SYLLABUS

BACHELOR OF DESIGN

FACULTY OF DESIGN
UNITED UNIVERSITY, RAWATPUR-JHALWA,
PRAYAGRAJ (UP)

Department Vision

To help students to discover and explore the individual style and talent, transforming them as well trained, qualified professionals and socially responsible citizens.

Department Mission

- Develop core competencies of design and professionalism to address societal and environmental concerns.
- Enable experiential learning and community engagement to create inclusive and sustainable design.
- Provide an international platform for interdisciplinary learning and collaborative research.

Program Educational Objectives (PEOs)

- Graduates will exhibit competencies in professional engagements and higher education by applying knowledge of design, technology and allied fields.
- Graduates will exhibit ability to adapt to changing technology as per current trends and apply design as a solution for societal and environmental needs.
- Graduates will demonstrate communication and creative skills, client and team management skills, and maintain high professional ethics.
- Graduates will engage in lifelong learning, career enhancement, pursuing higher education and research.

Programme Outcomes(POs)

- **Design Knowledge – Apply the knowledge ofart, culture, design, textile, and management to solve the design problems pertaining to fashion industry.**
- **Design Development –** Developing designsfor customized and prêt-à-porter requirements.
- **Design Research – Use research methods forproblem identification, collecting and interpreting data, and analysis to propose design solutions.**
- **Modern Tool Usage –** Identify, select and apply appropriate techniques, resources and digital tools including prediction and design development with an understanding of the limitations.

- **Ethics – Apply ethical principles, and committo professional ethics and responsibility.**

- **Lifelong learning** – Recognize the need for,and have the preparation and ability to engage in independent and lifelong learning in the broadest context of technological change.

- **Communication** – Ability to communicatethrough technical sheets, reports, portfolios and presentations.

Examination/Evaluation System:

The evaluation system of the University shall be oriented to encourage the academic qualities. The University follows two components to evaluate student & performance:

Internal Assessment: which is to be marked by respective teacher includes attendance, mid semester examination and other components (Assignment, Test, Project, Practical Lab Continuous Assessment, Quiz, Multiple Choice Questions, Case Study, Field Survey/Field Report etc.) carrying a **weightage of 50%**. This is applicable for all theory courses.

Practical Courses: The examination/evaluation criteria of the practical courses shall be decided by the respective faculty member and wherever required on the availability of the external experts/visiting faculty. Faculty may set/design the practical exercises out of any marks but the overall weightage shall be in pre-defined percentage. Methodology for evaluation of Lab component may include day to day work, lab records, quantity/quality of work and Viva/Seminar/Practical as may be decided.

External Assessment: i.e. End Semester Examination, carrying a weightage of 50%.

a) End Semester Examination: These examinations shall be conducted under Controller of Examination. The examination dates and schedule shall be released by the University & Controller of Examination.

Bachelor of Design

4 Years (8 semester) Programme

United University, Prayagraj

Session 2023-24

Sr. no.	Course code	Course Title	Teaching			Evaluation			Credit
			L	T	P	CA	ESE	TOTAL	
SEMESTER 1									
1	**FDUCFD101T**	Basic Principles of Garment &Technology	3	-	-	50	50	100	3
2	**FDUCFD102T**	Basic Design & Sketching	3	-	-	50	50	100	3
3	**FDUCFD103T**	Design Idea	5	-	-	50	50	100	5
4	**FDUCFD104T**	History of Fashion	5	-	-	50	50	100	5
5	**CASCSFD10T**	Fundamental of Computer	2	-	-	50	50	100	2
6	**PTSPPFD10T**	Professional Proficiency	2	-	-	50	50	100	2
7	**FDUCFD101P**	Basic Principal of Garment &Technology	-	-	8	50	50	100	4
8	**FDUCFD102P**	Basic Design & Sketching	-	-	4	50	50	100	2
9	**CASCSFD10P**	Fundamental of Computer	-	-	4	50	50	100	2
Total			**20**		**16**	**450**	**450**	**900**	**28**

Bachelor of Design

4 Years (8 semester) Programme

United University, Prayagraj

Session 2023-24

Sr. no.	Course code	Course Title	Teaching			Evaluation			Credit
			L	T	P	CA	ESE	TOTAL	
SEMESTER 2									
1	FDUCFD201T	Garment Construction - I	3	-	-	50	50	100	3
2	FDUCFD202T	Design Essential	3	-	-	50	50	100	3
3	FDUCFD203T	Elements of Textile	4	-	-	50	50	100	4
4	FDUCFD204T	History of Indian Costume	3	-	-	50	50	100	3
5	PTSPPFD20T	Professional Proficiency	2	-	-	50	50	100	2
6	FDUCFD205T	Computer Application - I	3	-	-	50	50	100	3
7	FDUCFD206T	Fashion Illustration	2	-	-	50	50	100	2
8	FDUCFD201P	Garment Construction - I	-	-	4	50	50	100	2
9	FDUCFD203P	Elements of Textile	-	-	4	50	50	100	2
10	FDUCFD205P	Computer Application - I	-	-	4	50	50	100	2
11	FDUCFD206P	Fashion Illustration	-	-	4	50	50	100	2
Total			**20**		**16**	**550**	**550**	**1100**	**28**

COURSE INFORMATION SHEET

Course code: **FDUCFD101T**
Course title: **Basic Principles of Garment Technology**
Credits: **03**
Class schedule Per week: **3 Hrs**
Semester: **First**
Branch: **BDES**

Syllabus

UNIT	Topic
I	• A brief overview of garment manufacturing [Design Study, Sample Garments, Costing, Preparing For Products] • Terminology of garment manufacturing • Measuring System Chart, Eight Head Theory, Body-lines, Measuring Devices, Marking Devices, Sheers and Scissors • Drafting and technique of pattern making- Paper Pattern, Drafting and Grading, Basic Drafting Blocks • Marker planning [Layout]
II	• Sewing machine and its components: Types of Machines, Components and Uses (Needle, Throat Plate, Pressing Foot, Sewing Thread etc.), • Stitches and seams and Machine with uses • Additional product operation : Collars, Sleeves, Pockets, Belts (Elastic), Cuffs Closures (Zipper, Button and Holes, Hooks and Eyes, Snaps, Fasteners)
III	• Basic product operations: Darts, Tucks, 'Pleats, • Gathers, Shirring, Smocking Ruffles, Facing, Plackets, Interlacing; etc • Garment finishing & inspection: Attaching buttons, Marking, Sewing, Labels, Cleaning
IV	• Pressing and Equipment: • Final, Touches, Fitting, Quality, Measurements, Viewing 'The Garment, Quality Standard. • Packing & Shipping.
V	• Basic seams & stitches- Hand & Machines • Basic product operations

Reference Books

- Garment Technology for Fashion Designers by Gerry Cooklin

- Sewing For the Apparel Industry by Claire Shaeffer

- Patter Cutting for Lingerie, Beach Wear and Leisure Wear by Ann Hagger

COURSE INFORMATION SHEET

Course code: **FDUCFD101P**
Course title: **Basic Principles of Garment Technology**
Credits: **04**
Class schedule Per week: **8 Hrs**
Semester: **First**
Branch: **BDES**

Syllabus

UNIT	Topic
I	● Smocking-Types of Smocking samples
II	● Hand Stitches
III	● Seams ● Seam Finish ● Self Finish Seam
IV	● Drafting -Child Block ● Basic Bodice Block ● Basic Sleeve Block ● Fitted Skirt Block ● Basic Trouser Block
V	● Basic Product Operation ● Additional Project Operation

Reference Books-

- Garment Technology for Fashion Designers by Gerry Cooklin

- Sewing For the Apparel Industry by Claire Shaeffer

- Patter Cutting for Lingerie, Beach Wear and Leisure Wear by Ann Hagger

COURSE INFORMATION SHEET

Course code: **FDUCFD104T**

Course title:-   **History of fashion**

Credits:-   **05**

Class schedule Per week :-   **5 Hrs**

Semester: **First**
Branch: **BDES**

Syllabus

UNIT	Topic
I	- Fashion Terminology - Fashion Theories - Fashion Cycle
II	- Environment of Fashion - Demographics, Geographic, Psychographics & behavior. - Economic Environment, Social Environment
III	- Study of World Costume - Costumes of Ancient Egypt - Costumes of Greek Civilization - Costumes of Japan - Costumes of China - Costumes of south American
IV	- Study of Indian costumes: - Costumes of Gujarat & Rajasthan - Costumes of Karnataka & Kerala - Costumes of UP and MP - Costumes of Kashmir - Costumes of Punjab
V	B.C. to Present Times Fashion History (Significant Development Decade-wise)

Reference Books

- A History of Costumes in the West by Boucher
- 20th Century Fashion by Peacock J.
- Fashion Costume & Culture by Encyclopedia in 5 volumes
- Designer From Haute Coutre to Merchandising by Maria Castanleno

COURSE INFORMATION SHEET

Course code: FDUCFD103T

Credits: 05

Course title-: DESIGN IDEAS

Class schedule Per week: 5 hrs

Semester: First
Branch: BDES

Syllabus

UNIT	Topics
I	- Introduction to Design, - What is Design - Types of Design - Elements of Design - Principles of Design - Psychological aspects of color.
II	- Types of Necklines - Types of Sleeve - Types of Collar - Types of Skirts
III	- Types of Silhouettes - Types of Trouser - Types of Pleats - Frills And Flounces
IV	- Types of Trims - Laces & Buttons - Fasteners - Types of Headgear - Types of Footwear
V	- Figure Analysis and Correction - Practical - (Silhouettes Folder, Neckline, Collar & Sleeve Folder, Trousers & Skirt Folder, Lace Folder, Fastener Folder)

Reference Books-

- Design Ideas & Accessories by Ritu Bhargava
- Encyclopedia of Fashion Details by Patrick J Ireland
- Inside Fashion Design by Sharon Lee Tate
- From Concept to Consume by Gini Stephens Frings

COURSE INFORMATION SHEET

Course code: **FDUCFD102T**
Course title: **BASIC DESIGN & SKETCHING**
Credits: **03**
Class schedule Per week: **03 hrs**
Semester: **First**
Branch: **BDES**

Sylllabus

UNIT	Topic
I	- Introduction to fashion sketching - Basic pencil shading - Rules of perspective - Still life
II	- Colour theory - Colour - Dimensions of Colour - Different colour schemes - Designer's guide to colour mixing - colour harmony.
III	- Fashion figure proportions - Basic block with measurement s according to fashion figure - Flashing of block figure-front, back, side and three-fourth views.
IV	- Basic figure forms - Photo analysis
V	- Fashion heads - Facial features - Different hair styles - Quick sketching

Reference books-

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

COURSE INFORMATION SHEET

Course code: **CASCSFD10T**
Course title: **Fundamental of Computer**
Credits: **02**

Class schedule Per week :   **02 hrs**

Semester: **FIRST**
Branch: **BDES**

Syllabus

UNIT	Topic
I	• Overview & Introduction to Computers • History of computers • Various components of a computer • Various parts of a computer • Generations of computers • Classification & characteristics of computer
II	• Memory Hierarchy • Units of memory • Input and output devices • Hardware and software • Computer programming
III	• Overview of Microsoft office • Introduction to MS Word • MS Word – Resume & CV
IV	• MS powerpoint – Presentation • MS Excel – worksheets & basic knowledge of formulas
V	• Introduction to Internet & Internet services • Computer networking • Models – client server model & peer-to-peer model

Reference Books-

1. Fundamentals of Computer by E Balagurusamy, Tata McGraw Hill Education Pvt. Ltd, New Delhi.

2. Fundamentals of Computer by V Rajaraman; Prentice Hall of India Pvt. Ltd., New Delhi.

3. Computer Fundamentals by RS Salaria; Khanna Book Publishing Co. (P) Ltd., New Delhi.

4. Computers Today by SK Basandara, Galgotia publication Pvtltd. Daryaganj, New Delhi.

COURSE INFORMATION SHEET

Course code: **CASCSFD10P**

Course title: **Fundamental of Computer**

Credits: **02**

Class schedule Per week: **04 hrs**

Semester: **FIRST**

Branch: **BDES**

Syllabus

UNIT	Topic
I	• Overview & Introduction to Computers • Various components of a computer • Various parts of a computer
II	• Input and output devices • Hardware and software • Computer programming
III	• Overview of Microsoft office • Introduction to MS Word • MS Word – Resume & CV
IV	• MS powerpoint – Presentation • MS Excel – worksheets & basic knowledge of formulas
V	• Introduction to Internet & Internet services • Computer networking

Reference Books-

1. Fundamentals of Computer by E Balagurusamy, Tata McGraw Hill Education Pvt. Ltd, New Delhi.

2. Fundamentals of Computer by V Rajaraman; Prentice Hall of India Pvt. Ltd., New Delhi.

3. Computer Fundamentals by RS Salaria; Khanna Book Publishing Co. (P) Ltd., New Delhi.

4. Computers Today by SK Basandara, Galgotia publication Pvtltd. Daryaganj, New Delhi.

COURSE INFORMATION SHEET

Course code:-   **FDUCFD204**

Course title:-   **History of Indian costume**

Credits:-   **03**

Class schedule Per week:-   **3 hrs**

Semester: **Second**

Branch: **B.DES**

Syllabus:

UNIT	Topic
I	• Origin of Clothing(Dress) Stone age, Neolethic Age, Bronze Age, Vedic Age
II	• Indian costumes,and fashions in the Mohenjodaro period, Mauryan Period Sunga Period Kushan Period,
III	• Dresses during Satvana Period, Gupta Period, Mughal period, British period
IV	• Changing scenario of Indian costumes • Rajasthanistyle of sari of the 15th century • Independence movement and its influence in ushering in khadi,
V	Post-independence period of India 1950s, 60s, 70s, 80s, 90s, till now.

Reference Books-

- A history of fashion by Gertrud Lehnert
- Indian costume by Renee W. Chase
- Coustme, Textiles and Jewellery of india by Vandana Bhandari

COURSE INFORMATION SHEET

Course code:-   **FDUCFD203T**

Course title:-   **Elements of Textile**

Credits:-   **04**

Class schedule Per week:-   **4 hrs**

Semester: **Second**

Branch: **B.DES**

Syllabus

UNIT	Topic
I	**Introduction of Textile Science** • Textile Industry, An overview on different textile departments – Ginning, Spinning, Weaving/Knitting, Finishing etc. • Classification of fibers – Natural and Man-made. • Properties of Different Fibers. • Identification of Different Fibers
II	**Yarn Formation process – Cotton** • Ginning, Carding, Combing, Drawing out, Roving, Twisting & Winding • Directions of twisting – S Twist/ Z twist, Spun yarn, Filament Yarn, Blended yarn. • Yarn Counting – Direct/Indirect System. • Type of yarns – Ply yarn, Cabled yarn, Slub yarn, Spiral yarn, Knot yarn etc.
III	**Fabric Construction** • Weaving, Knitting, Braiding, Knotting etc., Warp/ Weft, Coarse/Wale. • Type of looms - Handloom/Power loom, Parts of loom – Shuttle, Harness, Reed etc. • Process of weaving – Motions of weaving - Primary, Secondary, Auxiliary, Design / Draft/Lifting plan. • Type of Basic weaves – Plain, Twill, Satin/Sateen, Fancy weaves, Pile weave, Tufting & variety of fabrics, Selvedge line / Grain line. • Balance of cloth, Thread counting.

IV	**Finishing process**
	● Gray goods, objectives, Pte-treatments – Rinsing, Scouring, Bleaching, Mercerizing, DE-sizing, Degumming.
	● Type of Dyeing – Stock, Piece, Yarn, Top, Fabric dyeing, Type of dyeing machines, Type of dyes.
	● Type of Printing – Roller printing, Stencil printing, Screen printing, Emboss, Digital printing, Discharge printing, Resist Printing.
	● Type of finishing – Mechanical and Chemical.
V	**Fabric Care & Maintenance**
	● Airing,
	● Brushing,
	● Stain removal,
	● Laundering,
	● Storing.

Reference Books-

- **Ethnic Embroidery of India** by Usha Shrikant Jupiter prints—by Dahisar (E), Mumbai.
- **Traditional Indian Textiles** by John Gillow Singapore by SNP (2002)
- **Handmade in India** by Aditio Ranjan / M.P Ranjan Singapore 2007
- **Digital Jacquard design**, by Holyoke & Julie, New York 2013

<div align="center">**COURSE INFORMATION SHEET**</div>

Course code:-   **FDUCFD203P**
Course title:-   **Elements of Textile**
Credits:-   **02**
Class schedule Per week:-   **04 hrs**
Semester: **Second**
Branch: **B.DES**

Syllabus

UNIT	Topic
I	Identification of different types of fabrics.
II	Dying process in different fabric (cotton & silk).
III	Dying types of textile fabrics with special reference to tie and die.
IV	Stain removal and source of bleaching of textile fabrics.
V	Emboss printing.

Reference Books-

- From Fiber To Fabric by Corbnen
- Traditional Textileby Savitri Pandit
- Vastra Vigyan by Bela Bhargava
- Textile of Indiaby Durga Deulkar

COURSE INFORMATION SHEET

Course code:- FDUCFD202T

Course title:- Design Essentials

Credits:- 03

Class schedule Per week :- 03 hrs

Semester: Second

Branch: B.DES

Syllabus

Unit	Topic
I.	Introduction to Design, What is design, Types of design, Design basics, Design basics terminology, Mind mapping, Brainstorming,
II.	Placements of Design Design process Design brief, Analysis, Research, Specification conceptualizing & documenting, Presentation
III.	Study of texture: Types of textures, Categories of texture, Psychological & visual association Design thinking, Building to think
IV.	Designing, Methods of designing Exploring, Redesigning design, Aesthetic qualities of Design Elements, Formal qualities, Expressive qualities, · Symbolic qualities

V.	Design Activism, Inspiring solutions, Presentation

Reference Books-

- **The Dynamics of Fashion** (Elain Stone) by Fairchild.
- **Change by Design** by Tim Brown
- **Exploring the Elements of Design** (Paperback) by Mark A. Thomas, Terry Evans, **Three Dimensional Design.** Richard K. Thomas, Van Nostrand Reinhold Co, 1969. **Exploring Visual Design: The Elements and Principles,** Joseph Gatto, Albert Porter
- **Basic Design : The Dynamics of Visual Form** by Maurice de Sausmarez , 2007

COURSE INFORMATION SHEET

Course code:-   **FDUCFD205T**

Course title:-   **Computer Application - I**

Credits:-   **03**

Class schedule Per week:-   **03 Hrs**

Semester: **Second**

Branch: **B.DES**

Syllabus

Unit	Topic
I	**INTRODUCTION TO COREL DRAW** • Introduction and Overview of Corel draw • Components of Corel draw- Menu Bar, Different types of tools, Property Bar, Editing Tools • Mirror, Rotate, Pen Tool, Outline Tool, Drawing Rectangles and Squares, Drawing Ellipses, Circles, Arcs, Drawing Polygons and Stars, Drawing Spirals, Drawing Grids, Drawing Predefined Shapes, Shaping Objects, Basic & Advance Shapes, Drawing Shapes. • Working with mesh tool
II	**FORMATIONS, TEXTURES AND FILLING** • Working with Filling Objects and Symbol • Colour Applying - Uniform Fills, Fountain Fills, Pattern Fills, Texture Fills, Gradient • Using Symbols in Drawings • Colour Palettes • Adding Three Dimensional Effects to Objects, Changing the Transparency of Objects

		• Adding & Formatting
		• Text, Shifting And Rotating Text, Fitting Text To A Path
III	**WORKING ON DIGITAL PRINT FORMATION**	
	• Opening an image to edit	
	• Using brush & pencil	
	• Adding & creating gradient, making different shapes, making selection with different selection tools, Elliptical marquee, Rectangle marquee, Lasso Tool (Polygonal & Magnetic Lasso tool), Magic wand, add to Selection, subtract from selection, Intersect with selection & Feathering.	
	• Working on prints and generating designs	
IV	**INTRODUCTION TO PHOTOSHOP**	
	• Introduction & overview of software	
	• Layers: Working with layers, creating new layer (Layer via cut & copy), Duplicate layer, renaming a layer, deleting layer, Rearranging layers, Advanced Practice of Layers, Layer style, Merging Layers (merge down, merge visible), Linking layers, Locking & unlocking background layer, blending modes, changing opacity of layers, creating layer set, Attributes of an Image (Sizing & transforming images)	
	• Understanding the main menu	
	• Working on various tools	
V	**WORKING ON TEXTURES**	
	• Repairing & Retouching Tools: Healing Brush, Patch tool, Clone stamp, Pattern stamp, Eraser Tool, Dodge, Burn & Sponge tool	
	• Warping text, Rasterizing text layer, Changing the transparency of objects.	
	• Creating Pattern, Collage Making, Poster Making, Applying makeup on a face	

| | · Posters based on various themes |
| | · manipulation technique, Masking |

Reference Books-

- CorelDRAW X4 by (Lawpoint Publications).
- Rapidex DTP Course by (Shirish Chavan).

COURSE INFORMATION SHEET

Course code: FDUCFD205P

Course title: **Computer Application – I**

Credits:-   **02**

Class schedule Per week:-   **04 Hrs**

Semester: **Second**

Course: **BDES**

Syllabus

Unit	Topic
I	**INTRODUCTION TO COREL DRAW** • Introduction and Overview of Corel draw • Components of Corel draw- Menu Bar, Different types of tools, Property Bar, Editing Tools • Mirror, Rotate, Pen Tool, Outline Tool, Drawing Rectangles and Squares, Drawing Ellipses, Circles, Arcs, Drawing Polygons and Stars, Drawing Spirals, Drawing Grids, Drawing Predefined Shapes, Shaping Objects, Basic & Advance Shapes, Drawing Shapes. • Working with mesh tool
II	**FORMATIONS, TEXTURES AND FILLING** • Working with Filling Objects and Symbol • Colour Applying - Uniform Fills, Fountain Fills, Pattern Fills, Texture Fills, Gradient • Using Symbols in Drawings • Colour Palettes • Adding Three Dimensional Effects to Objects, Changing the Transparency of Objects

	- Adding & Formatting
	- Text, Shifting And Rotating Text, Fitting Text To A Path
III	**WORKING ON DIGITAL PRINT FORMATION**
	- Opening an image to edit
	- Using brush & pencil
	- Adding & creating gradient, making different shapes, making selection with different selection tools, Elliptical marquee, Rectangle marquee, Lasso Tool (Polygonal & Magnetic Lasso tool), Magic wand, add to Selection, subtract from selection, Intersect with selection & Feathering.
	- Working on prints and generating designs
IV	**INTRODUCTION TO PHOTOSHOP**
	- Introduction & overview of software
	- Layers: Working with layers, creating new layer (Layer via cut & copy), Duplicate layer, renaming a layer, deleting layer, Rearranging layers, Advanced Practice of Layers, Layer style, Merging Layers (merge down, merge visible), Linking layers, Locking & unlocking background layer, blending modes, changing opacity of layers, creating layer set, Attributes of an Image (Sizing & transforming images)
	- Understanding the main menu
	- Working on various tools
V	**WORKING ON TEXTURES**
	- Repairing & Retouching Tools: Healing Brush, Patch tool, Clone stamp, Pattern stamp, Eraser Tool, Dodge, Burn & Sponge tool
	- Warping text, Rasterizing text layer, Changing the transparency of objects.
	- Creating Pattern, Collage Making, Poster Making, Applying makeup on a face
	- Posters based on various themes
	- manipulation technique, Masking

Reference Materials

- CorelDRAW X4 by (Lawpoint Publications).
- Rapidex DTP Course by (Shirish Chavan).

COURSE INFORMATION SHEET

Course code:-   **FDUCFD206T**

Course title:-   **Fashion Illustration**

Credits:-   **02**

Class schedule Per week :- **02 hrs**

Semester: **Second**

Branch: **B.DES**

Syllabus

Unit	Topic
I	**Introduction and overview of fashion illustration** • Shading technique and fashion drawings • Lines & Shading exercises using various pencil & color mediums. Color pencils Poster color/ water color • Color study • Print Repeat • Print development and variations • Optical Illusion • Introduction to Water color
II	**Introduction to advance still life and Print Knowledge** • Still life - Object Drawing- • Drawing of 3-D geometrical shapes in different angles. Such as Cube, Pyramid, Cuboids, Cylindrical forms. • Drawing manmade objects in different angles. Such as Bottles, Sharpener, Glass, Pencil, Pen etc.

	• Still life – working on fruits
	• Print Enlargement
	• Introduction to Pencil color Application and shading techniques
III	**Introduction to various embroideries**
	• Print study of different embroideries with print arrangements
	• Garment study & fashion figure study
	• Accessory drawing on fashion figures
	• Makeup drawing and techniques on fashion figures
IV	**Perspective study**
	• Introduction to Perspective- • 1 Point Perspective • 2 Point Perspective • 3 Point Perspective
	• Composition of multiple fashion figures Presentation
	• Nature study- Sketching of natural forms from nature like flowers, leaves, branches, plants etc. • Conversion of natural forms into design forms. • Copying various textures from nature.
	• Introduction to charcoal pencil
V	**Costume Study and compositions**
	• Study on traditional costumes of different states
	• Urban and rural costumes
	• Compositions

Reference Books-

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

COURSE INFORMATION SHEET

Course code: **FDUCFD206P**

Course title: **Fashion Illustration**

Credits: **2**

Class schedule Per week: **04 hrs**

Semester: **Second**

Course: **BDES**

Syllabus

Unit	Topic
I	**Introduction and overview of fashion illustration** • Shading technique and fashion drawings • Lines & Shading exercises using various pencil & color mediums. Color pencils Poster color/ water color • Color study • Print Repeat • Print development and variations • Optical Illusion • Introduction to Water color
II	**Introduction to advance still life and Print Knowledge** • Still life - Object Drawing- • Drawing of 3-D geometrical shapes in different angles. Such as Cube, Pyramid, Cuboids, Cylindrical forms. • Drawing manmade objects in different angles. Such as Bottles, Sharpener, Glass, Pencil, Pen etc. • Still life – working on fruits • Print Enlargement

	• Introduction to Pencil color Application and shading techniques
III	**Introduction to various embroideries** • Print study of different embroideries with print arrangements • Garment study & fashion figure study • Accessory drawing on fashion figures • Makeup drawing and techniques on fashion figures
IV	**Perspective study** • Introduction to Perspective- • 1 Point Perspective • 2 Point Perspective • 3 Point Perspective • Composition of multiple fashion figures Presentation • Nature study- Sketching of natural forms from nature like flowers, leaves, branches, plants etc. • Conversion of natural forms into design forms. • Copying various textures from nature. • Introduction to charcoal pencil
V	**Costume Study and compositions** • Study on traditional costumes of different states • Urban and rural costumes • Compositions

Reference Books-

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

COURSE INFORMATION SHEET

Course code:- FDUCFD201T

Course title:- Garment Construction-I

Credits:- 03

Class schedule Per week:- 03 hrs

Semester: Second

Branch: B.DES

Syllabus

Unit	Topic
I	Introduction to Fashion
	Definition and Tools required for drafting, Pattern making and garment construction
	Measurement terms and definitions, Measurement Chart
	Types of kids clothing, Properties for a kids garment
	Types of Fabrics for kidswear
II	Construction of new born child block, Construction of basic child block, Construction of sleeve block, Construction of puff sleeve, Construction of bell sleeve
III	Construction of basic skirt, Construction of half circular skirt, Construction of circular skirt, Construction of yoke with pleated skirt, Construction of baby frock (high waist), Construction of baby frock (low waist), Construction of A-line frock
IV	Construction of sundress, Construction of trousers, Construction of jumpsuit, Construction of dungaree
V	Construction of shrug, Construction of jacket

Reference Books-

- Garment Technology for Fashion Designers (Gerry Cooklin).
- Sewing for the Apparel Industry (Claire Shaeffer).
- Pattern Making for Fashion Design (Helen Joseph- Armstrong).

- Techniques Of Drafting And Pattern Making: Garments for Kids and Adolescents (by Padmavati B.)

COURSE INFORMATION SHEET

Course code:-   **FDUCFD201P**

Course title:-   **Garment Construction-I**

Credits:-   **02**

Class schedule Per week:-   **04 Hrs**

Semester: **Second**

Branch: **B.DES**

Syllabus

Unit	Topic
I	Types of kids clothing, Types of Fabrics for kidswear
II	Construction of new born child frock Construction of baby frock
III	Construction of basic skirt Construction of yoke with pleated skirt Construction of party wear frock
IV	Construction of jumpsuit Construction of dungaree
V	Construction of shrug Construction of jacket

Reference Books

- Garment Technology for Fashion Designers (Gerry Cooklin).
- Sewing for the Apparel Industry (Claire Shaeffer).
- Pattern Making for Fashion Design (Helen Joseph- Armstrong).