities, ensuring students gain comprehensive insights into their chosen specializations.

- **Training**

In the eighth semester, students undertake industry training, where they collaborate with industry professionals on real-life projects. Those pursuing a research-oriented path will complete a Research Project (Dissertation) instead. This structured approach to projects and dissertations enables students to develop critical thinking, research, and project management skills.

➤ **Co-Curricular Activities Credit Choices**

Participation in co-curricular/extracurricular activities is part of outside classroom learning.

Students must earn 2 credits from co/ extracurricular activities. One credit from participation in co-curricular activities like Club/Society activities and another credit from Community Service (1 credit each) through participation in NSS/ Redcross activities or NGOs that contribute to their personal development, leadership skills, and community engagement.

Under the category of Club/Society, 1 credit can be earned by

- Registration in one of the Club/Societies of university and active participation in the events organized by the club/society

OR

- 15 hours of active engagement in any of the recreational/sports activities

Under the category of Community Service, 1 credit can be earned by

- 15 hours active engagement in community service through NGO/NSS/Redcross or any other society approved/ empanelled by the university

At the end of the semester, students are required to submit a log of hours, a report, and a certificate of participation/ completion summarizing their activities followed by a presentation.

➤ **Academic Support (Differential learning needs):**

Academic Support Systems for B. Des Interior Design students are designed to address diverse learning needs, ensuring each student excels. These systems include:

1. **Personalized Tutoring:** One-on-one sessions with experienced tutors focus on areas such as design software, space planning, furniture design, lighting systems, material selection, and project management, customized to individual skill levels.

2. **Workshops and Seminars:** Regular workshops on topics like sustainable design, digital modelling, construction techniques, and interior design ethics, along with industrial connections, enhance both practical and theoretical knowledge.
3. **Peer Mentoring Programs:** Advanced learners' mentor fellow students by leading project teams and offering guidance on assignments and design critiques, fostering a collaborative and supportive environment.
4. **Accessible Learning Resources:** Online platforms provide access to tutorials, design templates, articles, and interactive tools, accommodating various learning styles.
5. **Production and Outcome-Based Activities:** Students are encouraged to engage in practical, hands-on activities like design builds, mock-ups, and real-world projects. These works are showcased and recognized, boosting confidence and learning outcomes.
6. **Diversity and Inclusion Initiatives:** Programs promoting inclusivity ensure that all design ideas are valued, enriching the learning environment.
7. **Feedback and Assessment:** Continuous feedback systems allow students to receive constructive reviews of their work, facilitating growth, innovation, and skill development.

➤ **Student Career & Personal Support:**

- **Mentor-Mentee:** The Mentor-Mentee Program is an essential component for fostering successful careers as it acts as a bridge between faculty and students. Mentor-mentee relationships often go beyond academic and professional growth at KRMU.
- **Counselling and Wellness Services:** Counselling and Wellness Services for the students of Bachelor of Design (B. Des.) Fashion Design program are designed to support their mental health and overall well-being in a demanding academic environment. These services include confidential individual counselling sessions, where trained professionals provide guidance on stress management, time management and personal challenges. Group therapy sessions and workshops focus on topics such as resilience, coping strategies and mindfulness, promoting a sense of community and shared experiences. The school conducts sessions on mental health awareness from time to time. Wellness initiatives may include fitness programs,

relaxation activities and access to health resources that promote physical and mental health. By creating a supportive environment, these services help students navigate the pressures of their studies while fostering a balanced and healthy lifestyle.

- **Career Services and Training:** The Career Development Center (CDC) at KRMU provides comprehensive career services and training for Journalism and Mass Communication students, focusing on creating ample placement opportunities. In addition to inviting corporate recruiters to campus, the Centre hosts various counselling and training programs aimed at enhancing students' academic and professional skills. These programs equip students with the essential tools needed to secure lucrative careers in their field. Each year, prominent companies visit the KRMU campus, offering attractive job packages to emerging talent. The faculty members and the mentors also ensuring that students are well-prepared for the competitive job market.

➤ **Learning and Development Opportunities**

- **Practical Learning (Course Handouts, Session Plans):** Practical learning is supported by detailed handouts, providing structured guidance for students in areas like building material, space planning, furniture design, interior services and construction techniques etc. Sessions are conducted in specialized environments such as the Computer labs, studios, Material Museum and Construction Yard to enhance practical skills.
- **Experiential Learning (Learning by Doing):**
 - **Inside Classroom:** Design workshops, lighting system setups, and spatial planning exercises provide students with hands-on experience. Students apply theories through practical activities like model-making and digital design tool sessions.
 - **Outside Classroom:** Activities such as site visits, industrial visits, material procurement processes, and client interaction give students exposure to real-world challenges, with a focus on developing industry-relevant practical skills.
- **Case-Based Learning/Problem-Based Learning/Project-Based Learning:** Projects and case studies are carefully aligned with learning outcomes. Students are assigned tasks like redesigning existing interiors or working on sustainable design solutions, with detailed learning guidelines provided to map out the entire process from concept to execution.
- **Workshops, Seminars, and Guest Lectures:** Regular workshops on topics like sustainable

materials, advanced lighting, and digital modeling, supplemented by guest lectures from industry professionals. A tentative schedule will ensure these activities occur throughout each semester, giving students opportunities for direct interaction with experts and hands-on learning experiences.

➤ **Assessment and Evaluation**

• **Grading Policies and Procedures for theory courses, practical courses, projects, Internships, Dissertation**

As per university examination policy of K R Mangalam University, the Program Outcome assessments is done by aggregating both direct and indirect assessments, typically assigning 80% weightage to direct assessments and 20% to indirect assessments, to compute the final course attainment.

Studio Courses

	Evaluation Components	Weightage
INTERNAL (50 Marks)	Continuous Assessment (Projects, Assignments, Presentation, Case Studies, etc)	20 Marks
	Internal Jury	30 Marks
EXTERNAL (50 Marks)	End-Term Studio Exam	20 Marks
	External Jury	30 Marks

Theory Courses

Evaluation Components	Weightage
Internal Marks (Theory): - I) Continuous Assessment (30 Marks) (All the components to be evenly spaced) Projects/ Quizzes/ Assignments and Essays/ Presentations/ Participation/ Case Studies/ Reflective Journals (minimum of five components to be evaluated)	30 Marks
II) Internal Marks (Theory)-Mid-Term Exam	20 Marks

**Su
mm**

External Marks (Theory): -	
End Term Examination	50 Marks

er Internship grading at the completion of Vth semester

Students are required to complete a minimum four-week summer internship with a reputable architecture or interior design firm. During the internship, students must maintain a logbook documenting their daily activities and submit a detailed internship report for evaluation. Additionally, students must provide an appointment letter and a completion certificate from the firm to receive credit for the internship.

Clubs and community- grading at the completion of IVth and Vth semester

Students must demonstrate active involvement in the University clubs, societies, and community engagement activities, including participation with the National Service Scheme (NSS) or an approved Non-Governmental Organization (NGO), to qualify for the award of credits. To secure the credits, students are required to submit certificate or letter of appreciation as formal proof of their participation along with a detailed report of the activity.

MOOC grading at the completion of VIIIth semester

In Semester V, students will be informed about the requirement to complete a MOOC course. The information will be disseminated via notice boards, emails, and during classroom briefings by faculty members

- **Feedback and Continuous Improvement Mechanisms:** Teaching-learning is driven by outcomes. Assessment strategies and andragogy are aligned to course outcomes. Every CO is assessed using multiple components. The attainment of COs is calculated for every course to know the gaps between the desired and actual outcomes. These gaps are analysed to understand where does the student lags in terms of learning levels. Thereafter each student's learning levels are ascertained, if found below desirable level, and intervention strategy is effected in the following semester to make necessary corrections. To cater to the diverse learning needs of its student body, K.R. Mangalam University employs a comprehensive assessment framework to identify both slow and advanced learners. Students' learning levels are continually assessed based on their performance at various stages. If a student's performance in internal assessments falls below or equal to

55%, they are categorized as slow learners. Conversely, if a student's performance score in internal assessments is greater than or equal to 80%, they are identified as advanced learners. Such students are encouraged to participate in advanced learning activities. Through periodic evaluations and the utilization of modern management systems, the institution adeptly tracks students' performance across various courses, allowing for targeted interventions and support mechanisms.

- **Academic Integrity and Ethics:** The School of Architecture and Design places a strong emphasis on academic integrity and ethics, fostering a culture of honesty and responsibility among students. Clear guidelines are established to educate students about the importance of plagiarism prevention, proper citation practices, and ethical sourcing in their work. Regular workshops and seminars are conducted to discuss case studies and real-world scenarios, encouraging critical thinking about ethical dilemmas in Interior and Construction field. Faculty members serve as role models, promoting transparency and accountability in their interactions and evaluations. By instilling these values, the school prepares students to uphold high ethical standards in their professional careers, emphasizing the critical role that integrity plays in journalism and mass communication.

8. Program Structure

Semester-I								
S. No.	Category of Course	Course Code	Course	L	T	P/ S	C	Multiple Entry and Exit
1	Major-I	ADFD111	INTRODUCTION TO FIBRES	2	0	0	2	Award: Certificate [after completing 1 year of study (2 semesters with credits as prescribed), and an additional vocational course/internship of 4 credits to be covered within 6-8 weeks
2	Major-II	ADFD113	OVERVIEW OF FASHION	2	0	0	2	
3	Major-III	ADFD161	ELEMENTS & PRINCIPLES OF DESIGN	0	0	6	3	
4	Major-IV	ADFD163	COMPUTER APPLICATIONS	0	2	4	4	
5	Minor -I	-	MINOR -I	0	0	0	4	
6	Skill Enhancement Course I	SEC	STITCHING FUNDAMENTALS	0	0	3	3	
7	Value Added Course	VAC	VAC-I	0	0	0	2	
Total							2	

							0	during the summer vacation of the first year].
Semester-II								
S. No.	Category of Course	Course Code	Course	L	T	P/S	C	
1	Major-V	ADFD112	FABRIC PROCESS	2	0	0	2	
2	Major-VI	ADFD114	HISTORY OF FASHION COSTUMES	2	0	0	2	
3	Major-VII	ADFD162	FUNDAMENTALS OF DRAWING	0	0	4	2	
4	Major-VIII	ADFD164	FASHION SOFTWARE -I LAB	0	0	4	2	
5	Major- IX	ADFD166	FASHION & DRAPE	0	0	4	2	
6	Minor-II		MINOR-II	0	0	0	4	
7	Skill Enhancement Course II	SEC	FABRIC MANIPULATION TECHNIQUES	0	0	6	3	
8	Open Elective	OEC	OPEN ELECTIVE I	0	0	0	3	
9	Value Added Course	VAC	VAC-II	0	0	0	2	
Total							22	
Semester-III								
S. No.	Category of Course	Course Code	Course Title	L	T	P / S	C	Multiple Entry and Exit
1	Major- X	ADFD261	DYING AND PRINTING	0	0	4	2	Award: UG Diploma [after completing 2 years of study (4 semesters with credits as prescribed), and an additional vocational course/internship of 4 credits to be covered within 6-8 weeks during the summer vacation of the second year]
2	Major-XI	ADFD263	FASHION ILLUSTRATION -I LAB	0	0	4	2	
3	Major-XII	ADFD265	PATTERN DRAFTING -I LAB	0	0	4	2	
4	Major-XIII	ADFD267	GARMENT CONSTRUCTION TECHNIQUES-I LAB	0	0	4	2	
5	Major-XIV	ADFD269	FASHION SOFTWARE -II LAB	0	0	4	2	
6	Minor-III		MINOR-III	0	0	0	4	
6	Ability Enhancement Course	AEC001	NEW AGE LIFE SKILLS-I	3	0	0	3	
7	Open Elective	OEC	OPEN ELECTIVE II				3	

8	Value Added Course	VAC	VAC-III				2	Entry: The student who took exit after completion of the first year (UG Certificate) is allowed to enter the diploma programme within five years from the first entry in the programme, four years in case of degree program and three years in case of Hons. degree so as to complete the programme within the stipulated time period of seven years.	
Total							2 2		
Semester-IV									
S. No.	Category of Course	Course Code	Course	L	T	P / S	C		
1	Major-XV	ADFD222	GARMENT MANUFACTURING	2	0	0	2		
2	Major-XVI	ADFD262	INDIAN EMBROIDERIES & TEXTILE	1	0	2	2		
3	Major-XVII	ADFD264	FASHION ILLUSTRATION - II LAB	0	0	4	2		
4	Major-XVIII	ADFD266	PATTERN DRAFTING -II LAB	0	0	4	2		
5	Major-XIX	ADFD268	GARMENT CONSTRUCTION TECHNIQUES-II LAB	0	0	4	2		
6	Major-XX	ADFD270	FASHION SOFTWARE -III LAB	0	0	4	2		
7	Minor-IV		MINOR-IV				4		
8	SEC		CRAFT PROCESS	1	0	2	2		
9	Ability Enhancement Course	AEC002	NEW AGE LIFE SKILLS-II				3		
10	OE		OPEN ELECTIVE - III				3		
11	Clubs & Society						1		
Total							25		
Summer Internship									
<p>*Student will go on summer internship; evaluation will be done in Vth semester</p> <p>**In Semester V, students will be informed about the requirement to complete a MOOC course. The information will be disseminated via notice boards, emails, and during classroom briefings by faculty members. Refer to Annexure No. _____</p> <p>Students must demonstrate active involvement in the University clubs, societies, and community engagement activities, including participation with the National Service Scheme (NSS) or an approved Non-Governmental Organization (NGO), to qualify for the award of credits. To secure the credits, students are required to submit certificate or letter of appreciation as formal proof of their participation along with a detailed report of the activity</p>									
Semester-V									
S. No.	Category of Course	Course Code	Course Title	L	T	P / S	C	Multiple Entry and Exit	
1	Major-XXI	ADFD311	RETAIL & V M IN FASHION	2	0	0	2	Award: Bachelor's Degree	
2	Major-	ADFD3	FASHION	0	0	4	2		

	XXII	61	ILLUSTRATION - III LAB							[after completing 3-year of study (6 semesters with credits as prescribed)] Entry: The student who took exit after completion of two years of study (UG Diploma) are allowed to re-enter the degree programme within three years and complete the degree programme within the stipulated maximum period of seven years.
3	Major-XXIII	ADFD3 63	PATTERN DRAFTING -III LAB	0	0	4	2			
4	Major-XXIV	ADFD3 65	GARMENT CONSTRUCTION TECHNIQUES-III LAB	0	0	4	2			
5	Major-XXV	ADFD3 67	FASHION SOFTWARE -IV LAB	0	0	4	2			
6	Minor-V		MINOR-V				4			
7	Research Project	ADFD3 69	CRAFT BASED RESEARCH PROJECT	0	0	4	2			
8	Ability Enhancement Course	AEC00 3	NEW AGE LIFE SKILLS-III				3			
9	SUMMER INTERNSHIP	SIFD00 1	EVALUATION OF SUMMER INTERNSHIP				2			
	Community Service						1			
Total							2		2	
<p><i>Students must demonstrate active involvement in the University clubs, societies, and community engagement activities, including participation with the National Service Scheme (NSS) or an approved Non-Governmental Organization (NGO), to qualify for the award of credits. To secure the credits, students are required to submit certificate or letter of appreciation as formal proof of their participation along with a detailed report of the activity.</i></p>										
Semester-VI										
S. No.	Category of Course	Course Code	Course	L	T	P / S	C			
1	Major-XXVI	ADFD3 12	BRAND PROMOTION & COMMUNICATION	2	0	0	2			
2	Major-XXVII	ADFD3 14	QUALITY CONTROL	2	0	0	2			
3	Major-XXVIII	ADFD3 16	RESEARCH ETHICS	2	0	0	2			
4	Major-XXIX	ADFD3 62	BASICS OF GRADING	0	0	4	2			
5	Major-XXX	ADFD3 64	FASHION SOFTWARE -IV LAB	0	0	4	2			
6	Major-XXXI	ADFD3 66	GREEN FASHION PRACTICES	0	0	6	3			
7	Minor-VI		MINOR-VI				4			
8	SEC		FASHION PHOTOGRAPHY AND STYLING	0	0	4	2			

Total							19	
Bachelor's Degree (Honours with research) Semester-VII								<p>*Award: 4-year Bachelor's Degree (Honours with Research)* *Students who secure 75% marks and above in the first six semesters and wish to undertake research at the undergraduate level can choose a research stream in the fourth year. Upon completing a research project in their major area(s) of study in the 4th year, a student will be awarded Bachelor's Degree (Honours with Research). Entry The student who took exit after completion of three years of study (UG degree) is allowed to re-enter the degree programme maximum within three years and complete the degree programme within the stipulated maximum period of seven years.</p>
S. No.	Category of Course	Course Code	Course	L	T	P/S	C	
1	Major-XXXII	ADFD411	FASHION & ENTREPRENEURSHIP	2	0	0	2	
2	Major-XXXIII	ADFD461	DESIGN DEVELOPMENT PROCESS	0	0	8	4	
3	Dissertation	ADFD463	DISSERTATION	6	2	4	10	
4	Minor-VII		MINOR-VII				4	
5	Summer Internship	SIFD002	SUMMER INTERNSHIP	0	2	0	2	
Total							22	
Bachelor's Degree (Honours with research) Semester-VIII								
1	Major-XXXIV	ADFD462	GRADUATION COLLECTION	0	4	12	10	
2	Major-XXXV	ADFD464	ADVANCE GARMENT CONSTRUCTION TECHNIQUES	0	0	8	4	
3	Major-XXXVI	ADFD466	CREATIVE PORTFOLIO DESIGN	0	0	4	2	
4	Minor-VIII			0	0	0	4	
5	Major-XXXVII		MOOC- I	0	0	0	2	
6	Major-XXXVIII		MOOC- II	0	0	0	2	
Total							24	
*Bachelor's Degree (Honours) Semester-VII								<p>Award: 4-year Bachelor's Degree (Honours) [with credits as prescribed after eight semesters programme of study] Entry The student who took exit after completion of three years of study (UG degree) is allowed to re-enter the degree programme maximum within three years</p>
S. No.	Category of Course	Course Code	Course	L	T	P	C	
1	Major-XXXII	ADFD411	FASHION & ENTREPRENEURSHIP	2	0	0	2	
2	Major-XXXIII	ADFD461	DESIGN DEVELOPMENT PROCESS	0	0	8	4	
3	Dissertation	ADFD463	DISSERTATION	6	2	4	10	
4	Minor-VII		MINOR-VII				4	
5	Summer Internship	SIFD002	SUMMER INTERNSHIP	0	2	0	2	

								and complete the degree programme within the stipulated maximum period of seven years.
Total							22	
*Bachelor's Degree (Honours) Semester-VIII								
1	Major-XXVI	ADFD468	Graduation Project	0	0	0	16	
2	Minor-VIII		Project	0	0	0	4	
3	MOOC- I		UNDERSTANDING CREATIVITY & CREATIVE WRITING	0	0	0	2	
4	MOOC- II		CULTURAL STUDIES: FOLK & MINOR ART IN INDIA	0	0	0	2	
Total							24	

Total Credits: 176

Minor Streams

*Details of Minors offered by SOAD										
Students will have to choose minor at the beginning of the first semester										
Interior Styling (Only for SOAD students, except B. Des. Interior Design, Mandatory for BFA 2023-24 batch)										
S. No.	Category of Course	Course Code	Course Title	L	T	S	P	C	H	
1	Minor 1	UIS101	Introduction to Design Principles	0	0	4	0	4	4	
2	Minor 2	UIS102	Interior Design Fundamentals	0	0	4	0	4	4	
3	Minor 3	UIS103	Product Design Basics	0	0	4	0	4	4	
4	Minor 4	UIS104	Advanced Product Design	0	0	4	0	4	4	
5	Minor 5	UIS105	Interior Styling	0	0	4	0	4	4	
6	Minor 6	UIS106	Advanced Interior Styling	0	0	4	0	4	4	
7	Minor 7	UIS107	Advanced Interior Design	0	0	4	0	4	4	
8	Minor 8	UIS108	Interior Styling Project	0	0	4	0	4	4	
Total							32	32	32	
Contemporary Art Practice Only for SOAD students, except BFA students										
S. No.	Category of Course	Course Code	Course Title	L	T	S	P	C	H	
1	Minor 1	UCA101	Introduction to Contemporary Art	0	0	4	0	4	4	
2	Minor 2	UCA102	Modernism and Its Influence	0	0	4	0	4	4	
3	Minor 3	UCA103	Photography and Conceptual Art	0	0	4	0	4	4	
4	Minor 4	UCA104	Performance Art	0	0	4	0	4	4	
5	Minor 5	UCA105	Globalization and Art	0	0	4	0	4	4	

6	Minor 6	UCA106	Identity and Representation	0	0	4	0	4	4
7	Minor 7	UCA107	Conceptual Installation	0	0	4	0	4	4
8	Minor 8	UCA108	Contemporary Art Project	0	0	4	0	4	4
Total							32	32	32
UI/UX Design Only for SOAD students, except B.Des UI & UX students									
S. No.	Category of Course	Course Code	Course Title	L	T	S	P	C	H
1	Minor 1	UUI101	Introduction To UX Design	0	0	4	0	4	4
2	Minor 2	UUI102	Introduction to UI Development	0	0	4	0	4	4
3	Minor 3	UUI103	Basics of UI Design	0	0	4	0	4	4
4	Minor 4	UUI104	Introduction To 6D	0	0	4	0	4	4
5	Minor 5	UUI105	Wireframing And Prototyping	0	0	4	0	4	4
6	Minor 6	UUI106	Methodologies in Interaction Design	0	0	4	0	4	4
7	Minor 7	UUI107	Gamification And UX	0	0	4	0	4	4
8	Minor 8	UUI108	UI/ UX Design Project	0	0	4	0	4	4
Total							32	32	32
Game Development Only for SOAD students, except B.Des. Game Design and Animations students									
S. No.	Category of Course	Course Code	Course Title	L	T	S	P	C	H
1	Minor 1	UGD101	Fundamentals of Game Engine	0	0	4	0	4	4
2	Minor 2	UGD102	Game Designing Technology	0	0	4	0	4	4
3	Minor 3	UGD103	Computer Programming for Video Game	0	0	4	0	4	4
4	Minor 4	UGD104	Video Editing and Visual Effects	0	0	4	0	4	4
5	Minor 5	UGD105	Introduction to Immersive Technologies	0	0	4	0	4	4
6	Minor 6	UGD106	3D Game Development	0	0	4	0	4	4
7	Minor 7	UGD107	Game Publication and Marketing	0	0	4	0	4	4
8	Minor 8	UGD108	Game Development Project	0	0	4	0	4	4
Total							32	32	32

Syllabi

Semester 1

ADFD111	INTRODUCTION TO FIBERS	L	T	P/ S	C
Version	1.0	2	0	0	2
Category of Course	Major				
Total Contact Hours	24				
Pre-Requisites/ Co-Requisites	Basic knowledge of Textiles				

Course Perspective

The course, Introduction to Fibers, introduces students to the fundamentals of textile fibers, including their origins, properties, and categorization. Students will explore the processes involved in fiber spinning, understand basic fiber terminologies, and learn about different blending techniques. Through this course, students will gain foundational knowledge essential for textile and fashion design, enabling them to distinguish between natural and man-made fibers and understand the relevance of various yarn properties in garment design.

Course Outcomes

CO1: Remembering and classifying textile fibers by identifying their length and origin.

CO2: Understanding differences between natural and man-made fibers by defining and describing their unique characteristics.

CO3: Applying blending techniques by explaining their importance and the purpose they serve in textile production.

CO4: Analyzing yarn types by identifying and describing the components and defects of basic and special yarns.

CO5: Evaluating yarn count systems by assessing the significance of Direct & Indirect counts and their impact on textile properties.

Course Content

Unit I: Textile Terminologies and Fiber Classification

No. of Hours: 6

A. **Introduction to Textile Terminologies:** Basic definitions and industry terms related

to fibers.

- B. **Fiber Classification:** Types of fibers, classification based on length and origin.
- C. **Natural Fibers:** Composition, origin, and manufacturing processes for fibers such as cotton, wool, and silk.
- D. **Man-Made Fibers:** Composition, origin, and manufacturing processes for fibers like nylon, polyester, and PVC.
- E. **Fiber Properties:** Performance criteria, properties, and characteristics of natural and man-made fibers.
- F. **Fiber Blends:** Introduction to different types of fiber blends and their applications.

Unit II: Yarn Formation

No. of Hours: 6

- A. **Spinning of Natural Fibers:** Processes including blow room, carding, combing, drawing, roving, and ring frame.
- B. **Spinning of Man-Made Fibers:** Techniques such as melt spinning, dry spinning, and wet spinning.

Unit III: Yarn Blends, Composition, and Spinning Processes

No. of Hours: 8

- A. **Yarn Blends and Composition:** Importance and processes of blending fibers for specific properties.
- B. **Spinning Processes:** Techniques for winding, calculating twist multiplier, and using two-for-one (TFO) twisting.
- C. **Yarn Conditioning:** Methods and importance of yarn conditioning in enhancing fiber properties.
- D. **Types of Yarn:** Overview of different yarn types and their respective properties.

Unit IV: Count System

No. of Hours: 4

- A. **Count Systems:** Explanation of direct and indirect count systems, including New English Count, Metric Count, Woolen Count, Worsted Count, Denier, Tex, and Deci Tex.

Learning Experience

This course will be delivered through interactive lectures and tutorials focused on both theoretical and practical applications. The approach emphasizes active student engagement, fostering a solid understanding of fiber structures and properties.

Instruction Methods and Activities

1. Inside Classroom:

- a. Lectures and Tutorials: Introducing core concepts and terminologies, supported by discussions for deeper understanding.
- b. Hands-on Learning and Projects: Assignments focused on fiber classification, spinning techniques, and fiber-blend analysis.

2. Outside Classroom:

- a. Market Survey: Students will explore textile shops or manufacturing units to analyze fiber types and yarn structures used in various textile products.

Textbooks

1. Bernard P Corbman – Textiles: Fiber to Fabric, New York: McGraw-Hill, 2009.

Reference Books

1. Sara J. Kadolph – Textiles, 11th edition, Pearson India, 2014.
2. Mary Humphries – Fabric Reference, 4th edition.

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Theory): - I) Continuous Assessment (30 Marks) (All the components to be evenly spaced) Projects/ Quizzes/ Assignments and Essays/ Presentations/ Participation/ Case Studies/ Reflective Journals (minimum of five components to be evaluated)	30 Marks
II) Internal Marks (Theory)-Mid-Term Exam	20 Marks
External Marks (Theory): - End Term Examination	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

ADFD113	OVERVIEW OF FASHION	L	T	P/ S	C
Version	1.3	2	0	0	2
Category of Course	Major				
Total Contact Hours	24				
Pre-Requisites/ Co-Requisites	Advance knowledge of Global and Indian Fashion Industry.				

Course Perspective:

This course provides a comprehensive overview of the global fashion industry, focusing on the structural and operational aspects of the apparel sector. It aims to build students' knowledge of fashion and apparel processes, emphasizing the importance of fashion vocabulary, industry structure, and garment handling techniques. By delving into apparel analysis and current practices, the course equips students with insights into managing apparel production and understanding the workflows and strategies necessary for effective supply chain management. Through this holistic approach, students will develop a strong foundation in the dynamics of fashion industry operations.

Course Outcomes:

On completion of this course, the students will be able to

CO1: Recall and define fundamental fashion terms, such as fashion, fad, and classic.

CO2: Explain the types and structure of the global and Indian fashion industries.

CO3: Identify and list major fashion capitals around the world.

CO4: Describe and interpret fashion adoption theories, the fashion life cycle, and the workflow in a garment manufacturing unit.

CO5: Apply knowledge of fashion forecasting to analyze its importance, process, and the role of a forecaster in apparel design.

Course Content

Unit I: Introduction to Fashion Industry and Vocabulary

No. of Hours: 6

A. **Fashion Terms** – Definitions and concepts of terms like fashion, fad, classic, haute

couture, prêt-à-porter, knockoff, and more.

- B. **Garment Vocabulary** – Overview of garment types and styles, including T-shirts, trousers, racerback, kimono, raglan sleeves, etc.
- C. **Structure of the Global & Indian Fashion Industry** – Types, organizational structure, and impact on the economy.
- D. **Major Fashion Capitals** – Exploration of the influence of Paris, Milan, Tokyo, New York, London, and India, along with their prominent designers and brands.

Unit II: Fashion Forecasting and Trend Analysis

No. of Hours: 6

- A. **Fashion Forecasting** – Purpose and use of forecasting services, factors influencing fashion trends, and the fashion cycle.
- B. **Consumer Interaction with Fashion Life Cycle** – Understanding of fashion leaders, followers, and factors affecting fashion trends.
- C. **Fashion Categories** – Styles, sizes, and price categories for men's, women's, and kids' fashion.
- D. **Fashion Promotion and Communication** – Role of trade fairs, fashion shows, and media in promoting fashion trends.

Unit III: Technical Drawing and Apparel Analysis

No. of Hours: 6

- A. **Importance of Technical Drawings** – Use and preparation of technical drawings in the fashion industry.
- B. **Components of a Technical Pack** – Introduction to garment flats, specifications, and spec sheets.
- C. **Apparel Analysis** – Steps to disassemble garments, breakdown of garment components, and parameters for evaluating tops and bottoms.

Unit IV: Garment Manufacturing and Supply Chain Management

No. of Hours: 6

- A. **Organization of Apparel Buying and Manufacturing Units** – Workflow, department functions, and role of merchandisers.
- B. **Types of Merchandisers** – Various roles and responsibilities within the industry.
- C. **Supply Chain in the Fashion Industry** – Tools, strategies, and importance of effective supply chain management.

Learning Experience

This course uses a blend of lectures, hands-on assignments, case studies, and industry insights

to provide students with a practical understanding of fashion industry operations, garment analysis, and supply chain practices.

Instruction Methods and Activities

- I. **Inside Classroom:** Lectures, vocabulary sessions, technical drawing practice, and case-based discussions on fashion capitals.
- II. **Outside Classroom:** Industry analysis assignments, visits to trade fairs or showrooms (if feasible), and the study of fashion trends and market forecasting reports.

Textbooks

1. Brockman, H.L. (1965). The Theory of Fashion. John Wiley & Sons.
2. Jha, B., & Gera, P.K. (2014). Overview of Fashion Industry-I, 1st ed., Central Board of Secondary Education.
3. Frings, G. (1996). Fashion: From Concept to Consumer, 5th ed. Prentice Hall Publications.
4. Marshall, S.G., et al. (2009). Individuality in Clothing & Personal Appearance, 6th ed. Pearson Education.

Reference Books

1. Jarnow, J., & Judelle, B. (1987). Inside Fashion Business. Merrill Prentice Hall.
2. Shorie, G.P. (2007). Vastra Vigyan Ke Mool Siddhant. Vinod Pustak Mandir.
3. Stone, E. (2008). The Dynamics of Fashion. Fairchild Publication.
4. Verma, P. (2003). Vastra Vigyan Evam Paridhan. Hindi Granth Academy.
5. Swinney, J.B. (1942). Merchandising of Fashion. Ronald Press.
6. Solomon, M.R. (2012). Consumer Behaviour in Fashion. Pearson.
7. Jha, J. (2006). Apparel Merchandising. Manipal University.

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Theory): -	30 Marks

I. Continuous Assessment (30 Marks) (All the components to be evenly spaced) Projects/ Quizzes/ Assignments and Essays/ Presentations/ Participation/ Case Studies/ Reflective Journals (minimum of five components to be evaluated)	
II) Internal Marks (Theory)-Mid-Term Exam	20 Marks
External Marks (Theory): - End Term Examination	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

ADFD161	ELEMENTS & PRINCIPLES OF DESIGN	L	T	P	C
Version	1.0	0	0	6	3
Category of Course	Practical Learning				
Total Contact Hours	72				
Pre-Requisites/ Co-Requisites	Principle of design and elements				

Course Perspective

The Elements & Principles of Design course offers students an in-depth exploration of the foundational concepts that drive the creation of fashion designs. It introduces them to the key elements—such as line, shape, color, texture, and form—and principles—like balance, rhythm, and harmony—that are essential in the design process. The course aims to equip students with the skills to effectively combine these elements and principles to create aesthetically pleasing and functional designs. Through hands-on practice, students will learn to apply these concepts in designing collections, developing a keen understanding of how these elements influence the overall look, structure, and appeal of garments. This practical learning experience is intended to foster creativity, improve design communication, and enable students to develop their own unique design voices in the context of fashion.

Course Outcome

CO1: Understanding fundamental elements and principles of design, including line, shape, color, texture, and balance, and their role in fashion design.

CO2: Applying design principles and visualization skills to create effective fashion drawings and sketches that communicate design concepts clearly.

CO3: Analyzing design components, such as color schemes, textures, and silhouettes, to develop cohesive garment collections that meet aesthetic and functional criteria.

CO4: Evaluating the effectiveness of design elements in fashion compositions by critiquing and assessing their ability to enhance the garment's structure, function, and visual appeal.

CO5: Creating and developing innovative fashion designs by integrating design principles, color harmonies, and textures to produce unique, well-balanced apparel collections.

Course Content

Unit I: Introduction to Design Concepts No. of Hours: 18

- A. **Definition and importance of design** – Structural and decorative designs
- B. **Elements of design:** Lines, form, shape, color, texture, etc.
- C. **Principles of design:** Repetition, gradation, radiation, dominance, unity, harmony, contrast, proportion, balance, rhythm – Importance in designing

Unit II: Lines and Silhouettes No. of Hours: 18

- A. Functions of lines and silhouettes
- B. Different types of lines and their characteristics
- C. Use of line in clothing according to body shapes
- D. Optical illusions created by various combinations of lines

Unit III: Color Theory and Application No. of Hours: 18

- A. Color Forecast and Pantone
- B. The Color Wheel: Primary, secondary, and tertiary colors
- C. Color Dimensions: Hue, value, and chroma
- D. Tints, tones, shades
- E. Color harmony: Related and contrasting color harmonies, and their subdivisions
- F. Application of color in clothing, including seasonal colors

Unit IV: Texture and Design Process No. of Hours: 18

- A. Types of texture
- B. The design process: Fashion boards, mood boards, and concept development

Learning Experience

This course will involve a mix of practical exercises, guided projects, and visual exercises, encouraging active student participation. Students will develop skills in fashion illustration, visual merchandising, and communicate design concepts clearly using various tools. There will be a focus on both theoretical foundations and practical applications of the design elements and principles in fashion.

Instruction Methods and Activities

I) Inside Classroom:

- a. **Lectures and Tutorials:** Discussing core principles and elements of design.

- b. **Hands-on Learning:** Practical sessions focused on sketching, color theory application, and texture studies.

II) Outside Classroom:

- a. **Design Projects:** Students will work on developing fashion boards, sketches, and color schemes for a collection.
- b. **Industry Visits (optional):** To observe and analyze design applications in real-world settings.

Textbooks

1. Sumathy, G. (2002). Elements of Design and Apparel Design. New Age International Pvt. Ltd.
2. Abling, Bina. Fashion Sketchbook, 4th Edition. Fairchild Publications.

Reference Books

1. Gimsely, M.C. and Harriot, T. Art and Fashion in Clothing Selection. Nova State University Press, New York.
2. McKelvey, Kathryn & Janin. Fashion Design - Process, Innovation & Practice. Blackwell Publishers.

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Practical): -	
I. Conduct of Experiment	10 Marks
II. Lab Records	10 Marks
III. Lab Participation	10 Marks
IV. Lab Project	20 Marks
External Marks (Jury): -	
Viva	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

ADFD163	COMPUTER APPLICATIONS	L	T	P	C
Version	1.0	2	0	4	4
Category of Course	Practical Learning				
Total Contact Hours	48				
Pre-Requisites/ Co-Requisites	Logical thinking				

Catalogue Description

This course will give the learner an opportunity to conceptualize the structure, property and end use of different types of computer applications and their correlations with industry. In this course they will understand the concept of making portfolios on industry level.

Course Outcomes:

On completion of this course, the students will be able to

CO1: Understanding and explaining design concepts by defining and describing the fundamentals of space and font usage.

CO2: Summarizing the principles of attention-grabbing design by outlining key concepts that enhance visual appeal.

CO3: Grasping design concepts by interpreting and visualizing design elements effectively.

CO4: Enabling design forecasting by analyzing trends to gather valuable information for future applications.

CO5: Stating the industry relevance of these applications by demonstrating how they contribute to enhanced learning and professional skill development.

Course Content

Unit I: Internet Research and Program Navigation

No. of Hours: 12

- A. Gaining skills in internet research and navigating between off-the-shelf programs.
- B. Professional research overview based on fashion design topics.
- C. Practical work: Using PowerPoint (PPT) and MS Word for topic coordination and research presentations.

Unit II: Working with PowerPoint

No. of Hours: 12

- A. Creating custom color palettes in PowerPoint.
- B. Generating tables and graphs in PowerPoint to visualize data and design concepts.

Unit III: Semiotics and Brand Research

No. of Hours: 12

- A. Understanding semiotics and its application in design through PowerPoint.
- B. Conducting brand research and presenting findings using PowerPoint.

Unit IV: Report Writing and MS Word Applications

No. of Hours: 12

- A. Preparing reports on assigned topics using MS Word.
- B. Practical work: Writing and formatting reports, focusing on design-related content.

NOTE: This is an overview of all the MS office software in one. Understanding basic knowledge of the tools in these applications.

Learning Experience

The course will focus on practical learning, with a strong emphasis on using software tools like Microsoft Office (PowerPoint and MS Word) for research, design presentation, and documentation. Students will engage in assignments that incorporate design elements and industry practices, preparing them for real-world applications.

Instruction Methods and Activities

I. Inside Classroom:

- a. **Lectures and Demonstrations:** Introduction to key computer applications used in design research and presentations.
- b. **Hands-on Projects:** Guided exercises in using PowerPoint and MS Word for creating presentations, reports, and design concepts.

II. Outside Classroom:

- a. **Assignments:** Research-based projects on various fashion design topics, which will require the use of PowerPoint and MS Word for presentation and documentation.
- b. **Portfolio Creation:** Students will develop their own portfolios using the applications taught in the course, showcasing their learning and design capabilities.

Textbooks

No Specific Textbook: The course focuses on practical knowledge and the application of Microsoft Office tools in fashion design.

Reference Books

1. Microsoft Office 2019 All-in-One for Dummies by Peter Weverka (For reference on advanced Microsoft Office tools).
2. Microsoft PowerPoint 2019 Step by Step by Joan Lambert (For in-depth PowerPoint functionality).

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Practical): -	
I. Conduct of Experiment	10 Marks
II. Lab Records	10 Marks
III. Lab Participation	10 Marks
IV. Lab Project	20 Marks
External Marks (Jury): -	
Viva	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

SEC	STITCHING FUNDAMENTALS	L	T	P	C
Version	1.4	0	0	6	3
Category of Course	Practical Learning				
Total Contact Hours	72				
Pre-Requisites/ Co-Requisites	Understanding basics of stitching				

Catalogue Perspective

The Basic Stitching Techniques course is designed for beginners who are interested in learning the fundamental skills of stitching. The course covers a comprehensive introduction to various stitching techniques, tools, and materials used in basic sewing. Participants will gain hands-on experience and develop the necessary skills to confidently create simple garments and design elements. Students will work with sewing machines, learn to select fabrics, and apply different construction techniques to garment components.

Course Outcomes:

CO1: Remembering and applying the basic concepts and techniques learned in the course.

CO2: Understanding the various types of machine seams and hand stitches, recognizing their specific applications and characteristics.

CO3: Applying techniques to create different types of tucks, pleats, plackets, hemlines, necklines, cuffs, pockets, gathering, and shirring, etc.

CO4: Analyzing all the learnt technique and their use in garment construction.

CO5: Evaluating the methods involved in constructing various garment components.

Course Content

Unit I: Introduction to Stitches, Tools, and Machine Operation

No. of Hours: 18

- A. Importance of stitching skills.
- B. Overview of different types of stitches and their applications.
- C. Introduction to stitching tools and materials.
- D. Hand sewing techniques: running stitch, backstitch, whip stitch, slip stitch, etc.
- E. Introduction to sewing machines and their parts.

- F. Threading the sewing machine and understanding stitch types and settings.
- G. Basic machine stitches: straight stitch, zigzag stitch, etc.

Unit II: Fabric Selection and Seam Construction

No. of Hours: 18

- A. Understanding fabric properties and selecting the appropriate fabric.
- B. Fabric marking techniques.
- C. Preparing fabric for stitching (washing, ironing, etc.).
- D. Fabric layout and cutting basics.
- E. Sewing various seams: plain seam, French seam, mock French seam, flat fell seam.
- F. Seam finishes: pinked, overlock, bias-bound, turn & stitch, Hong Kong bound.
- G. Hem finishes: circular lines, angular lines, and corner finishes.

Unit III: Garment Components Construction

No. of Hours: 18

- A. Types of plackets: continuous bound placket, bound and faced placket, French placket.
- B. Types of pockets: patch pocket, welt pocket, side seam pocket, slash pocket, cargo pocket.
- C. Types of cuffs: shirt cuffs, French cuffs, convertible cuffs.
- D. Techniques for gathering and shirring.

Unit IV: Tucks, Pleats, Necklines, and Waist Finishes

No. of Hours: 18

- A. Types of tucks and their applications.
- B. Types of necklines and their construction techniques.
- C. Types of pleats and how to construct them.
- D. Waist finishes: waistband (elasticized or drawstring), facing, and opening fasteners.

Final Submission

Create 2 products incorporating the elements learned in the course, including stitches, seams, pockets, plackets, cuffs, tucks, pleats, and waist finishes.

Learning Experience

The course will focus on hands-on learning and practical application of basic stitching techniques. Students will develop their skills using sewing machines and various stitching tools to create garment components such as seams, plackets, pockets, and pleats. The course will integrate theoretical understanding with practical exercises, ensuring students gain proficiency in both machine and hand stitching. Real-world design applications will be

emphasized through product development, allowing students to create garments by applying the techniques learned throughout the course.

Instruction Methods and Activities

I. Inside Classroom:

- a. **Lectures and Demonstrations:** Introduction to stitching techniques, machine operations, and garment components, with live demonstrations on hand sewing and machine stitching.
- b. **Practical Sessions:** Hands-on exercises focusing on stitching types, fabric preparation, and seam finishes. Students will also practice creating pockets, cuffs, tucks, pleats, and other garment components using both manual and machine stitching techniques.

II. Outside Classroom:

- a. **Assignments:** Students will complete various stitching tasks such as creating stitch samples, fabric layouts, and garment components, applying the knowledge gained in the classroom.
- b. **Product Development:** For the final project, students will design and create two products incorporating the stitching techniques and garment components they have learned. This will allow them to build a portfolio showcasing their skills.
- c. **Portfolio Creation:** Students will compile their work, including stitch samples, garment components, and final product designs, into a professional portfolio that reflects their technical abilities and creative design thinking.

Textbooks

1. The Sewing Book: New Edition: Over 300 Step-by-Step Techniques by Alison Smith MBE (2018).
2. Tailoring Techniques for Fashion by Milva Fiorella Di Lorenzo (Fairchild Books, 2009).
3. The Art of Couture Sewing by Zoya Nudelman (Fairchild Books, 2009).
4. Basic Fashion Design 03-Construction by Annette Fischer (Ava Publishing, 2008).
5. Tailored Fashion Design by Pamella Powell (Fairchild Books, 2010).
6. Fashion Sewing: Introductory Techniques by Amaden-Crawford (Fairchild Books, 2014).

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Practical): -	
I. Conduct of Experiment	10 Marks
II. Lab Records	10 Marks
III. Lab Participation	10 Marks
IV. Lab Project	20 Marks
External Marks (Jury): -	
Viva	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

Semester 2

ADFD112	FABRIC PROCESS	L	T	P	C
Version	1.0	2	0	0	2
Category of Course	Learning				
Total Contact Hours	24				
Pre-Requisites/ Co-Requisites	Basic of fabric construction process				

Course Perspective

The Fabric Process course provides a comprehensive understanding of fabric construction techniques and properties. It introduces students to various weaving and knitting methods, including woven and knitted structures, non-woven textiles, and specialty fabric finishes. This knowledge aids students in making informed choices for textile design, focusing on the functionality, aesthetics, and suitability of fabrics based on design, budget, and client requirements.

Course Outcomes

On completion of the course, the learner will be able to:

- CO1:** Remembering the various parts of a loom, along with their specific functions.
- CO2:** Understanding the essential properties that differentiate woven fabrics from knitted fabrics.
- CO3:** Applying the knowledge of weaving to classify and differentiate among types of simple and fancy weaves.
- CO4:** Analysing various fabric finishes and differentiate between basic and special finishes based on their effects on fabric quality.
- CO5:** Evaluating and interpret key weaving terms, such as Ends Per Inch (EPI), Picks Per Inch (PPI), and Grams Per Square Meter (GSM), to assess fabric characteristics.

Course Content

Unit I: Introduction to Fabric Construction Methods

No. of Hours: 6

A. Overview of fabric construction methods, including weaving, knitting, felting, non-woven, laces, braids, and nets.

B. Properties and characteristics of various fabric construction methods.

Unit II: Basics of Weaving and Knitting

No. of Hours: 6

A. Weaving – Understanding the basic parts of a loom and their functions.

B. Conventional and non-conventional looms, including their working mechanisms.

C. Knitting – General properties of knitted fabrics and an introduction to basic weft and warp knitted structures.

Unit III: Weave Structures and Types

No. of Hours: 6

A. Representation of weave structures.

B. Basic Weaves and their Variations – Plain, Twill, Satin weaves.

C. Fancy Weaves – Overview of Dobby, Jacquard, Pile, Leno, and surface figure weaves.

D. Characteristics and properties of various weave types.

Unit IV: Weave Terminology, Blends, and Finishes

No. of Hours: 6

A. Weave Terminology – Explanation of EPI, PPI, GSM/oz calculation.

B. Blends – Reasons for blending, properties, and common blends in the market.

C. Common fabric defects.

D. Textile Finishes – Introduction to textile finishes, significance, and classification of fabric finishes.

Learning Experience

The course employs a mix of theoretical and practical learning to enhance technical understanding. Students will engage in lectures, discussions, hands-on sessions, and assignments to explore and apply fabric construction and finishing techniques.

Instruction Methods and Activities

- I. **Inside Classroom:** Lectures to cover theoretical concepts, supplemented by demonstrations of loom and knit structures. Assignments will involve identifying and classifying various weaves and finishes.
- II. **Outside Classroom:** Case studies, market surveys, and sample analysis to strengthen understanding of fabric types, properties, and uses.

Textbooks

1. N. Gokarn Eshan, Fabric Structure & Design, New Age International Limited Publishers.

Reference Books

1. Z.J. Grosicki, Watson's Textile Design & Colour, Woodhead Publishing Limited.
2. David J. Spencer, Knitting Technology, PERGAMON Press.
3. Stephen J. Russell, Handbook of Non-Wovens, CRC Press, 2007.
4. Hannelore Eberle, Clothing Technology, Verlag Europa Lehrmittel.
5. B. K. Behera and P. K. Hari, Woven Textile Structure – Theory and Applications, Woodhead, UK, 2009.

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Theory): - I) Continuous Assessment (30 Marks) (All the components to be evenly spaced) Projects/ Quizzes/ Assignments and Essays/ Presentations/ Participation/ Case Studies/ Reflective Journals (minimum of five components to be evaluated)	30 Marks
II) Internal Marks (Theory)-Mid-Term Exam	20 Marks
External Marks (Theory): - End Term Examination	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

ADFD114	HISTORY OF FASHION COSTUMES	L	T	P	C
Version	1.0	2	0	0	2
Category of Course	Learning				
Total Contact Hours	48				
Pre-Requisites/	Knowledge of evolution of the Indian and western				

Co-Requisites	clothing
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Course Perspective:

This course offers an in-depth exploration of the history of fashion, costumes, makeup, and footwear across different eras, focusing on both Indian dynasties (like the Pre-Historic Era, Vedic Period, Maurya, and Sunga Period) and Western periods (such as Ancient Egypt, Ancient Greece, Ancient Rome, and the Renaissance). Students will gain a comprehensive understanding of how fashion has evolved over time, reflecting cultural, social, and historical influences within the Indian and British contexts. The course provides students with a unique perspective on how historical context has influenced fashion design, preparing them to incorporate historical references into their own design work.

Course Outcomes:

On completion of this course, the students will be able to

CO1: Analyze fashion design concepts through a historical lens, examining influences from different periods.

CO2: Describe and compare traditional clothing styles from various countries to understand cultural influences on fashion.

CO3: Identify and summarize key aspects of fashion in Ancient Egypt, Ancient Greece, Ancient Rome, and the Renaissance.

CO4: Explore and explain the evolution, changes, and developments in clothing within the Indian context, as well as during the British era.

CO5: Apply historical and creative concepts to design wardrobes that represent specific character traits, adapt historical periods, or envision futuristic or fantasy settings.

Course Content

Unit I: History of Indian Costume I

No. of Hours: 12

Explores costumes and clothing from India's Pre-Historic Era, Vedic Period, Maurya, and Sunga Periods, as well as the Satvahana period.

Unit II: History of Indian Costume II

No. of Hours: 12

Covers Indian fashion history from the Kushan period to the British influence, examining styles from the Gupta, Mughal, and British periods.

Unit III: History of Western Costumes I

No. of Hours: 12

Focuses on Western fashion history, including Ancient Egypt, Ancient Greece, Ancient Rome, and the Renaissance.

Unit IV: History of Western Costumes II

No. of Hours: 12

Delves into Western fashion history from the 18th, 19th, and 20th centuries, highlighting major developments in style and aesthetics.

Learning Experience

The course will emphasize visual and contextual learning through the study of historical fashion pieces, materials, and tools. Students will learn through a combination of lectures, image-based analysis, and research assignments, enabling them to apply historical insights to their own designs.

Instruction Methods and Activities

I. Inside Classroom:

- a. **Lectures and Visual Presentations-** Each session will explore the fashion styles and costumes from specific historical periods with visual aids, ensuring students gain a clear understanding of the styles of each era.
- b. **Class Discussions and Analysis-** Group discussions will encourage students to critically analyze the relationship between cultural context and fashion evolution.

II. Outside Classroom:

- a. **Assignments:** Research-based projects on traditional and Western costume styles, requiring students to explore and summarize the evolution of clothing through historical contexts.
- b. **Portfolio Development:** Students will develop a historical fashion portfolio, incorporating sketches and analyses of period costumes and styles from both Indian and Western perspectives.

Textbook and Reference Books

1. Bhatnagar, Dr. Parul. *Traditional Indian Costumes and Textiles*. Abhishek Publication, Chandigarh, 2004.
2. Haver, James. Costumes & Fashion: A Concise History, 4th edition.
3. Alkazi, Roshen. Ancient Indian Costumes Vol. I and II, Art Heritage, 2008.
4. Bhandari, Dr. Vandana. Costume, Textiles and Jewellery of India: Traditions in

Rajasthan, Mercury Books, London, 2005.

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Theory): - Continuous Assessment (30 Marks) (All the components to be evenly spaced) Projects/ Quizzes/ Assignments and Essays/ Presentations/ Participation/ Case Studies/ Reflective Journals (minimum of five components to be evaluated)	30 Marks
Internal Marks (Theory)-Mid-Term Exam	20 Marks
External Marks (Theory): - End Term Examination	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

ADFD162	FUNDAMENTALS OF DRAWING	L	T	P	C
Version	1.4	0	0	4	2
Category of Course	Learning				
Total Contact Hours	48				
Pre-Requisites/ Co-Requisites	Basic of human body drawing				

Course Perspective:

This course is designed to introduce students to the fundamentals of anatomical studies as they apply to fashion model drawing. By focusing on understanding body proportions, shading, and basic figure construction, students will develop the skills required for accurate and expressive fashion illustration. Emphasis is placed on mastering the human form through various drawing techniques and poses, preparing students for professional fashion model drawing.

Course Outcomes:

CO1: Understanding and applying shading techniques to represent highlights and shadows, enhancing depth and realism in fashion model drawings.

CO2: Applying visualization skills to effectively communicate design concepts through flat sketches and drawings, with attention to anatomical accuracy in fashion figures.

CO3: Analyzing human body poses by using stick figures to represent a variety of body positions, supporting the effective portrayal of movement in fashion illustrations.

CO4: Evaluating various artistic mediums and tools to select the most appropriate ones for communicating design ideas, encouraging experimentation and creative expression in fashion illustration.

CO5: Creating and developing detailed flash figures from block figures by integrating anatomical knowledge, resulting in accurate and dynamic fashion model poses.

Course Content

Unit I - Basics of Line and Shading

No. of Hours: 14

Introduction to various line and shading exercises using different pencil grades, color pencils, poster colors, watercolors, and charcoal. Stick figures and body actions, along with block

development for block figures.

Unit II - Proportion and Figure Development

No. of Hours: 14

Study of 8-head, 10-head, and 12-head figures. Drawing the fashion face, arms, legs, hands, and feet in different poses: front, $\frac{3}{4}$, side, and back. Development of flash figures for front, $\frac{3}{4}$, side, and back views.

Unit III - Illustration of Diverse Figures

No. of Hours: 14

Illustrating male figures and children. Analysis of body types and design for diverse body types. Creating facial blocks and detailing facial features like eyes, ears, nose, and mouth.

Unit IV - Gesture and Movement in Fashion Figures

No. of Hours: 14

Study of proportions in fashion figures, understanding the balance line, and capturing gestures and movements.

Learning Experience

The course focuses on hands-on learning, with students practicing various figure-drawing techniques to develop accuracy and creative expression. A structured approach to studying body proportions and details ensures that students understand the human form, and through continuous drawing exercises, they will gain confidence in fashion illustration.

Instruction Methods and Activities

I. Inside Classroom:

- a. **Lectures and Demonstrations:** Instructors will provide demonstrations of line and shading techniques, body proportions, and figure construction to enhance students' drawing skills.
- b. **Guided Practice:** Step-by-step exercises on stick figures, block figures, and flash figures, with feedback from the instructor.

II. Outside Classroom:

- a. **Assignments:** Students will work on assignments that involve creating fashion figures from different perspectives and poses, exploring different mediums for illustration.
- b. **Portfolio Development:** Students will compile their figure sketches, shading exercises, and flash figures into a portfolio to showcase their technical skills and creative growth in fashion illustration.

Reference Books

1. Hagen, K. (2005). Fashion Illustration for Designers. NJ: Pearson Prentice Hall.
2. Fernandez, Angel, & Roig, Gabriel Martin. (2009). Drawing for Fashion Designers. Batsford.
3. Nunnally, Carol A. (2009). Fashion Illustration School: A Complete Handbook for Aspiring Designers and Illustrators. Thames & Hudson.

Evaluation Scheme

Evaluation Components	Weightage
<p>Internal Marks (Practical): -</p> <p>I. Conduct of Experiment</p> <p>II. Lab Records</p> <p>III. Lab Participation</p> <p>IV. Lab Project</p>	<p>10 Marks</p> <p>10 Marks</p> <p>10 Marks</p> <p>20 Marks</p>
<p>External Marks (Jury): -</p> <p>Viva</p>	<p>50 Marks</p>

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

ADFD164	FASHION SOFTWARE -I LAB	L	T	P	C
Version	1.0	0	0	4	2
Category of Course	Learning				
Total Contact Hours	48				
Pre-Requisites/ Co-Requisites	Basic of Adobe Photoshop and Illustrator				

Course Perspective:

This course introduces students to Adobe Photoshop and Illustrator as essential tools for fashion design. By exploring photo editing, vector graphics, and design principles, students will build foundational skills for creating fashion illustrations and design assets. Emphasis is placed on understanding tools and software functions for portfolio development, visual identity, and garment construction, preparing students for industry-standard graphic applications.

Course Outcomes:

CO1: Understanding fundamental Photoshop tools and features, such as layers, templates, and workspaces, essential for creating and editing digital images.

CO2: Applying Photoshop tools to adjust, crop, retouch, and repair photos, building foundational skills in photo editing and graphic manipulation.

CO3: Analyzing and experimenting with color, effects, and design elements to create cohesive boards, artwork, and compositions using CAD techniques.

CO4: Evaluating design choices by generating and assessing unique patterns, textures, and layouts, ensuring that designs meet professional standards and project objectives.

CO5: Creating and developing a professional portfolio that includes edited photos, vector graphics, and organized presentation boards, showcasing expertise in Photoshop and digital design skills.

Course Content

Unit I – Introduction to Adobe Photoshop for Fashion Design

No. of Hours: 12

- A. Overview of Adobe photoshop interface and essential tools.
- B. Vector graphics for fashion design and basics of shapes and paths.

- C. Color theory in fashion design and exercises in creating illustrations and patterns.

Unit II – Visual Identity in Fashion Design

No. of Hours: 12

- A. Fundamentals of visual identity and logo design for the fashion industry.
- B. Branding essentials, including business cards, labels, and tags.
- C. Hands-on project to create a visual identity for a fictional fashion brand.

Unit III – Advanced Techniques in Adobe Illustrator for Fashion Design

No. of Hours: 12

- A. Creating seamless patterns and simulating fabric textures.
- B. Techniques for adding embellishments and details in fashion illustrations.
- C. Technical garment construction drawings and advanced design elements.

Unit IV – Presentation and Portfolio Development

No. of Hours: 12

- A. Preparing digital designs for presentation and compiling portfolios.
- B. Creating mock-ups and boards for professional presentations.
- C. Final project to develop a comprehensive fashion design portfolio.

Learning Experience

The course focuses on hands-on learning, with students practicing various figure-drawing techniques to develop accuracy and creative expression. A structured approach to studying body proportions and details ensures that students understand the human form, and through continuous drawing exercises, they will gain confidence in fashion illustration.

Instruction Methods and Activities

1. Inside Classroom:

- a. **Lectures and Demonstrations:** Instructors will provide demonstrations of line and shading techniques, body proportions, and figure construction to enhance students' drawing skills.
- b. **Guided Practice:** Step-by-step exercises on stick figures, block figures, and flash figures, with feedback from the instructor.

2. Outside Classroom:

- a. **Assignments:** Students will work on assignments that involve creating fashion figures from different perspectives and poses, exploring different mediums for illustration.
- b. **Portfolio Development:** Students will compile their figure sketches, shading

exercises, and flash figures into a portfolio to showcase their technical skills and creative growth in fashion illustration.

Reference Books

1. Hagen, K. (2005). Fashion Illustration for Designers. NJ: Pearson Prentice Hall.
2. Fernandez, Angel, & Roig, Gabriel Martin. (2009). Drawing for Fashion Designers. Batsford.
3. Nunnally, Carol A. (2009). Fashion Illustration School: A Complete Handbook for Aspiring Designers and Illustrators. Thames & Hudson.

Evaluation Scheme

Evaluation Components	Weightage
<p>Internal Marks (Practical): -</p> <p>I. Conduct of Experiment</p> <p>II. Lab Records</p> <p>III. Lab Participation</p> <p>IV. Lab Project</p>	<p>10 Marks</p> <p>10 Marks</p> <p>10 Marks</p> <p>20 Marks</p>
<p>External Marks (Jury): -</p> <p>Viva</p>	<p>50 Marks</p>

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

ADFD166	FASHION & DRAPE	L	T	P	C
Version	1.0	0	0	4	2
Category of Course	Learning				
Total Contact Hours	48				
Pre-Requisites/ Co-Requisites	Basic of human body drawing				

Course Perspective:

This course focuses on mastering the art of draping in fashion design. Students will explore the process of manipulating fabric on a dress form, developing three-dimensional garment designs through draping muslin and various fabric manipulation techniques. By engaging in practical draping exercises, students will learn to create blocks, design garments, and understand how fabric interacts with the body to produce desired shapes and fits.

Course Outcomes:

CO1: Define basic draping terminology, prepare fabric for draping, and understand foundational concepts of draping art.

CO2: Demonstrate handling of various fabric types and apply techniques to drape and develop original garment designs.

CO3: Analyze the importance of fabric grain in relation to design, interpret a given style, and construct a garment based on the design.

CO4: Create basic garment blocks—such as bodice, skirt, and trouser—using draping methods, and transform flat fabric into a garment with a precise fit.

CO5: Design and develop new garments by applying creative techniques to innovate within the draping method.

Course Content

Unit I – Introduction to Draping

No. of Hours: 12

- A. Understand draping terminology and basic techniques.
- B. Preparation of dummy and muslin fabric for draping.
- C. Draping a basic bodice block (front & back) with one or two dart combinations.
- D. Submission: Basic Bodice Draping Samples

Unit II – Dart Manipulation and Draping Basics**No. of Hours: 12**

- A. Manipulation of darts (e.g., French dart, center front waist dart, side seam dart, etc.).
- B. Draping basic sleeve, basic straight skirt (front & back), basic trouser, and basic torso.
- C. Submission: Draped Dart Manipulation and Basic Garment Samples

Unit III – Draping Variations and Advanced Techniques**No. of****Hours: 12**

- A. Draping variations for skirts, torso dresses, tops, and trousers.
- B. Draping a basic princess bodice (front & back) and a corset princess bodice.
- C. Submission: Draped Variations of Skirts, Dresses, and Tops

Unit IV – Cowl Neck and Saree Draping**No. of Hours: 12**

- A. Draping cowl neck dresses/tops, twist, and knot designs.
- B. Draping pleated sarees, casual saree drapes, Gujarati style saree drape, and pant-style saree drape.
- C. Submission: Cowl Neck and Saree Draping Samples

Learning Experience:

The course includes a hands-on approach to draping, where students will work directly with fabrics and dress forms to bring their design ideas to life. Through practical exercises and projects, students will develop their draping skills and gain a deeper understanding of garment construction.

Instruction Methods and Activities**I. Inside Classroom:**

- a. Demonstrations and Lectures: Instructors will introduce various draping techniques and explain their significance.
- b. Guided Practice: Instructors will assist students in draping basic garment blocks, darts, and design variations.

II. Outside Classroom:

- a. Assignments: Students will complete draping exercises and projects that require them to experiment with different fabrics and techniques.
- b. Portfolio Development: Students will create a portfolio of their draping samples showcasing their learning progress.

Reference Books:

1. Helen Joseph Armstrong (1999) - *Draping for Apparel Design*
2. Karolyn Kiise (2013) - *Draping: The Complete Course*
3. Hilde Jaffe (1999) - *Draping for Fashion Design*, 5th Edition, Fashion Institute of Technology

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Practical): -	
I. Conduct of Experiment	10 Marks
II. Lab Records	10 Marks
III. Lab Participation	10 Marks
IV. Lab Project	20 Marks
External Marks (Jury): -	
Viva	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

SEC	FABRIC MANUPULATION TECHNIQUES	L	T	P	C
Version	1.0	0	0	4	2
Category of Course	Practical				
Total Contact Hours	48				
Pre-Requisites/ Co-Requisites	Basic of human body drawing				

Course Perspective:

This course provides an in-depth exploration of traditional Indian needle and dye crafts and fabric manipulation techniques, emphasizing surface ornamentation methods to enhance textile aesthetics. By mastering various fabric manipulation and embellishment techniques, students will gain the skills to innovate and create contemporary fabric designs inspired by Indian craftsmanship. This course aims to foster appreciation and usage of Indian textiles, encouraging creative and culturally inspired product development.

Course Outcomes:

CO1: Remembering and applying knowledge of embroidery & dye crafts of India.

CO2: Understanding the various types of materials and apply different methods of surface ornamentation in the context of traditional crafts.

CO3: Applying various techniques of dyes used in fabric dyeing and printing, recognizing their properties and applications.

CO4: Analyzing and develop new motifs design based on traditional embroidery & dye craft.

CO5: Evaluating the potential for design intervention and innovation using traditional techniques.

Course Content

Unit I – Introduction to Embroidery

No. of Hours: 12

- A. Overview of hand and machine embroidery techniques.
- B. Tools and equipment for embroidery.
- C. Study of Indian needlecrafts, categorized by region.
- D. Introduction to basic embroidery stitches (e.g., running stitch, chain stitch, blanket

stitch, etc.).

E. Practical: Sample preparation of various embroidery stitches.

F. Submission: Creative Embroidery Samples

Unit II – Introduction to Appliqué, Quilting, and Bead Embroidery **No. of Hours: 12**

A. Fundamentals of appliqué techniques.

B. Basics of quilting and crochet.

C. Introduction to bead embroidery.

D. Practical: Creating samples for each technique.

E. Submission: Creative Appliqué, Quilting, and Crochet Samples

Unit III – Painting and Drawing Techniques on Fabric **No. of Hours: 12**

A. Techniques in acrylics, watercolors, and mixed media on fabric.

B. Stenciling and spraying methods.

C. Practical: Applying various painting techniques on fabric.

D. Submission: Creative Painted Fabric Samples

Unit IV – Fabric Manipulation Techniques **No. of Hours: 12**

A. Techniques of gathers, shirring, ruffles, and flounces.

B. Practical application of manipulation techniques to develop fabric products.

C. Submission: Creative Fabric Manipulation Samples

Learning Experience:

This course emphasizes hands-on learning through practical exercises in fabric manipulation and surface ornamentation, allowing students to deepen their understanding of traditional techniques and modern applications. Students will explore a variety of media and tools to innovate and develop unique fabric designs.

Instruction Methods and Activities

1. Inside Classroom:

- a. **Lectures and Demonstrations:** Instructors provide demonstrations on techniques such as embroidery, dyeing, and fabric manipulation.
- b. **Guided Practice:** Step-by-step exercises on embroidery, appliqué, quilting, and fabric painting with instructor feedback.

2. Outside Classroom:

- a. **Assignments:** Independent projects that apply surface ornamentation and

manipulation skills.

- b. **Portfolio Development:** Compilation of creative samples showcasing fabric manipulation techniques and traditional Indian crafts.

Reference Books

1. Sally Harding (2010) - *The Needlecraft Book*
2. Singer, Margo (2007) - *Textile Surface Decoration: Silk & Velvet*, A & B Black Ltd.
3. Pepin Press (1999) - *Indian Textile Prints with CD*, PAP/Cdr edition.
4. Colette Wolff (1996) - *The Art of Manipulating Fabric*

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Practical): -	
I. Conduct of Experiment	10 Marks
II. Lab Records	10 Marks
III. Lab Participation	10 Marks
IV. Lab Project	20 Marks
External Marks (Jury): -	
Viva	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

OEC	FASHION DESIGN DEVELOPMENT	L	T	P	C
Version	1.0	3	0	0	3
Category of Course	Learning				
Total Contact Hours	48				
Pre-Requisites/ Co-Requisites	Basic of Fashion Design				

Course Perspective:

This course provides an introduction to the fashion industry, focusing on the concepts and terminologies related to fashion design. Students will explore the theories and functions of clothing, and how elements and principles of design are applied to apparel creation. The course also covers fashion forecasting and the roles and responsibilities of fashion designers, including a study of fashion cycles, global fashion capitals, and sources of design inspiration.

Course Outcomes:

CO1: Remembering and defining fundamental fashion-related terminologies, including the fashion cycle curve and fashion consumer.

CO2: Understanding and categorizing fashion types by analyzing style, size, and price classifications.

CO3: Applying knowledge of fashion trends by illustrating and explaining the fashion cycle curve.

CO4: Classifying global fashion capitals and evaluating various sources of design inspiration.

CO5: Analyzing garment styles by interpreting elements and principles of design.

Course Content

Unit I – Introduction to Fashion Terms and Principles

No. of Hours: 12

- A. Fashion-related terms: fashion, fad, classic, trend, haute-couture, prêt-a-porter, knockoff, accessories, toile, boutique, etc.
- B. Introduction to the principles and elements of fashion design.
- C. Overview of fashion centers and their leading designers and brands (Paris, Milan,

London, Tokyo, New York, India).

D. Submission: Analysis of Fashion Terms and Leading Designers/Brands

Unit II – Fashion Cycle and Consumer Identification

No. of Hours: 12

- A. Understanding the fashion cycle: fashion leaders, followers, and victims.
- B. Analysis of men's and women's body shapes.
- C. Conducting color test analysis.
- D. Submission: Analysis of Fashion Cycle and Consumer Types

List of Experiments

No. of Hours: 24

- A. Analysis of Elements of Design
- B. Analysis of Principles of Design
- C. Case Study of a Fashion Designer
- D. Analysis of Men's and Women's Body Shape
- E. Analysis of Skin Color

Learning Experience:

The course offers a comprehensive understanding of the fashion industry by focusing on both theoretical knowledge and practical skills. Through analysis and case studies, students will develop an appreciation for design terminology, the fashion cycle, and the various factors influencing fashion design. This course will help students establish a strong foundation in fashion design and development, preparing them for further specialization.

Instruction Methods and Activities

I. Inside Classroom:

- a. **Lectures and Discussions:** Instructors will introduce fashion design terms, principles, and cycles through discussions and presentations.
- b. **Case Studies:** Students will study renowned designers and brands to understand real-world applications of design concepts.

II. Outside Classroom:

- a. **Assignments:** Students will analyze various elements of design and create case studies on fashion designers.
- b. **Group Activities:** Engage in analyzing fashion cycles, body shapes, and skin color in group discussions and activities.

Reference Books:

1. Fringes, G.S. (1999) - *Fashion from Concept to Consumer* (6th edition) New Jersey: Prentice Hall.
2. Marshall, S.G., et al. (2009) - *Individuality in Clothing & Personal Appearance* (6th Edition). USA: Pearson Education.
3. Stamper, A.A., et al. (1991) - *Evaluating Apparel Quality* (2nd Edition). New York: Fairchild Publications.

Additional Reference Books:

1. Brown, P., Rice, J. (1998) - *Ready to Wear Apparel Analysis*. New Jersey: Prentice Hall.
2. Jarnow, J., Dickerson, G. (1987) - *Inside the Fashion Business*. New Jersey: Prentice Hall.
3. McKelvey, K., Muslow, J. (2008) - *Fashion Forecasting*. New Jersey: Wiley Blackwell.
4. Tate, S.L., Edwards, M.S. (2006) - *The Complete Book of Fashion Design*. New York: Pearson Education.
5. Verma, G. (2018) - *Fashion Technology*. New Delhi: Asian Publishers.

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Theory): - I. Continuous Assessment (30 Marks) (All the components to be evenly spaced) Projects/ Quizzes/ Assignments and Essays/ Presentations/ Participation/ Case Studies/ Reflective Journals (minimum of five components to be evaluated)	30 Marks
II) Internal Marks (Theory)-Mid-Term Exam	20 Marks
External Marks (Theory): - End Term Examination	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

VAC	HOME TEXTILE	L	T	P	C
Version	1.0	2	0	0	2
Category of Course	Learning				
Total Contact Hours	48				
Pre-Requisites/ Co-Requisites	Basic of Fashion Design				

Course Perspective:

This course provides an introduction to the home textile industry, focusing on the classification of home textiles based on materials, uses, construction, and surface ornamentation. Students will gain insight into how textiles are designed for home use, from selecting appropriate fabrics to understanding the trends, technology, and innovations in the home textile market at both the national and international levels.

Course Outcomes:

CO1: Understanding the classification of home textiles.

CO2: Identifying and understanding the major production centres in India.

CO3: Recognizing the importance of trends in home textiles.

CO4: Highlighting the significance of designers in home textiles.

CO5: Discussing the growing market for home textiles.

Course Content

Unit I – Introduction to Textiles Used in Home

No. of Hours: 12

- A. Overview of textiles used in home settings, including upholstery fabrics, window textiles, bed linens, bathroom textiles, kitchen and table linens, and floor coverings (rugs and carpets).
- B. Study of period styles in home furnishings.
- C. Submission: Classification of Textiles for Home based on materials, uses, and construction.

Unit II – Selection, Use, Care, Storage, and Maintenance

No. of Hours: 12

- A. Various parameters for selecting textiles for home, including types, standard sizes,

construction, performance, durability, aesthetics, and price range.

B. Importance of informative labeling and packaging.

C. Submission: Labelling and Packaging for Home Textiles

Unit III – Influence of Fashion and Technology

No. of

Hours: 12

A. Study of contemporary fashion trends in home textiles and future forecasts.

B. Factors affecting the selection of design, including end-use, room size, furniture type, and geographical location.

C. Innovations in technology, high-performance materials, and finishes to enhance functionality.

D. Discussion of sustainable and eco-friendly practices in home textiles and hospitality.

E. Submission: Case Study of a Brand or Designer dealing with Home Furnishings

Unit IV – Manufacturing and Production Capacity of Textiles for Home

No. of Hours: 12

A. Comparison of the global and Indian markets for home textiles.

B. Understanding the growing domestic market and major production centers for home textiles.

C. Current status of the home textile industry.

D. Submission: Report on the Home Textile Market and Production Centres

Learning Experience:

The course offers students a holistic view of home textiles, covering both theoretical and practical aspects. By exploring materials, trends, and technological innovations, students will gain the knowledge necessary to design functional and aesthetic home textiles. They will also understand the market dynamics and the role of designers in shaping home furnishing trends.

Instruction Methods and Activities:

I. Inside Classroom:

- a. **Lectures and Discussions:** Instructors will present various textile classifications and trends, emphasizing materials, care, and current fashion in the home textile industry.
- b. **Case Studies:** Focus on designers, brands, and technological innovations in home textiles.

II. Outside Classroom:

- a. **Assignments:** Students will complete practical assignments like classification reports, trend analysis, and case studies of designers and brands.
- b. **Field Work:** Explore market trends and home textile production centres through site visits or virtual tours.

Reference Books:

1. Sara J. Kadolph (2014) - *Textiles* (11th edition) Pearson India.

Additional Reference Books:

1. Lebeau, Caroline (2004) - *Fabrics: The Decorative Art of Textiles*. London: Thames and Hudson.
2. Das, Subrata (2010) - *Performance of Home Textiles*. New Delhi: Woodland Publishing India Pvt Ltd.
3. Ranall, Charles T. (2002) - *Encyclopedia of Window Fashions*. California: Randall International.

Evaluation Scheme

Evaluation Components	Weightage
<p>Internal Marks (Theory): -</p> <p>I. Continuous Assessment (30 Marks)</p> <p>(All the components to be evenly spaced)</p> <p>Projects/ Quizzes/ Assignments and Essays/ Presentations/ Participation/ Case Studies/ Reflective Journals (minimum of five components to be evaluated)</p>	30 Marks
II. Internal Marks (Theory)-Mid-Term Exam	20 Marks
<p>External Marks (Theory): -</p> <p>End Term Examination</p>	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

Semester 3

ADFD261	DYING AND PRINTING	L	T	P	C
Version	1.0	2	0	4	2
Category of Course	Theory + Practical				
Total Contact Hours	24				
Pre-Requisites/ Co-Requisites	Technical knowledge of textile dyeing and printing				

Course Perspective

This course provides an in-depth understanding of the concepts and processes involved in dyeing and printing textiles. It focuses on both traditional and contemporary techniques, enabling students to explore the different methods of dyeing and printing and apply them practically. The course also highlights the importance of color fastness and testing in textile production.

Course Outcomes

On completion of the course, the learner will be able to:

- CO1.** Remembering the steps involved in preparing fabrics for dyeing and printing.
- CO2.** Understanding the difference between natural and synthetic dyes.
- CO3.** Applying the process of testing colour fastness of dyes in different conditions.
- CO4.** Analyzing the different styles and methods of printing, and distinguish between them.
- CO5.** Evaluating and Creating designs using tie and dye, block printing, and batik techniques for dyeing and printing.

Course Content

Unit I – Pre-treatment Wet Processing

No. of Hours: 12

- A. Overview of the preparation steps for dyeing and printing, including singeing, desizing, scouring, bleaching, and mercerizing.
- B. Introduction to the machineries used in wet processing.
- C. Practical: Demonstration of pre-treatment techniques for fabric preparation.

Unit II – Dyeing Techniques

No. of

Hours: 12

- A. Study of natural and synthetic dyes, including direct dye, vat dye, sulphur dye, azoic

- dye, acid dye, and basic dye.
- B. Dyeing of cotton, silk/wool, and synthetic textile materials.
 - C. Practical: Sample preparation based on direct dye on cotton, vat dye, acid dye, and basic dye on cotton and silk.
 - D. Study of dyeing machines for fiber, yarn, and fabric dyeing.
 - E. Understanding color fastness and the factors affecting it (e.g., wash, rubbing, light fastness).

Unit III – Printing vs. Dyeing

No. of Hours: 12

- A. Concept of printing and differentiation between dyeing and printing.
- B. Study of printing styles: Direct, resist, discharge, tie and dye, batik, and mud resist.
- C. Practical: Introduction to sample preparation and printing techniques like block printing, batik, and tie-dye.

Unit IV – Printing Methods

No. of Hours: 12

- A. Methods of printing: Block, roller, screen, rotary screen, heat transfer, digital, flock printing.
- B. Common dyeing and printing defects.
- C. Practical: Sample preparation using block printing, roller printing, screen printing, and rotary screen printing techniques.

Learning Experience:

The course combines theoretical learning with hands-on practical experience, allowing students to experiment with different dyeing and printing techniques. The practical sessions provide an opportunity to apply the knowledge gained in lectures, and students will learn to assess color fastness and resolve printing defects.

Instruction Methods and Activities:

I. Inside Classroom:

- a. **Lectures:** Detailed explanations of the processes and techniques of dyeing and printing textiles.
- b. **Discussions:** Focus on the differences between dyeing and printing, and the methods of applying dyes and prints to textiles.

II. Outside Classroom:

- a. **Practical Work:** Students will engage in experiments and create samples based on the various dyeing and printing techniques.

- b. **Assignments:** Practical assignments related to dyeing and printing processes, including preparing samples using various dyes and prints.

Textbook:

1. Sara J. Kadolph - Textiles (Pearson)
2. Additional Reference Books:
3. Howard C. Needles - Textile Fibres, Dyes, Finishes & Processes (Noyes Publications)
4. E.P.G. Gohl & L.D. Vilensky - Textile Science (CBS Publishers & Distributors)

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Theory): - I. Continuous Assessment (30 Marks) (All the components to be evenly spaced) Projects/ Quizzes/ Assignments and Essays/ Presentations/ Participation/ Case Studies/ Reflective Journals (minimum of five components to be evaluated)	30 Marks
II. Internal Marks (Theory)-Mid-Term Exam	20 Marks
External Marks (Theory): - End Term Examination	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

ADFD263	FASHION ILLUSTRATION- I LAB	L	T	P	C
Version	1.3	0	0	4	2
Category of Course	Practical Based Course				
Total Contact Hours	48				
Pre-Requisites/ Co-Requisites	Advanced drawing based on concept				

Course Perspective

The **Fashion Illustration-I Lab** introduces students to the technicalities of illustrating fashion elements accurately using industry-standard terminology. Through practice, students develop skills in rendering details on fashion figures and creating design variations, fabric textures, color combinations, and 3D embellishments. This practical knowledge is essential for communicating garment styles effectively within the production environment.

Course Outcomes

On completion of the course, the learner will be able to:

CO1: Understanding and applying foundational concepts specific to womenswear, including garment construction and style features, for effective communication with the production team.

CO2: Applying visualization skills to create varied womenswear design options that showcase creativity and adaptability in style.

CO3: Analyzing elements like color palettes, fabric types, and textures to craft cohesive and appealing womenswear illustrations.

CO4: Evaluating and rendering different fabric features, such as patterns, textures, and embellishments, in both 2D and 3D formats to accurately represent womenswear materials.

CO5: Creating and developing detailed womens wear garment illustrations that emphasize both technical precision and aesthetic appeal, supporting efficient product development.

Course Content

Unit I: Introduction and Advanced Sketching Techniques

No. of Hours: 12

- A. **Sketching Techniques-** WOMEN’S Stylized Fashion Figure - Analyzing Stylization: Exaggeration and Personal Style Development

- B. Freehand Figure Drawing Techniques-** Accessorizing Croquis: Bags, Shoes, Jewelry, and Headgear

Unit II: Street and Party Wear Collection

No. of Hours: 12

- A. **Street Wear (Women's):** Conceptualization and creation of design development sheets.
- B. **Party Wear (Women's):** Conceptualization and creation of design development sheets.

Unit III: Traditional and Office Wear Collection

No. of Hours: 12

- A. **Traditional Wear (Women's):** Conceptualization and creation of design development sheets.
- B. **Office Wear (Women's):** Conceptualization and creation of design development sheets.

Unit IV: Specialized Design Development Sheets

No. of

Hours: 12

- A. **Haute Couture:** Conceptualization and creation of haute couture design development sheets.
- B. **Avant-Garde Haute Couture:** Conceptualization and creation of avant-garde design development sheets.

Learning Experience

The course provides a hands-on approach to fashion illustration, enhancing students' ability to visualize and communicate their designs. It combines lab sessions, sketching exercises, and conceptual design work for practical application.

Instruction Methods and Activities

- I. **Inside Classroom:** Guided lab sessions focusing on design creation, rendering techniques, and conceptualization through demonstrations and critiques.
- II. **Outside Classroom:** Independent assignments involving fashion research, creation of mood and color boards, and developing a portfolio of illustration samples for various collections.

Textbooks

1. Vasudev Kamath, *Sketching and Drawing*, Jyotsna Prakashan, Pune, 2nd Edition,

2006.

Reference Books

1. Aditya Chaari, *Figure Study Made Easy*, Grace Publication.
2. Pundalik Vaze, *Draw and Paint*, Jyotsna Prakashan, Pune, 1st Edition, 2002.
3. Carol A. Nunnally, *The Encyclopedia of Fashion Illustration Techniques*.

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Practical): -	
I. Conduct of Experiment	10 Marks
II. Lab Records	10 Marks
III. Lab Participation	10 Marks
IV. Lab Project	20 Marks
External Marks (Jury): -	
Viva	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

ADFD265	PATTERN DRAFTING – I LAB	L	T	P	C
Version	1.4	0	0	4	2
Category of Course	Learning				
Total Contact Hours	48				
Pre-Requisites/ Co-Requisites	Understanding drafting of women’s wear				

Course Perspective

This course introduces students to the fundamental principles of pattern drafting, focusing on women's wear. The course provides a hands-on approach to creating accurate patterns based on body measurements and design specifications. Students will learn drafting techniques, flat pattern methods, and draping, alongside the development of basic patterns for bodices, skirts, and pants, as well as the manipulation of darts and lines to create custom designs.

Course Outcomes

On completion of the course, the learner will be able to:

CO1: Remembering and classifying various types of apparel patterns, recognizing their characteristics, uses, and construction methods.

CO2: Understanding the methods of pattern making, developing skills in drafting and modifying patterns.

CO3: Applying pattern-making techniques to develop an adult bodice block or a female basic bodice block, demonstrating their ability to translate design concepts into functional patterns.

CO4: Analyzing the existing patterns and manipulate them to create new and innovative designs, demonstrating creativity and technical proficiency in pattern modification.

CO5: Evaluating fit-related problems and evaluate potential technical solutions to address fit issues, applying their understanding of pattern adjustment techniques to improve garment fit.

Course Content:

Unit I: Introduction to Pattern Making

No. of Hours: 10

- A. Understanding the significance of pattern making in fashion design.
- B. Exploring the fundamental principles and terminology of pattern making.
- C. Studying individual body measurements and the use of dress forms in pattern

development.

D. Techniques of Pattern Development:

- a. **Drafting:** Creating patterns from scratch based on measurements and design specs.
- b. **Flat Pattern:** Developing patterns on a flat surface for garment components.
- c. **Draping:** Using fabric on dress forms to visualize and create garment silhouettes.

Unit II: Basic Bodice and Sleeve Development

No. of Hours: 14

- A. Drafting patterns for basic bodice (front and back) and sleeve in size 8/10.
- B. Developing creative patterns for bodices.
- C. Pattern Making for Skirts: Basic skirt block (front and back).
- D. Creative development of skirt patterns.
- E. Basic Torso Foundation: Size #8 patterns.
- F. **Submission:** Create various patterns as part of practical assignments.

Unit III: Dart Manipulation

No. of Hours: 12

- A. Techniques of dart manipulation: Slash and spread, pivot transfer.
- B. Single dart series and double dart series.
- C. Princess Line Foundation: Classic, armhole, and panel style lines.
- D. **Submission:** Create various patterns using dart manipulation techniques.

Unit IV: Basic Pant Foundation and Corset Patterns

No. of Hours: 12

- A. Develop creative patterns for pants.
- B. Draft patterns for corsets.
- C. Submission: Create various patterns for pants and corsets.
- D. **Final Submission:** Draft and cut patterns for new designs based on the theme of the course.

Learning Experience

The course provides a hands-on approach to fashion illustration, enhancing students' ability to visualize and communicate their designs. It combines lab sessions, sketching exercises, and conceptual design work for practical application.

Instruction Methods and Activities

- I. **Inside Classroom:** Theoretical learning of pattern-making principles, body

measurements, and pattern manipulation techniques.

- II. **Outside Classroom:** Hands-on practice in pattern drafting, including basic bodice, sleeve, skirt, pant, and corset patterns. Students will engage in draping and pattern manipulation to create innovative designs.

Reference Books:

1. **Helen Joseph Armstrong** (2009). *Patternmaking for Fashion Design* (5th edition). Pearson.
2. **Pamela C. Stringer** (1992). *Pattern Drafting for Dressmaking*. Batsford Ltd.
3. **Winifred Aldrich** (2015). *Metric Pattern Cutting for Women's Wear* (6th edition). Wiley-Blackwell.

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Practical): -	
I. Conduct of Experiment	10 Marks
II. Lab Records	10 Marks
III. Lab Participation	10 Marks
IV. Lab Project	20 Marks
External Marks (Jury): -	
Viva	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

ADFD267	GARMENT CONTRUCTION TECHNIQUES- I LAB	L	T	P	C
Version	1.4	2	0	0	2
Category of Course	Practical Based Course				
Total Contact Hours	24				
Pre-Requisites/ Co-Requisites	Advanced knowledge of apparel construction				

Course Perspective

The **Garment Construction Techniques - I Lab** course provides students with foundational skills in garment assembly, focusing on constructing various components like collars, sleeves, bodices, skirts, and pants. Emphasizing practical application, the course develops students' expertise in handling different fabrics, operating sewing machines, and applying finishing techniques to produce complete garment

Course Outcomes

On completion of the course, the learner will be able to:

CO1: Remembering the functions and analyze common causes of defects in machine performance, proposing effective solutions to address and resolve these issues.

CO2: Understanding the methods of constructing various types of collars, sleeves, bodices, and skirts, demonstrating their understanding of design variations and garment construction techniques.

CO3: Applying existing design concepts to develop and refine women's wear, showcasing their ability to modify and innovate on current styles to suit different fashion needs

CO4: Analyzing and understanding the construction techniques used in both women's and men's garments, applying this knowledge to improve garment creation.

CO5: Evaluating the overall fit and finish of the garment, ensuring technical and aesthetic quality.

Course Content

Unit I: Machine Exercises and Basic Garment Construction

No. of Hours: 12

A. Machine handling and exercises.

- B. Constructing a basic bodice with sleeves.
- C. Developing creative bodice designs.
- D. Constructing a basic skirt.

Unit II: Advanced Bodice and Skirt Construction

No. of Hours: 12

- A. Constructing creative skirt designs.
- B. Building a torso foundation.
- C. Creating torso variations with princess lines (classic, armhole, and panel style lines).

Unit III: Pants Construction Techniques

No. of Hours: 12

- A. Constructing a basic pant foundation.
- B. Developing creative pant designs.

Unit IV: Corset Construction

No. of Hours: 12

- A. Constructing corset patterns.

Final Submission: Construct garments based on a given theme, incorporating skills learned throughout the course.

Learning Experience

This course combines intensive lab sessions with guided projects, enabling students to gain hands-on experience in garment construction. Emphasis is placed on machine operation, fabric handling, and construction techniques, culminating in the creation of professionally finished garments.

Instruction Methods and Activities

1. **Inside Classroom:** Practical sessions for each garment component, demonstrations on fabric handling, and machine exercises.
2. **Outside Classroom:** Practice assignments on creative designs, fabric selection, and completion of a themed garment for final submission.

Reference Books

1. *Complete Guide to Sewing*, The Reader's Digest Association, January 1, 1981.
2. Alison Smith, *Complete Book of Sewing*, Doring Kindersely, August 4, 2003.
3. Gladys Cunningham, *Singer Sewing Book*, The Singer Company, 1st edition, January 1, 1969.

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Practical): - I. Conduct of Experiment II. Lab Records III. Lab Participation IV. Lab Project	10 Marks 10 Marks 10 Marks 20 Marks
External Marks (Jury): - Viva	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

ADFD269	FASHION SOFTWARE- II LAB	L	T	P	C
Version	1.4	0	0	4	2
Category of Course	Practical Based Learning				
Total Contact Hours	40				
Pre-Requisites/ Co-Requisites	Basic of fabric construction process				

Course Perspective

The **Fashion Software - II Lab** course aims to equip students with advanced Adobe Photoshop skills tailored to fashion design. Students will develop digital proficiency in creating and editing fashion sketches, manipulating fabric textures, designing patterns, and presenting professional-level digital portfolios. This course emphasizes creative integration of digital tools into the fashion design process for enhanced efficiency and precision.

Course Outcomes

On completion of the course, the learner will be able to:

CO1: Understand the core tools and functions of Adobe Photoshop relevant to fashion design, including layers, masks, and blending modes, for creating and editing digital sketches.

CO2: Apply digital design techniques to manipulate textures, fabrics, and patterns in fashion design projects, enhancing visual appeal and realism.

CO3: Analyze and enhance digital fashion illustrations by utilizing custom brushes, layers, and blending modes, allowing for detailed and professional-quality presentations.

CO4: Evaluate and select advanced Photoshop techniques, integrating digital design tools to improve creativity, efficiency, and precision in the fashion design process.

CO5: Create and develop a cohesive digital fashion collection, incorporating fabric textures, patterns, and professional presentation skills to effectively communicate fashion concepts.

Course Content

Unit I: Introduction to Adobe Photoshop for Fashion Design

No. of Hours: 10

- A. Overview of Adobe Photoshop interface and tools.

- B. Layers, masks, and blending modes.
- C. Editing photographs for fashion design applications.
- D. Basic tools: brushes, selection, and transformation.
- E. Creating magazine covers with fashion elements.

Unit II: Digital Sketching and Illustration Techniques

No. of Hours: 10

- A. Fundamentals of digital sketching and illustration.
- B. Techniques for digital fashion sketching.
- C. Brush settings and custom brushes for illustration.
- D. Layering and blending to enhance sketches.
- E. Practice sessions for digital sketching.

Unit III: Fabric Manipulation and Texture Design

No. of Hours: 10

- A. Understanding fabric textures and patterns.
- B. Digital fabric manipulation techniques.
- C. Creating custom textures and patterns.
- D. Applying textures to design projects.
- E. Using layer styles and filters for texture effects.

Unit IV: Advanced Techniques and Project Development

No. of Hours: 10

- A. Advanced editing techniques for fashion projects.
- B. Integrating Photoshop into the fashion design workflow.
- C. Developing cohesive fashion collections digitally.
- D. Creating professional concept presentations.
- E. Final Project: Design and present a digital fashion collection.

Learning Experience

Through interactive lab sessions, students will gain hands-on experience in utilizing Adobe Photoshop for fashion design. With a combination of guided tutorials, creative assignments, and a final project, students will enhance their digital design skills to produce market-ready fashion concepts.

Instruction Methods and Activities

- I. **Inside Classroom:** Demonstrations on Photoshop tools and techniques, exercises on sketching and fabric manipulation, and project critiques.
- II. **Outside Classroom:** Assignments on custom pattern creation, project development,

and final collection presentation.

Reference Books

1. H. Faulkner, Andrew, and Chavez, Conrad. *Adobe Photoshop CC*, 2015 Edition.

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Practical): -	
I. Conduct of Experiment	10 Marks
II. Lab Records	10 Marks
III. Lab Participation	10 Marks
IV. Lab Project	20 Marks
External Marks (Jury): -	
Viva	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

OEC	IMPORT EXPORT MANAGEMENT	L	T	P	C
Version	1.2	3	0	0	3
Category of Course	Learning				
Total Contact Hours	40				
Pre-Requisites/ Co-Requisites	Fundamental knowledge of International Business				

Course Perspective

The **Import-Export Management** course offers students an in-depth understanding of the international business environment, focusing on import-export marketing, procedures, policies, and the required documentation. This course enables students to understand the essential functions within the global supply chain, focusing on Exim policy, documentation, marketing, and the role of promotional measures to streamline the import-export processes in the apparel industry.

Course Outcomes

On completion of the course, the learner will be able to:

CO1: Understanding international business concepts by defining and explaining the foundational principles.

CO2: Appreciating differences between domestic, export, and import markets by identifying unique characteristics of each.

CO3: Identifying the importance of exports by explaining their need and role in economic growth.

CO4: Gaining knowledge of export documentation by describing its requirements and significance.

CO5: Recognizing EXIM policy by assessing promotional measures and their impact on trade.

Course Content

Unit I: Introduction to International Business and Export Market No. of Hours: 10

- A. Overview of International Business and Export Market.
- B. Objectives, features, and significance of Export Marketing.

- C. Differences between Domestic and Export Markets.
- D. Benefits of exports to the nation and firms.
- E. Exim Policy: Introduction and key highlights.

Unit II: Export Documentation and Promotion Measures **No. of Hours: 10**

- A. Export Documentation essentials and solutions for common export marketing issues.
- B. Introduction to Letter of Credit, its types, and features.
- C. Overview of promotional measures and schemes, including Drawback, EPZ/EOU units.

Unit III: Import Procedures and Documentation **No. of Hours: 10**

- A. Basics of Import procedures.
- B. Import documentation requirements for customs clearance.
- C. Overview of Import Policies and Regulations, including import tariffs.
- D. Introduction to the International Fashion Mix in the apparel industry.

Unit IV: Export-Import Business Setup and Future Outlook **No. of Hours: 10**

- A. Import Facilities for Exporters and benefits for Export and Trading Houses.
- B. Steps to set up a business in India with an Import-Export License.
- C. Processing and management of an export order.
- D. Future trends and outlook in Import-Export.

Learning Experience

Through comprehensive lectures, students will gain an understanding of the import-export procedures, documentation requirements, and business regulations in the apparel industry. Assignments and case studies will enable students to apply concepts in practical scenarios, such as obtaining an import-export license and managing export orders.

Instruction Methods and Activities

- I. **Inside Classroom:** Lectures on international business and Exim policy, discussions on documentation practices, and case studies on export-import processes.
- II. **Outside Classroom:** Research-based assignments on export and import policies, creating mock export documentation, and presentations on setting up export-import businesses.

Text Books

1. Raj, Dr. Dev. *Import Export Procedures & Documentation*. Rajat Publications, 2010.
2. Cherunilam, Francis. *International Trade and Export Management*. Himalaya Publishing House, 2017.

Reference Books

1. Bade, Donna L., and Johnson, Thomas E. *Export/Import Procedures and Documentation*, 4th Edition, Amacom Publisher, 2010.
2. Kaynak, Erdener, and Seyoum, Belay. *Export-Import Theory, Practices, and Procedures*, 1st Edition, Routledge, 2014.

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Theory): - I. Continuous Assessment (30 Marks) (All the components to be evenly spaced) Projects/ Quizzes/ Assignments and Essays/ Presentations/ Participation/ Case Studies/ Reflective Journals (minimum of five components to be evaluated)	30 Marks
II) Internal Marks (Theory)-Mid-Term Exam	20 Marks
External Marks (Theory): - End Term Examination	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

Semester 4

ADFD222	GARMENT MANUFACTURING	L	T	P	C
Version	1.0	3	1	0	4
Category of Course	Learning				
Total Contact Hours	48				
Pre-Requisites/ Co-Requisites	Basic knowledge of garment construction techniques				

Course Perspective

This course provides students with a comprehensive understanding of the garment manufacturing process, from pre-production to post-production. Students will learn about various types of sewing machines, production machinery, and finishing equipment, along with understanding time and motion studies in the context of garment manufacturing. The course includes both theoretical learning and practical projects that encourage the application of garment production concepts, including marker making, spreading, cutting, and quality checking.

Course Outcomes

On completion of the course, the learner will be able to:

CO1: Understanding the workflow of a garment production unit by identifying key processes and operations.

CO2: Understanding different parts of the sewing machine by describing their functions and roles in garment production.

CO3: Identifying causes of sewing machine defects by explaining their impact and suggesting solutions.

CO4: Applying skills to make different types of temporary, permanent, and decorative stitches by demonstrating their uses and techniques.

CO5: Preparing different types of seams by analyzing their construction and application in garment making.

Course Content

Unit I: Garment Industry Overview

No. of Hours: 12

A. Introduction to the garment industry, key sectors, and their importance.

- B. Overview of industry standards and specifications.
- C. Production capacity and its role in the industry.
- D. Time and motion study: Effect on productivity and garment sector operations.

Unit II: Pre-Production Processes

No. of Hours: 12

- A. Recording measurements and pattern making.
- B. Sampling, fabric development, and sourcing.
- C. Production planning and control processes.
- D. Preparation of specification sheets and tech-packs.

Unit III: In-Production Processes

No. of Hours: 12

- A. Machines, equipment, and work-aids in garment production.
- B. Marker making: Planning, efficiency, and methods.
- C. Fabric spreading: Requirements, methods, and fabric package considerations.
- D. Cutting processes: Preparation, methods, and tools.
- E. Fusing: Advantages, requirements, processes, equipment, and quality control.
- F. Types of stitches and seams: Suitability, usage, and defects.
- G. Types of sewing machines: Basic lock stitch, chain stitch, and over-lock machines.
- H. Special purpose machines: Blind stitch, bar tack, button sewing, and buttonholes.
- I. Types of sewing needles, threads, feed systems, and machine attachments.
- J. Handling specialty fabrics and associated equipment.

Unit IV: Overall Production Processes

No. of Hours: 12

- A. Garment finishing processes: Thread trimming, stain removal, pressing, and packing.
- B. Quality control during garment finishing.
- C. Shipment inspection, warehousing, storage, packaging, and transportation issues.

Learning Experience

The course provides both theoretical understanding and practical experience in garment manufacturing. Students will engage in hands-on exercises to familiarize themselves with various machines and processes used in garment production. They will also participate in discussions and case studies regarding production workflows, machine defects, and quality control.

Instruction Methods and Activities

- I. **Inside Classroom:** Lectures on garment manufacturing processes, sewing machine

theory, and production techniques.

- II. **Outside Classroom:** Practical exercises in stitching, seam making, and garment finishing. Case studies on garment production and troubleshooting common machine defects.

Text Books

1. Glock, R. E., & Kunz, G. (2004). *Apparel Manufacturing*. Pearson Prentice Hall.

Reference Books

1. *Reader's Digest Association* (1978). *Complete Guide to Sewing*.
2. Smith, A. (2009). *The Sewing Book*. Dorling Kindersley.
3. Carr, H., & Latham, B. (2008). *Technology of Clothing Manufacture*. Blackwell Publishing Asia Pty Ltd.

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Theory): - I. Continuous Assessment (30 Marks) (All the components to be evenly spaced) Projects/ Quizzes/ Assignments and Essays/ Presentations/ Participation/ Case Studies/ Reflective Journals (minimum of five components to be evaluated)	30 Marks
II) Internal Marks (Theory)-Mid-Term Exam	20 Marks
External Marks (Theory): - End Term Examination	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

ADFD262	INDIAN EMBROIDERIES AND TEXTILES	L	T	P	C
Version	1.0	3	0	0	3
Category of Course	Learning				
Total Contact Hours	48				
Pre-Requisites/ Co-Requisites	Basic knowledge of textile materials and techniques.				

Course Perspective

This course offers a comprehensive study of India's rich textile heritage, including woven, dyed, printed, and painted textiles. Indian embroidery, a significant form of fabric ornamentation, will be explored in depth. The course covers traditional dyeing and printing techniques like Tie-dye and resist-dyeing, which are integral to Indian textile culture. Students will gain practical skills in designing, creating motifs, and incorporating regional textile techniques into their collections, elevating their garments and accessories through these crafts.

Course Outcomes

CO1: Remembering various types of Indian textiles and embroideries, recognizing regional specialties and their cultural significance.

CO2: Understanding the historical context of Indian designs and assess how they have been revived and adapted in contemporary fashion contexts.

CO3: Applying & creating traditional Indian embroideries to contemporary collection designs, transforming them to align with modern aesthetics and styles.

CO4: Understanding & evaluating the impact of design elements, including color details, to enhance and refine their fashion collections.

CO5: Analysing traditional craft motifs and patterns to be able to create original designs contributing to the garment designs in their collection.

Course Content

Unit I: Introduction to Indian Textiles

No. of Hours: 12

- A. Classification of Indian textiles: Dyed, Resist Dyed, Printed, and Embroidered.
- B. Overview of the sources and earliest findings of textiles in India.
- C. Historical context of different fibers and textile locations in India.

Unit II: Woven Textiles

No. of Hours: 12

- A. Study of key Indian woven textiles:
 - o Ikat (Odisha)
 - o Chanderi (Madhya Pradesh)
 - o Paithani Brocade (Maharashtra)
 - o Kota Doria (Rajasthan)
 - o Jamdani (Bengal)
 - o Tapestries, Carpets, Blankets, and Rugs.

Unit III: Indian Embroideries

No. of Hours: 12

- A. Exploration of prominent Indian embroidery styles:
 - o Phulkari (Punjab)
 - o Kashida (Kashmir)
 - o Kasuti (Karnataka)
 - o Chikankari (Uttar Pradesh)
 - o Kantha (West Bengal)
 - o Chambarumal (Himachal Pradesh)
 - o Kutch Embroidery (Gujarat)

Unit IV: Printed Textiles

No. of Hours: 12

- A. Techniques and applications of Indian block printing and stencil printing.

Project-Based Assignment

- **Theme-Based Craft Project:**
 - o Select a craft theme, develop a mood board, material board, and motifs based on the theme.
 - o Prepare naksha or khaka (design drafts) for the selected motifs.
 - o Design one garment and one home décor product based on the chosen craft.

Learning Experience

The course employs a mix of theoretical and practical learning to enhance technical understanding. Students will engage in lectures, discussions, hands-on sessions, and

assignments to explore and apply fabric construction and finishing techniques.

Instruction Methods and Activities

I. Inside Classroom:

- o Lectures on different Indian textile crafts, their history, techniques, and significance.
- o Practical assignments involving the development of mood boards, motif designs, and hands-on creation of garments and home décor products based on traditional Indian crafts.

II. Outside Classroom:

- o Visiting various fairs, exhibitions, and museums

Textbooks

1. N. Gokarn Eshan, Fabric Structure & Design, New Age International Limited Publishers.

Reference Books

1. Z.J. Grosicki, Watson's Textile Design & Colour, Woodhead Publishing Limited.
2. David J. Spencer, Knitting Technology, PERGAMON Press.
3. Stephen J. Russell, Handbook of Non-Wovens, CRC Press, 2007.
4. Hannelore Eberle, Clothing Technology, Verlag Europa Lehrmittel.
5. B. K. Behera and P. K. Hari, Woven Textile Structure – Theory and Applications, Woodhead, UK, 2009.

Additional Resources:

1. Ministry of Textiles - Handicrafts: <http://handicrafts.nic.in/>
2. Ministry of Textiles - Textiles & Handlooms: <http://texmin.nic.in/>
3. Ministry of Textiles - Handlooms:
http://handlooms.nic.in/User_Panel/UserView.aspx?TypeID=1242

Evaluation Scheme

Evaluation Components	Weightage
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<p>Internal Marks (Theory): -</p> <p>I. Continuous Assessment (30 Marks)</p> <p>(All the components to be evenly spaced)</p> <p>Projects/ Quizzes/ Assignments and Essays/ Presentations/ Participation/ Case Studies/ Reflective Journals (minimum of five components to be evaluated)</p>	30 Marks
II. Internal Marks (Theory)-Mid-Term Exam	20 Marks
<p>III. External Marks (Theory): -</p> <p>End Term Examination</p>	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

ADFD264	FASHION ILLUSTRATION- II LAB	L	T	P	C
Version	1.3	0	0	4	2
Category of Course	Practical Based Learning				
Total Contact Hours	72				
Pre-Requisites/ Co-Requisites	Advanced Male drawing based on concept				

Course Perspective

In this course the learner understands technical way of designing with design process through mood board, color board, fabric board, range plan sketches and specification drawings for production and industry. Because through such skill domain student is enabled to understand the 2D and 3D rendering of embellishments like embroidery, beadwork, zardozi, princess line, dart, gathers, pleats etc. As well as to learn to read, interpret and prepare design sheets for manufacturing

Course Outcomes:

CO1: Understanding and applying foundational concepts specific to menswear, including garment construction and style features, for effective communication with the production team.

CO2: Applying visualization skills to create varied menswear design options that showcase creativity and adaptability in style.

CO3: Analyzing elements like color palettes, fabric types, and textures to craft cohesive and appealing menswear illustrations.

CO4: Evaluating and rendering different fabric features, such as patterns, textures, and embellishments, in both 2D and 3D formats to accurately represent menswear materials.

CO5: Creating and developing detailed menswear garment illustrations that emphasize both technical precision and aesthetic appeal, supporting efficient product development.

Course Content

Unit I - Introduction and Advanced Sketching Techniques

No. of Hours: 18

- A. Sketching Techniques-** MEN'S Stylized Fashion Figure - Analyzing Stylization:
Exaggeration and Personal Style Development

- B. **Freehand Figure Drawing Techniques-** Accessorizing Croquis: Bags, Shoes, Jewelry, and Headgear

Unit II - Design Inspiration and Conceptualization

No. of Hours: 18

- A. **Sources of Inspiration:** Nature, Art, Culture
- B. **Concept Development:** Mood Boards and Color Palettes
- C. **Presentation Techniques:** Layout and Storyboard Development

Unit III - Design Development Sheets

No. of Hours: 18

- A. **Collection Development:** Conceptualization and Design Sheets
- B. **Occasion-Based Designs:**
 - a. Street Wear: Conceptualization and Design Development Sheets
 - b. Party Wear: Conceptualization and Design Development Sheets
 - c. Traditional Wear: Conceptualization and Design Development Sheets

Unit IV - Specialized Design Development Sheets

No. of Hours: 18

- A. **Occasion-Based Designs:**
 - a. Office Wear: Conceptualization and Design Development Sheets
 - b. Haute Couture: Conceptualization and Design Development Sheets

Learning Experience

This course emphasizes hands-on learning in menswear illustration, guiding students through figure-drawing techniques that prioritize both accuracy and creative expression. Through a structured approach to body proportions and garment detailing, students will deepen their understanding of the human form and gain confidence in fashion illustration through consistent practice.

Instruction Methods and Activities

I. Inside Classroom:

- a. **Lectures and Demonstrations:** Instructors will provide demonstrations on line quality, shading techniques, body proportions, and figure construction, enhancing students' drawing skills and understanding of menswear design.
- b. **Guided Practice:** step-by-step exercises on stylized figures with structured instructor feedback will build students' foundational skills in menswear illustration.

II. Outside Classroom:

- a. **Assignments:** Students will complete assignments that involve illustrating male fashion figures from various perspectives and poses and different occasions like haute couture, street wear etc, experimenting with different mediums.
- b. **Portfolio Development:** Assemble a professional portfolio showcasing figure sketches, shading exercises, design variations, and detailed garment illustrations. This portfolio will demonstrate technical skills, creative growth, and readiness for product development in the fashion industry.

Reference Books

1. Sketching and Drawing by Vasudev Kamath published by Jyotsna Prakashan Pune ,2nd Edition,2006
2. Figure study made easy by Aditya Chaari published by Grace Publication,
3. Draw and Paint by Pundalik Vaze published by Jyotsna Prakashan Pune ,1st Edition,2002
4. Carol A. Nunnely, The Encyclopedia of Fashion Illustration Techniques

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Practical): -	
I. Conduct of Experiment	10 Marks
II. Lab Records	10 Marks
III. Lab Participation	10 Marks
IV. Lab Project	20 Marks
External Marks (Jury): -	
Viva	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

ADFD266	PATTERN DRAFTING- II LAB	L	T	P	C
Version	1.4	0	0	4	2
Category of Course	Practical Based Learning				
Total Contact Hours	48				
Pre-Requisites/ Co-Requisites	Understanding of drafting for Men's Wear.				

Course Perspective

This course will help students relate male body shapes to patterns and understand control points in each pattern to achieve the desired fit. Students will learn scientific methods for manipulating patterns to achieve the desired style lines of male outfits. By honing these skills, students will be able to generate well-fitting patterns for creative and innovative designs and manipulate them to suit the style lines of any male outfit.

Course Outcomes

CO1: Remembering basic pattern-making terminologies and correct methods for taking body measurements accurately, demonstrating foundational knowledge in pattern making.

CO2: Understanding of basic bodice blocks and adapt those blocks to create a variety of designs, showcasing their ability to customize patterns for different styles.

CO3: Applying critical thinking to improve garment construction.

CO4: Analyzing respective benefits and challenges, making informed decisions on layout selection based on design requirements

CO5: Evaluating appropriate adjustments or alterations to rectify fit issues,

Course Content

UNIT I: Specification & Terminology for Young & Adult Men **No. of Hours: 12**

A. **Basic Bodice block for MEN's wear:** Basic front and back bodice, basic sleeve.

B. **Casual Shirt pattern:** Cuff, collar, sleeves, pockets.

C. **Creative Shirt Patterns for Men's wear.**

D. **Submission:** Men's Shirt Variation.

UNIT II: Basic Pant Foundation

No. of Hours: 12

A. Creative Pants patterns for Men's wear.

B. Submission: Men's Pant Variation.

UNIT III: Indian Men's Wear Patterns

No. of Hours: 12

A. Basic Kurta: Regular, Angrakha, A-Line kurta.

B. Basic Pyjama, Two-piece pyjama, Chudidar pyjama.

C. Creative Set of Kurta and Pyjama. Submission: Men's Kurta Variation.

UNIT IV: Coat Patterns

No. of Hours: 12

1. Single-breasted coat.

2. Double-breasted coat.

3. Submission: Men's Coat Variation.

Final Submission: Construction of a male formal dress with a coat.

Learning Experience:

The course offers a blend of theoretical and hands-on learning to deepen the understanding of men's wear pattern making and its practical application. Students will explore both foundational and creative aspects of pattern making through lectures, demonstrations, and practical assignments. The course will enable students to develop the skills necessary to manipulate patterns for various men's wear designs, with a focus on achieving accurate fits and innovative designs.

Instruction Methods and Activities

I. Inside Classroom:

- a. Lectures on basic and advanced pattern-making terminology, techniques, and their applications in men's wear.
- b. Demonstrations of pattern drafting, with an emphasis on understanding body measurements and achieving desired fits.
- c. Practical sessions on creating basic bodice, shirt, pant, kurta, and coat patterns, as well as experimenting with creative variations.
- d. Discussions on body types and pattern adjustments for common fit problems.
- e. Collaborative critique sessions to evaluate and improve pattern designs.

II. Outside Classroom:

- a. Workshops where students can apply the theory to create a range of patterns, including men's shirts, pants, kurtas, and coats.
- b. Fabric and fitting sessions, where students work with different fabrics to

- understand how fabric type affects pattern making and garment construction.
- c. Field visits to garment manufacturing units and pattern-making studios to see professional pattern-making processes in action.
 - d. One-on-one mentoring to provide personalized guidance on final submissions, including the construction of male formal dress with a coat.

Text Books:

1. Helen Joseph Armstrong (2009). *Patternmaking for Fashion Design*, Pearson, Fifth Edition.
2. Gareth Kershaw (2013). *Pattern Cutting for Menswear*, First Edition.
3. Winifred Aldrich (2009). *Metric Pattern Cutting for Men's Wear*, Third Edition, Blackwell Publishing.

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Practical): -	
I. Conduct of Experiment	10 Marks
II. Lab Records	10 Marks
III. Lab Participation	10 Marks
IV. Lab Project	20 Marks
External Marks (Jury): -	
Viva	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

ADFD268	GARMENT CONSTRUCTION TECHNIQUES- II LAB	L	T	P	C
Version	1.4	0	0	4	2
Category of Course	Practical Based Learning				
Total Contact Hours	48				
Pre-Requisites/ Co-Requisites	Understanding of drafting for Men's Wear.				

Course Perspective

The Garment Construction Lab-II course focuses on the practical application of garment construction techniques specific to men's wear. It aims to familiarize students with pattern variations and construction methods for different types of men's garments, enabling them to create well-fitting and creatively designed pieces. The course includes hands-on learning where students will manipulate basic blocks into various styles and adapt designs for diverse male body shapes.

Course Outcomes

CO1: Remembering various fashion components, demonstrating their ability to combine and utilize design elements in garment construction.

CO2: Understanding the construction of a basic bodice block and apply that knowledge to adapt the block to create a variety of garment designs.

CO3: Applying the basic bodice block to create a variety of garment designs.

CO4: Analyzing the function and application of different fashion components in garments and analyze how these components contribute to the overall design and structure.

CO5: Evaluating the effectiveness of a garment design in terms of fit, comfort, and aesthetics

Course Content

Unit I: Construction of Basic Bodice Block and Casual Shirt

No. of Hours: 12

- A. Construction of basic front and back bodice blocks for men's wear.
- B. Basic sleeve construction.

- C. Construction of casual shirt with cuff, collar, sleeves, and pockets.
- D. Creative construction of men's wear shirts with innovative variations.

Unit II: Construction of Pants

No. of Hours: 12

- A. Construction of pant foundation patterns.
- B. Development of creative pants for men's wear.

Unit III: Construction of Indian Men's Wear

No. of Hours: 12

- A. Construction of basic kurta, Angrakha kurta, and A-line kurta.
- B. Construction of basic pyjama, two-piece pyjama, and chudidhar pyjama.
- C. Creative set of kurta and pyjama.

Unit IV: Construction of Formal Men's Wear

No. of Hours: 12

- A. Construction of a single-breasted coat.
- B. Final submissions include constructing a male formal dress with a coat.

Learning Experience

The course involves practical, hands-on learning to allow students to construct various men's garments, using the knowledge of body shapes, pattern manipulation, and style lines. Students will work on projects that develop their skills in fitting, pattern drafting, and garment construction.

Instruction Methods and Activities

1. **Inside Classroom:** Practical sessions for garment construction, with a focus on pattern drafting, fitting, and garment assembly.
2. **Outside Classroom:** Assignments and case studies where students apply their skills to real-world scenarios and design challenges.

Textbooks

1. Helen Joseph Armstrong, "Patternmaking for Fashion Design," Pearson, 5th edition, 2009.
2. Reference Books
3. Gareth Kershaw, "Pattern Cutting for Menswear," 1st edition, October 7, 2013.

Evaluation Scheme

Evaluation Components	Weightage
<p>Internal Marks (Practical): -</p> <p>I. Conduct of Experiment</p> <p>II. Lab Records</p> <p>III. Lab Participation</p> <p>IV. Lab Project</p>	<p>10 Marks</p> <p>10 Marks</p> <p>10 Marks</p> <p>20 Marks</p>
<p>External Marks (Jury): -</p> <p>Viva</p>	<p>50 Marks</p>

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

ADFD270	FAHION SOFTWARE- III LAB	L	T	P	C
Version	1.4	0	0	4	2
Category of Course	Practical Based Learning				
Total Contact Hours	48				
Pre-Requisites/ Co-Requisites	Understanding of drafting for Men's Wear.				

Course Perspective

This advanced course focuses on the integration of Adobe Photoshop, Illustrator, and InDesign for digital fashion design. Students master digital sketching, technical drawing, fabric manipulation, and texture creation. Emphasis is placed on using collaborative workflows between Photoshop and Illustrator, as well as utilizing InDesign for polished layouts and presentations. By the end, students will create industry-standard fashion portfolios, lookbooks, and promotional materials, positioning them for success in the dynamic world of digital fashion.

Course Outcomes

CO1: Understand and integrate the key features of Adobe Photoshop, Illustrator, and InDesign, gaining a foundational grasp on their collaborative applications for cohesive fashion design projects.

CO2: Apply advanced digital sketching and illustration techniques in Photoshop and Illustrator to create fashion sketches, technical drawings, and detailed fashion illustrations with accuracy and creativity.

CO3: Analyze and refine digital fabric manipulation and texture design techniques in Photoshop, ensuring realistic representation and seamless application in fashion design projects.

CO4: Evaluate and use Adobe InDesign effectively to develop professional fashion portfolios, lookbooks, and promotional materials, ensuring quality and consistency in visual presentation.

Course Content

Unit I: Introduction to Adobe Creative Suite for Fashion Design **No. of Hours: 12**

- A. Overview of Adobe Photoshop, Illustrator, and InDesign interfaces.
- B. Key features and tools for fashion design in each software.
- C. Importing/exporting files between software applications.
- D. Collaborative workflow techniques between Photoshop and Illustrator.
- E. Hands-On Exercises: Basic digital sketching, fabric manipulation, and texture design.

Unit II: Advanced Digital Sketching and Illustration Techniques **No. of Hours: 12**

- A. Advanced digital sketching techniques in Adobe Photoshop.
- B. Utilizing custom brushes, layers, and blending modes for fashion illustration.
- C. Technical drawing and fashion flats in Adobe Illustrator.
- D. Incorporating vector graphics and patterns into fashion illustrations.
- E. Practice Sessions: Creating detailed fashion sketches and technical drawings.

Unit III: Fabric Manipulation and Texture Design **No. of Hours: 12**

- A. Advanced fabric manipulation techniques in Adobe Photoshop.
- B. Creating custom fabric textures and patterns using tools and filters.
- C. Integrating fabric textures into fashion design projects.
- D. Exploring 3D effects and depth for realistic texture design.
- E. Hands-On Exercises: Experimenting with fabric manipulation and texture design.

Unit IV: Layout and Presentation with Adobe InDesign **No. of Hours: 12**

- A. Introduction to Adobe InDesign for fashion design layout and presentation.
- B. Creating professional fashion portfolios, lookbooks, and promotional materials.
- C. Incorporating images, text, and graphics into InDesign layouts.
- D. Utilizing master pages, styles, and grids for consistency and efficiency.
- E. Final Project: Designing and presenting a comprehensive fashion portfolio using Adobe InDesign.

Learning Experience

The course involves practical, hands-on learning to allow students to construct various men's garments, using the knowledge of body shapes, pattern manipulation, and style lines. Students will work on projects that develop their skills in fitting, pattern drafting, and garment construction.

Instruction Methods and Activities

- I. **Inside Classroom:** Introduction to software features, techniques, and best practices for creating cohesive fashion design projects.
- II. **Outside Classroom:** Practical application of digital sketching, illustration, and fabric manipulation skills, as well as developing layouts and presentations in InDesign

Reference Books:

Adobe Photoshop for Fashion Design by Susan Lazear

Illustrator for Fashion Design: Drawing Flats, Technical Drawings, and Adobe Illustrator: Advanced Techniques by Nancy Riegelman

Adobe InDesign CC Classroom in a Book by Kelly Kordes Anton and John Cruise

Digital Fashion Print with Photoshop and Illustrator by Kevin Tallon

Fashion Design Course: Principles, Practice, and Techniques by Steven Faerm

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Practical): -	
I. Conduct of Experiment	10 Marks
II. Lab Records	10 Marks
III. Lab Participation	10 Marks
IV. Lab Project	20 Marks
External Marks (Jury): -	
Viva	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

SEC	CRAFT PROCESS	L	T	P	C
Version	1.4	0	0	4	2
Category of Course	Practical Based Learning				
Total Contact Hours	48				
Pre-Requisites/ Co-Requisites	Basic knowledge of Craft Documentation.				

Course Perspective

This course introduces students to traditional Indian crafts and their documentation. Through hands-on exposure to craft clusters and field research, students will learn the technicalities of the design process, from concept to creation. This course aims to promote Indian artisan techniques on a global scale by focusing on documenting the rich heritage of Indian crafts and their contemporary applications in design.

Course Outcomes

CO1: Understanding and appreciation of traditional crafting techniques and their cultural significance.

CO2: Identifying and describe various traditional Indian crafts, applying knowledge of their history and techniques in context.

CO3: Analyzing and evaluating the craft documentation process, understanding its role in preserving and promoting traditional crafts.

CO4: Engaging in fieldwork to observe and practice within craft clusters, gaining hands-on experience to apply learned techniques in real-world settings.

CO5: Synthesizing knowledge from field research and practical experience, and creating a comprehensive craft documentation, showcasing both technical and cultural insights.

Course Content

Unit I: Identification of Craft for Project Research and Documentation

No. of Hours: 12

- A. Understanding the importance of traditional craft and its cultural significance.
- B. Identifying crafts for project research and documentation.

Unit II: Research Topics within the Craft

No. of Hours: 12

- A. Identifying research topics within selected crafts.
- B. Understanding the local craft process, from conception to creation.
- C. Researching favorable crafts/clusters (locations students can visit to learn about the craft).

Unit III: Craft Database Creation

No. of Hours: 12

- A. Creating a database of local representatives for the craft, including photographs and contact details.

Unit IV: Documentation of Craft Process and Presentation

No. of Hours: 12

- A. Documenting the complete manufacturing process and finishing.
- B. Final presentation of the craft documentation.

Field survey (15 days): Students will visit a selected state cluster and carry important documentation equipment, such as cameras, notebooks, and optionally, audio/video recording equipment. They will also need local guides and emergency contact numbers.

Learning Experience

The course emphasizes practical, hands-on experience with craft clusters. Students will conduct field research and directly interact with artisans to understand their techniques. The knowledge gathered will then be used to create well-documented craft profiles and design collections.

Instruction Methods and Activities

- I. **Inside Classroom:** Lectures and discussions on various traditional crafts, their history, significance, and design processes. Students will work on assignments to identify craft types and research topics.
- II. **Outside Classroom:** Field visits to craft clusters, documentation of the craft process, creation of a comprehensive database of local artisans, and hands-on involvement in the crafting process.

Textbooks

- 1. Handmade in India: Crafts of India by M.P. Ranjan

Reference Books

- 1. Handmade in India: A Geographic Encyclopedia of India Handicrafts by M.P. Ranjan

2. Traditional Indian Handcrafted Textiles: History, Techniques, Processes, Designs (Vol I & II) by Anjali Karolia
3. Saris of India: Tradition and Beyond by Martand Singh and Rta Kapur Chishti
4. NCERT Book Class 11 Heritage Craft PDF (Available on Vedantu)
5. Indian Textiles by John Gillow
6. Rapture: The Art of Indian Textiles by Rahul Jain
7. Textiles and Weavers in South India by Vijaya Ramaswamy
8. Pashmina: The Kashmir Shawl and Beyond by Janet Rizvi, Monisha Ahmed

Evaluation Scheme

Evaluation Components	Weightage
Internal Marks (Practical): -	
I. Conduct of Experiment	10 Marks
II. Lab Records	10 Marks
III. Lab Participation	10 Marks
IV. Lab Project	20 Marks
External Marks (Jury): -	
Viva	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

OE-III	PRODUCT PHOTOGRAPHY	L	T	P	C
Version	1.0	3	0	4	3
Category of Course	Practical Based Learning				
Total Contact Hours	40				
Pre-Requisites/ Co-Requisites	Knowledge of Product Photography				

Course Perspective

This course explores the intersection of fashion design and photography, focusing on the techniques required to capture fashion products in a compelling way. It covers the fundamentals of product photography, including lighting, composition, styling, and post-processing, to help students communicate fashion concepts through high-quality images.

Course Outcomes

CO1: Recognizing the significance of product photography by explaining its role in effectively promoting and selling products in advertising and e-commerce contexts.

CO2: Displaying technical competence in operating cameras, selecting appropriate lenses, and setting up lighting equipment by demonstrating skills to capture high-quality product images.

CO3: Applying principles of composition and styling by producing visually engaging product photographs that highlight the features and aesthetics of the products.

CO4: Utilizing post-processing techniques by enhancing the visual appeal of product images through adjustments in exposure, color balance, contrast, and retouching.

CO5: Compiling a professional product photography portfolio by showcasing technical skills, creative abilities, and versatility in capturing different types of products.

Course Content

Unit I: Introduction to Product Photography & Camera Techniques No. of Hours: 10

A. Overview of product photography's importance and applications.

- B. Understanding product photography's role in advertising and e-commerce.
- C. Analyzing effective product images across industries.
- D. Camera equipment and techniques for product photography.
- E. Types of cameras and lenses used.
- F. Settings for different lighting conditions.
- G. Exposure control and depth of field.
- H. Essential equipment: Tripods, remote triggers, etc.

Unit II: Lighting for Product Photography & Composition/Styling No. of Hours: 10

- A. Studio lighting setups for product photography.
- B. Lighting modifiers and their effects on product images.
- C. Creating various lighting styles (soft light, hard light, dramatic lighting).
- D. Using natural and continuous lighting sources.
- E. Composition principles for product photography.
- F. Styling techniques (backgrounds, props, set design).
- G. Capturing different angles and perspectives for various products.

Unit III: Image Retouching, Post-Processing & Marketing No. of Hours: 10

- A. Introduction to image editing software (e.g., Photoshop, Lightroom).
- B. Adjusting exposure, color balance, contrast.
- C. Retouching techniques for imperfections and blemishes.
- D. Preparing images for print and digital platforms.
- E. Marketing strategies for product photography.
- F. Aligning with brand identity.
- G. Designing product catalogues and online galleries.
- H. Preparing images for e-commerce and advertising.

Unit IV: Portfolio Development No. of Hours: 10

- A. Selecting and organizing a portfolio of product images.
- B. Demonstrating versatility with various products.
- C. Portfolio presentation and self-promotion.
- D. Portfolio review and critique.

Learning Experience

The course provides a balanced blend of theoretical knowledge and practical skills essential for product photography. Students will engage in hands-on activities, working with real

products to understand lighting, camera settings, and styling techniques. They will have the opportunity to experiment with different equipment, lighting setups, and composition styles in a controlled studio environment to gain a deeper understanding of how these elements contribute to high-quality product photography.

Instruction Methods and Activities

I. Inside Classroom:

- a. Lectures and discussions on the significance of product photography in advertising and e-commerce, analyzing the elements of effective product images.
- b. Demonstrations on camera equipment, lens selection, and lighting techniques.
- c. Students will participate in assignments focusing on the principles of composition and styling, preparing them to photograph products creatively and effectively.

II. Outside Classroom:

- a. Hands-on sessions where students will photograph various products, practicing techniques learned in class.
- b. Students will work on setting up lighting, experimenting with different styles, and capturing product images from various angles.
- c. In-class critiques and portfolio development will help students refine their skills and presentation techniques.
- d. Exposure to real-world applications, including marketing strategies and preparing product images for digital platforms and print media.

Textbooks:

1. Photography: The Art of Composition by Bert Krages
2. Lighting for Product Photography: The Digital Photographer's Step-by-Step Guide to Sculpting with Light by Allison Earnest

Reference Books/Materials:

1. Light Science & Magic: An Introduction to Photographic Lighting by Fil Hunter, Steven Biver, and Paul Fuqua
2. Product Photography Handbook by J. Dennis Thomas
3. The Photographer's Guide to Marketing and Self-Promotion by Maria Piscopo

4. The Art and Style of Product Photography by J. Dennis Thomas
5. Vogue: The Covers by Dodie Kazanjian

Evaluation Scheme:

Evaluation Components	Weightage
Internal Marks (Practical): -	
I. Conduct of Experiment	10 Marks
II. Lab Records	10 Marks
III. Lab Participation	10 Marks
IV. Lab Project	20 Marks
External Marks (Jury): -	
Viva	50 Marks

*(It is compulsory for a student to secure 40% marks in Internal and End Term Examination separately to secure minimum passing grade).

Semester 5

ADFD311	RETAIL & VISUAL MERCHANDISING IN FASHION	L	T	S	P	C
Version 1.3		3	1	0	0	4
Pre-requisites/Exposure	Knowledge of fashion retail industry workflow					
Co-requisites						

Course Objectives:

To provide an overview of the evolution as well as the current structure and status of the apparel retailing in India. To develop and understanding and appreciation of the principles of marketing, retail operations and the basic principles of visual merchandising and effective customer handling practices.

Course Learning Outcomes:

CO1: Explain the significance of retailing in marketing and outline the structural changes within the retail sector.

CO2: Describe the distinct characteristics of apparel retailing and classify various types of retail outlets.

CO3: Illustrate key operational processes within retail stores.

CO4: Demonstrate an understanding of visual merchandising elements and compare the roles and responsibilities of different visual merchandisers.

CO5: Analyze the application of diverse visual merchandising practices.

Catalogue Description

Through this course student will learn about the Fashion retail industry, importance of merchandising & Visual Merchandising in Fashion Retail. The course aims to impart cutting-edge knowledge about the fast-growing field of Visual Merchandising. The course is an interesting mix of practical and theoretical projects that will encourage students to learn the concepts of Retail industry like visual merchandising in an interactive way.

Course Content

UNIT I lecture hours

12

Overview of Retailing: Role of retail in marketing system, Overview of Indian retail sector, Retail evolution in India: structural changes and emerging trends, Classification of Retailing Channels (online, offline, multichannel, cross-channel), Formats (in-store and non-store), and Types of Outlets (ownership and merchandise based)

UNIT II**12****lecture hours**

Retail Marketing & Operations: Product – merchandise assortment and inventory management. Place – Store Management, store location, Floor layout. Promotion – in-store and off-store promotion and advertising. Roles and responsibilities of retail store manager, employee management

UNIT III**12 lecture****hours**

Introduction to Visual Merchandising: Introduction **Visual Merchandising** and Importance. Schedules- Seasons, Promotions, Special sales, Themes. Types of Display- Window display, Interior display, Various Types of Store Layouts, Grid layout, Loop-path layout, Free-form layout, Spine layout. Merchandise Presentation Techniques- Idea-Oriented Presentation, Style/Item Presentation, Price Lining

UNIT IV**12 lecture****hours**

Store Image: Introduction, Objectives, Concept of Image Mix, Elements of Display- Merchandise, forms, props, signage, lighting, Merchandise, Fixtures, Visuals, Sound/Music, Odor, Common problems in display, Visual Merchandising at Different Stores, Apparel store, Furniture store, Future Prospects of Visual Merchandising.

Textbook:

1. Mr Raj Kumar Mascreeen, “Visual and Fashion Merchandising”, Sikkim Manipal University, Gangtok.
2. Balley Sarah, Baker Jonathan (2014). Visual Merchandising in Fashion. London:
3. Bloomsbury Publishing
4. Dunn Patrick, Lusch Robert, Griffith David A., (2002). Retailing. USA: Harcourt College Publishers
5. Levy Michael, Weitz Barton A., (1995). Retailing Management. US: Irwin Publishers

Reference Books:

1. Martin M. Pegler, “Visual Merchandising and Display”, 6th Edition.
2. Tony Morgan, “Visual Merchandising Window and In-store Displays for Retail”, Second Edition
3. Ellen Diamond “fashion retailing” 2nd edition.
4. Frances D., Spooone H, Greenwald H. (1992). Retail Fashion Promotion and Advertising. USA: Macmillan.

5. Stone E. (1987). Fashion Buying. New York: McGraw- Hill.

**Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination.
Examination Scheme:**

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs		
	Course Outcomes (COs)	Mapped Program Outcomes
CO1	State the importance of retailing in marketing & structural changes in the retailing sector.	PO1
CO2	Describe the unique aspects of apparel retailing & classify the different types of retail outlets.	PO2
CO3	Explain the main operational processes of retail stores	PO4
CO4	Give understanding about elements of visual merchandising, compare the roles and responsibilities of different visual merchandiser.	PO3
CO5	Explain the use of various visual merchandising practices	PO5.PO7

		Design and Integration	Drawing Work	Critical Analysis	Employability and Interdisciplinary Approach	Conduct	Communication and Teamwork	Life-long learning	Application of Concepts	Innovation and Industry Friendly	Ethics and Communication Skills
Course Code	Course Title	PO1	PO2	PO3	O4	PO5	PO6	PO7	PSO1	PSO2	PSO3
ADFD 301A	Fashion retail & visual merchandising	2	2	3	3	3		3	3	3	3

1=weakly mapped,2= moderately mapped,3=strongly mapped

RELEVANCE OF THE COURSE TO VARIOUS INDICATORS

Unit I	Overview of Retailing
Local	-
Regional	-
National	Role of retail in marketing system, Overview of Indian retail sector, Retail evolution in India: structural changes and emerging trends,
Global	Role of retail in marketing system,
Employability	Classification of Retailing Channels (online, offline, multichannel, cross-channel), Formats (in-store and non-store), and Types of Outlets (ownership and merchandise based)
Entrepreneurship	Classification of Retailing Channels (online, offline, multichannel, cross-channel), Formats (in-store and non-store), and Types of Outlets (ownership and merchandise based)
Skill Development	-
Professional Ethics	-
Gender	-
Human Values	-
Environment & Sustainability	-
Unit II	Retail Marketing & Operations
Local	-
Regional	-
National	-
Global	-
Employability	Product – merchandise assortment and inventory management. Place – Store Management, store location, Floor layout. Promotion – in-store and off-store promotion and advertising. Roles and responsibilities of retail store manager, employee management
Entrepreneurship	Place – Store Management, store location, Floor layout. Promotion – in-store and off-store promotion and advertising. Roles and responsibilities of retail store manager, employee management
Skill Development	Product – merchandise assortment and inventory management.
Professional Ethics	employee management
Gender	-
Human Values	-
Environment & Sustainability	-
Unit III	Introduction to Visual Merchandising
Local	-
Regional	-
National	-
Global	Schedules- Seasons, Promotions, Special sales, Themes
Employability	Types of Display- Window display, Interior display, Merchandise
Entrepreneurship	Various Types of Store Layouts, Grid layout, Loop-path layout, Free-form

	layout, Spine layout. Merchandise Presentation Techniques- Idea-Oriented Presentation, Style/Item Presentation, Price Lining
Skill Development	Types of Display- Window display, Interior display
Professional Ethics	-
Gender	-
Human Values	-
Environment & Sustainability	-
Unit IV	Store Image
Local	-
Regional	-
National	Visual Merchandising at Different Stores, Apparel stores, Furniture stores, Prospects of Visual Merchandising.
Global	Visual Merchandising at Different Stores, Apparel stores, Furniture stores, Prospects of Visual Merchandising.
Employability	Concept of Image Mix, Elements of Display- Merchandise, forms, props, signage, lighting, Merchandise
Entrepreneurship	Fixtures, Visuals, Sound/Music, Odor, Common problems in display, Visual Merchandising at Different Stores, Apparel store, Furniture store, Prospects of Visual Merchandising.
Skill Development	Visual Merchandising
Professional Ethics	-
Gender	-
Human Values	-
Environment & Sustainability	-
SDG	Skills for Decent Work (SDG 4.4)
NEP 2020	Professional Education (17.1-17.5)
POE/4 th IR	Entrepreneurship, Employability, Skill Development (Visual Merchandiser, Store Manager, Fashion Designer, Retail Operator)

ADFD361	FASHION ILLUSTRATION-III LAB	L	T	S	P	C
Version 1.4		0	0	4	2	3
Pre-requisites/Exposure	Knowledge of Fashion drawing techniques					
Co-requisites						

Course Objectives:

1. Students will gain the knowledge of drawing the technicalities & details of various Fashion elements with the Terminologies.
2. This subject will also provide the skills to draw different hair styles with a practice of Facial details like eyes, lips, ears etc.

Course Outcomes:

CO1: Understanding and interpreting the fundamental elements of stylized fashion figures, including exaggeration and personal style development, to create unique and personalized illustrations.

CO2: Applying knowledge of garment structure and style features to accurately represent different types of clothing in sketches, demonstrating practical design understanding.

CO3: Analyzing and creating variations in color combinations and color ways to enhance the aesthetic and mood of fashion designs, using color theory principles for impactful visual presentations.

CO4: Evaluating and selecting effective presentation techniques to highlight garment details, ensuring professional and visually engaging fashion illustrations suitable for client and industry presentations.

CO5: Creating detailed flat sketches of garments, synthesizing technical drawing skills to support effective communication in product development and production stages.

Catalogue Description

In Fashion Design, Sketches help to convey ideas, demonstrate functionality, visualize user flow, and illustrate anything that requires human interaction. Through sketching skill domain students will enable them to generate different 2 D & 3D designs by using different point prospective view for creative & innovative designs and help them to achieve desired stylized figure pose as well as to communicate his design ideas in a better way. Students will gain the knowledge of drawing the technicalities & details of various Fashion elements with the correct fashion Terminologies.

Course Content

UNIT I - 18 lecture hours

Introduction and Advanced Sketching Techniques

Sketching Techniques- KIDS'S Stylized Fashion Figure - Analyzing Stylization:

Exaggeration and Personal Style Development

Freehand Figure Drawing Techniques- Accessorizing Croquis: Bags, Shoes, Jewelry, and Headgear

UNIT II 18 lecture hours

Design Inspiration and Conceptualization

Sources of Inspiration: Nature, Art, Culture

Concept Development: Mood Boards and Color Palettes

Presentation Techniques: Layout and Storyboard Development

UNIT III 18 lecture hours

Design Development Sheets

Collection Development: Conceptualization and Design Sheets

Occasion-Based Designs:

- Street Wear: Conceptualization and Design Development Sheets
- Party Wear: Conceptualization and Design Development Sheets
- Traditional Wear: Conceptualization and Design Development Sheets

UNIT IV 18 lecture hours

Specialized Design Development

Occasion-Based Designs:

- Haute Couture: Conceptualization and Design Development Sheets
- Avant-Garde Haute Couture: Conceptualization and Design Development Sheets

Reference Books:

1. Bina Abling, "Fashion Sketchbook", 4th edition, Fairchild Publications, Inc. New York Publication Year – 2004.
2. Figure drawing Elisabetta druid & Tizianapaci Pepin press, 2005
3. Mode (Fashion, Drawing & design) Hannelore Eberle & Auflage publication, Hannes Dollel 2010
4. Illustrating Fashion Concept to creation Steven Stifelman 2nd edition, Fairchild Publications, Inc. New York Publication Year – 2005

Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination, Examination Scheme:

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs		
	Course Outcomes (COs)	Mapped Program Outcomes
CO1	Students are able to develop their own stylized fashion figure.	PO2
CO2	To understand the look of the garment and style features.	PO3
CO3	To be able to create variations in terms of color combinations and color ways	PO4
CO4	To be able to highlight the garment details & presentation techniques.	PO6
CO5	To be able to prepare flat sketches of the garments for effective use for product development	PO7

		Design and Integration	Drawing Work	Critical Analysis	Employability and Interdisciplinary Approach	Conduct	Communication and Teamwork	Life-long learning	Application of Concepts	Innovation and Industry Friendly	Ethics and Communication Skills
Course Code	Course Title	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO 1	PSO 2	PSO3
ADFD 351A	Sketching -III LAB		3	3	3		3	3	3	3	2

1=weakly mapped,2= moderately mapped,3=strongly mapped

RELEVANCE OF THE COURSE TO VARIOUS INDICATORS

Unit I	
Local	-

Regional	-
National	-
Global	-
Employability	Stylized Fashion figure of Kids
Entrepreneurship	Developing a unique sketching style to establish a personal brand
Skill Development	Enhancing freehand figure drawing and accessorizing skills
Professional Ethics	-
Gender	-
Human Values	-
Environment & Sustainability	-
Unit II	
Local	-
Regional	-
National	-
Global	-
Employability	
Entrepreneurship	-
Skill Development	- Mastering the creation of mood boards and storyboards as essential design tools.
Professional Ethics	- Understanding the ethical considerations in sourcing inspiration from cultures.
Gender	Kids wear collection: Conceptualization, Design Development sheets.
Human Values	-
Environment & Sustainability	-
Unit III	
Local	-
Regional	-
National	-
Global	-
Employability	Traditional Wear kids' wear collection: Conceptualization, Design Development sheets. Street Wear, Party wear kids' wear collection: Conceptualization, Design Development sheets.
Entrepreneurship	-
Skill Development	Presentation Techniques - Layout techniques, Story board techniques
Professional Ethics	Presentation Techniques - Layout techniques, Story board techniques
Gender	-
Human Values	-
Environment & Sustainability	-

Unit IV	
Local	-
Regional	-
National	-
Global	-
Employability	Kid's wear collection: - Avant Garde, Haute couture Conceptualization, Design Development sheets
Entrepreneurship	.
Skill Development	- Enhancing design development and presentation skills
Professional Ethics	-
Gender	-
Human Values	-
Environment & Sustainability	-
SDG	Skills for Decent Work (SDG 4.4)
NEP 2020	Professional Education (17.1-17.5)
POE/4 th IR	Entrepreneurship, Employability, Skill Development: The learner will be able to work as an intermediate level Fashion Illustrator

ADFD363	PATTERN DRAFTING -III LAB	L	T	P	S	C
Version 1.0		0	0	4	0	2
Pre-requisites/Exposure	Basic pattern techniques And Construction for Kids wear					
Co-requisites						

Course Objective:

1. To develop understanding of pattern making of kid's wear in fashion industry.
2. To acquaint the students with the importance of taking correct body measurements and size charts and to introduce the concept of drafting and paper patterns for kid's wear. So that they are capable to develop Industrial Paper Pattern like professionals.

Course Outcomes:

CO1: Remembering the various tools used for drafting, pattern making, and construction, showing an understanding of their purpose and proper usage in the garment-making process.

CO2: Understanding basic bodice block for children, demonstrating their ability to translate design concepts into functional patterns.

CO3: Applying the correct techniques for taking body measurements, ensuring accuracy in pattern creation.

CO4: Analysing different types of pattern layouts and the importance of ease and darts in patterns, assessing their impact on fit and design.

CO5: Evaluating different body types and identify problem areas, evaluating potential solutions to address fit issues and improve garment construction.

Catalogue Description

This course will impart an understanding to the learner to relate different body shapes to different patterns and understand points of control in each pattern to achieve desired fit. Pattern making is a bridge function between design and production. A sketch can be turned into a garment via a pattern which interprets the design in the form of the garment components. A patternmaker typically makes a pattern from a flat sketch with measurements or a two-dimensional fashion illustration. The basic pattern is the starting point for flat pattern designing. It is a simple pattern that fits the body with just enough ease for movement and comfort. Basic patterns usually consisting of the front and back bodice, front and back skirt, sleeve, and pant.

UNIT-I

12-Lecture hour

Kids wear measurement method, standard body measurement Basic blocks for kids Ø Infants (0-2 years age) Ø Toddlers (2-6 years age) Ø Preteens (6-12 years age) - boys and girls both Kids wear – Infants (0-2-year age)- Pattern development Ø Snow suit with hood Ø Romper

UNIT-II

12-Lecture hour

Kids wear- Toddlers (2-6-year age) Pattern development for boys' garments - T-shirt with raglan sleeve – shorts/ trouser.

Pattern development for girls' garments -Frocks

Develop Creative pattern

UNIT-III

12-Lecture hour

Basic Skirt Draft

Develop Creative pattern - Tiered, divided skirt, cascade, etc.

UNIT-IV

12-Lecture hour

1. Kids wear- Preteens (6–12-year age), Pattern development for boys' garments - Knee length pants –

2. T-shirt, Pattern development for girls' garments - Empire line dress with flare

Final Submission: Develop Creative patterns

Submission: Kids wear garments According Theme

Reference Books:

1.H.J. Armstrong, 2009, Pattern Making for Fashion Design, Harper Collins Publishers Inc. New York.

2.LoriA. Knowles, (09-07-2005) “Pattern Making for Fashion Designers”, Fairchild Publishers.

3.Pamela C Stringer, (1992) “Pattern Drafting for Dressmaking”, Batsford Ltd

4.Aldrich, W. 2007 Metric Pattern Cutting for Children's Wear and Babywear, Third edition, Blackwell Publishing, Om Books International, Delhi.

Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination

Examination Scheme:

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs		
	Course Outcomes (COs)	Mapped Program Outcomes
CO1	Explain the methods of developing paper patterns, develop a basic bodice block and adapt that block to various designs.	PO1
CO2	Define the basic pattern making terminologies & how to take body measurements correctly	PO7
CO3	Describe the tools used for, drafting, Pattern Making	PO2
CO4	Analyse different body types and identify problem areas.	PO3
CO5	Compare the different types of pattern layouts, importance of ease and darts in pattern.	PO5

		Design and Integration	Drawing Work	Critical Analysis	Employability and Interdisciplinary Approach	Conduct	Communication and Teamwork	Life-long learning	Application of Concepts	Innovation and Industry Friendly	Ethics and Communication Skills
Course Code	Course Title	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO 1	PSO 2	PSO3
ADFD353	Pattern Making -III Lab	3	3	3	2	3		3	3	2	

1=weakly mapped, 2= moderately mapped,3=strongly mapped

ADFD355	Garment Construction Techniques -III LAB	L	T	P	S	C
Version 1.0		0	0	4	0	2
Pre-requisites/Exposure	Basic pattern techniques And Construction for Kids wear					
Co-requisites						

Course Objective:

- To develop understanding of construction of kid's wear in fashion industry.
- To acquaint the students with the importance of taking correct body measurements and size charts and to introduce the concept of drafting and paper patterns for kid's wear. So that they are capable to develop Industrial Paper Pattern like professionals.

Course Outcomes:

CO1: Remembering the principles of a basic bodice block and apply this knowledge to adapt the block into various design styles, showcasing flexibility in pattern development.

CO2: Understanding different fashion components, demonstrating their ability to integrate and utilize design elements in garment construction.

CO3: Creating a range of patterns for kids' wear, **applying** pattern-making principles to create age-appropriate, functional, and stylish garments.

CO4: Analyzing the role and function of fashion components in garments and how they contribute to the garment's overall design, structure, and fit.

CO5: Evaluating different fashion components, demonstrating their ability to integrate and utilize design elements in garment construction.

Catalogue Description

This course will impart an understanding to the learner to relate different body shapes to different patterns and understand points of control in each pattern to achieve desired fit. Pattern making is a bridge function between design and production. A sketch can be turned into a garment via a pattern which interprets the design in the form of the garment components. A patternmaker typically makes a pattern from a flat sketch with measurements or a two-dimensional fashion illustration. The basic pattern is the starting point for flat pattern designing. It is a simple pattern that fits the body with just enough ease for movement and comfort. Basic patterns usually consisting of the front and back bodice, front and back skirt, sleeve, and pant.

UNIT-I

12-Lecture hour

Kids wear measurement method, standard body measurement Basic blocks for kids Ø Infants (0-2 years age) Ø Toddlers (2-6 years age) Ø Preteens (6-12 years age) - boys and girls both Kids wear – Infants (0-2-year age)- Pattern development Ø Snow suit with hood Ø Romper

UNIT-II

12-Lecture hour

Construction of Kids wear- Toddlers (2-6-year age) garments - T-shirt with raglan sleeve – shorts/ trouser.

Construction of girls’ garments -Frocks

Construction of Creative pattern for Kids wear

UNIT-III

12-

Lecture hour

Construction of Basic Skirt

Construction of Creative pattern - Tiered, divided skirt, cascade, etc.

UNIT-IV

12-

Lecture hour

Construction of Kids wear- Preteens (6–12-year age) Boys garments - Knee length pants –

Construction of T-shirt, Pattern development for girls’ garments - Empire line dress with flare

Construction of Creative patterns for Kids

Reference Books:

1. H.J. Armstrong, 2009, Pattern Making for Fashion Design, Harper Collins Publishers Inc. New York.
2. LoriA. Knowles, (09-07-2005) “Pattern Making for Fashion Designers”, Fairchild Publishers.
3. Pamela C Stringer, (1992) “Pattern Drafting for Dressmaking”, Batsford Ltd
4. Aldrich, W. 2007 Metric Pattern Cutting for Children’s Wear and Babywear, Third edition, Blackwell Publishing, Om Books International, Delhi.

Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination Examination Scheme:

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs		
	Course Outcomes (COs)	Mapped Program Outcomes
CO1	Student will be able to create garments using different fashion components.	PO1
CO2	To learn basic bodice block and adapt those blocks to various designs.	PO7
CO3	To understand the use of fashion components in garments.	PO2
CO4	To understand Various garment parts and their variations	PO3
CO5	To develop the range of patterns for Kid’s wear.	PO5

		Design and Integration	Drawing Work	Critical Analysis	Employability and Interdisciplinary Approach	Conduct	Communication and Teamwork	Life-long learning	Application of Concepts	Innovation and Industry Friendly	Ethics and Communication Skills
Course Code	Course Title	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO 1	PSO 2	PSO3
ADFD355	Garment Construction -III Lab	3	3	3		3		3	3	2	

1=weakly mapped, 2= moderately mapped,3=strongly mapped

RELEVANCE OF THE COURSE TO VARIOUS INDICATORS

Unit I	
Local	-
Regional	-
National	-
Global	-
Employability	-
Entrepreneurship	-
Skill Development	Kids wear measurement method, standard body measurement Basic blocks for kids Ø Infants (0-2 years age) Ø Toddlers (2-6 years age) Ø Preteens (6-12 years age) - boys and girls Kids wear – Infants (0-2-year age)- Pattern development Ø Snow suit with hood Ø Romper, Construction of any one infants' garment
Professional Ethics	-
Gender	-
Human Values	-
Environment & Sustainability	-
Unit II	
Local	-
Regional	-
National	-
Global	-
Employability	-

Entrepreneurship	-
Skill Development	Kids wear- Toddlers (2-6 years of age) Pattern development for boys' garments - T-shirt with raglan sleeve – shorts/trousers.
Professional Ethics	-
Gender	-
Human Values	-
Environment & Sustainability	-
Unit III	
Local	-
Regional	-
National	-
Global	-
Employability	
Entrepreneurship	Pattern development for girls' garments
Skill Development	Frocks- frock with gather yoke and petals sleeve/bell sleeve, cap sleeve, frock with shoulder string, sleeveless dress with shoulder knot, etc. (anyone) - Skirts- tiered, divided skirt, cascade, etc.
Professional Ethics	
Gender	Construction of any one garment either for boys or girls
Human Values	-
Environment & Sustainability	-
Unit IV	
Local	-
Regional	-
National	-
Global	-
Employability	Kids wear- Preteens (6–12-year age), Pattern development for boys' garments - Knee length pants – T-shirt, Pattern development for girls' garments - Empire line dress with flare
Entrepreneurship	Designing Patterns
Skill Development	Construction of any one garment either for boy or girl
Professional Ethics	-
Gender	-
Human Values	-
Environment & Sustainability	-
SDG	Skills for Decent Work (SDG 4.4)
NEP 2020	Professional Education (17.1-17.5)
POE/4 th IR	Employability (Fashion industry requirement Pattern master in kids wear)

SIFD001	SUMMER TRAINING -I	L	T	P	S	C
Version 1.5		2	-	-	-	2
Pre-requisites/Exposure	Real-time exposure of Industry Work					
Co-requisites						

Course Objectives:

1. To gain practical knowledge of various department workflow in apparel and textile industry & to gain hands on experience of working in a professional manner.

Course Outcomes:

CO1: Identifying and recognizing the key practices and processes within the fashion industry through engagement with industry professionals.

CO2: Understanding and being able to explain the practical knowledge gained through hands-on experiences in industry-relevant tasks.

CO3: Applying and engaging actively in ongoing industry activities under the guidance of a professional mentor, applying theoretical knowledge to real-world scenarios.

CO4: *Gathering relevant industry information, analysing insights, and organizing findings to develop a comprehensive written report for departmental review.*

CO5: Creating a project that synthesizes industry learning, demonstrating a comprehensive understanding of fashion industry processes and practices.

Catalogue Description

This course is design for giving fashion industry exposure as per student's interest areas like garment export house/Retail house student can choose any on Field for 30 day's internship programmes.

Course Content

Note- 30 day's internship programme. Document/ internship report submission after internship.

Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination, Examination Scheme:

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs

	Course Outcomes (COs)	Mapped Program Outcomes
CO1	To involve students with fashion industry professional.	PO2
CO2	To enhance their practical knowledge.	PO3
CO3	Students will participate in the ongoing activities of the organization as advised by the industry mentor.	PO5
CO4	Collect the required information and prepare a written report to be presented in the department.	PO7
CO5	To prepare a project based on his/her industry learning.	PO4

		Design and Integration	Drawing Work	Critical Analysis	Employability and Interdisciplinary Approach	Conduct	Communication and Teamwork	Life-long learning	Application of Concepts	Innovation and Industry Friendly	Ethics and Communication Skills
Course Code	Course Title	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2	PSO3
ADFD357	SUMMER TRAINING -I		3	3	3	3		2	3		2

1=weakly mapped,2= moderately mapped,3=strongly mapped

Semester 6

ADFD369	CRAFT BASED RESEARCH PROJECT	L	T	P	S	C
Version 1.3		0	2	4	0	4
Pre-requisites/Exposure	Knowledge of craft & cluster design					
Co-requisites						

Course Objectives:

To gain knowledge about the Indian Craft and Cluster Design Process & promote Indian artesian & Indian craft at global level.

Course Learning Outcome: Malobika

CO1: Identifying key traditional crafting techniques and Indian crafts, recognizing their significance within the cultural context.

CO2: Understanding the diverse aspects of Indian crafts, including the cultural and social relevance of various craft communities.

CO3: Applying the knowledge of the crafts design process, raw materials, and supply chains within traditional crafts.

CO4: Engaging in on-field, hands-on experiences within craft clusters, critically evaluating and synthesizing insights from concept development to product creation.

CO5: Creating a unique collection that showcases learned craft techniques, drawing from comprehensive field research and practical applications.

Catalogue Description

India has a rich heritage of traditional crafts. This course will give detailed overview to the learners about various traditional Indian crafts that are practiced across the country. This course focuses on field, hands on experience of the craft clusters from conception to creation of handmade products. They will be exposed to real life workplace with master craftsman with an aim to learn the technicalities and design process of a selected craft. The knowledge gathered from on field research and practical, will be channelized in creation of a design collection using the learnt craft techniques.

Course Content

List of Experiments

Unit-I

12 Lecture hours

Identification of Craft for Project research and documentation.

To understand the importance and concept of Traditional Craft and how it binds our culture.

Identification of research topics within the craft.

Research on favourable Crafts/ Cluster (locations wise where students can travel to learn the craft). Create database of local representatives for the craft with the persons photograph and contact details.

Unit-II

12 Lecture hour

Understanding the local craft from concept to creation.

Documentation of complete manufacturing processes, finishing and presentation.

Development of design conceptualization boards based on selected cluster.

Unit-III

12 Lecture hour

Flat sketch, Fashion illustration with draping of garment. Final sketches, Fabric swatches, Trims, Ornamentation.

Making of toils (muslin pattern) for the selected collection.

Presentation & Feedback of theme & Survey.

Unit-IV

12 Lecture hours

Co-ordinate accessories of selected theme.

Final collection of selected themes ('4' Garment).

Photo-shoot and Look Book preparation.

Client Presentation CAD (Clo 3D).

- **Note:** (15 Days) survey to any selected state cluster. Carry all important documentation equipment, like camera, notebooks, (optional –recording audio/video), local guide no, emergencies no etc. Each student must work on craft-based Design Project and develop a women's wear / Men's wear based on his or her design philosophy, for a well-defined customer profile.

Additional Resources:

- www.style.com
- www.wgsn.com

Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination.

Examination Scheme:

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs	
Course Outcomes (COs)	Mapped Program Outcomes

CO1	Student will understand and appreciate traditional crafting techniques	PO1
CO2	This course will give detailed overview to the learners about various traditional Indian crafts within depth focus on understanding of the craft, the crafts community.	PO1
CO3	Student will gain knowledge of the crafts design process, raw materials and supply chain.	PO3
CO4	This course focuses on field, hands on experience of the craft clusters from concept to development of product.	PO5
CO5	The knowledge gathered from on field research and practical, will be channelized in creation of a design collection using the learnt craft techniques.	PO4, PO7

		Design and Integration	Drawing Work	Critical Analysis	Employability and Interdisciplinary Approach	Conduct	Communication and Teamwork	Life-long learning	Application of Concepts	Innovation and Industry Friendly	Ethics and Communication Skills
Course Code	Course Title	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2	PSO3
ADFD359	Craft design & research project	3		3	3	3		3	3	3	3

1=weakly mapped,2= moderately mapped,3=strongly mapped

ADFD367	FASHION DESIGN SOFTWARE-IV Lab	L	T	P	S	C
Version 1.3		0	0	4	0	2
Pre-requisites/Exposure	Basic knowledge of Basic CAD software like Photoshop and Illustrator and basic knowledge of pattern making.					
Co-requisites						

Course Objective:

To familiarize students with CLO 3D which give fundamental knowledge about Pattern Making, Garment Construction, merchandising, design process, NFT, Metaverse, and 3D Design in a full digital space.

CLO 3D will help students to adapt a full virtual media, to take traditional sampling workflow in 3D to real life.

Course Learning Outcome:

CO1: Understanding the principles of 3D design and garment construction in CLO software, including pattern making and digital visualization, to enhance fashion design comprehension.

CO2: Applying skills in digital pattern making and garment construction in a virtual 3D environment, using CLO software to create interactive and precise garment prototypes.

CO3: Analyzing traditional and digital garment construction techniques by comparing sustainable benefits of virtual sampling, leading to eco-conscious design decisions.

CO4: Evaluating and refining 3D assets and virtual prototypes within CLO software to develop visually compelling digital portfolios that communicate design ideas effectively to clients and employers

CO5: Creating detailed 3D garment animations, utilizing CLO software's tools for texturing, rendering, and avatar customization, to simulate realistic garments for presentation in digital fashion platforms.

Catalogue Description

This course introduces students to the dynamic world of 3D design and visualization in fashion through the utilization of CLO software. Through a combination of theoretical learning and hands-on practice, students will develop a comprehensive understanding of pattern making, garment construction, and digital asset building.

Course Content

UNIT I: Advanced Digital Sketching and Illustration Techniques- 12 lecture hour

- Explore advanced digital sketching tailored for fashion design.

- Master sophisticated methods in Adobe Photoshop for creating fashion illustrations.
- Learn to use custom brushes, layers, and blending modes for depth and intricacy.
- Refine technical drawing skills and fashion flats creation using Adobe Illustrator.
- Incorporate vector graphics and patterns seamlessly into illustrations.
- Engage in practice sessions producing detailed fashion sketches and precise technical drawings.

UNIT II: Layout and Presentation with Adobe InDesign- 12 lecture hour

- Learn Adobe InDesign for fashion design layout and presentation.
- Master fundamentals for creating professional fashion portfolios, lookbooks, and promotional materials.
- Incorporate images, text, and graphics seamlessly into layouts.
- Create visually compelling presentations that captivate and inspire.
- Discover efficiency using master pages, styles, and grids for consistency.
- Culminate with a final project showcasing design prowess and storytelling skills.

UNIT III **12**
lecture hour

Introduction to 3D Design and Visualization

- Understanding the fundamentals of 3D design and visualization
- Introduction to CLO software and its importance in modern fashion design
- Cultivating proficiency in creating innovative designs and visualizations in 3D
- Layout and Tools, Internal lines, Shapes, Symmetry, Pattern Editing, Cloning, Tracing, Superimposing & sewing

UNIT IV **12**
lecture hour

- Digital Pattern Making and Garment Construction
- Exploring digital pattern making techniques using CLO software
- Creating virtual prototypes with precision and efficiency
- Basic T-Shirt Construction, Graphics and Print, Colour ways, 3D pen, flattening, folds, Topstitch, and pleats
- Basic Bodice Construction

UNIT V

12

lecture hour

- Interactive Exploration of 3D Garments and Pattern Making
- Transforming traditional garment construction methods into dynamic and sustainable processes
- Examining the synergy between technology and sustainability in fashion design
- Pressure and Jacket Construction Hardware and trims BOM, Material representation, Texture, lighting, rendering, Garment construction with the design process, Garment construction with the design process, Avatar Modification, Garment construction with the design process Animation

Textbook:

Digital Fashion Print: With Photoshop and Illustrator" by Kevin Tallon
Patternmaking for Fashion Design" by Helen Joseph Armstrong
The Fashion Designer's Textile Directory: A Guide to Fabrics' Properties, Characteristics, and Garment-Design Potential" by Gail Baugh

Reference Books:

1. The Fashion Designer's Sketchbook: Inspiration, Design Development, and Presentation" by Marianne Centner and Bina Abling

Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination. Examination Scheme:

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs		
	Course Outcomes (COs)	Mapped Program Outcomes
CO1	CLO will help to create new designs in 3D and visualize better with the understanding of pattern making and garment construction.	PO1
CO2	Students will acquire the skill of digital pattern making and garment construction, and 3D asset building.	PO2, PO3
CO3	Through this Course, students will play with 3D garments and	PO5

	pattern making which makes the traditional way of garment construction very interactive and sustainable at the same time.	
CO4	Through this Course, students will play with 3D garments and pattern making which makes the traditional way of garment construction very interactive and sustainable at the same time.	PO5, PO4
CO5	Students will gain insight into the intersection of technology and sustainability in fashion design by exploring how CLO software facilitates interactive and sustainable approaches to garment construction, promoting awareness of environmentally friendly practices within the fashion industry	PO6, PO7

		Design and Integration	Drawing Work	Critical Analysis	Employability and Interdisciplinary Approach	Conduct	Communication and Teamwork	Life-long learning	Application of Concepts	Innovation and Industry Friendly	Ethics and Communication Skills
Course Code	Course Title	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO 1	PSO 2	PSO3
ADFD361	FASHION DESIGN SOFTWARE-IV Lab	3	3	3	3	3		3	3	2	2

1=weakly mapped,2= moderately mapped,3=strongly mapped

ADFD312	BRAND PROMOTION & COMMUNICATION	L	T	P	S	C
Version 1.3		3	1	0	0	4
Pre-requisites/Exposure	Basic Knowledge of fashion journalism					
Co-requisites						

Course Objective:

This course is designed for students to develop careers in the fashion industry as fashion journalists (in print, digital or television), fashion photographers. This course will give understanding about films, styling, PR and events that will be really helpful for students how to wants to work in fashion advertising- fashion media, film & television.

Course Learning Outcome:

CO1: Explain the fundamentals of fashion communication, including methods such as PR, advertising, fashion photography, and event management.

CO2: Apply techniques in different types of lighting setups, such as one-point, two-point, and three-point lighting.

CO3: Develop skills in maintaining public relations, implement brand positioning strategies, and build brand identity for products and companies.

CO4: Design exhibitions and events that align with the brand's identity and marketing objectives.

CO5: Identify the basic components of a professional camera, apply rules of composition, and use camera shots and angles to effectively convey visual ideas

Catalogue Description

The students after studying this course will be able to develop career in fashion industry as fashion journalist in print, digital or television media. This course is designed to encompass knowledge of fashion communication through the methods of PR, Advertising, Fashion photography and Event management etc. Photography is used in different beats of journalism to enhance the impact of the news and by the help of this course; students can use this tool to show their creativity.

Course Content

UNIT I

12 lecture hours

Introduction to Fashion communication: Fashion media, fashion writers, fashion critics, fashion reporter, fashion journalism for internet and broadcast media research, corporate journalism, events planning and Exhibit design.

UNIT II

12 lecture hour

Public relations, brand management (brand positioning, brand building and measuring) as applied to the fashion system, luxury fashion brands, strategies and public relations specific to luxury fashion, Event design tools and principles for fashion/luxury brands.

UNIT III
12 lecture hour

Introduction to camera: Basic parts of a professional camera and its function, Principles of composition, Basic principles of photography, types of lenses, Focal point and its uses, viewpoint & camera angle.

UNIT IV
12 lecture hour

Fashion styling, shooting with models and makeup artists, Lighting techniques – Indoor model photography, outdoor model photography, Photojournalism: Role and impact of a photograph in print media, Review and analysis of some outstanding photographs, Photo editing- selection of photograph, cropping, caption writing.

Textbook:

1. Jethwaney, Jaishri N. “Public Relations” (3rd Edition) ND: Sterling.

Reference Books:

1. Cutlip S. M. & A. H. “Effective Public Relations” Prentice Hall, New Delhi Centre
2. Jackson, Pitman “Corporate Communication for Managers” Pitman Publishing.
3. Mehta D. S. “Handbook of Public Relations in India” Allied Publishers Pvt. Ltd. Mumbai.
4. Langford, Michael. (2000) “Basic Photography” (7th Edition) Focal Press, Private Limited.

Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination. Examination Scheme:

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs

	Course Outcomes (COs)	Mapped Program Outcomes
CO1	This course is designed to encompass knowledge of fashion communication through the methods of PR, Advertising, Fashion photography and Event management etc.	PO1
CO2	Students will learn different types of lighting such as one point, two point and three-point lighting in this course.	PO2, PO3
CO3	This course will learn how to maintain public relation, how to do brand positioning and brand building of the products and the company will be done.	PO5
CO4	Students will also learn to design exhibitions and events for the particular brand.	PO5, PO4
CO5	Students will acquire the knowledge of basics parts of a professional camera, rules of composition of frames in photography, camera shots and camera angles to represent their idea in an effective manner.	PO6, PO7

		Design and Integration	Drawing Work	Critical Analysis	Employability and Interdisciplinary Approach	Conduct	Communication and Teamwork	Life-long learning	Application of Concepts	Innovation and Industry Friendly	Ethics and Communication Skills
Course Code	Course Title	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO 1	PSO 2	PSO3
ADFD302	Fashion promotion & communication	3	3	3	3	3		3	3	2	2

1=weakly mapped,2= moderately mapped,3=strongly mapped

RELEVANCE OF THE COURSE TO VARIOUS INDICATORS

Unit I	
Local	-
Regional	-
National	-

Global	-
Employability	Corporate journalism, events planning and Exhibit design.
Entrepreneurship	Fashion reporter, fashion journalism for internet and broadcast media research.
Skill Development	Introduction to Fashion communication: Fashion media, fashion writers, fashion critics.
Professional Ethics	-
Gender	-
Human Values	-
Environment & Sustainability	-
Unit II	
Local	-
Regional	-
National	-
Global	-
Employability	Public relations, brand management (brand positioning, brand building, and measuring)
Entrepreneurship	Fashion system, luxury fashion brands, strategies and public relations specific to luxury fashion
Skill Development	Event design tools and principles for fashion/luxury brands
Professional Ethics	-
Gender	-
Human Values	-
Environment & Sustainability	-
Unit III	
Local	-
Regional	-
National	-
Global	-
Employability	Basic principles of photography, types of lenses, Focal point and its uses, viewpoint & camera angle Principles of composition.
Entrepreneurship	-
Skill Development	Introduction to camera: Basic parts of a professional camera and its function
Professional Ethics	-
Gender	-
Human Values	-
Environment & Sustainability	-
Unit IV	
Local	-
Regional	-
National	-
Global	-

Employability	Outdoor model photography, Photojournalism:
Entrepreneurship	Fashion styling, shooting with models and makeup artists
Skill Development	Lighting techniques – Indoor model photography, Role and impact of a photograph in print media, Review, and analysis of some outstanding photographs, Photo editing- selection of photographs, cropping, caption writing.
Professional Ethics	-
Gender	-
Human Values	-
Environment & Sustainability	-
SDG	Skills for Decent Work (SDG 4.4)
NEP 2020	Professional Education (17.1-17.5)
POE/4 th IR	Entrepreneurship, Employability (fashion journalist, public relation manager, fashion marketing, fashion photographer)

ADFD314	QUALITY CONTROL	L	T	P	S	C
Version 1.3		3	1	0	0	4
Pre-requisites/Exposure	Knowledge of quality analysis and assurance of the garment label.					
Co-requisites						

Course Objectives:

1. To impart knowledge about the assessment of the quality analysis and assurance and understanding of the garment labels as well as the rights and responsibilities of consumers.
2. To impart knowledge about the tests and standards set in the garment industry on which products are evaluated.

Course Outcomes:

CO1: Identifying key criteria for evaluating garment quality.

CO2: Describing the quality control and assurance processes used in the apparel industry.

CO3: Applying quality standards to assess garments according to given specifications.

CO4: Analyzing and interpreting garment labels, with a focus on wash and care instructions.

CO5: Evaluating textile testing methods and processes to determine quality assurance measures.

Catalogue Description

This course is to introduce the fundamental concepts and techniques of quality control, how to apply them in apparel industry and techniques of production management. How to apply them in the apparel industry. The main objectives of quality control are to identify and mark fabric faults on the fabric, to decide to cut the fabric lot or not, to increase productivity of the cutting department. Quality first products require quality piece goods.

Course Content

UNIT I

12 lecture hours

Introduction –Definition of quality, Quality control and its necessity, inspection and its importance – functions of inspection, systems of inspection, types of inspection –hundred percent inspection, sampling inspection & AQL standards, Quality assurance, Difference between quality assurance and quality inspection.

UNIT II

12 lecture hour

Quality standards, statistical quality control– control charts, applications, sampling, importance, and use of sampling techniques. Total quality management, basic production systems – principles for choosing a production system, production control.

UNIT III

12 lecture hour

Apparel classification and categories. Understanding procedures in sampling and sample development, different stages of samples and their requirements from Proto to Shipment sample Proto, fit, size set, pre-production, TOP, sealer etc. Care labelling of apparel and textiles.

UNIT IV

12 lecture hour

Textile Testing & Product Evaluation, Quality control for fabrics – different types of defects in fabrics – major and minor faults, Precision & Accuracy of Test Methods- Atmospheric conditions for testing, Strength properties of apparel, Fabric stretch properties, Dimensional changes in apparel due to laundering, Bow and skew ness, Soil and stain release testing, Abrasion resistance, Colour fastness, Testing of fusible interlinings.

Textbook:

1. Sara J. Kadolph, ‘Quality Assurance for textiles and apparel’, 1st edition, Fairchild Books, 1998
2. Pradip V Mehta, SatishK. Bharadwaj, ‘Managing quality in the apparel industry’, New Age International, 01-Jan-1998

Reference Books:

1. Grover E G and Hamby D. S “Handbook of Textile Testing and Quality Control”, Wiley Eastern Pvt. Ltd., New Delhi, 1969.
2. Kothari V. K. “Testing and Quality Management” Volume 1, IAFL Publications, New Delhi.

Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination Examination Scheme:

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs		
	Course Outcomes (COs)	Mapped Program Outcomes
CO1	Evaluate the quality of garments based on various criteria.	PO1
CO2	Explain the quality control and assurance process in apparel industry.	PO6

CO3	Evaluate the quality standards as per the specification.	PO4, PO3
CO4	Interpret the labels attached to garments particularly the wash and care labels.	PO4
CO5	Evaluate the textile testing methods and processes.	PO7

		Design and Integration	Drawing Work	Critical Analysis	Employability and Interdisciplinary Approach	Conduct	Communication and Teamwork	Life-long learning	Application of Concepts	Innovation and Industry Friendly	Ethics and Communication Skills
Course Code	Course Title	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2	PSO3
ADFD304	Quality control in Textile & Apparel	3		2	3		2	3	3		2

1=weakly mapped,2= moderately mapped,3=strongly mapped

ADFD316	RESEARCH ETHICS	L	T	P	S	C
Version 1.0		4	0	0	0	4
Pre-requisites/Exposure	Basic knowledge of research					
Co-requisites						

Course Objectives:

1. To provide students with understanding about the basic concepts, approaches and methods in conducting research thereby enabling them to appreciate and critique the nuances of designing a research study as well the ethical dimensions of conducting research.

Course Outcomes:

CO1: Demonstrating knowledge of the scientific method by explaining its purpose and approaches to research.

CO2: Comparing and contrasting quantitative and qualitative research by identifying key differences and characteristics of each.

CO3: Explaining research design by describing the research process and its various stages.

CO4: Preparing key elements of a research proposal by outlining essential components for a successful submission.

CO5: Explaining ethical principles by discussing issues and procedures involved in research ethics.

Catalogue Description

This course will give the learner an opportunity to conceptualize the basic concepts, approaches and methods in conducting research. In this course the learner will understand the nature of research, appreciate, and critique the nuances of designing a research study as well the ethical dimensions of conducting research.

Course Content

UNIT I **12**
lecture hours
Fundamentals of Research: Meaning, Objectives, Motivation, Utility. Types of research – Descriptive vs. Analytical, Applied vs Fundamental, Quantitative vs. Qualitative, Conceptual vs. Empirical, concept of applied and basic research process, criteria of good research.

UNIT II **12**
lecture hours
Defining and formulating the research problem, selecting the problem, necessity of defining the problem, importance of literature review in defining a problem, literature review-primary and secondary sources, Hypothesis - Qualities of a good Hypothesis, Null Hypothesis & Alternative Hypothesis, development of working hypothesis.

UNIT III **12**
lecture hours
Research Design: Concept and Importance in Research - Features of a good research design, Sampling methods, sample size and sampling error, Measurement in research, scales and errors in measurement, reliability and validity of measurement tools, Methods of data collection and types of data

UNIT IV **12**
lecture hours
Data Analysis and testing hypothesis, Writing a research report-Styles and format. Ethical principles guiding research: from inception to completion and publication of research.

Textbook:

1. Garg, B.L., Karadia, R., Agarwal, F. and Agarwal, U.K., 2002. An introduction to Research Methodology, RBSA Publishers.
2. Kothari, C.R., 1990. Research Methodology: Methods and Techniques. New Age International. 418p.
3. Sinha, S.C. and Dhiman, A.K., 2002. Research Methodology, Ess Ess Publications. 2 volumes.
4. Creswell, J. W. (2009). *Research design: Qualitative, quantitative, and mixed methods approach*. Thousand Oaks, CA: Sage Publications.

Reference Books:

- Miles, M. & Huberman, M. (1994). Qualitative data analysis: An expanded sourcebook. London: Sage.
- Aschengrau A, Seage III GR. (2014) Essentials of Epidemiology in Public Health. (Third Edition). Sudbury, MA: Jones & Bartlett.

- Bell, J. (1999). Doing your research project: Guide for first time researchers in social sciences. New Delhi: Viva Books.

Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination Examination Scheme:

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs		
	Course Outcomes (COs)	Mapped Program Outcomes
CO1	Demonstrate knowledge of the scientific method, purpose and approaches to research.	PO1
CO2	Compare and contrast quantitative and qualitative research.	PO3
CO3	Explain research design and the research process.	PO4
CO4	Prepare key elements of a research proposal.	PO7
CO5	Explain ethical principles, issues, and procedures.	PO5

Course Code	Course Title	Design and Integration	Drawing Work	Critical Analysis	Employability and Interdisciplinary Approach	Conduct	Communication and Teamwork	Life-long learning	Application of Concepts	Innovation and Industry Friendly	Ethics and Communication
		PO1	PO2	PO3	PO4	PO5	PO6	PO7	PS O1	PSO2	PSO3
ADFD306	Research Methodology	2		3	3	2		3	3		2

1=weakly mapped, 2= moderately mapped, 3=strongly mapped

RELEVANCE OF THE COURSE TO VARIOUS INDICATORS

Unit I	
Local	Fundamentals of Research: Meaning, Objectives, Motivation, Utility
Regional	Fundamentals of Research: Meaning, Objectives, Motivation, Utility
National	Fundamentals of Research: Meaning, Objectives, Motivation, Utility
Global	Fundamentals of Research: Meaning, Objectives, Motivation, Utility
Employability	Research in entrepreneurship can explore various aspects such as entrepreneurial behaviours, success factors, ecosystem support, and barriers to entry.

Entrepreneurship	Understanding these fundamentals can motivate researchers to delve deeper into the dynamics of entrepreneurship and its impact on economies.
Skill Development	Research can investigate effective methods of skill development, factors influencing skill acquisition, and the role of education and training programs
Professional Ethics	Research methodology includes ethical considerations such as informed consent, confidentiality, and avoiding conflicts of interest.
Gender	Researchers may explore gender differences, inequalities, and their implications across different disciplines.
Human Values	-
Environment & Sustainability	-
Unit II	
Local	-
Regional	-
National	-
Global	-
Employability	This topic is relevant to both applied and fundamental research, particularly in the fields of education, psychology, and human resource development.
Entrepreneurship	
Skill Development	
Professional Ethics	-
Gender	-
Human Values	-
Environment & Sustainability	-
Unit III	
Local	-
Regional	-
National	-
Global	-
Employability	
Entrepreneurship	
Skill Development	Methods of data collection and types of data
Professional Ethics	-
Gender	-
Human Values	-
Environment & Sustainability	-
Unit IV	
Local	-
Regional	-
National	-
Global	-
Employability	

Entrepreneurship	
Skill Development	Data Analysis and testing hypothesis
Professional Ethics	Writing a research report-Styles and format. Ethical
Gender	-
Human Values	-
Environment & Sustainability	-
SDG	Skills for Decent Work (SDG 4.4)
NEP 2020	Professional Education (17.1-17.5)
POE/4 th IR	Integration of Technology, Interdisciplinary Approach, Focus on Human Behaviour, Critical Thinking and Deductive Reasoning

ADFD364	BASICS OF GRADING	L	T	P	S	C
Version 1.3		0	0	4	0	2
Pre-requisites/Exposure	Understanding about apparel grading system					
Co-requisites						

Course Objectives:

1. Pattern grading is necessary for a designer to make garments for a fashion line for different body types.
2. With grading, a student learns how to size up or size down for final pattern. Grading also helps in adapting the size of a pattern to a person's changing body size

Course Outcomes:

CO1: Remembering the principles of pattern grading and **analyse** the different grading methods, recognizing their applications in various design contexts.

CO2: Understanding the methods of developing grading patterns, demonstrating a comprehensive understanding of the grading process and its role in pattern making.

CO3: Creating new size patterns by modifying a basic bodice block from size S to size XXL, demonstrating the ability to adjust patterns for various body measurements.

CO4: Analysing basic trouser grading pattern, applying grading techniques to create size variations from S to XXL, ensuring accuracy and fit for a range of sizes.

CO5: Evaluating advanced proficiency in pattern development by applying grading techniques to create patterns for different sizes, showcasing technical skill and design adaptation.

Catalogue Description

The course focuses on the process and stages involved in pattern grading, a student learns how to size up or size down a good pattern. Grading also helps in adapting the size of a pattern to a person's changing body size. There are three basic methods of grading: cut and spread, pattern shifting, and computer grading. In the slash & spread method, the area of the pattern, which needs to be resized, is cut horizontally and vertically, spread out to the new garment size before redrawing the new pattern. This is known as grading up. While grading down, the cut-out pieces are overlapped, and not spread.

Course Content

UNIT-1

10 lecture

1. Introduction to grading: - grading concept and importance, grading terminology, sizes and measurement,
2. Methods of grading: - stack method, track method, types of grading- horizontal, vertical and diagonal

Course Code	Course Title	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2	PSO3
ADFD 354	Pattern grading Lab	3	3		3	3			3	3	

1=weakly mapped,2= moderately mapped,3=strongly mapped

ADFD364	FASHION DESIGN SOFTWARE-IV Lab	L	T	P	S	C
Version 1.3		0	0	4	0	2
Pre-requisites/Exposure	Prior exposure to advanced CLO 3D software and knowledge of for Women, Men, and Kids Wear.					
Co-requisites						

Course Title: Advanced CLO 3D Learning and Rendering for Women, Men, and Kids Wear

Course Objective:

This course aims to acquaint students with advanced techniques in CLO 3D software, providing them with a comprehensive understanding of pattern making, garment construction, and digital design processes in the fashion industry. By leveraging CLO 3D, students will learn to create virtual prototypes for women's, men's, and kids' wear, bridging the gap between traditional sampling workflows and real-life applications.

Course Learning Outcome:

CO1: **Understanding** the foundational and advanced principles of 3D design in CLO software for creating and visualizing women's, men's, and kids' wear with precision in virtual prototypes.

CO2: **Applying** advanced digital pattern making and garment construction techniques using CLO 3D to create accurate, detailed prototypes for diverse garment categories.

CO3: **Analyzing** traditional versus digital garment construction methods to explore sustainability benefits and foster innovative, eco-conscious approaches in 3D garment creation.

CO4: **Evaluating** and refining digital portfolios that showcase 3D assets, using CLO software's tools for material representation, hardware, and trims to meet industry standards.

CO5: **Creating** realistic, rendered 3D garments through advanced CLO techniques, synthesizing skills in texture, lighting, and virtual presentation for professional digital fashion portfolios.

Catalogue Description:

This course introduces students to advanced concepts in 3D design and visualization within the fashion industry, focusing on the utilization of CLO software. Through theoretical learning and hands-on practice, students will delve into pattern making, garment construction, and digital asset building, with a specific emphasis on women's, men's, and kids' wear.

Course Content:

**UNIT I: Introduction to Advanced CLO 3D –
12 hours**

- Understanding the fundamentals of 3D design and visualization

Creating and understanding basics virtual prototypes with precision Pattern (women's, men's, and kids' wear)

**UNIT II: Digital Pattern Making and Garment Construction –
12 hours**

- Mastering digital pattern making techniques using CLO software
- Creating virtual prototypes with precision Pattern (women’s, men's, and kids' wear)

**UNIT III: Interactive Exploration of 3D Garments and Pattern Making –
12 hours**

- Creating virtual prototypes with precision (for women's, men's, and kids' wear)
- Exploring advanced techniques in garment construction, hardware, trims, and material representation

**UNIT IV: Advanced CLO Software Techniques –
12 hours**

- Enhancing proficiency in CLO software through practical exercises and projects
 - Creating digital portfolios showcasing design and visualization skills
 - Exploring texture, lighting, and rendering techniques for realistic digital renders
- Practical exercises and projects to develop expertise in CLO software
Creating digital portfolios showcasing proficiency in design and visualization

Textbook:

- "Digital Fashion Print: With Photoshop and Illustrator" by Kevin Tallon
- "Patternmaking for Fashion Design" by Helen Joseph Armstrong
- "The Fashion Designer's Textile Directory: A Guide to Fabrics' Properties, Characteristics, and Garment-Design Potential" by Gail Baugh

Reference Books:

1. The Fashion Designer's Sketchbook: Inspiration, Design Development, and Presentation" by Marianne Centner and Bina Abling

**Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination.
Examination Scheme:**

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs		
	Course Outcomes (COs)	Mapped Program Outcomes
CO1	CLO will help to create new designs in 3D and visualize better with the understanding of pattern making and garment construction.	PO1
CO2	Students will acquire the skill of digital pattern making and	PO2, PO3

	garment construction, and 3D asset building.	
CO3	Through this Course, students will play with 3D garments and pattern making which makes the traditional way of garment construction very interactive and sustainable at the same time.	PO5
CO4	Through this Course, students will play with 3D garments and pattern making which makes the traditional way of garment construction very interactive and sustainable at the same time.	PO5, PO4
CO5	Students will gain insight into the intersection of technology and sustainability in fashion design by exploring how CLO software facilitates interactive and sustainable approaches to garment construction, promoting awareness of environmentally friendly practices within the fashion industry	PO6, PO7

		Design and Integration	Drawing Work	Critical Analysis	Employability and Interdisciplinary Approach	Conduct	Communication and Teamwork	Life-long learning	Application of Concepts	Innovation and Industry Friendly	Ethics and Communication Skills
Course Code	Course Title	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO 1	PSO 2	PSO3
ADFD361	FASHION DESIGN SOFTWARE-IV Lab	3	3	3	3	3		3	3	2	2

1=weakly mapped,2= moderately mapped,3=strongly mapped

Semester 7

ADFD463	Dissertation Project	L	T	P	S	C
Version 1.0		6	2	4	4	12
Pre-requisites/Exposure	Fashion Industry & research exposure					
Co-requisites						

Course Objective:

To gain practical knowledge of various departments workflow in apparel and textile industry & to gain hands on experience of working in a professional manner.

Course Learning Outcome:

CO1: Involving students with fashion industry professionals by facilitating engagement and interaction.

CO2: Enhancing practical knowledge by providing hands-on learning opportunities in the fashion industry.

CO3: Participating in ongoing activities of the organization by following guidance from the industry mentor.

CO4: Collecting required information by preparing a written report to be presented in the department.

CO5: Preparing a project based on industry learning by applying insights gained during the internship or practical experience.

Catalogue Description

This course is design for giving fashion industry exposure as per student’s interest areas like designing, merchandising, styling, visual merchandiser, social media marketing, graphic designing student can choose any on Field for 6 month’s internship programmes.

Course Content

Note- 6 month’s internship programme.

- **Document/ internship report & product range development submission after internship.**

Or

- **Research based Dissertation Project documentation & submission in UGC approved Journal.**

**Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination.
Examination Scheme:**

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs		
	Course Outcomes (COs)	Mapped Program Outcomes
CO1	To involve students with fashion industry professional.	PO5
CO2	To enhance their practical knowledge.	PO2, PO3
CO3	Students will participate in the ongoing activities of the organization as advised by the industry mentor.	PO4
CO4	Collect the required information and prepare a written report to be presented in the department.	PO6
CO5	To prepare a project based on his/her industry learning	PO7

		Design and Integration	Drawing Work	Critical Analysis	Employability and Interdisciplinary Approach	Conduct	Communication and Teamwork	Life-long learning	Application of Concepts	Innovation and Industry Friendly	Ethics and Communication Skills
Course Code	Course Title	PO 1	PO2	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2	PSO3
ADFD401	Dissertation Project		3	3	3	3	3	3	3	3	2

1=weakly mapped,2= moderately mapped,3=strongly mapped

ADFD461	Design Development Process	L	T	P	S	C
Version 1.0		2				2
Pre-requisites/Exposure	Fashion Industry & research exposure					
Co-requisites						

Course Objectives:

Provide a comprehensive understanding of the fashion design process.
 Develop skills in research, trend analysis, and concept development.
 Translate design concepts into technical drawings and specifications.
 Create prototypes and samples, conduct fittings, and adjust.
 Prepare a comprehensive design diary documenting the entire design process.

Course Outcomes:

CO1: Understanding the fundamental principles of the fashion design process, conducting comprehensive research to inform design decisions.
 CO2: Applying research insights and trend analysis to develop and visually communicate unique design concepts.
 CO3: Analyzing detailed technical drawings and garment specifications, examining fabric properties and construction techniques for design accuracy.
 CO4: Evaluating prototype samples through fittings, identifying and adjusting improve garment construction and fit.
 CO5: Creating and developing a professional design portfolio that documents the design process and effectively showcases the final collection for presentation.

Catalogue Description:

This course focuses on the comprehensive design process in fashion design, culminating in the creation of a design diary. Students will engage in various assignments, including mid-term class tests and end-term jury presentations, to evaluate their progress and understanding.

Course Content:

UNIT I: Introduction to Design Process and Research (12 lecture hours)
 Overview of the fashion design process
 Importance of research in fashion design
 Methods of conducting research and trend forecasting
 Identifying and analysing target markets
UNIT II: Concept Development and Ideation (12 lecture hours)
 Concept development techniques
 Sketching and ideation processes
 Creating a theme for a collection
 Storyboarding and visual storytelling
UNIT III: Design and Technical Development (12 lecture hours)
 Technical drawing and fashion illustration
 Fabric and material selection
 Garment construction techniques.
 Creating technical specifications and tech packs
UNIT IV: Prototyping and Sample Development (12 lecture hours)
 Creating prototypes and first samples

Conducting fittings and adjusting
 Evaluating the sample and finalizing designs
 Quality control and production planning
 UNIT V: Final Presentation and Design Diary Compilation (12 lecture hours)
 Compiling and organizing the design diary
 Preparing for the final presentation
 Techniques for effective presentation and storytelling
 Receiving and incorporating feedback

Textbooks:

Draping for Fashion Design by Hilde Jaffe and Nurie Relis.
 The Art of Fashion Draping by Connie Amaden-Crawford.

Reference Books:

Fashion Sketchbook by Bina Abling.
 Fashion Design Course: Principles, Practice, and Techniques by Steven Faerm.

Modes of Evaluation:

Quiz
 Assignment/Presentation
 Mid Term Exam
 Attendance
 End Term Exam (Jury)

Examination Scheme:

Component	Weightage (%)
Quiz	10
Assignment/Presentation	10
Mid Term Exam	20
Attendance	10
End Term Exam (Jury)	50

Mapping between Course Outcomes (COs) and Program Outcomes (POs):

Course Outcomes (COs)	Mapped Program Outcomes (POs)
CO1: Understand the fundamentals of the fashion design process and conduct research	PO1, PO3
CO2: Develop and present design concepts from initial ideas	PO2, PO4
CO3: Create technical drawings and specifications for garment construction	PO5, PO6
CO4: Develop prototypes and make necessary adjustments	PO7, PO8
CO5: Compile a design diary and effectively present the final collection	PO9, PO10

Relevance of the Course to Various Indicators:

Unit	Indicator	Description
UNIT I:	Global	Methods of conducting research and trend forecasting
	Employability	Identifying and analyzing target markets
UNIT II:	Employability	Concept development techniques and sketching
	Skill Development	Storyboarding and visual storytelling
UNIT III:	Employability	Technical drawing, fabric selection, and garment construction
	Skill Development	Creating technical specifications and tech packs
UNIT IV:	Employability	Creating prototypes and sample development
	Skill Development	Conducting fittings and making adjustments
UNIT V:	Employability	Compiling design diary and preparing for final presentation
	Skill Development	Techniques for effective presentation and storytelling

ADFD403	Fashion Entrepreneurship Skills	L	T	P	S	C
Version 1.3		3	1	-	-	4
Pre-requisites/Exposure	Understanding about start-up business					
Co-requisites						

Course Objective:

Basic objective of the course is to develop entrepreneurship skills among the students. To familiarize the students with the process and procedure of setting up new enterprises

Course Outcomes:

CO1: Developing an entrepreneurial mindset by evaluating opportunities for new business ventures in the fashion industry.

CO2: Developing research skills and creatively solving problems by demonstrating expert judgment.

CO3: Understanding ethical responsibility by exploring its relevance in professional practice within fashion entrepreneurship.

CO4: Analyzing, synthesizing, and reflecting on complex theories and recent developments in the fashion industry.

CO5: Acquiring professional communication skills by effectively presenting propositions, processes, and outcomes.

Catalogue Description

This course helps develop an entrepreneurial mind-set to evaluate opportunities for new business in the fashion industry. You will explore ways to investigate the viability of these opportunities by undertaking an industry analysis, understanding key competitive factors that drive the creation of new fashion ventures, while taking into consideration new business models and customer value. You will also network with entrepreneurs across a range of different industries to develop your potential capacity as a fashion entrepreneur.

Course Content

UNIT I

12 lecture hours

Introduction to Entrepreneurship, Entrepreneur – Enterprise, development of entrepreneurship, role of entrepreneurs in development of apparel and fashion industry, Qualities of good Entrepreneur, Characteristics of the Entrepreneur.

UNIT II

8 lecture hours

Entrepreneurial support by state, central financial institutions, organizations, Government policies with reference to textile and apparel industry, Self-employment and the labour market, Financial Analysis & Means of Financing.

UNIT III

12 lecture hours

6 Ms of an Entrepreneurship- Management, Money, Manpower, Materials, Machines, & marketing, Factors influencing entrepreneurial development – Environment, Psychological, Socioeconomically, Legal, Business planning - Starting a new venture related to apparel industry, essentials of a successful centre, Formalities of opening a firm, the status of firm, individual proprietor/partnership/ Pvt. limited company & public Ltd Company.

UNIT IV

8 lecture hours

Location & plant layout- factors influencing plant location, building, structure, lighting, ventilation, material handling, availability of labour, material management and transportation, Plant layout, ergonomics safety & security to be considered while planning the layout, Cash flow statement.

Textbook: -

1. Panda, “Shiba Charan, Entrepreneurship Development”, Anmol Publications.

Reference Books:

1. Mohanti, Sangram Keshari. (2009) “Fundamentals & Entrepreneurship” PHI learning.
2. Terry & Franklin, (2002) “Principles of Management”, AITBS.
3. Desai, Vasanth. (2009) “The dynamics of entrepreneurial development & Management” (6th edition) Himalaya publish house.

Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination.

Examination Scheme:

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs		
	Course Outcomes (COs)	Mapped Program Outcomes
CO1	This course develops an entrepreneurial mind-set to evaluate opportunities for new business in the fashion industry.	PO1
CO2	Student will develop research and creatively solve problems, demonstrating expert judgment.	PO5

CO3	Student will understand the ethical responsibility relating to your professional practice in fashion entrepreneurship.	PO3, PO7
CO4	Student will analyze, synthesize and reflect on complex theories and recent developments.	PO5
CO5	Student will get acquire professionally communicate propositions, processes and outcomes.	P06, PO4

		Design and Integration	Drawing Work	Critical Analysis	Employability and Interdisciplinary Approach	Conduct	Communication and Teamwork	Life-long learning	Application of Concepts	Innovation and Industry Friendly	Ethics and Communication Skills
Course Code	Course Title	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2	PSO3
ADFD403	Fashion Entrepreneurship Skills	3		2	3	3	3	3	3		2

1=weakly mapped,2= moderately mapped,3=strongly mapped

ADFD451	SUMMER TRAINING -II	L	T	P	S	C
Version 1.3		2	-	-	-	2
Pre-requisites/Exposure	Advance fashion design industry exposure					
Co-requisites						

Course Objective:

To gain practical knowledge of various departments workflow in apparel and textile industry & to gain hands on experience of working in a professional manner.

Course Learning Outcome:

CO1: Involving students with fashion industry professionals by facilitating engagement and collaboration.

CO2: Enhancing practical knowledge by providing experiential learning opportunities within the industry.

CO3: Participating in ongoing organizational activities by following guidance from the industry mentor.

CO4: Collecting necessary information by preparing a comprehensive report to present in the department.

CO5: Preparing a project based on industry learning by applying insights and experiences gained during the internship.

Catalogue Description

This course is design for giving fashion industry exposure as per student's interest areas like designing, merchandising, styling, visual merchandiser, social media marketing, graphic designing student can choose any on Field for 60 day's internship programmes.

Course Content

Note- 60 day's internship programme. Document/ internship report & product design submission after internship.

Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination.

Examination Scheme:

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs		
	Course Outcomes (COs)	Mapped Program Outcomes
CO1	To involve students with fashion industry professional.	PO4
CO2	To enhance their practical knowledge.	PO3
CO3	Students will participate in the ongoing activities of the organization as advised by the industry mentor.	PO5
CO4	Collect the required information and prepare a written report to be presented in the department.	PO4, P06
CO5	To prepare a project based on his/her industry learning	PO2.PO7

		Design and Integration	Drawing Work	Critical Analysis	Employability and Interdisciplinary Approach	Conduct	Communication and Teamwork	Life-long learning	Application of Concepts	Innovation and Industry Friendly	Ethics and Communication Skills
Course Code	Course Title	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO 1	PSO 2	PSO3
ADFD45 1	Summer training -II		3	3	3	3	3	3	3	3	3

1=weakly mapped,2= moderately mapped,3=strongly mapped

ADEFD453	ART OF DRAPING	L	T	P	S	C
Version 1.3		-	-	4	-	2
Pre-requisites/Exposure	Understand of Draping techniques					
Co-requisites						

Course Objective:

To understand the method of draping & learn how to drape bodice, sleeve, skirts & cowl necks. Develop three-dimensional design ideas through draping muslin on a body form. Evaluation of existing garments and/or sketches to determine appropriate draping techniques needed to develop design.

Course Learning Outcomes:

CO1: Learning basic draping terminology by preparing fabric and understanding the art of draping.

CO2: Handling various types of fabrics by developing original designs into draped garments.

CO3: Appreciating the importance of fabric grain in design by analyzing a given style and preparing a corresponding dress.

CO4: Creating basic blocks, such as bodice, skirt, and trouser, using the draping method and transforming flat fabric into a well-fitted garment.

Catalogue Description

The course focuses on the process and stages involved in Draping. Draping for fashion design is the process of positioning and pinning fabric on a dress form to develop the structure of a garment design. A garment can be draped using a design sketch as a basis, or a fashion designer can play with the way fabric falls to create new designs at the start of the apparel design process. In draping process, Pieces of muslin are cut and prepared. This includes measuring, tearing, blocking, pressing, and marking grain lines and other important reference lines.

Course Content

List of Experiments

Unit-I

To understand the terminology of draping, dummy preparation, muslin preparation for draping.

Drape basic bodice block- front & back, with one & two dart combination.

Unit-II

Dart manipulation through draping – french dart, centre front waist dart, side seam dart, mid neck dart, cluster dart, gather dart etc.

Drape basic sleeve, basic straight skirt front & back, basic trouser, basic torso.

Unit-III

Drape Any 2 variation of skirt, torso dress, top & trouser

Drape basic princess bodice front & back, drape a corset princess bodice.

Unit-IV

Drape cowl neck front, twist and knots front dress / top.

Pleated saree drape, a casual saree drape, gujarati style saree drape, pant style saree drape.

Reference Books:

1. Helen Joseph Armstrong, (1999) Title of the Book, Draping for Apparel Design.
2. Karolyn Kiise, (1 October 2013) Draping: The Complete Course.
3. Hilde Jaffe, Professor Emeritus, (27 October 1999) Draping for Fashion Design, 5th Edition, Fashion Institute of Technology.

**Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination.
Examination Scheme:**

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs		
	Course Outcomes (COs)	Mapped Program Outcomes
CO1	To learn the basic draping terminology & fabric preparation for draping & concept of draping art.	PO1
CO2	To enable students to handle various types of fabrics and develop their own designs into a draped garment	PO3
CO3	Be able to appreciate the importance of the grain of the fabric in relation to design Style read a given design and prepare a dress for the same	PO5, PO2
CO4	Create basic blocks like, bodice, skirt and trouser using draping method & able to convert flat fabric into a garment with proper fit	PO6, PO7
CO5	Learn to develop new design by using your creativity.	PO4

		Design and Integration	Drawing Work	Critical Analysis	Employability and Interdisciplinary Approach	Conduct	Communication and Teamwork	Life-long learning	Application of Concepts	Innovation and Industry Friendly	Ethics and Communication Skills
Course Code	Course Title	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2	PSO3
ADFD453	ART OF DRAPING	2	3	3	3	3	3	3	3	3	3

1=weakly mapped,2= moderately mapped,3=strongly mapped

Semester 8

ADFD452	Graduation Design Collection	L	T	P	S	C
Version 1.0		-	4	4	8	10
Pre-requisites/Exposure	Fashion Industry oriented design collection					
Co-requisites						

Course Objectives:

1. To impart knowledge concentrates on developing a collection.
2. To teach students about the conceptualization of design and to construct a collection.

Course Outcomes:

CO1: Imparting knowledge focused on developing a fashion collection.

CO2: Teaching students the process of design conceptualization and constructing a cohesive collection.

Catalogue Description

This course will give the learner an opportunity to creative presentation of the students designs capabilities coupled with technical skills. It is an opportunity to realize design potential within the parameter of a timeframe by dedicated research, development and execution of a small, commercial or conceptual collection. Design collection is the final result of combination of all the inputs received during the preceding semesters.

Course Content

Unit -I

Research on the topic selected/ Selection of Themes of Collection.

Fashion Forecasting and Colour Forecasting, Use of online service for forecasting.

Selection of Mood board, story board, fabric development, design development & range development.

Unit -II

Making of toils (Muslin patterns) and the final product in the form of a design collection

Development of Different Surface Ornamentation (Dyeing, printing, embroidery, Fabric on fabric)

Knowledge of raw materials and processes that make up a fabric, Development of diverse types of fabrics.

Unit -III

The students will develop the patterns of the range based on the creative pattern making / advance draping methods.

The students will construct the range based on the required Construction techniques.

Technical Details, Working Drawings, development of spec, flat sketch, and costing.

Unit -IV

Final Design Collection, importance, and application.

Note: Highlight their collection through fashion show / exhibition (both).

Reference Books:

1. Faerm, Steven, (2012) “Design your fashion portfolio” A&C Black Publisher.
2. Fulkner, Andrew & Chaez, Conrad. (2015) “Classroom in a book”

Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination Scheme:

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs		
	Course Outcomes (COs)	Mapped Program Outcomes
CO1	To gain research, analyses, appraise and synthesize appropriate contextual information related to one’s design collection.	PO3
CO2	Be able to identify and communicate clear aims and objectives related to the client and user requirements.	PO6
CO3	Be able to demonstrate the ability to follow the design process to develop a design collection.	PO2
CO4	To impart practical skills for presentations of Design Collection.	PO4, PO5
CO5	To gain emphasizes an original yet commercial realistic approach towards the collection, plan for fashion show.	PO7

Course Code	Course Title	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2	PSO3
ADFD452	Graduation design collection		3	3	3	3	3	3	3	3	2

1=weakly mapped,2= moderately mapped,3=strongly mapped

RELEVANCE OF THE COURSE TO VARIOUS INDICATORS

Unit I	
Local	
Regional	
National	
Global	Fashion forecasting and color forecasting
Employability	Research skills, forecasting skills, design development skills
Entrepreneurship	Research skills, forecasting skills, design development skills
Skill Development	Research, forecasting, design development
Professional Ethics	
Gender	
Human Values	Creativity, innovation
Environment & Sustainability	
Unit II	
Local	
Regional	
National	
Global	Development of different surface ornamentation, knowledge of raw materials and processes
Employability	
Entrepreneurship	
Skill Development	Pattern making, surface ornamentation
Professional Ethics	-
Gender	-
Human Values	- Craftsmanship, attention to detail
Environment & Sustainability	-
Unit III	
Local	-

Regional	-
National	-
Global	-
Employability	Pattern making, draping, garment construction, technical drawing, costing
Entrepreneurship	
Skill Development	
Professional Ethics	Proper documentation, accurate costing of the project
Gender	
Human Values	
Environment & Sustainability	
Unit IV	
Local	
Regional	
National	
Global	
Employability	Presentation skills, portfolio development
Entrepreneurship	
Skill Development	Presentation skills, portfolio development
Professional Ethics	Proper attribution, ethical presentation
Gender	-
Human Values	-
Environment & Sustainability	-
SDG	Skills for Decent Work (SDG 4.4)
NEP 2020	Professional Education (17.1-17.5)
POE/4 th IR	Integration of Technology, Interdisciplinary Approach, Focus on Human Behaviour, Critical Thinking and Deductive Reasoning

ADFD454	ADVANCE GARMENT CONSTRUCTION LAB	L	T	P	S	C
Version 1.4		-	-	6	3	6
Pre-requisites/Exposure	Understanding advanced drafting and construction for Women's and Men's Wear					
Co-requisites						

Course Objective:

To develop understanding of Women's and Men's Wear pattern making and construction in fashion industry.

To familiarize the students with the concept of Patterns variation for fashion Industry.

Course Outcomes:

CO1: Advanced pattern drafting and manipulation.

CO2: Advanced Sewing Techniques

CO3: Analyse different body types and identify problem areas and rectify them.

CO4: Compare the diverse types of pattern layouts and construct them.

CO5: To develop the range of patterns for Women's and Men's Wear

Catalogue Description

This course will give the learner to relate Female and male body shapes to patterns and understand control points of control in each pattern to achieving desired fit. In this course the learner understands scientific way to manipulating patterns to achieve the desired style line of Female and male outfits. Through such skill domain students will enable to generate well-fitting patterns of creative & innovative designs and manipulate them to achieve desired style line of any outfit.

Course Content

List of Experiments

Unit-I

Introduction to advanced stitching methods, Fabric manipulation techniques

Dart manipulation and control, Understanding and creating complex patterns.

Female Shirts - Drafting of female shirt - Adaptation of the female shirt to assorted styles -

Developing patterns and construction of the assorted styles (3 styles)

Unit-II

Female Trousers - Drafting of Female trousers - Adaptation of Female trousers to assorted

styles - Developing patterns and construction of the assorted styles (3 styles)

Unit-III

Male Shirt- Drafting of Male Shirt - Adaptation of male Shirt to assorted styles - Developing

patterns and construction of the assorted styles (3 styles)

Unit-IV

Jacket Variation Female- Developing patterns and construction of the assorted styles (3 styles)

Jacket Variation Male - Developing patterns and construction of the assorted styles (3 styles)

Final Submissions:

Construction of 1 Creative Female dress

Construction of 1 Creative Male dress

Reference Books:

Helen Joseph Armstrong, 2009“Patternmaking for Fashion Design”, Pearson, Fifth edition

[Gareth Kershaw](#) (7 Oct. 2013), “Pattern Cutting for Menswear”, first edition.

Metric pattern cutting for women’s wear, third edition, Winifred Aldrich, Blackwell publishing.

Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination, Examination Scheme:

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs		
	Course Outcomes (COs)	Mapped Program Outcomes
CO1	Advanced pattern drafting and manipulation.	PO1
CO2	Advanced Sewing Techniques	PO7
CO3	Analyse different body types and identify problem areas and rectify them	PO2
CO4	Compare the diverse types of pattern layouts and construct them.	PO3
CO5	To develop the range of patterns for Women’s and Men’s Wear	PO5

ADFD456	FASHION PORTFOLIO DEVELOPMENT	L	T	P	S	C
Version 1.3		-	0	4	-	4
Pre-requisites/Exposure	Understanding of Manual portfolio					
Co-requisites						

Course Objectives:

To develop a portfolio that reflects an individual student's design philosophy and display the various Designs.

Develop a portfolio that reflects a student's design philosophy and displays various designs.

Course Outcomes:

CO1. Students will understand the importance and different ways of presentation of a collection.

CO2. To display the various projects and assignments undertaken by the student.

CO3. To emphasis on all kind of creative skills like free hand drawing, rendering, doodling art, surface ornamentation-based textile product etc.

CO4. Students will also make poster/Banner for the events with suitable theme on CAD.

CO5. The student will prepare video, PPT & file documentation for representing his / her best professional skills in terms of design & communication.

Catalogue Description

The course offers students the process of portfolio preparation. With an aim to assist students in creating customized and dynamic portfolios, the course will include fundamentals of portfolio development which will include Concept, Styles, and Layouts, Design formats, Mounting and presenting work. The journey of portfolio creation will be captured by including the initial designs, research methodologies, rough sketches, written documents etc. All of which will give a step-by-step insight into the entire process of creating a final design work

Course Content

List of Experiments

Unit-I

Write up on Design philosophy.

Prepare designer CV.

Prepare 3 products from different kind of crafts.

Unit-II

Prepare 10 different types of illustration artwork like doodling, paper art, free hand drawing etc. That will represent creative thinking.

Work on 6 different categories – office wear, ethnic wear, wedding wear, red carpet look, beach wear, street wear. Prepare all boards - Mood board, Story board, Client board, Colour Boards, Swatch Card, Embellishment/print board, Trims/accessory board.

Unit-III

Illustration sheet, Flat specs, and cost sheet.

Prepare 3 garments based on your any three collections.

Do a photo-shoot of your 3 garments.

Unit-IV

Makeup photo-shoot

Styling photo-shoot

Prepare a PPT & video of your whole design work.

Reference Books:

Faerm, Steven, (2012) “Design your fashion portfolio” A&C Black Publisher.

Fulkner, Andrew & Chaez, Conrad. (2015) “Classroom in a book”

Modes of Evaluation: Quiz/Assignment/ presentation/ extempore/ Written Examination, Scheme:

Components	Quiz	Assignment/ Presentation	Mid Term Exam	Attendance	End Term Exam
Weightage (%)	10	10	20	10	50

Relationship between the Course Outcomes (COs) and Program Outcomes (POs)

Mapping between COs and POs		
	Course Outcomes (COs)	Mapped Program Outcomes
CO1	Students will understand importance and different ways of presentation of a collection.	PO2
CO2	To display the various projects and assignments undertaken by the student.	PO6, PO7
CO3	To emphasis on all kind of creative skills like free hand drawing, rendering, doodling art, surface ornamentation-based textile product etc.	PO2, PO3
CO4	Students will also make poster/Banner for the events with suitable theme on CAD.	PO5
CO5	Student will prepare video, PPT & file documentation for representing his / her best professional skills in terms of design & communication.	PO7, PO4

		Design and Integration	Drawing Work	Critical Analysis	Employability and Interdisciplinary Approach	Conduct	Communication and Teamwork	Life-long learning	Application of Concepts	Innovation and Industry Friendly	Ethics and Communication Skills
Course Code	Course Title	PO 1	PO2	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2	PSO3
ADF456	Portfolio development		3	3	3	3	3	3	3		2

1=weakly mapped,2= moderately mapped,3=strongly mapped