Credit Structure-I



SNDT Women's University, Mumbai

Credit structure for Undergraduate Programs in Faculties of Humanities, Science and Technology and Interdisciplinary Studies

As per the Government of Maharashtra Circular dated 13th March, 2024

NEP - 2020

(w.e.f. 2024-25)

Faculty of Interdisciplinary

B Design Jewelry Design

Credit structure For Under Graduate 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	46
Subject No 2 (A and B), so minor	2	2	2		4	4	14
Subject No 3		4					4
VSC S1	2				2		4
VSC S2		2					2
VSC S3		2					2
Major (Elective)					4	4	8
OEC	4	4	2	2			12
SEC	2	2		2			6
AEC (English)	2	2					4
AEC (Modern Indian Language)			2	2			4
VEC	2	2					4
СС	2	2	2	2			8
IKS (Generic)	2						2
IKS (Major-Specific)					2		2
	22	22	22	22	22	22	132

Terminologies

Terminolo	pgies	T	
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
ОЈТ	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

СС	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- Jewelry Design

Programme Degree	B. Design
Parenthesis if any (Specialization)	Jewelry Design
Preamble (Brief Introduction to the programme)	The Jewelry Design specialization course is meticulously crafted to provide students with comprehensive knowledge and practical skills in design, merchandising, production, and technology relevant to the jewelry industry on both national and international levels. Students will be well-equipped with the knowledge, skills, and experience necessary to thrive in the jewelry design industry. They will be prepared to contribute effectively as designers, artisans, and entrepreneurs, capable of creating innovative and market-responsive jewelry that meets the highest standards of quality and craftsmanship.
Programme Specific Outcomes (PSOs)	After completing this programme, Learner will be able to develop abilities such as
Action Verbs demonstrating (Major) discipline-related knowledge acquisition, mastery over cognitive and professional, vocational skills are to be used e.g. demonstrate sound understanding of, analyse, compare, create, design, etc (minimum 5)	 Establish the capacity to generate original and innovative jewelry design concepts influenced by art, culture, history, and current trends. Demonstrate the skills in jewelry design techniques, including metalworking, stone setting, and contemporary fabrication methods. Demonstrate proficiency in the stage-wise design process, including research, concept development, sketching, prototyping, and creating cohesive jewelry collections. Demonstrate the proficiency in designing jewelry both manually and digitally, using CAD software and other industry-standard tools. Analyze various materials used in jewelry making, their properties, and their applications. Analyze and demonstrate the requirements for high-quality finishing and craftsmanship in their jewelry creations. Establish entrepreneurship skills and will be prepared to meet industry challenges with effective business strategies, marketing skills, and professional soft skills. Demonstrate ethical and responsible practices in their jewelry designs, ensuring sustainability, fair trade, and social responsibility.
Eligibility Criteria for Programme	1. Eligibility criteria for admitting students in First/Second/Third year in different Specializations of B. Design Program. Eligibility criteria for admitting students in first/second/third year in different Specializations of B. Design Program.

1.1 B. Design- I Year

i. XII th Pass in any Stream – Arts/Commerce/Science/Home Science/ Minimum Competency Vocational Course (MCVC) including National Institute of Open Schooling (NIOS).

ii. Maharashtra State Board of Technical Education (MSBTE)/ State Govt. Technical Education full-time diploma of minimum three years after SX (X (any stream)

iii. For NRI & Foreign students with equivalence from the Association of Indian Universities (AIU), New Delhi

Criteria for selecting students for the 1st year (entry-level) college shall conduct aptitude tests based on general knowledge, language and creative testing through studio test. Based on test performance, students may be considered for provisional admission. The provisional admitted students shall pass the 12th standard exam or equivalent as prescribed by the university with a minimum of 45%. Those colleges with fewer applications for seats may be filled up subject to availability; however, the concerned college will conduct the aptitude test. The benefits shall be parted for reservation criteria as per the Government of Maharashtra and SNDT University Mumbai. If the applicants are less for a particular college, the seats may be filled up subject to availability & interviews may be conducted.

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%).

1.2 B. Design- II Year

I. Three-year Diploma, Dressmaking and Garment Manufacturing or Equivalent recognized by All India Council for Technical Education (AICTE) with Bridge course of 8 credits

II. Five-year Diploma in Fine Arts recognized by the State Technical Board with a Bridge course of 8 credits.

III. Successful completion of 1st year Degree from National Institute of Fashion Technology (NIFT)

IV. Successful completion of 1st year Degree of any B Design Fashion Or Equivalent Course offered by Indian Universities / Foreign university with equivalence from AIU.

1.3 BRIDGE COURSE

If the **BRIDGE COURSE** is suggested, details of the same. The following bridge courses are suggested.

- •History of Art and Design 4 Credits Theory 2 Practical 2credits
- •Material Studies 2 Credits Practical.
- •Fundamentals of design 2 Credits Practical.

The candidate must complete the prescribed bridge course within 60 days from the date of admission.

Admission to such candidates will be given up to 30 days from the commencement of the Semester.

1.4 B. Design- III &IV Year

Eligibility for admission to the third and fourth year of B. Design will be according to the passing criteria and rules for ATKT as prescribed by University (Controller of Examinations)

1.5 CET Procedure

	For the Institutes who conduct Common Entrance Test The Entrance Examination will consist of General Ability Test + Studio Test / Group Discussions + Personal Interview. All candidates must give all three tests.
Intake	1 division of 30 (AICTE)

Structure with Course Titles

SN	Courses	Type of Course	Cre dits	Mark s	Int	Ext
Semester 1						
10144511	Fundamentals of Design (Th & Pr)	Major (Core)	4	100	50	50
10144522	Drawing Skills (Pr)	Major (Core)	2	50	0	50
OEC Anyon	ie					
10444222	Fashion Photography PR	OFC	4	100	F0	F0
10444221	Writing Skills for Fashion PR	OEC	4	100	50	50
10644501	Elements of Jewelry (Pr)	VSC	2	50	50	0
10744501	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
	*	СС	2	50	50	0
			22	550	300	250
Semester 1	II			l		l
20144521	Basic Jewelry Manufacturing- 1 (Pr)	Major (Core)	4	100	50	50
20144502	Basics of Jewelry Design (Pr)	Major (Core)	2	50	50	00
20344521	Accessory Design (Pr)	Minor Stream	2	50	0	50
OEC Anyon	ie					
20444411	Traditional Textiles TH/ PR	OFC	4	100	50	F0
20444122	Draping Pr	OEC	4	100	30	50
20644521	Material Studies for Jewelry (Pr)	VSC	4	100	50	50
20744502	Jewelry Illustration (Pr)	SEC	2	50	50	0
	*	AEC	2	50	50	0
	*	VEC	2	50	0	50
	*	СС	2	50	0	50
			22	550	250	300

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

NEP Syllabus 2024-25 (B. Design Jewelry Design)

Course Syllabus

Semester I

1.1Major (Core)

Course Title	Fundamentals of Design (Th/Pr)
Course Credits	4
Course Outcomes	After going through the course, learners will be able to
	 Analyze the different elements of design and the psychological, formal and symbolic qualities of design
	 Establish skills to co-relate the different elements of design
	 Carry out the application of design in jewelry design principles for effective design development
Module 1 (Credit 1)	- Elements of Design
Learning Outcomes	After learning the module, learners will be able to
	Define the elements of design.
	 Differentiate between different elements and analyze their cognitive effect in design.
Content Outline	 Introduction to Elements of Design Point Line (types and properties) Shape (natural, abstract, geometric – shapes and forms, shapes and spaces) Texture (visual, tactile, audible) Color (hues, saturation, value, cool and warm colors, color schemes, color contrast) Relationship between elements Cognitive effect of the elements Practical exercises on element manipulation (like converting natural shapes to abstract shapes, color combinations and color contrast, etc.)
Module 2 (Credit 1)	- Principles of Design
Learning Outcomes	After learning the module, learners will be able to
	Define the principles of design

	Analysis of the principles of design in jewelry design
	and, one or one principles or deergrand, according
Content Outline	 Define and identify the principles of design Balance (symmetric and asymmetric) Rhythm (gradation, radiation, repetition and their types) Emphasis (Focus) Contrast (color, texture, properties) Proportion (scale) Harmony (unity) Differentiate between the principles of design and their cognitive effect. Practical exercises on creating different design variations using the principles of design.
Module 3 (Credit 1)	- Cognitive Understanding of Fundamentals of Design
Learning Outcomes	After learning the module, learners will be able to
	State the psychological and physiological responses to design elements.
	 Analyze the role of design elements in influencing perception and cognition.
Content Outline	 Psychology of perception in design Color theory and its psychological effects Gestalt principles in design User-centered design considerations
Module 4 (Credit 1)	- Application of Fundamentals of Design
Learning Outcomes	After learning the module, learners will be able to
	Analyze and interpret the role of design fundamentals in jewelry
	Implement the basic principles and elements of design to create original designs
	 Develop novel design details like motifs, patterns, textures, etc.
Content Outline	 Study and exploration of Design Fundamentals Project of design development using the elements and principles of design and their manipulations

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 to develop basic jewelry designs.

- 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: Sketch the elements from the images and apply manipulation techniques to them.
- 3. Stage Three: Using the extracted elements, develop designs 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

Cherry, N. (2013). Jewellery design & development. A&C Black Visual Arts.

Dorosz, C., & Watson, J. R. (1999). Designing with color. Fairchild Books.

Lam, L. (2020). Mastering contemporary jewelry design. Schiffer Publishing Ltd.

Lidwell, W., Holden, K., & Butler, J. (2003). Universal principles of design. Rockport Publishers.

Stecker, P. (1996). The fashion design manual. Macmillan Education AU.

Semester I

1.2 Major (Core)

Course Title	Drawing Skills
Course Credit	2
Course Outcomes	After going through the course, learners will be able to
	Draw free-hand sketching skills
	Render with different mediums such as pencil, charcoal, and color.
	Create textured drawings using different techniques.
	Create 3 D effect in Geometrical shapes
Module 1 (Credit 1):	Drawing, Sketching and Medium Exploration
Learning Outcomes	After going through the course, learners will be able to
	Draw freehand drawing
	Identify and illustrate different types of shapes.
	Use pencil & Colour mediums for shading.
	Differentiate and illustrate Symmetrical and Asymmetrical Drawing, Enlargement and reduction.
Content Outline	 Introduction to Basic Drawing Free-hand sketching Symmetrical and Asymmetrical Drawing Enlargement and reduction Application of colour mediums like watercolours and poster colours.
Module 2 (Credit 1):	Texturing and Rendering
Learning Outcomes	After learning the module, learners will be able to
	 Render textures using different techniques with suitable color mediums.
	Apply Three-dimensional rendering techniques for object drawing

	Complete product sketching and rendering at a basic level
Content Outline	 Texturing techniques cross-hatching, stippling, and cross lines, with pencil color mediums. Shading to create three-dimensional effect and depth

- 1. Students will create a sketchbook with a continuous stagewise development of skills and classwork exercises will be maintained.
 - Sketching Exercises
 - Shading Exercises
 - Color Rendering Exercises Nature / Object
 - Texture Exercises
- 2. Project develop over the semester and will be divided into 4 parts as follows:
 - Select images of 3 different types of jewelry pieces.
 - Sketch each one as basic line drawings.
 - Render the same with grade pencil shading
 - Render the same with texturing techniques and color applications.

References:

Van Vliet, R. (2013). *Abstract: Techniques and textures*. Search Press-Kent. ISBN: 9781844489558

Brambatti, M. (2022). Show Jewellery Illustration and Design Vol. 1. Hoaki Books.

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Deshpande, R. (2004). Colour Pencil (1st ed.). Jyotsna Prakashan.

Rani, R. M. (n.d.). Perspective Creative. W & V Press. ISBN: 9789810883249

Kamath, V. (2006). Sketching and Drawing (2nd ed.). Jyotsna Prakashan.

Mulik, M. (2004). Perspective (1st ed.). Jyotsna Prakashan.

Narvekar, S., & Narvekar, A. (n.d.). *Grade Examination-Drawing Made Easy*. Navneet Publication (India) Ltd.

Shelar, S. (2007). Still Life (1st ed.). Jyotsna Prakashan.

Vaze, P. (2002). Draw and Paint (1st ed.). Jyotsna Prakashan.

Brambatti, M. (2022). Show Jewellery Illustration and Design Vol. 1. Hoaki Books.

ISBN: 9788416851577

Semester I 1.3 a OEC

Course Title	Fashion Photography (Pr)
Course Credits	4
Course Outcomes	After going through the course, learners will be able to
	Analyze the historical and contemporary contexts of Fashion Photography
	 Demonstrate the technical skills in camera operation, lighting, and post-processing
	Conceptualize professional-level fashion shoots
	Demonstrate the use of digital platforms to promote the Fashion Photography engaging with current trends and technologies in the field.
Module 1: Introduct	ion to Fashion Photography
Learning Outcomes	After learning the module, learners will be able to
	 Critique on historical evolution of fashion photography and key milestones in its development.
	 Analyze the contributions of significant fashion photographers and how they influenced the industry.
	 Analyze the impact of cultural and social trends on the styles and themes prevalent in fashion photography
Content Outline	 Origins and key milestones of historical evolution of fashion photography. Influence of fashion designers and discussion on early photographers and technological advancements. Overview of Pioneering Photographers and their styles. Contributions of contemporary photographers. Influence on contemporary fashion photography.
Module 2: Technical	Skills in Fashion Photography
Learning Outcomes	After learning the module, learners will be able to
	 Apply mobile photography techniques and equipment used for fashion photography, including cameras, lenses, and lighting tools.
	 Explore various mobile photography apps for editing and enhancing fashion photographs.
	 Implement basic understanding of essential DSLR camera settings (aperture, shutter speed, and ISO) and their applications in fashion photography.
	 Explore DSLR camera settings, including exposure triangle, and explore their creative applications in fashion photography.
	 Demonstrate the skills of post-processing techniques to enhance and refine fashion images, maintaining a balance between enhancement and authenticity

Content Outline Module 3: Conceptua	 Analysis of the exposure triangle and in-depth exploration of aperture, shutter speed, and ISO. Hands-on practice with mobile camera advanced settings. Study of lighting types (natural, studio, and artificial). Characteristics of various lenses (prime, zoom, wide-angle). Overview of necessary equipment like aperture, shutter speed, and ISO. Composition, Lighting, and Stylistic Elements in Fashion Photography. Post-processing tools in Fashion Photography (free source software's).
Learning Outcomes	After learning the module, learners will be able to
	 Explore the innovative and cohesive concepts for fashion shoots drawing inspiration from various sources such as fashion trends, art, and cultural influences. Use comprehensive pre-production materials, including mood boards, shot lists, and storyboards, that effectively communicate the visual direction and narrative of a fashion shoot.
Content Outline	 Importance of creative concepts for generating innovative ideas. Creating effective mood boards and storyboards for visual storytelling. Techniques for professional presentations.
Module 4: Fashion Pi	notography in the Digital Age
Learning Outcomes	After learning the module, learners will be able to
	 Explore the digital media platforms, such as social media and online portfolios, to promote and showcase fashion photography work Apply strategies to effectively leverage digital media platforms to increase visibility, reach target audiences, and build a personal brand as a fashion photographer Analyze potential impact of new trends and technologies on the future of fashion photography
Content Outline	 Role of digital media in fashion photography. Application of Digital Platforms (Instagram, Facebook, online portfolios). Creating and curating an online portfolio. Techniques for compelling social media content with the photographs. Develop a digital media strategy Creative Presentation of Fashion Photography as Portfolio.

- 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

Course Title	Writing Skills	
Course Credits	4 (Four)	
Course Outcomes	After going through the course, learners will be able to	
	Demonstrate their language skills for an enhanced reading experience	
	Identify and use different language basics – parts of speech, grammatical and sentence structures	
	Challenge preconceived assumptions and biases in writing and ideate creatively	
	Explore their writing skills in all creative domains – essays, paragraphs, social media, online content creation	
Module 1 (Credit	1): Writing Introduction & Ideation Development	
Learning	After learning the module, learners will be able to	
Outcomes	Identify the key components of introductory, body and concluding paragraphs	
	 Analyze narrative, descriptive, and expository content types using critical reading skills and evaluates and simplify them 	
Content Outline	Power of description and how Idea works as the defining difference between humans and other species.	
	 The concept of ideas – from fire to fashion the evolution of ideas – from mundane everyday ideas Elements of writing Importance of Title / Heading (The hook) Opening Lines and introduction Writing dialogues, poetry styles Writing the main body and the endgame Writing short stories, developing plot and characters 	
Module 2 (Credit	2): Specialized and Promotional Writing	
Learning Outcomes	After learning the module, learners will be able to	
	Create persuasive writing styles effectively	

	 Structure paragraphs using different patterns of 		
	development to facilitate a clear flow of ideas		
Content Outline			
	Working on Article on Different Themes		
	Power of themes and their influence on readers		
	Framework study and analysis		
	 Selecting simple scenes – 		
	Descriptive scenes		
	Fantasy scenes		
	1		
	Humorous scenes		
	Horror scenes,		
	Romantic scenes		
	Sad / Emotional scenes		
	Sua / Emotional scenes		
	Developing content along with Layouts		
	Designing and creating leaflets / mastheads / tabloid		
	promotional page		
	Fashion and lifestyle product description writing		
	 Developing content and elaborate writing with keywords 		
	Module 3 (Credit 3): Specialized and Promotional Writing		
Learning Outcomes	After learning the module, learners will be able to		
	Develop a critical appreciation of different writing styles		
	Recognize the importance of tonality, limitations and opportunities in each media		
Content Outline	Fashions have largely shaped through language as writings probe clothing's promotion, and set narratives.		
	Specialized writing : fashion and aspects of advertising and marketing		
	Writing for business communications, brand promotion		
	Fashion and lifestyle writing for newspapers, tabloids		
Module 4: (credit	Module 4: (credit 4) Enhancing Writing with Creative Layouts		
Learning Outcomes	After learning the module, learners will be able to		
Jaconies	Effectively structure thoughts, themes and ideas		
	Effectively structure thoughts, therites and ideas		
	Explore promotional and specialized writing for fashion media organizations		
Content Outline	Developing content along with Layouts		

•	Designing and creating leaflets / mastheads / tabloid
	promotional page
_	Eachien and lifectule product description writing

- Fashion and lifestyle product description writing
- Developing content and elaborate writing with keywords

Individual presentations of writings

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

Instructions:

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

Development of Tabloid using concept, content, page layout

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

Instructions:

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

References

- 1. Pat Francis (2009). Inspiring Writing in Art and Design: Taking a Line for a Write. Intellect Books.
- 2. M. Clarke (2007). Verbalising the Visual: Translating art and design into words. Ava Publishing.
- 3. Marsh C, Guth D and Short B., (2008), "Strategic Writing: Multimedia Writing for Public Relations, Advertising and More (2nd Edition)", Pearson.

Semester I

1.4 Major (Core)

Course Title	Elements of Jewelry (Pr)
Course Credits	2
Course Outcomes	After going through the course, learners will be able to
	 Illustrate different technical elements used to develop a jewellery product.
	Analyse jewellery findings, individual elements that significantly enhance their jewellery-making skills,
	Define the precious gemstones and their physical properties.
	Apply the different findings in the creation of intricate jewellery designs.
Module 1 (Credit 1)	Introduction of Jewellery Finding
Learning Outcomes	After learning the module, learners will be able to
	 Demonstrate different findings in the creation of intricate jewellery designs.
	Use the appropriate findings to ensure the structural integrity and durability of jewellery.
	Defining the types and purposes of findings can streamline the jewellery-making process.
Content Outline	 Jewellery Findings- Bails, Bead Caps, Chain by The Foot, Clasps Toggles, Crimp Heads, Crimp Covers, Eye Pins, Head, Pins, Link and Connectors Split, Ear wires, Lever backs, Earring Backs, Bezels Etc.Necklace linking. Different elements of pendent Gemstone, metal, Other Materials, Setting, bail, Backplate etc.
Module 2 (Credit 1)	Designing Elements of Jewelry
Learning Outcomes	After learning the module, learners will be able to
	Identify and design various beads and naturally occurring stones and their structures.
	Define the precious gemstones and their physical properties.
	Differentiate the requirements in jewellery settings
	 Define the thickness of the metal and wire in jewelry findings.
Content Outline	Resin Beads, Cabochons stones.
L	

- Natural Stone Beads, Wire Size,
- Jewellery Wire Material.
- Gemstone Beads
- Properties of different gemstones
- Amazonite, Amber, Amethyst, Agate, Crystal
- Coral, Jasper, Jade, Black Stone, Beryl, Rose Quartz
- Different Types of setting through drawings

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

References

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

Morris, D. (1999). Protective Amulets & Charms. Design Book. Element Books Limited.

Jargstorf, S. (1997). Baubles, Buttons And Beads: The Heritage Of Bohemia. Schiffer Publishing Ltd

Bain, K. (1991). Dangles And Beads. By Weiner. Eastman Pubs

Ball, M. (2000). Wire Work. New Holland Publishers Ltd

Murray, M. (1995). All About Beads. Batsford Ltd

Semester-I

1.5 SEC

Course Title	Professional Computer Skills (Pr)
Course Credits	2
	After completion of the course, the learners will be able to-
	Operate desktop computers to carry out computational tasks
Course Outcomes	 Recognize working of hardware and software and the importance of operating systems
	Design presentations using related Software
	Acquire skills to present ideas digitally and manage digital content effectively
Module 1: Co	mputer Hardware and File Management
	After this module, the learners will be able to learn to-
Learning	Recognize fundamental concepts of computer hardware and software.
Outcomes	 Manage files and folders effectively using different operating systems.
	Create, edit, and format documents using related digital platforms
Content Outline	 Introduction to Computers and Operating Systems Overview of computer basics: (processing power, memory & storage space, High-Quality Monitor; Graphic tablet, scanner, printer, external hard disk, Wacom stylus) Introduction to operating systems: Similar to or Windows, macOS, Linux and other sources.
	 File Management Creating, organizing, and managing files and folders Understanding file formats and extensions Using cloud storage for file backup and sharing Word Processing Software
	 Creating and formatting documents Using templates and styles Inserting images, tables, and charts
	 Using track changes and comments for collaboration Open-Source Equivalent: Google doc: Basic functionality mirroring
Module 2: Sp	readsheets, Presentation and Email fundamentals
Learning Outcomes	After this module, the learners will be able to learn to-
	Create and manage spreadsheets using software (Licensed or Open Source)

	Design and deliver presentations using effective and efficient software
	 Demonstrate effective use of email, internet, and online
	collaboration tools.
C	
Content	Spreadsheet Software
Outline	Basics of spreadsheets and data entry
	Formatting cells and using formulas
	Creating charts and graphs
	Basic data analysis and pivot tables
	Open-Source Equivalent: Google sheet:
	Basic functionalities mirroring
	Presentation Software
	Presentation slides:
	 Creating and designing presentations
	 Using themes and templates
	 Adding multimedia elements (images, audio, video)
	 Presentation techniques and tips
	Open-Source Equivalent: google slides/Canva:
	Basic functionalities mirroring
	Email and Internet Skills
	 Setting up and managing email accounts
	Email etiquette and professional communication
	Using search engines effectively for research
	Basics of online collaboration tools
	Basic Troubleshooting and Maintenance
	Common computer issues and their solutions
	 Maintaining system performance: updates, antivirus, and
	backups
	Basic network troubleshooting
ı	■ Dasic Hetwork troubleshooting

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

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- 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

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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.

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Online tutorial and course

Microsoft 365 Training

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

Semester II

2.1 Major (Core)

Course Title	BASIC MANUFACTURING 1
Course Credits	4
Course Credits	
Course Outcomes	After going through the course, learners will be able to
	Learn the safety protocols and practices using tools, equipment, and materials in the jewelry workshop.
	 Use and learn with essential jewelry-making tools and equipment and learn how to use them safely and effectively.
	Explore and experiment with different ideas and materials to develop a personal style and innovative approach in jewelry making.
	 Create a jewellery product using sawing, filing, soldering, and polishing techniques.
	 Troubleshoot and solve common problems that arise during the jewelry making process.
Module 1 (Credit 1)	Introduction of tools ,Vernier caliper & Practice
Learning Outcomes	After learning the module, learners will be able to
	Define the fundamentals of jewelry-making, and will differentiate between common tools and equipment
	 Use Vernier Calliper for Precise measurement. Parts of a Vernier Calliper. How to take readings in Vernier Calliper Practice measuring.
	Differentiate the Saw blade and Demonstration of fixing the saw blade in a saw frame.
	Gradation of emery paper.
	 Hands on assemble jewelry components effectively using soldering joints
Content Outline	Importance of safety measures in jewelry-making
	Introduction to workshop practice and procedure
	Purpose and function of the tool.
	Importance of safety measures in jewelry-making
	Hand Craft Jewellery technique for accurate measurement using a Vernier caliper.

	Introduction of Saw frame. Specification of saw blade. Gradation of emery
	The principles and importance of soldering in jewellery making process
Module 2 (Credit 1) I	Basic techniques & Formulas
Learning Outcomes	After learning the module, learners will be able to
	Define the basic techniques involved in manufacturing Jewellery.
	Identify the processes involved in lowering and raising the karat of precious metals
	Achieve desired metal compositions applying formulas in jewelry manufacturing.
	Learn what is Annealing & Alloying
Content Outline	 Calculation of lowering and raising karat Calculation lowering and raising the karat. Annealing (purpose of Annealing) Alloying - (purpose of Alloying, alloys, Weighing the metal, preparing the ingots, melting, pouring, Periodic table to understand the melting points of metal, specific gravity, chemical symbol of silver, copper, gold etc.
Module 3 (Credit 1)	Introductions of machine & Basic technical Exercise
Learning Outcomes	After learning the module, learners will be able to
	Importance of Planning and Marking
	Use basic techniques involved in manufacturing Jewellery
	Use technicalities related to wire, its types, draw plates, etc.
Content Outline	Demonstration of using rolling machine, pickling, Metal melting processes involved in Jewellery Manufacturing
	The technical details of wires, chains, draw plates
	Demonstration of Technical Exercises based on the lab assignment.
Module 4 (Credit 1) I	Basic Manufacturing Exercises

Learning Outcomes	After learning the module, learners will be able to
	Learn What is soldering and how to do soldering
	Learn scoring and chamfering
	Demonstrate doming techniques with help of dapping punch & die block
	 Achieve the surface filing & finishing with the help of required polishing tools on given exercise.
Content Outline	 What is soldering? How to make various types of solder Calculate to prepare the metals (solder alloys percentage) for making solder Introduction of tools & equipment's required for soldering Different types of joints Types of flame and their application. Any 2 jewellery pieces use all the above techniques.
	Technical ExercisesPolishing

- 1. Sawing straight & curve lines Completion of the sawing exercise using manufacturing technique in handmade jewelry (1pcs in brass/ copper sheet)
- 2. Bimetal fitting --- Completion of the sawing exercise using manufacturing technique in handmade jewelry (1pcs in brass/ copper sheet)
- 3. Open cube---- complete the exercise as per given sheet or instruction. (1pcs in brass/ copper sheet)
- 4. Dome Pendant or Earring --- complete the exercise as per given sheet or instruction. (1pcs in silver sheet)
- 5. Curb chain ----- complete the exercise as per the given sheet or instruction. (1pcs in silver wire)
- 6. Brooch pins---- complete the exercise as per the given sheet or instruction. (1pcs in silver sheet)

References

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

Untracht, O. (1982). Jewelry: Concepts and Technology. Doubleday.

Holschuh, B. (2009). *The Jeweler's Studio Handbook: Traditional and Contemporary Techniques for Working with Metal and Mixed Media Materials*. Quarry Books.

Cogswell, J. (2008). Creative Stonesetting. Brynmorgen Press.

McCreight, T. (2004). Complete Metalsmith: Professional Edition. Davis Publications.

McCreight, T. (1991). Jewelry Making: Techniques for Metal. Davis Publications.

Young, A. (2010). The Workbench Guide to Jewelry Techniques. Interweave Press.

Semester I

2.2 Major (Core)

Course Title	Basic Jewelry Design
Course Credits	2
Course Outcomes	After going through the course, learners will be able to
	 Differentiate & identify the types of rings, necklaces, and
	earrings, reflect the history and evolution of jewelry.
	, , , , , , , , , , , , , , , , , , , ,
	Use elements and principles of design, along with
	mastering basic drawing techniques, is for creating
	effective design sketches for jewellery.
	effective design sketches for jewellery.
	Use the skill set to create contemporary jewellery design.
	ose the skill set to create contemporary Jewellery design.
	Create unique design of jewellery products
	ereate unique design of jewellery products
Module 1 (Credit 1)	Illustration of Jewelry using elements and principles of
Design	
3	
Learning Outcomes	After learning the module, learners will be able to
	 Use fundamental skills in jewellery design and creation.
	ose randamental skins in jewenery design and creation.
	Apply different techniques and materials used in
	illustrations of jewellery.
Content Outline	
Content Outline	History and Evalution of Javallan
	History and Evolution of Jewellery
	 Types of Jewellery (e.g., rings, necklaces, earrings)
	Floresta of Design (line above forms booking color)
	Elements of Design (line, shape, form, texture, color)
	Design Patterns using Design Principles (balance, contrast,
	emphasis, rhythm, unity)
	Basic Drawing Techniques
	Matif Creation 9 Cimplification
	Motif Creation & Simplification
	- Concept Davidonment
	Concept Development
Madula 2 (Condit 1)	Advanced Design Techniques
Module 2 (Credit 1)	Advanced Design Techniques
	1.6
Learning Outcomes	After learning the module, learners will be able to
	 Design a thematic jewelry collection, incorporating
	advanced techniques
	·
	Design Balancing Aesthetic Appeal and Practicality in
	jewellery sketching
Content Outline	
Content Outline	Advanced Design Techniques

- Incorporating Various Materials (precious metals, gemstones, alternative materials)
- Techniques for Enhancing Design Aesthetics

Aesthetics and Functionality

- Balancing Aesthetic Appeal and Practicality
- Ergonomics in Jewellery Design

Final Presentation

- Preparing a Cohesive Collection
- Presentation Skills and Techniques
- Creating a Professional Portfolio

Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)

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

References

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

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

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

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

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

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

Semester II

2.3 Minor Stream

	7		
Course Title	Accessory Design		
Course Credits	2		
Course Outcomes	After going through the course, learners will be able to		
	Describe different types of accessories through various cultures and eras.		
	Classify various categories of fashion accessories		
	Explore a variety of materials for creating different categories of accessories.		
	Design and present a cohesive accessory collection that showcases originality, craftsmanship, and market viability.		
Module 1 (Credit 1)- Introduction to Fashion Accessories			
Learning Outcomes	After learning the module, learners will be able to		
	Analyze various categories of fashion accessories		
	 Develop a solid foundation in the principles and elements of design applicable and materials used to create various types of accessories. 		
Content Outline	 Historical overview of different categories of accessories from ancient to modern period Study the evolution of design and styles of different categories of accessories like bags, footwear, jewelry, headgears, belts etc. Develop comprehensive knowledge of a wide range of materials used across different accessory types like leather, wood, plastic, textile, metal, shells etc. Experimentation with one type of material to create an accessory demonstrating originality 		
Module 2 (Credit 1)-	Module 2 (Credit 1)- Material Utilization for Accessory Design		
Learning Outcomes	After learning the module, learners will be able to		
	Demonstrate skills for incorporation of fashion trends and consumer preferences into creating accessory designs.		

	Demonstrate proficiency in creating innovative and functional accessory designs
Content Outline	 Analyzing fashion trends, market research and study of consumer behavior. Acquire hands-on skills in the manufacturing processes of accessories. Conceptualization and development of accessories taking into consideration materials and categories learnt in module 1.

- 1. Design and sketch an accessory taking inspiration from any era in history and explain the concept in the form of a presentation.
- 2. Design and create a piece of jewelry based on a chosen theme, taking into consideration any material. Document the process from concept to finished product.

References

Byrne, G. (2008). Making Hair Jewels and Accessories. A & C Black Publishers Ltd.

Devennet, M. (2015). Crochet: Fantastic Jewelry, Hats, Purses, Pillows and More. Search Press.

Harris C., (2000), Miller's Collecting Fashion & Accessories, Octopus publishing.

Wells W., (2008), Masters: Beadweaving: Major Works by Leading Artists, Lark Books.

Semester II

2.4 A. (OEC)

4		
After going through the course, learners will be able to		
 Recognize and describe various traditional Indian textiles and their associated techniques, materials, and cultural significance. 		
 Analyze the cultural, symbolic, and regional aspects of traditional textiles and their influence on jewelry design. 		
 Integrate traditional textile motifs and techniques into jewelry design through hand sketching and material selection. 		
 Apply traditional textile techniques in the practical creation of jewelry pieces, emphasizing harmony between textiles and jewelry. 		
 Advocate for sustainable and ethical practices in preserving and promoting traditional textiles and jewelry. 		
ntroduction to Traditional Indian Textiles		
After learning the module, learners will be able to		
Define the types and characteristics of various traditional Indian textiles.		
Differentiate between regional textile techniques and their unique attributes.		
 Introduction to Traditional Textiles: Overview of Indian textiles such as Banarasi, Kanjivaram, Phulkari, and Bandhani. Textile Techniques: Study of weaving, dyeing, printing, and embroidery techniques. 		
Regional Attributes: Examination of how geography and culture influence textile designs and materials.		
Module 2 (Credit 1) Cultural Significance and Symbolism		
After learning the module, learners will be able to		

	 Analyze the cultural significance and symbolism in traditional textiles.
	Evaluate the interrelationship between traditional textiles and jewelry designs in different cultural contexts.
Content Outline	 Cultural Significance: Exploration of cultural narratives, religious beliefs, and social status depicted through textiles and jewelry. Symbolism and Tradition: Study of specific motifs and patterns common in both textiles and jewelry. Ritual and Ceremony: Traditional attire for weddings and festivals, and their corresponding jewelry.
Module 3 (Credit 1)	Design and Hand Sketching Techniques
Learning Outcomes	After learning the module, learners will be able to
	Carry out hand sketching techniques to incorporate traditional textile patterns into jewelry designs.
	Design innovative jewelry pieces that integrate traditional textile motifs and materials.
Content Outline	 Hand Sketching Techniques: Techniques for sketching jewelry designs inspired by traditional textiles. Translating Textiles to Jewelry: Methods for incorporating textile patterns and motifs into jewelry design. Material Study: Exploration of materials used in both textiles and jewelry, such as silk threads, beads, and precious metals.
Module 4 (Credit 1) 1 Design	Integrating Traditional Textiles with Contemporary Jewelry
Learning Outcomes	After learning the module, learners will be able to
	Apply traditional textile techniques in practical jewelry making.
	 Propose sustainable practices for the preservation and promotion of traditional textiles and jewelry.
Content Outline	 Practical Projects: Hands-on projects integrating textile techniques in jewelry creation. Sustainable Practices: Study of sustainable and ethical practices in textile and jewelry production. Modern Adaptations: Exploration of contemporary and fusion styles in textiles and jewelry design.

- Sketchbook Assignment: Create a sketchbook featuring various traditional textile patterns and motifs, annotated with their cultural and regional significance.
- Design Project: Develop a series of hand-sketched jewelry designs inspired by specific traditional textiles.
- Material Experimentation: Experiment with different materials in jewelry making that reflect traditional textile characteristics.
- Presentation: Prepare and present a project showcasing the integration of traditional textile designs in contemporary jewelry pieces.

References

Chattopadhyaya, K. (1995). *Textile Design*. Indian Council for Cultural Relations. Jaitly, J. (2012). Textile Design. Niyogi Books

Karolia, A. (2019). Textile Design. Niyogi Books.

Ranjan, M. P., & Ranjan, A. (2007). Handmade in India: Crafts of India. Council of Handicraft Development Corporations.

Saraf, D. N. (1982). Textile Design. Vikas.

Sharma, R. (2014). *Traditional Indian Jewelry: The Golden Smile of India*. Roli Books. ISBN 9788174369225.

Untracht, O. (1997). *Traditional Jewelry of India*. Thames & Hudson. ISBN 9780500017991.

Semester II

2.4 B. OEC

Course Title	Draping
Course Credits	4
Course Outcomes	After going through the course, learners will be able to
	Identify basic draping techniques and terminologies.
	Explain the principles of draping and their applications in
	fashion design
	Demonstrate the ability to drape basic garment
	components such as bodices, skirts, and sleeves.
	•
	Critically assess draped garments for fit, form, and
	aesthetics.
	Design and drape original garment patterns that reflect
	individual creativity and adherence to design principles.
	and the same of th
Module 1 (Credit 1) -	- Introduction to Draping and Basic draping Techniques
Learning Outcomes	After learning the module, learners will be able to
	 Identify the tools and define the grainline and draping
	fabrics properties.
	Create the basic block and basic skirt on dress forms
Content Outline	Introduction to Draping
	 Overview of draping as a design technique
	 Tools and materials required for draping
	 Basic terminologies in draping
	Basic Draping Techniques
	 Preparing the dress form
	 Draping a basic bodice
	❖ Draping a basic skirt
	 Understanding grainlines, bias, and draping fabric
Modulo 2 (Crodit 1)	 Draping – garment elements.
Module 2 (Credit 1)	Draping – garment elements.
Learning Outcomes	After learning the module, learners will be able to
	Create different types of garment elements through a 3D
	pattern-making process.
	Apply the pattern maing techniques while making
	garments
Content Outline	Draping darts and princess seams
	 Draping different skirt styles (Flare skirts, yoke with flare
	skirts)
	Draping – Advance garment elements.
Learning Outcomes	After learning the module, learners will be able to

	 Create different types of garment elements by incorporating dart equivalents through a 3D pattern- making process.
	 Create the Ladies top designs with application of pattern making principles
Content Outline	 Draping complex bodice designs (cowl neck, pleats, gathers) Draping asymmetrical designs
Module 4 (Credit 1) Final project	
Learning Outcomes	After learning the module, learners will be able to Distinguish between different fabric types and predict their behavior during the draping process. Critically assess draped garments for fit, form, and aesthetics.
Content Outline	 Final project: Creating a complete draped garment from concept to completion. Combining different fabrics in a single garment Translating 2D sketches into 3D draped garments

- 1. Practical draping assignments and exercises
 - a. Basic block Front and Back
 - b. Basic skirt Single and double dart
 - c. Dart manipulation
 - d. Princess line
 - e. Cowl, Pleats and Gathers Patterns
 - f. Asymmetrical Design
 - 2. Final project: Bias cut dresses- Creating a complete draped garment using a combination of different types of fabrics.

References

Armstrong, H. J. (2013). *Draping for apparel design* (3rd ed.). Fairchild Books. Crawford, C. (2005). *The art of draping*. Bloomsbury Publishing.

Jaffe, H., & Relis, N. (2012). *Draping for fashion design* (5th ed.). Pearson. McKinney, J. (2007). *The art of fashion draping* (4th ed.). Fairchild Books. Nakamichi, T. (2011). *Pattern magic 3*. Laurence King Publishing.

Semester II

2.5 VSC

Course Title	Material Studies for Jewellery Design	
Course Credits	4	
Course Outcomes	After going through the course, learners will be able to	
	Define and differentiate the characteristics and properties of different materials used in jewellery design.	
	Explore contemporary trends and innovations in jewellery materials	
	Develop Skills to identify, evaluate and select appropriate materials for various Jewellery designs.	
	Design and develop various jewellery products by using different tools, techniques, and materials.	
Module 1 (Credit 1) Introduction to Basic materials & tools		
Learning Outcomes	After learning the module, learners will be able to	
	 Identify and recognise various materials commonly used in jewellery making. 	
	 Use of tools and techniques with increased proficiency for making specific jewellery designs. 	
Content Outline	Introduction to Basic tools , Materials & their Properties	
	 Overview of common materials used in jewellery making (e.g., metals, gemstones, beads, ceramics, plastics). Study of behavior, characteristic, properties, dimensionality, physical and visual potential of the basic materials. Orientation of basic hand tools, cutting tools & techniques for material Manipulation. Demonstrations and hands-on exercises to develop fundamental skills in handling materials and tools. 	
	Module 2 (Credit 1) Material Manipulation- (Common Materials)	
Learning Outcomes	After learning the module, learners will be able to	
	Identify and differentiate various types of materials	

	 Explore and explain different variations of materials with aesthetic value.
Content Outline	 Orientation of basic material to be manipulated: Metal, Plastic, Ceramic Wood, Glass, Paper Fabric, Leather, Yarns Understanding advantages and challenges of the abovementioned materials Introduction to advanced techniques for working with combined materials, (e.g. carving, molding, weaving, and embellishing.)
	Design development and Material selection
Learning Outcomes	After learning the module, learners will be able to
	 To analyze and interplay between various materials to achieve desired aesthetics and functionality.
	Explore and experiment various kinds of materials for creativity and innovation Designs
Content Outline	Designing and Material selection for Jewellery Design:
	 Design development as per concept/ theme Balancing aesthetics, functionality, and durability Choosing & Applying right material for a design concept/ theme Use of mix media materials for making single product Influence of Cultural heritage on choice of material Experimentation and innovation through guided products that combine multiple materials and techniques.
Module 4 (Credit 1)	Project & Presentation
Learning Outcomes	After learning the module, learners will be able to
	 Hands on experience in developing jewelry pieces using professional techniques and materials
	 Carry out projects of jewellery making using combined materials from concept to completion incorporating sustainable and ethical practices.
Content Outline	 Advance and Professional Practices & Project: Trends, Brands & Market research in Jewellery materials, design & consumer preferences. Incorporating Business & ethical practices- ethical consideration in material sourcing, making, Pricing, marketing, and selling.

- Design conceptualization and product development.
- Developing original and creative jewelry design based on the above points.
- Project- Developing and creating Mixed media jewellery project that demonstrates proficiency in material selection, technique application, and creative expression.

- 1. Complete a worksheet with images and descriptions of 10 different materials, identify each material based on its properties, characteristics.
- 2. To experiment with one chosen material from the basic materials, create a small jewelry piece using the same. Write a small report on challenges faced while working on the material.
- 3. Design and create a jewellery piece by combining two or more different materials and apply at least one advanced technique.
- 4. Project- Design a small collection of minimum 3 pieces incorporating multiple materials and techniques, prepare a presentation detailing your design concept, material choices, process. Present the design along with a rationale explaining the creative process and discuss how ethical practices were implemented and monitored.

References

Bond C.(2013) "Design and Make Precious Jewellery from Plastics". Bloomsbury-London

Bosworth J.(2010) "Ceramics Jewellery: Handbook". Bloomsbury-London Byrne, G. (2008) "Making Hair Jewels & Accessories". A & C Black-London Cherry, N. (2013) "Jewellery Design & Development: From Concept to Object". Bloomsbury-New York

Devennet M.(2015) "The Complete Guide to Making Wire Jewellery From Beginner to Advanced Techniques, Projects & Patterns". Search Press-London

Estrada, N. (2016) "New Necklaces: 400 Designs In Contemporary Jewellery". Promopress-China

Keay, S.(2011) "Design & Make Jewellery Using Textile Techniques" A & C Black-London

Keay , S.(2012) "Design And Make Paper Jewellery" Bloomsbury-China MacDonald, J.(2009) "Jewellery Form Recycled Materials." A & C Black.-London Mcgrath, J.(2010) "The New Encyclopedia of Jewelry Making Techniques" Search Press-London

Okeeffe , S. (2011) "Practical Jewellery Making Techniques : Problem Solving" A & C Black-London

Semester II

2.6 Major (Core)

Course Title	Jewelry illustration
Course Credits	2
Course Outcomes	After going through the course, learners will be able to
	Demonstrate jewelry designs with technical accuracy.
	Create Jewelry from pre-defined perspectives related to metals, diamonds and gemstones.
	Illustrate 3D effects using hand rendering techniques in jewelry designs.
	Explore various rendering techniques to enhance the visual appeal of jewelry illustration.
Module 1 (Credit 1)	Importance of Technical Drawings
Learning Outcomes	After learning the module, learners will be able to
	Define basics of technical jewelry design.
	 Illustrate jewelry from different perspectives (top, side, front).
	Illustrate precise technical drawings of jewelry pieces
Content Outline	 Importance of Technical Drawings in Jewellery Design Tools and Materials for Technical Illustration Proportions and Scale Drawing Jewellery Components (settings, stones, clasps)
	 Basics of Perspective in Jewellery Design Drawing Jewelry from Various Angles (top, side, front) Using Grids and Guides for Accurate Perspective
Module 2 (Credit 1)	lewelry Illustration
Learning Outcomes	After learning the module, learners will be able to
	Illustrate jewelry designs in 3D with larger ratios.
	Illustrate realistic and visually appealing jewelry illustrations.

	Apply various rendering techniques for jewelry illustrations.
Content Outline	3D Jewelry Illustration
Content Outline	 Introduction to 3D Drawing Techniques Scaling Jewellery Designs to Larger Ratios Adding Depth and Dimension to Illustrations
	Rendering Techniques
	 Basics of Rendering in Jewellery Design Shading and Highlighting Techniques Texturing to Mimic Various Materials (metals, gemstones)
	Advanced Rendering
	 Using Color to Enhance Jewelry Illustrations Creating Reflective and Translucent Effects Digital Tools for Rendering Jewellery Designs

- Designing jewellery pieces in different ratios and rendering the same. (10 Design assessments for each student)
- Designing jewellery through a design process with technical details. (10 Design assessment for each student)
- Advanced rendering techniques for giving a 3D look to jewelry pieces. (10 Design assessment for each student)
- Visualized & application of light and shadow in jewelry rendering. (10 Design assessment for each student)

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Audette, D., & Dobbins, R. (2010). *Jewelry Illustration*. Brynmorgen Press Mentock, D. (2014). *The Jewelry Maker's Design Book: An Alchemy of Objects*.

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