

## ***Credit Structure-I***



### **SNDT Women's University, Mumbai**

**Credit structure for Undergraduate Programmes in Faculties of Humanities, Science and Technology and Interdisciplinary Studies**  
*As per the Government of Maharashtra Circular dated 13<sup>th</sup> March, 2024*

**NEP - 2020**

**(w.e.f. 2024-25)**

**B Design**  
**Fashion Design**

**Credit structure for Undergraduate Programmes in Humanities, Science and  
Technology and Interdisciplinary Studies Faculties  
(2024 May as per GR dated 13/03/2024)**

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

### Terminologies

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

CC	Co-curricular Courses	Health and Wellness, Yoga education sports, and fitness, Cultural Activities, NSS/NCC and Fine/ Applied/Visual/ Performing Arts	Not Related to the Major and Minor
CE	Community Engagement and service		Not Related to the Major and Minor
RP	Research Project	corresponding to the Major Subject	Related to the Major

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

## B. DESIGN FASHION DESIGN COURSE STRUCTURE

Programme Degree	B. Design
Parenthesis if any (Specialization )	Fashion Design
Preamble (Brief Introduction to the programme)	<p>The Fashion Design course offers a comprehensive journey through the realms of fashion, equipping students with fundamental knowledge and practical skills essential for contributing to the success in the dynamic fashion industry.</p> <p>The Fashion Design course is structured to provide students with a holistic knowledge application with practical capabilities necessary for excelling in the dynamic fashion industry.</p> <p>The course covers the entire spectrum from conceptualization to, design research to, selection of appropriate materials to embellishments to the developments of patterns and developing a final prototype, using hand and manual skills, ensuring students are well-prepared to meet industry demands and entrepreneurial challenges. The course offers input in digital and hardcore skills required to become a successful Fashion Designer with Responsible Approaches towards Environment and Society.</p>
Programme Specific Outcomes (PSOs)	<p>After completing this program, the learner will be able to</p> <ul style="list-style-type: none"> <li>• Demonstrate the capacities (Digital and Manual) to generate innovative and original fashion concepts.</li> <li>• Establish drawing skills and its connectivity with the inspiration from diverse sources such as art, culture, history, and current trends.</li> <li>• Demonstrate the stages wise design process, including research, idea generation, sketching, and story boarding, to create cohesive and marketable collections, manually and digitally.</li> <li>• Draft the Patterns using flat pattern and Draping Methods, manually and digitally, and further establish the proficiency to convert the patterns in to Garment as expected by Industry, through construction skills and technology knowledge.</li> <li>• Analyze the requirements of Quality Finishing of garments and apply the same in their creations.</li> <li>• Establish entrepreneurship skills.</li> <li>• Meet up the challenge of the performance expectations in soft skills and hard skills by the industry.</li> <li>• Demonstrate the ethical and responsible performance in the creations</li> </ul>
Eligibility Criteria for Programme	<p><b>1. Eligibility criteria for admitting students in First/Second/Third year in different Specializations of B. Design Program.</b></p>

	<p>Eligibility criteria for admitting students in first/second/third year in different Specializations of B. Design Program.</p> <p><b>1.1 B. Design- I Year</b></p> <p><b>i.</b> XII th Pass in any Stream – Arts/Commerce/Science/Home Science/ Minimum Competency Vocational Course (MCVC) including National Institute of Open Schooling (NIOS).</p> <p><b>ii.</b> Maharashtra State Board of Technical Education (MSBTE)/ State Govt. Technical Education full-time diploma of minimum three years after SX (X (any stream)</p> <p><b>iii.</b> For NRI &amp; Foreign students with equivalence from the Association of Indian Universities (AIU), New Delhi</p> <p>Criteria for selecting students for the 1st year (entry-level) college shall conduct aptitude tests based on general knowledge, language and creative testing through studio test. Based on test performance, students may be considered for provisional admission. The provisional admitted students shall pass the 12th standard exam or equivalent as prescribed by the university with a minimum of 45%. Those colleges with fewer applications for seats may be filled up subject to availability; however, the concerned college will conduct the aptitude test. The benefits shall be parted for reservation criteria as per the Government of Maharashtra and SNDT University Mumbai. If the applicants are less for a particular college, the seats may be filled up subject to availability &amp; interviews may be conducted.</p> <p>THE CET IS NOT COMPULSORY. THE COLLEGE MAY CONDUCT THE SAME AT THEIR LEVEL. IN THE CASE OF THE COLLEGES NOT FOLLOWING CET CRITERIA THE SELECTION OF THE CANDIDATES SHALL BE GIVEN PREFERENCE FOR THE ACADEMIC RECORD. (Minimum Eligibility 45%).</p> <p><b>1.2 B. Design- II Year</b></p> <p><b>I.</b> Three-year Diploma, Dressmaking and Garment Manufacturing or Equivalent recognized by All India Council for Technical Education (AICTE) with Bridge course of 8 credits</p> <p><b>II.</b> Five-year Diploma in Fine Arts recognized by the State Technical Board with a Bridge course of 8 credits.</p> <p><b>III.</b> Successful completion of 1st year Degree from National Institute of Fashion Technology (NIFT)</p> <p><b>IV.</b> Successful completion of 1st year Degree of any B Design Fashion Or Equivalent Course offered by Indian Universities / Foreign university with equivalence from AIU.</p> <p><b>1.3 BRIDGE COURSE</b></p> <p>If the <b>BRIDGE COURSE</b> is suggested, details of the same. The following bridge courses are suggested.</p> <ul style="list-style-type: none"> <li>•History of Art and Design - 4 Credits Theory 2 Practical 2credits</li> <li>•Material Studies – 2 Credits Practical.</li> <li>•Fundamentals of design – 2 Credits Practical.</li> </ul> <p>The candidate must complete the prescribed bridge course within 60 days from the date of admission.</p>
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	<p>Admission to such candidates will be given up to 30 days from the commencement of the Semester.</p> <p><b>1.4 B. Design- III &amp; IV Year</b></p> <p>Eligibility for admission to the third and fourth year of B. Design will be according to the passing criteria and rules for ATKT as prescribed by University (Controller of Examinations)</p> <p><b>1.5 CET Procedure</b></p> <p>For the Institutes who conduct Common Entrance Test</p> <p>The Entrance Examination will consist of General Ability Test + Studio Test / Group Discussions + Personal Interview. All candidates must give all three tests.</p>
Intake	1 division of 30 Intake (AICTE) For Practical and 60 for Theory

### Structure of B. Design Fashion Design

SN	Courses	Type of Course	Credits	Marks	Int	Ext
	<b>Semester I</b>					
10144111	Fundamentals of Fashion (Th – Pr)	Major (Core)	4	100	50	50
10144122	Fashion Drawing Skills (Pr)	Major (Core)	2	50	0	50
<b>OEC Anyone</b>						
10444222	Fashion Photography PR	OEC	4	100	50	50
10444221	Writing Skills for Fashion PR					
10644101	Material Manipulation I (Yarns/Fibers) (Pr)	VSC	2	50	50	0
10744101	Professional Computer Skills (Pr)	SEC	2	50	50	0
	*	AEC	2	50	0	50
	*	IKS (Generic)	2	50	0	50
	*	VEC	2	50	50	0
	*	CC	2	50	50	0
			<b>22</b>	<b>550</b>	<b>300</b>	<b>250</b>
	<b>Semester II</b>					
20144121	Technical Drawing & Representation (Pr)	Major (Core)	4	100	50	50
20144122	Advance Design & Illustration (Pr)	Major (Core)	2	50	0	50
20344111	History of Fashion (Th)	Minor Stream	2	50	0	50
<b>OEC Anyone</b>						
20444511	Traditional Jewelry of India TH PR	OEC	4	100	50	50
20444311	History of Accessories TH					
20644121	Material Manipulation II (Fabrics) (Pr)	VSC	2	50	0	50
20744101	Computer Language - PYTHON (Pr)	SEC	2	50	50	0
	*	AEC	2	50	50	0
	*	VEC	2	50	0	50
	*	CC	2	50	50	0
			<b>22</b>	<b>550</b>	<b>250</b>	<b>300</b>

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

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



**Course Syllabus  
Semester I  
1.1 Major (Core)**

<b>Course Title</b>	<b>Fundamentals of Fashion (Th/Pr)</b>
<b>Course Credits</b>	4
<b>Course Outcomes</b>	<i>After going through the course, learners will be able to</i>
	<ul style="list-style-type: none"> <li>Analyze the different elements of design with its psychological, formal and symbolic qualities of design</li> </ul>
	<ul style="list-style-type: none"> <li>Co-relate the different elements of fashion with elements of Design.</li> </ul>
	<ul style="list-style-type: none"> <li>Demonstrate the Elements and Principles of Design for effective design development</li> </ul>
<b>Module 1 (Th/Pr) – Elements of Design</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>Define the elements of design</li> </ul>
	<ul style="list-style-type: none"> <li>Discuss the importance of Elements of Design in Fashion Design</li> </ul>
	<ul style="list-style-type: none"> <li>Differentiate between various elements of Design</li> </ul>
	<ul style="list-style-type: none"> <li>Analyze the cognitive effects in design</li> </ul>
<b>Content Outline</b>	<ul style="list-style-type: none"> <li>Introduction to Elements of Design <ul style="list-style-type: none"> <li>Point</li> <li>Line (Types and Properties)</li> <li>Shape (Natural, Abstract, Geometric)</li> <li>Forms, Spaces</li> <li>Texture (Visual, Tactile, Audible)</li> <li>Color (hues, saturation, value, cool and warm colors, color schemes, color contrast)</li> </ul> </li> <li>Relationship between elements</li> <li>Cognitive effect of the elements</li> <li>Creative application of Elements (like converting natural shapes to abstract shapes with different Textures, Color Combinations and Color Contrast, etc.)</li> <li>Metacognition in Design</li> </ul>
<b>Module 2 (Th/ Pr) – Principles of Design</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>Define the Principles of Design</li> </ul>
	<ul style="list-style-type: none"> <li>Analyze the Principles of Design in Apparel Design</li> </ul>

	<ul style="list-style-type: none"> <li>• Demonstrate the Principles of Design</li> </ul>
<b>Content Outline</b>	<ul style="list-style-type: none"> <li>• Define and identify the principles of design Balance (symmetric and Asymmetric) Rhythm (Gradation, Radiation, Repetition and their types) Emphasis (Focus) Contrast (Color, Texture,) Proportion (Scale) Harmony (Unity)</li> <li>• Differentiate between the principles of design and explain their cognitive effect.</li> <li>• Creative application of Principles of Design in design templates.</li> </ul>
<b>Module 3 (Th/ Pr) – Elements of Fashion</b>	
<b>Learning Outcomes</b>	<p><i>After learning the module, learners will be able to</i></p> <ul style="list-style-type: none"> <li>• Differentiate between the key elements of fashion.</li> <li>• Analyze the psychological and physiological effects of Fashion elements.</li> </ul>
<b>Content Outline</b>	<ul style="list-style-type: none"> <li>• Silhouette (Types and Visual Effects)</li> <li>• Garment Details (Cuffs, Collars, Skirts, Sleeves, Etc.)</li> <li>• Fabrics (Types, Hand Feel, Weight, Categories as per use, Texture and Visual Effects)</li> <li>• Sketch library of all elements of</li> </ul>
	<ul style="list-style-type: none"> <li>• Prepare the fashion fabric swatch book</li> </ul>
<b>Module 4 (Pr) - Application of Fundamentals of Design</b>	
<b>Learning Outcomes</b>	<p>After learning the module, learners will be able to</p> <ul style="list-style-type: none"> <li>• Analyze and interpret the role of design fundamentals in apparel</li> <li>• Apply the basic principles and elements of design to create original designs</li> <li>• Develop novel design details like motifs, garment details, patterns, textures, etc.</li> </ul>
<b>Content Outline</b>	<ul style="list-style-type: none"> <li>• Exploration and application of Design and Fashion Fundamentals in the Existing Apparel Designs (Brands and Labels)</li> <li>• Project of Design Effects using the elements and principles of design and their manipulations</li> </ul>

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

The project will run throughout the semester and will be divided into four separate evaluation stages. This will assist students in identifying elements and principles from their surroundings and implementing them as fashion elements.

1. Stage One: Select one image from nature which has a composition of various objects and analyze it to identify the elements and principles of design and the effect of each

observed element. This analysis can be recorded in the sketchbook in the form of sketches, doodles, words, and written text.

2. Stage Two: Create various garment details on given garment template (patterns, colors, textures, silhouettes, shapes, etc.) using the elements of design extracted from the image. This stage will also develop the students' skills in combining various design elements to create individual fashion elements (like collars, types of garments, sleeve details, etc.)
3. Stage Three: Using the individual fashion elements created, develop design effects using templates for figure and combine them to create interest in the ensembles, while keeping the principles of design in mind.
4. Stage Four: Analyze and explain the process of extraction and provide your analysis on the formal, psychological and physiological effects of each ensemble, in 200 words (each)

### **References**

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

**Semester- I**  
**1.2 Major (Core)**

<b>Course Title</b>	<b>Fashion Drawing Skills (Pr)</b>
<b>Course Credits</b>	2
<b>Course Outcomes</b>	<i>After going through the course, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Demonstrate the basic drawing techniques such as line drawing, shading, and rendering textures relevant to fashion illustration.</li> </ul>
	<ul style="list-style-type: none"> <li>• Apply principles of proportion, anatomy,</li> </ul>
	<ul style="list-style-type: none"> <li>• Draw the Figures to create accurate fashion sketches</li> </ul>
	<ul style="list-style-type: none"> <li>• Develop a personal style of drawing fashion figures and garment draping.</li> </ul>
	<ul style="list-style-type: none"> <li>• Explore different color media to enhance the rendering skills</li> </ul>
<b>Module 1:</b>	<b>Introduction to Drawing and Creative Techniques</b>
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Analyze various drawing tools and materials to differentiate their characteristics and functions.</li> </ul>
	<ul style="list-style-type: none"> <li>• Apply shading and coloring techniques using various mediums to create freehand drawings of landscapes and portraits.</li> </ul>
	<ul style="list-style-type: none"> <li>• Evaluate different color mediums and compositions to articulate creative ideas through drawing effectively.</li> </ul>
<b>Content Outline</b>	<p><b>Introduction to Fashion Drawing</b></p> <ul style="list-style-type: none"> <li>• Overview of the role of drawing in fashion design</li> <li>• Introduction to basic drawing materials and tools</li> </ul> <p>Exploration of mediums  Pencil  Color Pencils  Charcoal  Water and Poster Color Medium  Oil pastels  Oil Colors  Dry Patels</p>

	<ul style="list-style-type: none"> <li>• Application of drawing techniques such as line drawing, shading, perspective, and proportion.</li> <li>• Form, volume, and space</li> </ul> <p><b>Free hand drawing skills</b></p> <p>Observation skills of natural and manmade objects</p> <ul style="list-style-type: none"> <li>• Formal features</li> <li>• Expressive features</li> <li>• Symbolic Composition and layout</li> <li>• Landscape and portrait.</li> <li>• Study of natural forms- Leaves, Flowers</li> </ul> <p><b>Perspective and Outdoor Sketching</b></p> <ul style="list-style-type: none"> <li>• Outdoor sketching, quick and on the spot sketching-flora and fauna</li> <li>• Introduction to perspective drawing -Practicing perspective by drawing buildings etc. along with trees etc.</li> </ul> <p><b>Object drawing and rendering with different mediums.</b></p> <ul style="list-style-type: none"> <li>• Geometrical shapes</li> <li>• Cube</li> <li>• Pyramid</li> <li>• Sphere</li> <li>• 3-D geometrical objects with different angles</li> </ul> <p><b>Still Life and Drapery</b></p> <ul style="list-style-type: none"> <li>• Still-life drawing with pencil, color pencils, dry pastels, watercolors, oil pastels, poster colors, oil colors</li> <li>• Drapery along with a cluster of objects with pencil, color pencils, dry pastels, watercolors, oil pastels, poster colors, oil-colors</li> </ul>
<p><b>Module 2: Fashion Drawing and Illustration</b></p>	
<p><b>Learning Outcomes</b></p>	<p><i>After learning the module, learners will be able to</i></p>
	<ul style="list-style-type: none"> <li>• Demonstrate the principles of design such as composition, balance, and visual hierarchy in visually compelling fashion garment templates</li> </ul>
	<ul style="list-style-type: none"> <li>• Develop individualistic and creative style/ expression in fashion drawing</li> </ul>

<b>Content Outline</b>	<p><b>Overview of Fashion Drawing</b></p> <ul style="list-style-type: none"> <li>• Study of the proportion and anatomy in fashion figures</li> <li>• Figure drawing, 8 and 10 heads (Block and proportions)</li> <li>• Stick Figures (Actions, Balance)</li> <li>• Gestures and Figure Scribbling (Studio Life Study)</li> </ul> <p><b>Fashion Figure Drawing and Figure Analysis</b></p> <ul style="list-style-type: none"> <li>• Advanced figure drawing techniques. (Front, Back, 3/4th, Side)</li> <li>• Figure in motion - Geometrical blocks to make different postures, Segregate into postures as normal standing, walking, running and sitting and fleshing of croquis.</li> <li>• Capturing movement X,S and T pose in Fashion Figures</li> <li>• Fashion Figures drawing using photographs and figure analysis techniques.</li> </ul> <p><b>Rendering Skills</b></p> <ul style="list-style-type: none"> <li>• Skin tone rendering with different color mediums(Pencil Color Pencil, Poster Color, Watercolor, Dry Pastels, Oil Pastels)</li> </ul> <p><b>Textures Development and prints</b></p> <ul style="list-style-type: none"> <li>• Texture Study — Visual Textures, Audible Tactile Textures</li> <li>• Texture Creation using Color Impressions</li> <li>• Development of Textures using different mediums and Illustrating Different Types of Textures</li> <li>• Various fabric textures with different color mediums (fur, satin, denim, tissue, silk, chiffon, knits, plaids, corduroy and others)</li> </ul>
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### **Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)**

- Practice of different types of lines with doodling using various color mediums making 10 different objects/ nature drawings in the box of 4/4"
- Draw and Shade 5 objects with different tints and tones to understand color proportions using different geometrical shapes and nature drawings in the box of 6/6"
- Rendering 5 sketches using different movements X, S, T pose in figures using 10 heads fashion figures
- 6 Still life compositions in the form of Textures using different mediums (Pencil, Color Pencils, Water, Poster, Dry pastels, Oil Pastels)
- Sketching 6 different types of fashion figures with skin tone rendering with different color mediums (Pencil, Color Pencils, Poster, Water, Dry Pastels, Oil Pastels}
- Sketch 5 fashion figures and draw basic garment components and garment variations and rendered it with color Pencils. (A Line, T line, X line, S line, V line)

### **References**

- Deshpande R. (2004). "Colour Pencil". Jyotsna Prakashan Pune, 1st Edition.
- Kamath V. (2006). "Sketching and Drawing". Jyotsna Prakashan Pune, 2nd Edition.
- Kawamura, Y. (2014). *The Fashion Sketchpad: 420 Figure Templates for Designing Looks and Building Your Portfolio.* ( ) New York, NY: Chronicle Books.
- Mulik M. (2004). "Perspective". Jyotsna Prakashan Pune, 1st Edition.
- Shelar S. (2007). "Still Life". Jyotsna Prakashan Pune, 1st Edition.
- Vaze P. (2002). "Draw and Paint". Jyotsna Prakashan Pune, 1st Edition.

**Semester I**  
**1.3 a OEC**

<b>Course Title</b>	<b>Fashion Photography (Pr)</b>
<b>Course Credits</b>	4
<b>Course Outcomes</b>	After going through the course, learners will be able to
	<ul style="list-style-type: none"> <li>Analyze the historical and contemporary contexts of Fashion Photography</li> </ul>
	<ul style="list-style-type: none"> <li>Demonstrate the technical skills in camera operation, lighting, and post-processing</li> </ul>
	<ul style="list-style-type: none"> <li>Conceptualize professional-level fashion shoots</li> </ul>
<b>Module 1: Introduction to Fashion Photography</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>Critique on historical evolution of fashion photography and key milestones in its development.</li> <li>Analyze the contributions of significant fashion photographers and how they influenced the industry.</li> <li>Analyze the impact of cultural and social trends on the styles and themes prevalent in fashion photography</li> </ul>
<b>Content Outline</b>	<ul style="list-style-type: none"> <li>Origins and key milestones of historical evolution of fashion photography.</li> <li>Influence of fashion designers and discussion on early photographers and technological advancements.</li> <li>Overview of Pioneering Photographers and their styles.</li> <li>Contributions of contemporary photographers.</li> <li>Influence on contemporary fashion photography.</li> </ul>
<b>Module 2: Technical Skills in Fashion Photography</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>Apply mobile photography techniques and equipment used for fashion photography, including cameras, lenses, and lighting tools.</li> <li>Explore various mobile photography apps for editing and enhancing fashion photographs.</li> <li>Implement basic understanding of essential DSLR camera settings (aperture, shutter speed, and ISO) and their applications in fashion photography.</li> <li>Explore DSLR camera settings, including exposure triangle, and explore their creative applications in fashion photography.</li> <li>Demonstrate the skills of post-processing techniques to enhance and refine fashion images, maintaining a balance between enhancement and authenticity</li> </ul>

<b>Content Outline</b>	<ul style="list-style-type: none"> <li>• Analysis of the exposure triangle and in-depth exploration of aperture, shutter speed, and ISO.</li> <li>• Hands-on practice with mobile camera advanced settings.</li> <li>• Study of lighting types (natural, studio, and artificial).</li> <li>• Characteristics of various lenses (prime, zoom, wide-angle).</li> <li>• Overview of necessary equipment like aperture, shutter speed, and ISO.</li> <li>• Composition, Lighting, and Stylistic Elements in Fashion Photography.</li> <li>• Post-processing tools in Fashion Photography (free source software's).</li> </ul>
<b>Module 3: Conceptualizing and Planning Fashion Shoots</b>	
<b>Learning Outcomes</b>	<p><i>After learning the module, learners will be able to</i></p> <ul style="list-style-type: none"> <li>• Explore the innovative and cohesive concepts for fashion shoots drawing inspiration from various sources such as fashion trends, art, and cultural influences.</li> <li>• Use comprehensive pre-production materials, including mood boards, shot lists, and storyboards, that effectively communicate the visual direction and narrative of a fashion shoot.</li> </ul>
<b>Content Outline</b>	<ul style="list-style-type: none"> <li>• Importance of creative concepts for generating innovative ideas.</li> <li>• Creating effective mood boards and storyboards for visual storytelling.</li> <li>• Techniques for professional presentations.</li> </ul>
<b>Module 4: Fashion Photography in the Digital Age</b>	
<b>Learning Outcomes</b>	<p><i>After learning the module, learners will be able to</i></p> <ul style="list-style-type: none"> <li>• Explore the digital media platforms, such as social media and online portfolios, to promote and showcase fashion photography work</li> <li>• Apply strategies to effectively leverage digital media platforms to increase visibility, reach target audiences, and build a personal brand as a fashion photographer</li> <li>• Analyze potential impact of new trends and technologies on the future of fashion photography</li> </ul>
<b>Content Outline</b>	<ul style="list-style-type: none"> <li>• Role of digital media in fashion photography.</li> <li>• Application of Digital Platforms (Instagram, Facebook, online portfolios).</li> <li>• Creating and curating an online portfolio.</li> <li>• Techniques for compelling social media content with the photographs.</li> <li>• Develop a digital media strategy</li> <li>• Creative Presentation of Fashion Photography as Portfolio.</li> </ul>

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

1. Use mobile photography techniques to capture a fashion image shoot. Make use of smartphone apps for image editing and enhancement. Submit a portfolio of five to seven edited mobile device photos.
2. Plan a product photography-focused photo session in a stylish setting. Use the lighting, composition, and positive and negative space principles you've studied to present products in an effective manner.
3. Plan the outdoor fashion shoot considering natural lighting, location, and environmental factors. Write a 500-word reflective essay discussing the challenges and



successes of shooting outdoors, including the impact of natural lighting and location on the final images and submit a portfolio with 5-7 images.

4. Arrange the photographs in creative layouts and make portfolio.

### **References**

Bruce Smith, (2022), "Fashion Photography: The Ultimate Guide to Styling, Shooting, and Image Making" Routledge, ISBN: 978-1138564891

Eliot Siegel, (2022), "The Fashion Photography Course: First Principles to Successful Shoot" Ilex Press, ISBN: 978-1781578584

Eugénie Shinkle, (2023), "Fashion Photography: The Story in 180" MIT Press, ISBN: 978-0262046713

John Child, (2023), "Lighting for Photographers: An Introduction to Studio Lighting" Taylor & Francis, ISBN: 978-0367757602

Peterson Bryan, (2016), "Understanding Exposure" Amphoto Books, ISBN: 978-1607748502

Zena Holloway, (2022), "The Complete Guide to Fashion Photography" Laurence King Publishing, ISBN: 978-1786279745

**Semester-I**  
**1.3 b OEC**

<b>Course Title</b>	<b>Writing Skills (Pr)</b>
<b>Course Credits</b>	4 (Four)
<b>Course Outcomes</b>	<i>After going through the course, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Demonstrate the language skills for an enhanced reading experience</li> </ul>
	<ul style="list-style-type: none"> <li>• Explore the language basics – parts of speech, grammatical and sentence structures</li> </ul>
	<ul style="list-style-type: none"> <li>• Analyze assumptions and biases in writing</li> </ul>
	<ul style="list-style-type: none"> <li>• Ideate the speech creatively</li> </ul>
	<ul style="list-style-type: none"> <li>• Explore the writing skills in various creative domains such as essays, paragraphs, social media, online content creation</li> </ul>
<b>Module 1: Writing Introduction &amp; Ideation Development</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Exploration of the key components of introductory, body and concluding paragraphs</li> </ul>
	<ul style="list-style-type: none"> <li>• Analyze narrative, descriptive, and expository content types</li> </ul>
	<ul style="list-style-type: none"> <li>• Demonstrate the reading skills for evaluation and simplifying</li> </ul>
<b>Content Outline</b>	<p><b>Introduction to Writing</b></p> <ul style="list-style-type: none"> <li>• The concept of ideas – from fire to fashion the evolution of ideas from mundane everyday ideas</li> <li>• Elements of writing</li> <li>• Importance of Title / Heading (The hook)</li> <li>• Opening Lines and introduction</li> <li>• Writing dialogues, poetry styles</li> <li>• Writing the main body and the endgame</li> <li>• Writing short stories, developing plot and characters</li> </ul>
<b>Module 2: Theme Based Writing</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Demonstrate persuasive writing styles effectively</li> </ul>
	<ul style="list-style-type: none"> <li>• Structure paragraphs using different patterns of development to facilitate a clear flow of ideas</li> </ul>

<b>Content Outline</b>	<p><b>Working on Article on Different Themes</b></p> <ul style="list-style-type: none"> <li>• Power of themes and their influence on readers</li> <li>• Framework study and analysis</li> <li>• Selecting simple scenes – (Descriptive scenes, Fantasy scenes, Humorous scenes, Horror scenes, Romantic scenes, Sad / Emotional scenes etc.)</li> </ul> <p><b>Developing content along with Layouts</b></p> <ul style="list-style-type: none"> <li>• Designing and creating leaflets / mastheads / tabloid promotional page</li> <li>• Fashion and lifestyle product description writing</li> <li>• Developing content and elaborate writing with keywords</li> </ul>
<b>Module 3: Specialized and Promotional Writing</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Develop a critical appreciation of different writing styles</li> </ul>
	<ul style="list-style-type: none"> <li>• Recognize the importance of tonality, limitations and opportunities in each media</li> </ul>
<b>Content Outline</b>	<ul style="list-style-type: none"> <li>• Specialized writing for fashion and aspects of advertising and marketing</li> <li>• Writing for business communications, brand promotion</li> <li>• Fashion and lifestyle writing for newspapers, tabloids</li> </ul>
<b>Module 4: Enhancing Writing with Creative Layouts</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Structure the thoughts, themes and ideas effectively</li> </ul>
	<ul style="list-style-type: none"> <li>• Explore promotional and specialized writing for fashion media organizations</li> </ul>
<b>Content Outline</b>	<p><b>Developing content along with Layouts</b></p> <ul style="list-style-type: none"> <li>• Designing and creating leaflets / mastheads / tabloid promotional page</li> <li>• Fashion and lifestyle product description writing</li> <li>• Developing content and elaborate writing with keywords</li> </ul>

**Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)**  
**Individual presentations of writings**

1. A manifest, about your first fashion memory: a photograph, a video, a sound or a fashion show/event (400 words required)
2. Describing 5 -10 images in different writing styles
3. Writing in 250 words about 10 different topics from day-to-day life and experiences.

### Instructions:

- Students can recall and note down 4 to 5 experiences, develop writing around the strongest idea.
- Picture selections should be thoughtful and must have a visual story.
- Language to be kept simple and reader-friendly with short sentences usage.

### **Development of Tabloid using concept, content, page layout**

1. Developing promotional content with a purpose of sale and brand awareness (200 words required)
2. Designing your writing with different layout styles
3. Creating a tabloid page with fresh and innovative content and suitable pictures

### Instructions:

- Students can focus on persuasive language and make it creative.
- Picture selections should be thoughtful and must have a visual appeal.
- Careful usage of keywords in brand awareness content.

### **References**

M. Clarke (2007). Verbalising the Visual: Translating art and design into words. Ava Publishing.

Marsh C, Guth D and Short B., (2008), "Strategic Writing: Multimedia Writing for Public Relations, Advertising and More (2nd Edition)", Pearson.

Pat Francis (2009). Inspiring Writing in Art and Design: Taking a Line for a Write. Intellect Books.

Onchera, P. O., and Manyasi, B. N. (2013). Functional writing skills for effective communication: Journal of Emerging Trends in Educational Research and Policy Studies, 4(6), 842–847.

### **Online Tutorials**

<https://openoregon.pressbooks.pub/aboutwriting/chapter/types-of-writing-styles/>  
<https://www.collegesidekick.com/study-guides/developmentalwriting/assignment-writing-process>

**Semester- I**  
**1.4 VSC**

<b>Course Title</b>	<b>Material Manipulation I (Yarns/Fibers) (Pr)</b>
<b>Course Credits</b>	2
<b>Course Outcomes</b>	<i>After going through the course, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Explain the relevance &amp; importance of Yarns and Fibers in creative manipulation</li> </ul>
	<ul style="list-style-type: none"> <li>• Exploring different ways &amp; techniques of manipulating material (Yarns and Fibers)</li> </ul>
	<ul style="list-style-type: none"> <li>• 3. Differentiate various materials for its creative use to enhance the products</li> </ul>
<b>Module 1: Introduction to the Materials (Yarns/ Fibers and others)</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Differentiate the textures of various materials</li> </ul>
	<ul style="list-style-type: none"> <li>• Exploration of the materials for product development</li> </ul>
	<ul style="list-style-type: none"> <li>• Demonstrate the creative technique of product development</li> </ul>
<b>Content Outline</b>	<ul style="list-style-type: none"> <li>• Introduction to the Yarns and Fibers used in creative techniques.</li> <li>• Evaluation of behavior, characteristic, properties, dimensionality, physical and visual potential of the basic materials like fibers &amp; yarns.</li> <li>• Exploration to different relative materials for creative product development, such as Leather, cords, jute cord, thread and ropes, ribbons, braids, trimmings, paper, wires, fabric, acrylics and so on.</li> </ul>
<b>Module 2: Techniques of Product Development</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• 1. Analyze and compare the different methods and tools of product making</li> </ul>
	<ul style="list-style-type: none"> <li>• 2. Explore the application of unconventional materials along with different fibers/yarns</li> </ul>
	<ul style="list-style-type: none"> <li>• 3. Develop a product range and its documentation process in a systematic manner</li> </ul>
<b>Content Outline</b>	<ul style="list-style-type: none"> <li>• Orientation to the basic tools &amp; techniques to manipulate the materials into product like Weaving, Macrame, Knotting, Braiding, Twining, Tasseling, Quilling &amp; Crochet etc</li> <li>• Developing a range of products via any of the techniques and materials mixing and documentation as per the basic design process.</li> </ul>

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

**1. Activity:** To prepare documentation by understanding, exploring and analyzing the Yarns and Fibers for its creative use in the fashion industry.

**2. Assignments:**

**Assignment 1:** To prepare a compilation of samples and processes of all the techniques of material manipulation in a creative document form.

**Assignment 2:** To develop a range of products (2) using mix materials and by incorporating any 2 manipulation techniques.

**References**

Hall A J, (2004), "The standard Hand Book of Textiles", WoodHead Publishing, 8th edition.

Lim, T., (2023), "Crafting With Yarn: A Beginner's Journey Into The Art Of Crochet".

McNicol A., (2013), "How to Crochet: A Complete Guide for Absolute Beginners, Kyle Craig Publishing.

Parkes C., (2007), " Knitter's Book of Yarn, The: The Ultimate Guide to Choosing, Using, and Enjoying Yarn", Potter Craft publishing.

Pillai J, (2023) Indian Handicrafts : A Cultural Exploration Of The Crafts And Textile Traditions Of India, Notion Press.

Sekhri S., (2022), "Textbook of Fabric Science: Fundamentals to Finishing", PHI Learning Pvt. Ltd., Delhi, 4th edition.

**Semester-I**  
**1.5 SEC**

<b>Course Title</b>	<b>Professional Computer Skills (Pr)</b>
<b>Course Credits</b>	2
<b>Course Outcomes</b>	<i>After completion of the course, the learners will be able to-</i>
	<ul style="list-style-type: none"> <li>• 1. Operate desktop computers to carry out computational tasks</li> </ul>
	<ul style="list-style-type: none"> <li>• 2. Recognize working of hardware and software and the importance of operating systems</li> </ul>
	<ul style="list-style-type: none"> <li>• 3. Design presentations using related Software</li> </ul>
	<ul style="list-style-type: none"> <li>• Acquire skills to present ideas digitally and manage digital content effectively</li> </ul>
<b>Module 1: Computer Hardware and File Management</b>	
<b>Learning Outcomes</b>	<i>After this module, the learners will be able to learn to-</i>
	1. Recognize fundamental concepts of computer hardware and software.
	2. Manage files and folders effectively using different operating systems.
	3. Create, edit, and format documents using related digital platforms
<b>Content Outline</b>	<p><b>Introduction to Computers and Operating Systems</b></p> <ul style="list-style-type: none"> <li>• Overview of computer basics: (processing power, memory &amp; storage space, High-Quality Monitor; Graphic tablet, scanner, printer, external hard disk, Wacom stylus)</li> <li>• Introduction to operating systems: Similar to or Windows, macOS, Linux and other sources.</li> </ul> <p><b>File Management</b></p> <ul style="list-style-type: none"> <li>• Creating, organizing, and managing files and folders</li> <li>• Understanding file formats and extensions</li> <li>• Using cloud storage for file backup and sharing</li> </ul> <p><b>Word Processing Software</b></p> <ul style="list-style-type: none"> <li>• Creating and formatting documents</li> <li>• Using templates and styles</li> <li>• Inserting images, tables, and charts</li> <li>• Using track changes and comments for collaboration</li> </ul> <p><b>Open-Source Equivalent: Google doc:</b></p> <ul style="list-style-type: none"> <li>• Basic functionality mirroring</li> </ul>
<b>Module 2: Spreadsheets, Presentation and Email fundamentals</b>	
<b>Learning Outcomes</b>	<i>After this module, the learners will be able to learn to-</i>
	<ul style="list-style-type: none"> <li>• 1. Create and manage spreadsheets using software ( Licensed or Open Source)</li> </ul>
	<ul style="list-style-type: none"> <li>• 2. Design and deliver presentations using effective and efficient software</li> </ul>

	<ul style="list-style-type: none"> <li>• Demonstrate effective use of email, internet, and online collaboration tools.</li> </ul>
<b>Content Outline</b>	<p><b>Spreadsheet Software</b></p> <ul style="list-style-type: none"> <li>• Basics of spreadsheets and data entry</li> <li>• Formatting cells and using formulas</li> <li>• Creating charts and graphs</li> <li>• Basic data analysis and pivot tables</li> </ul> <p><b>Open-Source Equivalent: Google sheet:</b></p> <ul style="list-style-type: none"> <li>• Basic functionalities mirroring</li> </ul> <p><b>Presentation Software</b></p> <ul style="list-style-type: none"> <li>• <b>Presentation slides:</b> <ul style="list-style-type: none"> <li>• Creating and designing presentations</li> <li>• Using themes and templates</li> <li>• Adding multimedia elements (images, audio, video)</li> <li>• Presentation techniques and tips</li> </ul> </li> </ul> <p><b>Open-Source Equivalent: google slides/Canva:</b></p> <ul style="list-style-type: none"> <li>• Basic functionalities mirroring</li> </ul> <p><b>Email and Internet Skills</b></p> <ul style="list-style-type: none"> <li>• Setting up and managing email accounts</li> <li>• Email etiquette and professional communication</li> <li>• Using search engines effectively for research</li> <li>• Basics of online collaboration tools</li> </ul> <p><b>Basic Troubleshooting and Maintenance</b></p> <ul style="list-style-type: none"> <li>• Common computer issues and their solutions</li> <li>• Maintaining system performance: updates, antivirus, and backups</li> <li>• Basic network troubleshooting</li> </ul>

### **Assignments/Activities towards Comprehensive Continuous Evaluation (CCE) (Any two)**

#### **Assignment 1: Computer Basics and File Management**

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

#### **Assignment 2: Word Processing Project**

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

#### **Assignment 3: Spreadsheet Analysis Project**

1. Create a spreadsheet containing hypothetical data for a fashion retail store. The data should include:
  - Product names
  - Categories
  - Prices
  - Quantities sold in the past month
2. Perform the following tasks:
  - Calculate the total sales for each product.



- Identify the top-selling product category using a pivot table.
  - Create a bar chart showing the sales figures for each product.
3. Save both spreadsheets as PDF files and submit them.

#### **Assignment 4: Presentation Project**

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

#### **References**

Brown, B. (2019). Microsoft PowerPoint 2019 in 90 pages. Belleayre Books.

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

Guide with Examples That Teaches Everything You Need to Know about Microsoft Excel 2020 (Formulas and Functions Inclusive). Independently Published.

Jordan, J. (2021). *Excel 2020 for Beginners: The Complete Dummy to Expert Illustrative*  
Lewis, C. M., Chatfield, C., & Johnson, T. (2019). Microsoft Project 2019 Step by step. Microsoft Press.

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

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

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

#### **Online tutorial and course**

[Microsoft 365 Training](#)

[Amgen empowers its global workforce with Microsoft Copilot \(youtube.com\)](#)

**Semester II**  
**2.1 Major (Core)**

<b>Course Title</b>	<b>Technical Drawing and Representation (Pr)</b>
<b>Course Credits</b>	4
<b>Course Outcomes</b>	<i>After going through the course, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Demonstrate the skills of technical drawing and representation using drawing instruments</li> </ul>
	<ul style="list-style-type: none"> <li>• Create detailed orthographic, isometric, and perspective drawings that accurately represent three-dimensional objects on two-dimensional media</li> </ul>
	<ul style="list-style-type: none"> <li>• Demonstrate the skills of technical drawing in CAD</li> </ul>
	<ul style="list-style-type: none"> <li>• Drawing objects Using One-Point and Two-Point Perspective</li> </ul>
<b>Module 1 - Fundamentals of Technical Drawing</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Draw technical drawings, including geometric shapes, orthographic projections, and isometric views effectively</li> </ul>
	<ul style="list-style-type: none"> <li>• Develop the ability to produce clear and proportionate freehand sketches</li> </ul>
	<ul style="list-style-type: none"> <li>• Demonstrate the skills of scale and proportion in freehand drawing applications</li> </ul>
<b>Content Outline</b>	<p><b>Introduction to Technical Drawing</b></p> <ul style="list-style-type: none"> <li>• Course overview, importance of technical drawing in engineering and design</li> </ul> <p><b>Line Types and Conventions</b></p> <ul style="list-style-type: none"> <li>• Line types, weights, and conventions in technical drawings.</li> </ul> <p><b>Freehand Sketching</b></p> <ul style="list-style-type: none"> <li>• Techniques for freehand sketching, importance of proportion and scale.</li> </ul>
<b>Module 2- Orthographic and Isometric Drawing</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Generate accurate orthographic projections, demonstrating an understanding of multiple views and perspectives</li> </ul>
	<ul style="list-style-type: none"> <li>• Create detailed isometric drawings, showcasing the ability to represent three-dimensional objects on two-dimensional media</li> </ul>

<b>Content Outline</b>	<p><b>Orthographic Projection</b></p> <ul style="list-style-type: none"> <li>Principles of orthographic projection, understanding views.</li> </ul> <p><b>Isometric Drawing</b></p> <ul style="list-style-type: none"> <li>Introduction to isometric drawing, differences from orthographic projection.</li> </ul> <p><b>Dimensioning and Tolerancing</b></p> <ul style="list-style-type: none"> <li>Importance of dimensioning and tolerancing, standards and conventions.</li> </ul>
<b>Module 3:</b> CAD and Real-World Applications	
<b>Learning Outcomes</b>	<p><i>After learning the module, learners will be able to</i></p> <ul style="list-style-type: none"> <li>Apply manual technical drawing fundamentals using CAD applications</li> <li>Solve Design Problems and Communicate Solutions related to the technical representation of objects</li> </ul>
<b>Content Outline</b>	<ul style="list-style-type: none"> <li>Introduction to CAD (Computer-Aided Design)</li> <li>Overview of CAD software and its applications in technical drawing.</li> <li>Basic CAD Techniques</li> <li>Basic features and tools in CAD software.</li> <li>Working with Technical Standards</li> <li>Industry standards and codes for technical drawings.</li> </ul>
<b>Module 4 :</b> One-point and two-point perspective.	
	<p><i>After learning the module, learners will be able to</i></p>
<b>Learning Outcomes</b>	<ul style="list-style-type: none"> <li>Explore Perspective Drawing Principles</li> <li>Demonstrate One-Point and Two Point Perspective Drawings</li> <li>Integrate Perspective Techniques in object representations</li> </ul>
<b>Content Outline</b>	<p><b>Introduction to Perspective Drawing</b></p> <ul style="list-style-type: none"> <li>Overview of perspective drawing and its importance in technical representation.</li> <li>Key terms and concepts (horizon line, vanishing points, orthogonal).</li> </ul> <p><b>One-Point Perspective Drawing Techniques</b></p> <ul style="list-style-type: none"> <li>Step-by-step guide to creating one-point perspective drawings.</li> <li>Practice exercises: drawing simple objects and scenes using one-point perspective.</li> </ul> <p><b>Two-Point Perspective Drawing Techniques</b></p> <ul style="list-style-type: none"> <li>Step-by-step guide to creating one-point perspective drawings.</li> <li>Practice exercises: drawing simple objects and scenes using one-point perspective.</li> </ul> <p><b>Combining Perspectives</b></p> <ul style="list-style-type: none"> <li>Techniques for integrating one-point and two-point perspectives in a single drawing.</li> </ul>

	<ul style="list-style-type: none"> <li>Practice exercises: creating complex compositions using both perspectives.</li> </ul> <p><b>Professional Presentation</b></p> <ul style="list-style-type: none"> <li>Prepare a presentation of perspective drawings.</li> <li>Techniques for effectively showcasing and articulating the use of perspective in drawings.</li> </ul>
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### Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

#### Assignment 1

- Drawing simple geometric shapes and drawing different line types and applying them in simple drawings.
- Freehand sketching exercises focusing on basic shapes and objects.

#### Assignment 2

- Drawing orthographic projections of simple objects.
- Creating isometric drawings of simple objects.
- Adding dimensions and tolerances to previous drawings.

#### Assignment 3

- Creating sectional views of objects with hidden features.
- Drawing auxiliary views of objects with inclined surfaces.
- Creating perspective drawings of simple objects.

#### Assignment 4

- Basic exercises in CAD software (e.g., AutoCAD, SolidWorks and others open free software).
- Creating detailed CAD drawings and models. (Ensuring drawings comply with relevant standards) (e.g., ISO, ANSI).

#### Assignment 5

- One Point Perspective
- Two Point Perspective
- Final Presentation

#### Required Materials:

- Drawing instruments (compass, protractor, ruler, etc.)
- Drawing paper and sketchbooks
- CAD software (as specified by the instructor)

#### References

- Boerboom, P., & Proetel, T. (n.d.). *Perspective Drawing: A Step-by-Step Handbook* (ISBN: 978-1438006598).
- Bertoline, G. R., & Wiebe, E. N. (n.d.). *Fundamentals of Graphics Communication* (ISBN: 978-0073522630).
- Bertoline, G. R., Wiebe, E. N., Hartman, N. W., & Ross, W. A. (2015). *Engineering Graphics Essentials with AutoCAD 2016 Instruction*. SDC Publications.
- Giesecke, F. E., Mitchell, A., Spencer, H. C., Hill, I. L., & Dygdon, J. T. (n.d.). *Technical Drawing* (ISBN: 978-0131784468).
- Luzadder, W. J., & Duff, J. M. (2010). *Fundamentals of Engineering Drawing with an Introduction to Interactive Computer Graphics for Design and Production*. Pearson.
- Montague, J. (n.d.). *Basic Perspective Drawing: A Visual Approach* (ISBN: 978-1118134146).
- Norling, E. R. (n.d.). *Perspective Made Easy* (ISBN: 978-0486404738).
- Shumaker, T. M., Madsen, D. A., & Madsen, D. P. (n.d.). *AutoCAD and Its Applications Basics* (ISBN: 978-1635638688).

**Semester- II**  
**2.2 Major (Core)**

<b>Course Title</b>	<b>Advance Design and Illustration (Pr)</b>
<b>Course Credits</b>	2
<b>Course Outcomes</b>	<i>After going through the course, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Explore different postures and facial features in fashion illustration</li> </ul>
	<ul style="list-style-type: none"> <li>• Demonstrate design principles and techniques in various components and styles of fashion garments.</li> </ul>
	<ul style="list-style-type: none"> <li>• Exploring different mediums in a wide range of illustration and visual communication skills.</li> </ul>
	<ul style="list-style-type: none"> <li>• Draw free hand fashion illustrations as a collection in reference to the original design concepts</li> </ul>
<b>Module 1: Fashion Illustration and Rendering Techniques</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Render garments on croquis.</li> </ul>
	<ul style="list-style-type: none"> <li>• Demonstrate the accurate fashion figures in relation to the body proportions.</li> </ul>
	<ul style="list-style-type: none"> <li>• Illustrate different fashion figures of male and female with hairstyles and facial features.</li> </ul>
	<ul style="list-style-type: none"> <li>• Rendering the textures of fabrics using different color mediums.</li> </ul>

<b>Content Outline</b>	<ul style="list-style-type: none"> <li>• Understanding Movements and Gestures: Body Movements (Kids, Female, and Male), Leg and Hand Movements</li> <li>• Human Face Drawing: Feature Drawing -( Eyes, Nose, Lips &amp; Ears, Face Drawing and Detailing, Hairstyles Drawing.)</li> <li>• Sketching Different Action Croquis (Front, Back, and Side View) Manual/CAD</li> <li>• Rendering different mediums – 2b/4b/6b, color pencil, watercolor, poster color Rendering different mediums for 6 garments ( male and</li> <li>• Garment Detailing Along with Theme</li> <li>• Sketching Silhouettes in Various Fabric Textures (Fur, Satin, Denim, Tissue, Silk, Chiffon, Knits, Plaids, Corduroy, etc.)</li> </ul>
<b>Module 2: Stylized Illustration and Design Concept</b>	
<b>Learning Outcomes</b>	<p><i>After learning the module, learners will be able to</i></p> <ul style="list-style-type: none"> <li>• Explore a wide range of traditional and contemporary approaches to design and image creation.</li> <li>• Demonstrate the Stylized Sketches, with designs, silhouettes fabric details of garments along with style and look</li> <li>• Develop Women's and Men's wear collections with aesthetics and functional appeal.</li> <li>• Analyze the works of iconic fashion illustrators</li> </ul>
	<ul style="list-style-type: none"> <li>• Curate illustration style of your own</li> </ul>
<b>Content Outline</b>	<ul style="list-style-type: none"> <li>• Stylization of Model Figures and Poses: Capturing Different Angles and Details for Kids, Male, and Female Figures</li> <li>• Sketching Garments and Garment Details on Stylized Fashion Illustrations -Necklines and Collars, Sleeves Details, Skirts and Pants, Blouses, Coats, and Jackets, Yokes and Underskirts, Pleats, Cowls, and Cascades</li> <li>• Sketching of Accessories Hats and Headgears, Footwear, Jewelry, Bags and Purses</li> <li>• Study or Analysis of Illustrators works( 6 Fashion Illustrators)</li> <li>• Understand the different process of design - Brainstorming, Kipling, Scamper , Mind map7i's, Scamper, 6-thinking</li> <li>• Categories Of Clothing for Mens and Womens and different types of silhouettes (Formal Casual Etc.)</li> <li>• Men's &amp; kids wear design development process with technical drawings - Inspiration, mood, color, client board development and Fashion Flats</li> </ul>

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

### **Assignments:**

- Draw different types of facial features, feet, leg postures, hands movement, arms movement, hairstyles and Facial Features. (5 each)
- Draw two female and two male movement figures illustrating one casual wear and one formal wear garment on it and render it with Color Medium.
- Create 3 stylized illustrations of a female and 3 stylized illustrations of a male and drape different fabrics i.e. Silk, Cotton, Jute, Fur, Leather, Denim, Organza and render the fabric in: Watercolor, Crayons, Pastels, Poster color (different color medium techniques)
- Create 6 garments taking inspiration from the 6 fashion Illustrators . Render it with the color medium used by the illustrator.
- Create 4 garments 2 for female and 2 for male using different types of silhouettes i.e. X, V, S, T, H, I.
- Illustrate and render 6 garments ( 3 male & 3 female taking inspiration from any designer work ) Create brainstorming board, inspiration board, mood board, color board, client board fabric board that reflect a cohesive fashion concept. Each board should be visually appealing and clearly communicate the chosen design concept.

### **References**

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Yanconsky, L. (2014). *How to Sketch: A Beginner's Guide to Sketching Techniques, Including Step by Step Exercises, Tips and Tricks* (1st ed.). CreateSpace Independent Publishing Platform.

**Semester II**  
**2.3 Minor Stream**

<b>Course Title</b>	<b>History of Fashion (Th)</b>
<b>Course Credits</b>	2
<b>Course Outcomes</b>	<i>After going through the course, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Review the Revolution of Fashion</li> </ul>
	<ul style="list-style-type: none"> <li>• Relate the Revolution of Fashion with Fashion Expression</li> </ul>
	<ul style="list-style-type: none"> <li>• Appreciate the historic costume</li> </ul>
	<ul style="list-style-type: none"> <li>• Analyze the historical development of the Modern Fashion Industry</li> </ul>
<b>Module 1: Introduction to Clothing &amp; Western Cultures</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Review the evolution of fashion over time</li> </ul>
	<ul style="list-style-type: none"> <li>• Analyze the timelines of world fashion history</li> </ul>
	<ul style="list-style-type: none"> <li>• Analyze major fashion developments in the recent centuries.</li> </ul>
<b>Content Outline</b>	<p><b>Insight in Clothing &amp; Cultures from Western Context</b></p> <ul style="list-style-type: none"> <li>• Overview of timelines of Western cultures &amp; costumes – Ancient Egypt Ancient Greek Ancient Rome, Byzantine, Renaissance Baroque, Rococo,</li> <li>• Evolution, decline, revival and most recent developments in Western fashion</li> <li>• Fashion from 1900 – 2000 century</li> </ul> <p><b>Costumes of Recent Times</b></p> <ul style="list-style-type: none"> <li>• 21st Century - Emergence of a new age in fashion</li> <li>• Role of Fashion Designers – focusing on individual expression/signature style</li> <li>• Prominent designers that influenced fashion in the last 50 years – (international &amp; national)</li> </ul>
<b>Module 2: Indian Costume History &amp; Timeline</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Describe the historical costumes and design from the ancient time till date today</li> </ul>



	<ul style="list-style-type: none"> <li>Analyze the basic factors influencing fashion</li> </ul>
	<ul style="list-style-type: none"> <li>Explain the traditional costumes of different states of India</li> </ul>
<b>Content Outline</b>	<p><b>Introduction to the Indian Costumes</b></p> <ul style="list-style-type: none"> <li>Pre-Historic Era, Stone Age, Bronze Age</li> <li>Early Historic Period – Vedic Period, Maurya Empire</li> <li>Male and female costumes, their specification, jewelry and accessories used</li> <li>The Islamic Period – The Mughal &amp; post Mughal Era</li> <li>British period: Costumes of Pre-independence and post-independence period.</li> <li>Evolution of Khadi movement - Indian independence movement, Independence and partition</li> </ul> <p><b>Modern history</b></p> <ul style="list-style-type: none"> <li>Changing scenario of Indian costumes and influence on present day clothing</li> <li>Indian cinema and its influence on Indian fashion</li> </ul>

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

1. Presentations on one male and one female costumes, their hair style, headgear and jewelry.

OR

- 1 Sketches of the costumes and hairstyles of ancient India -Indus valley, Vedic period (one male and one female).
2. Video assignments (brief documentaries)
3. Costume Doll making by selecting anyone - Periods / Cultures
4. Indian period movie critical reviews & innovative presentations.

#### **References**

Alkazi, R. (2011). Ancient Indian Costumes. Art Heritage

Biswas, A.(2017). Indian Costumes. Publication Division, Ministry of Information and Broadcasting.

Cosgrave, B. (2001). The Complete History of Costumes and Fashion. Facts on File Publisher.

Laver, J. (2002). *Costume and Fashion*. Thames & Hudson.

Peacock, J. (1991). The Chronicle of Western costume: from the ancient world to the late twentieth century.

Racinet, A. (1987). Racinet's Full-Color Pictorial History of Western Costume: With 92 Plates Showing Over 950 Authentic Costumes from the Middle Ages to 1800.

**Semester II**  
**2.4 a. OEC**

<b>Course Title</b>	<b>Traditional Jewelry of India (Th/Pr)</b>
<b>Course Credits</b>	4
<b>Course Outcomes</b>	<i>After going through the course, learners will be able to</i>
	<ul style="list-style-type: none"> <li>Recognize the historical, cultural, and artistic reflection in traditional Indian jewelry.</li> </ul>
	<ul style="list-style-type: none"> <li>Differentiate diverse jewelry traditions across various Indian states, encompassing distinctive styles, materials, techniques, and cultural influences.</li> </ul>
	<ul style="list-style-type: none"> <li>Draw motifs and designs for jewelry as per classification.</li> </ul>
	<ul style="list-style-type: none"> <li>Design the traditional Indian jewelry pieces, by incorporating design principles, material selection, fabrication processes, finishing methods.</li> </ul>
<b>Module 1 (Credit 1): Introduction to Traditional Jewelry</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>Explore the significance and importance of traditional Indian jewelry.</li> </ul>
	<ul style="list-style-type: none"> <li>Identify Socio-economic and cultural aspects of Indian jewelry and traditions.</li> </ul>
<b>Content Outline</b>	<b>Introduction to Traditional Jewelry</b> <ul style="list-style-type: none"> <li>Overview of Indian Jewelry: Historical perspective and evolution.</li> <li>Significance of Jewelry in Indian culture: Social, religious, and economic aspects.</li> <li>Materials and Techniques: Traditional metals, gemstones, and craftsmanship.</li> <li>Conservation, documentation and preservation of Traditional Indian Jewelry making techniques.</li> </ul>
<b>Module 2 (Credit 1) Jewelry in Different Parts of India</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>Differentiate distinct Jewelry traditions from four regions of India.</li> </ul>
	<ul style="list-style-type: none"> <li>Explore the elements and designs of various traditional jewelries from different states.</li> </ul>

<b>Content Outline</b>	<p><b>State wise classification of Indian Jewelry</b></p> <ul style="list-style-type: none"> <li>• State wise Jewelry: Northern India- Exploration of jewelry traditions from states like Kashmir, Punjab, Uttar Pradesh. (Signature styles, materials used, and design elements)</li> <li>• State wise Jewelry: Southern India- Examination of jewelry traditions from states like Tamil Nadu, Kerala, Karnataka. (Unique characteristics, craftsmanship techniques, and cultural influences.)</li> <li>• State wise Jewelry: Eastern &amp; Western India- Analysis of jewelry traditions from states like West Bengal, Maharashtra, Gujarat, Rajasthan .(Notable features, regional variations, and socio-cultural aspects.)</li> </ul>
<b>Module 3 (Credit 1)</b>	<b>Motif development as per classification of Traditional Indian Jewelry</b>
<b>Learning Outcomes</b>	<p><i>After learning the module, learners will be able to</i></p> <ul style="list-style-type: none"> <li>• Design elements &amp; motifs from various traditional jewelries of India.</li> <li>• Derive design compositions as per various classifications of Traditional Indian jewelry.</li> </ul>
<b>Content Outline</b>	<p><b>Motif and Design Development for traditional Indian Jewelry-</b></p> <ul style="list-style-type: none"> <li>• Element extraction as per design principles.</li> <li>• Motif and design development</li> </ul> <p><b>Design development of Traditional Jewelry as per classification</b></p> <ul style="list-style-type: none"> <li>• Classification by Region: Geographical influences on design and materials</li> <li>• Classification by Occasion: Jewelry for weddings, festivals, etc.</li> <li>• Classification by Material: Gold, silver, gemstones, pearls, etc</li> <li>• Classification by Design Elements: Motifs, patterns, and ornamentation techniques.</li> </ul>
<b>Module 4 (Credit 1)</b>	<b>Conceptualization and Designing of Jewelry</b>
<b>Learning Outcomes</b>	<p><i>After learning the module, learners will be able to</i></p> <ul style="list-style-type: none"> <li>• Conceptualize the Jewelry design</li> <li>• Explore the materials, design elements and techniques in Jewelry design</li> <li>• Design Traditional Indian Jewelry pieces as per regional and occasional requirements</li> </ul>

<b>Content Outline</b>	<p>Types of Indian Jewelry: Developing Jewelry designs by understanding Traditional Motifs, Symbolism, Historical significance and contemporary relevance, Techniques of Goldsmithing and Ornamentation.</p> <ul style="list-style-type: none"> <li>• Gold Jewelry</li> <li>• Silver Jewelry</li> <li>• Precious and Semi-Precious Stone Jewelry</li> <li>• Temple Jewelry</li> </ul> <p>Design development: Designing a Jewelry piece by applying knowledge of material, design elements and techniques.</p>
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### **Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)**

1. Prepare a research-based document (1000-1500 Words) on the History, Origin, Importance, and symbolic significance of various Traditional Indian jewelry.
2. Prepare a presentation on traditional jewelry in any one state with details of their significance. (10 Slides)
3. Group discussion on distinct features of regional traditional jewelry.
4. Identification of traditional motifs of respective categories and create a Journal by drawing and developing traditional Motifs and compositions of each category. (5 Motifs, 2 compositions of 5\*5 of each class/category)
5. Conceptualize and design a collection of 4 pieces (Necklace, earring, Finger ring and Bangle) of any one category.

### **References -**

Bala Krishnan U R.(2006), "Jewels of The Nizams". Department of Culture, Government India.-New Delhi

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Sharma, R. & Varadarajan (2008) "Handcrafted Indian Enamel Jewellery" Roli Books-Singapore

Untracht, O. (2011) "Jewelry Concepts & Technology". Robert Hale. London

Untracht, O. (2006), "Traditional Jewelry of India". Thames and Hudson. New York

**Semester - II****2.4 b OEC**

<b>Course Title</b>	<b>History of Accessories (Th)</b>
<b>Course Credits</b>	4 (Four)
<b>Course Outcomes</b>	<i>After going through the course, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Explore the history of fashion accessories, for their types and hands-on techniques</li> </ul>
	<ul style="list-style-type: none"> <li>• Design the prototypes of different accessories with the help of raw material</li> </ul>
	<ul style="list-style-type: none"> <li>• Construct functional accessories that are anatomically and ergonomically correct.</li> </ul>
<b>Module 1: Introduction to Accessories</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Explore the evolution of accessories and timeline.</li> <li>• Illustrate and differentiate the evolution of fashion accessories from civilization up to the present.</li> <li>• Analyze categories of fashion accessories and create prototypes</li> </ul>
<b>Content Outline</b>	<b>History and Development of Accessories and their Production</b> <ul style="list-style-type: none"> <li>• Evolution – ornamentation and need</li> <li>• Functionality, aesthetics, attributes of accessories</li> <li>• Period accessories – Stone age – Bronze age – Iron age – Middle age – Modern age</li> <li>• Challenges in the making of accessories</li> </ul>
<b>Module 2: Accessory Types and Inspiration Sources</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>• Describe the materials, tools, and equipment in making fashion accessories;</li> </ul>
	<ul style="list-style-type: none"> <li>• Explain the basic factors influencing fashion.</li> </ul>
	<ul style="list-style-type: none"> <li>• Analyze about the traditional accessories of different states of India</li> </ul>

<b>Content Outline</b>	<p><b>Study of different Fashion Accessories</b></p> <ul style="list-style-type: none"> <li>• Bags</li> <li>• Footwear</li> <li>• Jewelry</li> <li>• Belts</li> <li>• Headgears</li> <li>• Stoles / Scarves</li> </ul> <p><b>Identify Sources of Inspiration for Accessories Designing</b> Experiment with different textures, colors, and other techniques to create various designs</p> <ul style="list-style-type: none"> <li>• Decoding trends and forecast interpretations</li> <li>• Design and develop fashion accessories for women</li> <li>• Restyling the accessories with creative techniques</li> </ul>
<b>Module 3: Materials &amp; Tools in Accessories</b>	
<b>Learning Outcomes</b>	After learning the module, learners will be able to
	<ul style="list-style-type: none"> <li>• Explore the materials, tools and equipment in making fashion accessories</li> </ul>
	<ul style="list-style-type: none"> <li>• Establishing individual style to the full, creating breath-taking accessories</li> </ul>
<b>Content Outline</b>	<p><b>Classification of Materials, Tools &amp; Equipment</b> Introduction to different materials, their properties and use of them in making of accessories</p> <ul style="list-style-type: none"> <li>• Leather</li> <li>• Wood</li> <li>• Stones</li> <li>• Shells</li> <li>• Metal</li> <li>• Different Fabrics</li> </ul>
<b>Module 4: Accessories of 21st century</b>	
<b>Learning Outcomes</b>	After learning the module, learners will be able to
	<ul style="list-style-type: none"> <li>• Analyze the national and international influences on fashion accessories in the present scenario.</li> </ul>
	<ul style="list-style-type: none"> <li>• maintain and care the different accessories</li> </ul>
	<ul style="list-style-type: none"> <li>• Incorporate designs, styles in 2 D &amp; 3D format</li> </ul>
<b>Content Outline</b>	<p><b>21st Century - Emergence of a new-age accessories</b></p> <ul style="list-style-type: none"> <li>• Role of Accessory Designers – focusing on individual expression/signature style of the most prominent accessory designers (international &amp; national)</li> <li>• Illustrations with rendering, mood boards &amp; inspiration boards</li> <li>• Period movie accessories analysis and review, both Bollywood and Hollywood</li> </ul>

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

1. Create a prototype of any one from choices like – leather bag, wood box of jewelry, stone jewelry, headgear, unique accessories from metal recycle or innovative fashion accessory with fabric stole.
2. Individual presentation on one national and one international accessory designer.
3. Detailed sketching and rendering of accessories used in iconic Bollywood / Hollywood movies of any 3 characters of choice.

Instructions:

- Students can develop and work on innovative ideas and keep the prototypes authentic and original.
- Period selection for presentation should not be repetitive and must include both wearable and carryable accessories.
- Students can use the design principles to create an illusion of depth, focusing and range of compositional technique in accessory sketches.
- Video documentation of the assignments will be appreciated.

**References**

McNeil, P. (2014). *Accessories of Dress: An Illustrated Encyclopedia*. Dover Publications.

Revere, A. (2006). *Masters – Gemstone*. Lara Books.

Schaffer, J., & Saunders, S. (2012). *Fashion Design Course: Accessories: Design Practice and Processes for Creating Hats, Bags, Shoes, and Other Fashion Accessories*. Barron's Educational Series.

Sigal, P. *Costume Jewellery for Haute Couture*. Thames and Hudson.

Wells, W. (2008). *Masters – Bead Weaving*. Lara Books.

**Semester- 2**  
**2.5 Major (Core)**

<b>Course Title</b>	<b>Material Manipulation II (Fabrics) (Pr)</b>
<b>Course Credits</b>	<b>2</b>
<b>Course Outcomes</b>	<i>After going through the course, learners will be able to</i>
	<ul style="list-style-type: none"> <li>Analyze the types of fabrics, threads, stitches used in the techniques of fabric manipulation</li> </ul>
	<ul style="list-style-type: none"> <li>Demonstrate the technical aspects of fabric manipulation, including construction methods and tools used in creation of textures and surface on fabric.</li> </ul>
	<ul style="list-style-type: none"> <li>Infer the selection of appropriate techniques used in apparel before constructing the garment</li> </ul>
	<ul style="list-style-type: none"> <li>Experiment with different materials, textures, and embellishments to create unique fabric surfaces</li> </ul>
<b>Module 1: Introduction to basics of fabric manipulation.</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>Adapt knowledge about commonly used fabrics and threads in creating fabric surfaces</li> </ul>
	<ul style="list-style-type: none"> <li>Apply the knowledge of the basic stitches used in sewing</li> </ul>
	<ul style="list-style-type: none"> <li>Adapt the skill of coloring fabric and create designs using dyes.</li> </ul>
	<ul style="list-style-type: none"> <li>Create surface design on fabric by resisting the color.</li> </ul>
<b>Content Outline</b>	<ul style="list-style-type: none"> <li>Introduction to the Common fabrics used in fashion.</li> <li>Overview about the types of threads, Sewing machine and Basic sewing essentials.</li> <li>Identify the types of Basic hand stitches and Machine stitches.</li> <li>Introduction, process, and use of the Fabric Manipulation techniques by dyeing- Ombre Tie and dye Batik</li> </ul>
<b>Module 2: Fabric manipulation by sewing and folding</b>	
<b>Learning Outcomes</b>	<i>After learning the module, learners will be able to</i>
	<ul style="list-style-type: none"> <li>Practice the techniques that change the look and feel of a fabric by developing textures.</li> </ul>
	<ul style="list-style-type: none"> <li>Apply skills to create pattern on fabric by using sewing technique</li> </ul>
	<ul style="list-style-type: none"> <li>Demonstrate the skill to combine different manipulation techniques to produce unique surface designs.</li> </ul>



<b>Content Outline</b>	<p>Introduction, methods to create fabric structures and use of the following techniques of Fabric Manipulation by Sewing and folding-</p> <ul style="list-style-type: none"> <li>● Applique</li> <li>● Quilting</li> <li>● Patchwork</li> <li>● Cording</li> <li>● Smocking</li> <li>● Origami</li> <li>● Achieve fabric manipulation by combining fabric manipulation techniques.</li> </ul>
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### **Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)**

#### 1. Sample book-

- Collection of fabric swatches and threads.
- Preparation of 6"X6" sample showing stitches
- Preparation of 6"X6" sample for each dyeing technique
- Preparation of a photo library of apparel showing fabric manipulation by dyeing techniques.
- Preparation of 6"X6" sample for each sewing technique,
- Prepare photo library of apparel showing the fabric manipulation techniques by sewing and folding.

#### 2. Prepare an accessory- bag, using two or more fabric manipulation techniques.

### **References-**

Eberle H, et. al., (2014), (Clothing technology), Sixth Edition, Beuth-Verlag GmbH, Burggrafenstrasse 6, 10787 Berlin, ISBN: 978-3-8085-6226-0

Fisher K, and Kay E, (1979), "The craft of Smocking", Charles Scribner's Sons, ISBN: 0-684-16082-X

Guerrier K, (2016), "The encyclopedia of quilting and patchwork techniques", Quarto Publishing plc, London, ISBN: 978-1-78221-476-2

Irwin A. Kimberly, (2015), "Surface Design for fabric", Bloomsbury publishing Inc., ISBN: 978-1-60901-885-6

Martha S., (2012), "Encyclopedia of sewing and fabric crafts", Crown Publishing Group, New York. ISBN :978-0-307-45058-6.

Nudelman Z, (2016)," The art of couture sewing", Fairchild books, ISBN: 978-1-60901-831-3

Singer R, (2013)," Fabric Manipulation", F & W Media International, Ltd., ISBN: 13:978-1-4463-0246-0

Wolff C, (1996)," The art of manipulating fabric", Krause Publications, ISBN: 0-8019-8496-3

**Semester- 2**  
**2.6 SEC**

<b>Course Title</b>	<b>COMPUTER LANGUAGE-PYTHON (Pr.)</b>
<b>Course Credits</b>	2
<b>Type</b>	SEC
<b>Course Outcomes</b>	<i>After completion of the course, the learners will be able to-</i>
	<ul style="list-style-type: none"> <li>Recognize the basic concepts of Python programming.</li> </ul>
	<ul style="list-style-type: none"> <li>Demonstrate Python programming skills to fashion design tasks, such as data analysis, automation of design processes.</li> </ul>
	<ul style="list-style-type: none"> <li>Develop scripts and tools that aid in the creative and technical aspects of fashion design.</li> </ul>
<b>Module 1: Basics of Python</b>	
<b>Learning Outcomes</b>	<i>After this module, the learners will be able to-</i>
	<ul style="list-style-type: none"> <li>Analyze Python as a programming language.</li> </ul>
	<ul style="list-style-type: none"> <li>Write simple Python programs to perform basic operations.</li> </ul>
	<ul style="list-style-type: none"> <li>Demonstrate the control structures in Python.</li> </ul>
<b>Content Outline</b>	<ul style="list-style-type: none"> <li>Use Python to manipulate text and data relevant to fashion design.</li> </ul>
	<b>Introduction to Python</b>
	<ul style="list-style-type: none"> <li>Installation and setup of Python environment.</li> <li>Writing and running their first Python program.</li> <li>Basic syntax, variables, and data types.</li> </ul>
	<b>Control Structures</b>
<ul style="list-style-type: none"> <li>Conditional statements (if, else, elif).</li> <li>Looping constructs (for, while).</li> </ul>	
<b>Functions</b>	
<ul style="list-style-type: none"> <li>Defining and calling functions.</li> <li>Parameters and return values.</li> <li>Scope and lifetime of variables.</li> </ul>	
<b>Working with Text</b>	
<ul style="list-style-type: none"> <li>String operations.</li> <li>Text formatting and manipulation.</li> <li>Regular expressions.</li> </ul>	
<b>Module 2: Working with Python and Data Handling</b>	
<b>Learning Outcomes</b>	<i>After this module, the learners will be able to-</i>

	<ul style="list-style-type: none"> <li>Utilize libraries and frameworks to enhance Python functionality</li> </ul>
	<ul style="list-style-type: none"> <li>Work with data structures such as lists, tuples, and dictionaries</li> </ul>
	<ul style="list-style-type: none"> <li>Use Python for image manipulation and design automation</li> </ul>
	<ul style="list-style-type: none"> <li>Develop small applications or scripts tailored to fashion design needs</li> </ul>
<b>Content Outline</b>	<p><b>Data Structures</b></p> <ul style="list-style-type: none"> <li>Lists, tuples, and dictionaries.</li> <li>List comprehensions.</li> <li>Manipulating and iterating over data structures.</li> </ul> <p><b>Libraries and Frameworks</b></p> <ul style="list-style-type: none"> <li>Introduction to popular Python libraries (e.g., NumPy, Pandas).</li> <li>Using Matplotlib(Python Library) for data visualization.</li> <li>PIL (Python Imaging Library) for image processing.</li> </ul> <p><b>Data Handling and Analysis</b></p> <ul style="list-style-type: none"> <li>Reading from and writing to files.</li> <li>Handling CSV and Excel files.</li> <li>Basic data analysis and visualization techniques.</li> </ul> <p><b>Automation and Scripting</b></p> <ul style="list-style-type: none"> <li>Automating repetitive tasks in fashion design.</li> <li>Developing custom scripts for pattern making and design adjustments.</li> <li>Introduction to Tkinter(Python Library)for creating simple GUI applications.</li> </ul>

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

1. Create a Python script that takes user input for fabric types and quantities, and calculates the total cost based on predefined prices.
2. Write a Python program to analyze the text file containing fashion trends, count the occurrences of specific keywords, and generate a summary report.
3. Develop a Python script that reads a CSV file containing garment measurements and generates a visual size chart.
4. Use Python and the PIL library to create a tool that automates the resizing and watermarking of fashion design images.

### References

- Beazley, D., & Jones, B. K. (2013). Python Cookbook: Recipes for Mastering Python 3. "O'Reilly Media, Inc."
- Lutz, M. (2013). Learning Python: Powerful Object-Oriented Programming. "O'Reilly Media, Inc."
- Ramalho, L. (2015). Fluent Python: Clear, Concise, and Effective Programming. "O'Reilly Media, Inc."
- Slatkin, B. (2020). Effective Python: 59 Specific Ways to Write Better Python.
- Severance, C. R. (2016). Python for everybody: Exploring Data in Python
- Zelle, J. M. (2004). Python Programming: An Introduction to Computer Science. Franklin, Beedle & Associates, Inc.

### Online Tutorials

**Coursera** -<https://www.coursera.org/specializations/python>

**Udemy**-<https://www.udemy.com/topic/python>

**Real Python**- <https://realpython.com/>