

CURRICULUM AND SYLLABUS

Bachelor in Fashion Design and Technology

Academic Year: 2025 - 26



United University
Prayagraj
Uttar Pradesh

UNIVERSITY VISION

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

UNIVERSITY MISSION

To achieve the Vision, the Mission of the University is

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

DEPARTMENT VISION

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

DEPARTMENT MISSION

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

Program Educational Objectives

PEOs-1:

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

PEOs-2:

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

PEOs-3:

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

PEOs-4:

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

PEOs- 5:

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

Program Outcomes

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

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

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

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

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

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

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

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

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

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

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

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

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

Curriculum and Syllabus: First Year
Bachelor in Fashion Design & Technology
Session 2025-26

Semester I

							Contact Hours	27
S. No.	Course Code	Course Category	Course Name	L	T	P	C	
1	FDUCFD115T	PC	Basic Principles of Garment Technique	3	0	0	3	
2	FDUCFD115P	PC	Basic Principles of Garment Technique Lab	0	0	4	2	
3	FDUCFD116T	PC	History of Fashion	3	0	0	3	
4	FDUCFD117T	PC	Design Thinking & Idea Generation	3	0	0	3	
5	FDUCFD112T	PC	Basic Design & Sketching	2	0	0	2	
6	FDUCFD112P	PC	Basic Design & Sketching Lab	0	0	4	2	
7	CASC PEN10T	SEC	Fundamentals of Computers	2	0	0	2	
8	CASC PEN10P	SEC	Fundamentals of Computers Lab	0	0	2	1	
9	PTSPFD10T	SS	Professional Proficiency	2	0	0	2	
10	UUSCVA001P	VAD	NSS/NCC/YOGA/MUSIC/SPORTS	0	0	2	0	
L- Lecture /T- Tutorial / P- Practical / C- Credit				15		12	20	

COURSE CATEGORY ABBREVIATIONS

1. Program Core – PC,
2. Soft Skills-SS,
3. Skill Enhancement Course-SEC
4. Compulsory Course-MC,
5. Program Elective-PE
6. Open Elective-OE
7. Value Audit Course-VAD
8. Internship/Project
9. Discipline Specific Elective – DSE
10. General Elective – GE
11. Ability Enhancement Course – AEC

Semester II

							Contact Hours	30
S. No.	Course Code	Course Category	Course Name	L	T	P	C	
1	FDUCFD211T	PC	Garment Construction	3	0	0	3	
2	FDUCFD221P	PC	Garment Construction Lab	0	0	4	2	
3	FDUCFD213T	PC	Elements of Textiles	2	0	0	2	
4	FDUCFD223P	PC	Elements of Textiles Lab	0	0	4	2	
5	FDUCFD216T	PC	Fashion Illustration	3	0	0	3	
6	FDUCFD216P	PC	Fashion Illustration Lab	0	0	4	2	
7	FDUCFD217T	PC	Digital designs & Concepts – I	2	0	0	2	
8	FDUCFD217P	PC	Digital Designs & Concepts – I Lab	0	0	4	2	
9	PTSPPF20T	SS	Professional Proficiency	2	0	0	2	
L- Lecture /T- Tutorial / P- Practical / C- Credit				14	0	16	20	

COURSE DETAILS FOR SEMESTER-I

Course Name: Basic Principles of Garment Technique

Course Objective:

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

Unit I:

Introduction to Garment Techniques

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

Unit II:

Basic Introduction about Stitching

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

Unit III:

Basic product operations

Darts, Tucks, Pleats, Gathers, Shirring, Smocking Ruffles, Facing, Plackets, interlacing; etc
Garment finishing & inspection: Attaching buttons, Marking, Sewing, Labels, Cleaning

Unit IV:

Finishing Processes

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

**Unit V:
Pattern Drafting and Garment Variations**

Drafting of Salwar, Drafting of Kurta & Variations

Course Outcomes:

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

Reference Books:

1. *Garment technology for Fashion Designers- Gerry Cooklin*
2. *Sewing for the apparel industry- Claire Shaeffer*
3. *Pattern making for fashion design - Helen Joseph- Armstrong*
4. *Practical Clothing Construction Part I & II- Mary Mathews*

Course Name: Basic Principles of Garment Technique Lab

Course Objective:

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

List of Practicals:

(Minimum six practicals should be done in a semester)

1. Prepare a Smocking file
2. Prepare a Hand stitches file
3. Prepare a Seams file
4. Prepare a Basic product operation
5. Prepare a cushion cover set
6. Create a drafting file
7. Simple kurta
8. Plain salwar
9. Patiala
10. Plain skirt

Course Outcomes:

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

Reference Books:

1. *Garment technology for Fashion Designers- Gerry Cooklin*
2. *Sewing for the apparel industry- Claire Shaeffer*
3. *Pattern making for fashion design - Helen Joseph- Armstrong*
4. *Practical Clothing Construction Part I & II- Mary Mathews*

Course Name: History of Fashion

Course Objective:

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

Unit I:

Introduction to Fashion

Fashion Terminology, Fashion Theories, Fashion Cycle, Environment of Fashion, Demographics, Geographic, Psychographics & behavior, Economic Environment, Social Environment

Unit II:

Study of Indian costumes

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

Unit III:

Costumes of Ancient Civilizations

Costumes of Ancient Egypt, Costumes of Greek Civilization, Costumes of Japan, Costumes of China, Costumes of North American

Unit IV:

Evolution of Clothing in Indian History

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

Unit V:

Historical Indian Costumes

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

Course Outcomes:

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

Reference Books:

1. *A History of Costumes in the West* by Boucher
2. *20th Century Fashion* by Peacock J.
3. *Fashion Costume & Culture* by Encyclopedia in 5 volumes
4. *A history of fashion* by Gertrud Lehnert
5. *Indian costume* by Renee W. Chases

Course Name: Design Thinking & Idea Generation

Course Objective:

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

Unit I:

Fundamentals of Design

Types of Design, Elements of Design, Principles of Design

Unit II:

Garment Components and Styles

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

Unit III:

Fashion Details and Accessories

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

Unit IV:

Design Development and Process

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

Unit V:

Texture and Design Thinking

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

Course Outcomes:

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

2. Students will be able to create a fashion design project demonstrating the entire design thinking process.

Reference Books:

1. *Design Ideas & Accessories* by Ritu Bhargava
2. *Encyclopedia of Fashion Details* by Patrick J Ireland
3. *Inside Fashion Design* by Sharon Lee Tate
4. *Change by Design* by Tim Brown
5. *Exploring the Elements of Design (Paperback)* by Mark A. Thomas, Terry Evan

Course Name: Basic Design & Sketching

Course Objective:

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

Unit I:

Introduction to Sketching

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

Unit II:

Color Concepts

Define color, Color theory, Dimensions of Color, Different color schemes, Designer's guide to colors mixing, Color harmony

Unit III:

Fashion Figures

Fashion figure proportions, Basic block with measurements according to fashion figure, Flashing of block figure-front, back view side, three-fourth views and side view.

Unit IV:

Sketching elements

Fashion heads, Facial features, Different hair styles, Quick sketching

Unit V:

Various Forms

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

Course Outcomes:

1. Students will learn the basic concepts of sketching and drawing along with color concepts and combinations.
2. The Students will be able to make replica of model figures.
3. They will learn to create basic figures of male & female with their features and hairstyles.

Reference Books:

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

Course Name: Basic Design & Sketching Lab

Course Objective:

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

List of Practicals:

(Minimum six practicals should be done in a semester)

1. Prepare a file with various shading techniques
2. Create colour wheel
3. Tints and shades file, color harmony and color mixing
4. Basic Still life study
5. Basic Perceptive drawing
6. Block Figure & flashing- front, 3/4th, side and back view
7. Sketching of various face profile- Front view, 3/4 view and side view
8. Sketching of eyes, nose, ears and lips
9. Various hairstyles- male & female
10. Photo analysis process

Course Outcomes:

1. Students will learn to draw and sketch using various color combinations.
2. The Students will be able to make replica of model figures.
3. They will learn to create basic figures of male & female with their features and hairstyles

Reference materials

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

Course Name: Fundamentals of Computers**Course Objective:**

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

Unit I:**History of Computers**

Historical Evolution of Computers, Generations of computers, classification of computers-based on size, processor, Usefulness of computers, applications of computers, block diagram along its components and characteristics, types of memory- RAM and ROM
Input & output devices- Monitor, Mouse, Keyboard, Disk, Joysticks, storage devices, floppy disk, CD, DVD, Pen drive, trackballs, printer & its types, scanner, Modem, Video, soundcards, speakers, MS Paint- tools, features, functions and colours.

Unit II:**MS Word**

Introduction, Create and Manage Documents, Format Text, Paragraphs, and Sections, Create Tables and Lists, Create and Manage References, Insert and Format Graphic Element, Manage document options and settings, Design advanced documents

Unit III:**MS Excel**

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

Unit IV:**MS PowerPoint and Internet**

Create and Manage Presentations, Insert and Format Text, Shapes, and Images, Insert Tables, Charts, SmartArt, and Media, Apply Transitions and Animations, Introduction to Internet-Internet Terminologies, Models, email account creation, social media, latest inventions.

Course Outcomes:

1. Students will learn the basic Microsoft software as per industry standards.
2. The Students will be able to prepare professional resumes.
3. They will be able to prepare presentations for their academic projects and industry projects.
4. They will explore various latest inventions in IT related to their field.

Reference Books:

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

Course Name: Fundamentals of computers Lab

Course Objective:

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

List of Practicals:

(Minimum six practicals should be done in a semester)

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

Course Outcomes:

1. Students will learn the basic Microsoft software as per industry standards.
2. The Students will be able to prepare professional resumes.
3. They will be able to prepare presentations for their academic projects and industry projects.
4. They will explore various latest inventions in IT related to their field.

Reference Books:

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

Course Name: Professional Proficiency

Course Objective:

Listening, Speaking, Reading, and Writing skills are to be developed to enable the students to read and write correct English, attain reasonable fluency in the Language and should also be exposed to introductory lessons in aptitude-building.

**Unit I:
Hard Skills**

Revision of basic grammar, Articles, Vocabulary

The goal is to teach Grammar implicitly through reading comprehensions. A short story/paragraph should be given for the students to identify the parts of speech and the other topics mentioned above. The classes should be learner centric and the students should be able to apply the lessons learnt in their daily conversations.

**Unit II:
Soft Skills**

Para-language (chronemics,haptics,proxemics) body language, table manners, personal & professional grooming

The aim is to immerse the students in the language so that they develop exposure to it and thus develop comprehension of the language and start internalising the language and widen and enrich their vocabulary and usage of the language.

Course Outcomes:

Better representation of himself/herself in terms of communication skills, overall personality development and aptitude building required for jobs. This program will help students becoming employable and ready for Industries /corporate and other Public and Private Sector jobs.

Course Name: Garment Construction

Course Objective:

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

Unit I:

Introduction to drafting

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

Unit II:

Basic Child Bodice

Construction of newborn child block, Construction of basic child block, Construction of sleeve block, Construction of puff sleeve, Construction of bell sleeve

Unit III:

Basic Child Skirt

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

Unit IV:

Basic Child Dress

Construction of sundress, Construction of trousers, Construction of jumpsuit, Construction of dungaree

Unit V:

Basic Child Jacket

Construction of shrug, Construction of jacket

Course Outcomes:

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

Reference Materials:

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

Course Name: Garment Construction Lab**Course Objective:**

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

List of Practical:

(Minimum six practical should be done in a semester)

1. Circular skirt
2. Yoke with pleated skirt
3. Baby frock
4. High waisted frock
5. Low waisted frock
6. Baby pant
7. Baby jumpsuit
8. Baby Dungaree
9. Baby Shrug
10. Partywear frock

Course Outcomes:

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

Reference Books:

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

Course Name: Elements of Textile

Course Objective:

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

Unit I:

Introduction of Textiles

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

Unit II:

Introduction to Yarns and loom

Yarns, Yarn processing methods, Factors affecting yarns, Yarn count, Types of yarn, Yarn classification – on the basis of structure, length, Fiber content, Identification of yarns, Conditions of yarn testing, Loom- parts of loom

Unit III:

Introduction to Weaves & fabric construction

Weaves, Basic weave patterns, Fabrics- natural & man-made fabrics, Fabric construction, Woven- Types, properties, usage, Knitted fabrics- Types, Properties, usage, Non-woven fabrics- Types, Properties, usage

Unit IV:

Introduction to Textile Finishes and Finishing processes

Purposes, Classification- on the basis of permanence, Designing & sales purpose, Textile processes- Tentering, Calendering Sanforising, Schreinerling, Moirning, Weighting, Embossing, Process of textile finishing

**Unit V:
Care and Maintenance of clothing**

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

Course Outcomes:

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

Reference Books:

1. *The Fundamentals of Printed Textile Design*
2. *Sourcing Ideas for Textile Design. ...*
3. *Textile & Pattern Design- Jacqueline Groag*
4. *Design and Techniques in Korean Textile Art- Bojag*

Course Name: Elements of Textile Lab

Course Objective:

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

List of Practical:

(Minimum six practical should be done in a semester)

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

Course Outcomes:

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

Reference Books:

1. *Sourcing Ideas for Textile Design. ...*
2. *Textile & Pattern Design- Jacqueline Groag*
3. *Design and Techniques in Korean Textile Art- Bojagi*

Course Name: Fashion Illustration**Course Objective:**

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

Unit I:**Introduction and overview of fashion illustration**

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

Unit II:**Introduction to advance still life and Print Knowledge**

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

Unit III:**Introduction to various Embroideries**

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

Unit IV:**Perspective study**

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

**Unit V:
Costume Study and compositions**

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

Course Outcome:

1. The students will learn the advance techniques of sketching and illustration as per industry standards.
2. The students will learn the print development concept and its variations.
3. The students will learn the various traditional costumes of different states.

Reference Materials:

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

Course Name: Fashion Illustration Lab

Course Objective:

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

List of Practicals:

(Minimum six practical should be done in a semester)

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

Course Outcome:

1. The students will learn the advance techniques of sketching and illustration as per industry standards.
2. The students will learn the print development concept and its variations.
3. The students will learn the various traditional costumes of different states.

Reference Books:

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

Course Name: Digital designs & concepts- I**Course Objective:**

1. In this course we are going to teach the students different ways of creating prints, designs and illustrations digitally using various softwares.
2. The students will learn the art of manipulating and morphing designs on software.

Unit I:**Introduction to CorelDraw**

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

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

Unit II:**Formations, Textures and Filling**

Spirals, Drawing Grids, Drawing Predefined Shapes, Shaping Objects, Basic & Advance Shapes, Drawing Shapes, working with mesh tool, Text Shifting and Rotating Text, Fitting Text to A Path

Unit III:**Working on digital print formation**

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

Unit IV:**Introduction to Adobe Photoshop**

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

**Unit V:
Working on textures**

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

Course Outcome:

1. The students will learn the digital designing as per the industry standards.
2. The Students will learn development of print on software and application on figures.

Reference Books:

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

Course Name: Digital designs & concepts- I Lab

Course Objective:

1. In this course we are going to teach the students different ways of creating prints, designs and illustrations digitally using various softwares.
2. The students will learn the art of manipulating and morphing designs on software.

List of Practical:

(Minimum six practical should be done in a semester)

1. Logo draft on sheet and digital creation
2. Develop Business card and Letterhead
3. Create a Calendar for the specific year
4. Design a Brochure for your company
5. Five theme based Print development on software
6. Typography
7. Dispersion
8. Morphing, Manipulation & Mascot
9. Matte painting
10. Texturing

Course Outcome:

1. The students will learn the digital designing as per the industry standards.
2. The Students will learn development of print on software and application on figures.
3. The students will learn to create essential business/startup requirements.

Reference Books:

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

Course Name: Professional Proficiency

Course Objective:

Listening, Speaking, Reading, and Writing skills are to be developed to enable the students to read and write correct English, attain reasonable fluency in the Language and should also be exposed to introductory lessons in aptitude-building.

Unit I:

Hard Skills

Tenses, preposition, Subject-Verb agreement

The goal is to teach Grammar implicitly through reading comprehensions. A short story/paragraph should be given for the students to identify the parts of speech and the other topics mentioned above. The classes should be learner centric and the students should be able to apply the lessons learnt in their daily conversations.

Unit II:

Soft Skills

Letter writing, E-mail, text message, Art of speaking, Art of listening

The aim is to immerse the students in the language so that they develop exposure to it and thus develop comprehension of the language and start internalising the language and widen and enrich their vocabulary and usage of the language.

Course Outcomes:

Better representation of himself/herself in terms of communication skills, overall personality development and aptitude building required for jobs. This program will help students becoming employable and ready for Industries /corporate and other Public and Private Sector jobs.