SNDT Women's University, Mumbai

Faculty of Interdisciplinary Studies

B. Design
(Fashion Design)

As Per NEP – 2020

Semester – I to III

Syllabus
(W.E.F. Academic Year 2025-26)

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		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. Subject Specific IKS Courses: advanced information pertaining to the subject: part of the	Subject Specific IKS related to Major

		major credit.	
VEC	Value Education Courses		Not Related to the Major and Minor
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

Programme Template

Programme	Interdisciplinary faculties 4 Years U. G. Degree B.A.
Specialization	Fashion Design
Preamble	Fashion Design is the art of creating clothing and accessories. It involves conceptualizing ideas, sketching designs, and creative prototypes and patterns. Fashion Designers often work in terms with other designers, Patterns makers, and production staff to bring their ideas to life.
Programme Specific Outcomes (PSOs)	After completing this program, the Learner will
	- The students will identify the elements and principles of design and develop drawing skills. - The students will Learn and apply pattern making, draping, and grading techniques in the fashion industry. - The students will acquire knowledge of digitalized fashion figures with appropriate proportions and details, and understand their relation to garments and garment details, which are essential for the design process. - The students will obtain knowledge for the application of forecasting techniques to determine future trends and apply these skills to create design collections. - The students will create a professional portfolio that aligns with industry requirements, showcasing a compilation of their work. - The students will analyze the specifics of electives
Eligibility Criteria for Programme	10+2 pass in any stream - Arts/Commerce/Science/Home Science/Minimum Competency Vocational Course (MCVC) including National Institute of Open Schooling (NIOS) Minimum Eligibility - 45%
Intake (For SNDT WU Departments and Conducted Colleges)	40

- External Examination does not always mean a Theory paper. It may be practical examination, Product submission, projects, etc. checked by external examiners.
- Internal evaluation should not be Written Theory papers like Unit tests. Internal marks will be acquired through practical, small group or individual Projects, activities, presentations, seminars, workshops, products, assignments, application- based work, reports, etc.
- Practical may be part of the main courses along with theory modules instead of having separate courses of practical work.

Structure with Course Title

B. Design (Fashion Design)

SN	Courses	Type of Course	Credits	Marks	Int	Ext
	Semester I					
10144111	Fundamentals of Fashion (Th – Pr)	Major (Core) 1	4	100	50	50
10144102	Fashion Drawing Skills (Pr)	Major (Core) 2A	2	50	50	0
10444121	Sewing Techniques (Pr)	OEC **(Any One)**	4	100	50	50
10444112	Fabric Studies (Th)					
10444123	Fashion Category Design (Pr)					
10644101	Material Manipulation I (Yarns/Fibers) (Pr)	VSC on major 1	2	50	50	0
10744121	Professional Computer Skills (Pr)	SEC	2	50	0	50
10810111	English For Academic Writing - Paper I (For Students of English Medium)	AEC **(Any One)**	2	50	0	50
10810112	English Language and Literature - I (For Students of Non-English medium)					
	AEC Link: https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/ability-enhancement-course.pdf					
11051111	Inception of India Knowledge System **IKS Link:** https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/iks-syllabus/ug-degree/inception-of-indian-knowledge-system.pdf	IKS (Generic)	2	50	0	50

| | (Available on Website) | | | | | |

Code	Course	Type	Credits	Total	Internal	External
10952111	Introduction to Indian Constitution **Link:** https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/vec-syllabus/ug-degree/introduction-to-indian-constitution.pdf (Available on Website)	VEC	2	50	0	50
11450121	Basics of National Service Scheme	CC **(Any One)**	2	50	50	0
11450221	National Cadets Corps. (NCC) Studies - I					
11450322	Health and Wellness					
11450421	Performing Arts Exploration					
	CC Link: https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/cc-syllabus/ug-degree/co-curricular-course-as-per-nep-2020-semester-i-syllabus.pdf (Available on Website)					
			22	**550**	**250**	**300**

SN	Courses	Type of Course	Credits	Marks	Int	Ext
	Semester II					
20144121	Technical Drawing & Representation (Pr)	Major (Core) 3	4	100	50	50
20144122	Advance Design & Illustration (Pr)	Major (Core) 2B	2	50	0	50
20644121	Material Manipulation II (Fabrics) (Pr)	VSC on major 2	2	50	50	0
20644112	History of Fashion (Th)	VSC on major 3	2	50	50	0
20444121	Sewing Techniques (Pr)	OEC **(Any One)**	4	100	50	50
20444122	Draping (Pr)					
20744101	Computer Language - PYTHON (Pr)	SEC	2	50	50	0
20810111	English For Academic Writing - Paper II (For Students of English Medium)	AEC **(Any One)**	2	50	0	50
20810112	English Language and Literature - II (For Students of Non-English medium)					
	AEC Link: https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/ability-enhancement-course.pdf (Available on Website)					
20952111	Environment Awareness **Link:** https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/vec-syllabus/ug-degree/environment-awareness.pdf (Available on Website)	VEC	2	50	0	50

21450121	Volunteerism and National Service Scheme	CC (Any One)	2	50	50	0
21450221	National Cadets Corps. (NCC) Studies - II					
21450323	Yoga Education					
21450421	Fine Art					
	CC Link: https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/cc-syllabus/ug-degree/co-curricular-course-as-per-nep-2020-semester-ii-syllabus.pdf (Available on Website)					
			22	**550**	**350**	**250**

SN	Courses	Type of Course	Credits	Marks	Int	Ext
	Semester III					
30144121	Introduction to Pattern Making & Draping (Pr)	Major (Core)	4	100	50	50
30144122	Basic Sewing Techniques (Pr)	Major (Core)	4	100	50	50
30144123	Fashion Digital Illustration (Pr)	Major (Core)	2	50	0	50
30344111	Fabric Studies (Th)	Minor Stream	4	100	50	50
30444121	Fashion Categories (Pr)	OEC **(Any One)**	2	50	0	50
30444122	Yarn Craft (Pr)					
30444123	Fabric Origami (Pr)					
	Modern Indian Language **Ability Enhancement Course (AEC) Link:** https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/aec-semester-iii.pdf (Available on Website)	AEC **(Any One)**	2	50	50	0
30810301	रचनात्मक लेखन (Hindi)					
30810401	मराठी भाषेचा परिचय - भाग १ (Marathi)					
30810501	Contemporary Sanskrit Nyaya (Sanskrit)					
30810201	શીખો ગુજરાતી – પ્રાથમિક ભાગ ૧: લિપિ પરિચય, શ્રવણ અને વાચન કૌશલ્ય (Gujarati)					
31344101	Field Project -Analysis of Fashion Categories (Selling and Manufacturing perspective) (Pr)	FP	2	50	50	0

	Co-Curricular Course (CC) Link:	CC (Any One)	2	50	50	0
	https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/cc-syllabus/ug-degree/co-curricular-course-as-per-nep-2020-semester-iii-syllabus.pdf

(Available on Websit2e) | | | | | |
31450121	Social issues Advocacy and Action					
31450221	National Cadets Corps. (NCC) Studies – III					
31450321	Traditional Sports and Fitness					
31450421	Unfolding The Beauty of Indian Music					
			22	**550**	**300**	**250**

SN	Courses	Type of Course	Credits	Marks	Int	Ext
	Semester IV					
40144121	Basic Pattern Making (Flat and Draping) (Pr)	Major (Core)	4	100	50	50
40144122	Basic Garment Construction (Pr)	Major (Core)	4	100	50	50
40344111	Fashion Marketing & Merchandising (Th)	Minor Stream	4	100	50	50
40444112	Apparel Merchandising (Th)	OEC (Any One)	2	50	0	50
40444122	Fashion Categories (Pr)					
40744121	Computer-Aided Rendering Techniques I (Pr)	SEC	2	50	0	50
	Modern Indian Language **Ability Enhancement Course (AEC) Link:** https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/aec-semester-iv.pdf (Available on Website)	AEC (Any One)	2	50	50	0
40810411	मराठी भाषेचा परिचय - भाग २ (Marathi)					
40810411	सूचना प्रौद्योगिकी और हिंदी भाषा (Hindi)					
40810511	वाल्मिकीकिरामयणे अयोध्याकाण्ड: (Sanskrit)					
40810211	શીખો ગુજરાતી – ભાઘ્મભિક (Gujarati)					
41544101	Community Engagement - Craft Design Development (Pr)	CE	2	50	50	0

	Co-Curricular Course (CC) Link: https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/cc-syllabus/ug-degree/co-curricular-course-as-per-nep-2020-semester-iv-syllabus.pdf (Available on Website)	CC **(Any One)**	2	50	50	0
41450122	Personality and Leadership Development through National Service Scheme					
41450121	NSS Volunteers under National service scheme special camp					
41450221	National Cadets Corps. (NCC) Studies – IV					
41450421	Theatre & Dance					
			22	**550**	**300**	**250**

Course Syllabus

Semester I (22 Credits)

1.1   Major (Core)

1014411 1 Major (Core) 1	**Fundamentals of Fashion (Th/Pr)**		**Cr**
Course Outcome	After going through the course, learners will be able to 1. Identify elements of design with its psychological, formal and symbolic qualities of design 2. Co-relate the different elements of fashion with elements of Design. 3. Demonstrate the Elements and Principles of Design for effective design development		4
Sr. No.	**Module Outcomes**	**Course Contents**	**Cr.**
Module 1	**Elements of Design**		1
	Learning Outcomes	**Module Content**	

	After learning the module, learners will be able to
	
	1. Define the elements of design
	2. Discuss the importance of Elements of Design in Fashion Design
	3. Differentiate between various elements of Design
	4. Examine the cognitive effects in design
		• Introduction to Elements of Design
		  Point
		
		  Line (Types and Properties)
		
		  Shape (Natural, Abstract, Geometric)
		
		  Forms, Spaces
		
		  Texture (Visual, Tactile, Audible)
		
		  Colour (hues, saturation, value, cool and warm colours, Colour schemes, colour contrast)
		
		• Relationship between elements
		• Cognitive effect of the elements
		• Creative application of Elements (like converting natural shapes to abstract shapes with different Textures, Colour Combinations and Colour Contrast, etc.)
		• Metacognition in Design	

Module 2	**Principles of Design**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Define the Principles of Design. 2. Implement the Principles of Design in Apparel Design. 3. Demonstrate the Principles of Design	● Define and identify the principles of design Balance (symmetric and Asymmetric) Rhythm (Gradation, Radiation, Repetition and their types) Emphasis (Focus) Contrast (Colour, Texture,) Proportion (Scale) Harmony (Unity) ● Differentiate between the principles of design and explain their cognitive effect. ● Inspired application of Principles of Design in design templates	
Module 3	**Elements of Fashion**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Differentiate between the key elements of fashion. 2. Examine the psychological and physiological effects of Fashion elements.	● Silhouette (Types and Visual Effects) ● Garment Details (Cuffs, Collars, Skirts, Sleeves, Etc.) ● Fabrics (Types, Hand Feel, Weight, Categories as per use, Texture and Visual Effects) ● Sketch library of all elements of Prepare the fashion fabric swatch book	
Module 4	**Application of Fundamentals of Design**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Examine and interpret the role of design fundamentals in apparel 2. Apply the basic principles and elements of design to create original designs 3. Develop novel design details	● Exploration and application of Design and Fashion Fundamentals in the Existing Apparel Designs (Brands and Labels) ● Project of Design Effects using the elements and principles of design and their manipulations	

	like motifs, garment details, patterns, textures, etc.		

Assignments/ Activities towards CCE

1. Select one image from nature which has a composition of various objects and examine 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. Create various garment details on given garment template (patterns, colours, 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. 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. Examine 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.

1.2 Major (Core)

10144122 Minor (Core) 2A	Fashion Drawing Skills (Pr)		Crs
Course Outcome	After going through the course, learners will be able to 1. Demonstrate the basic drawing techniques such as line drawing, shading, and rendering textures relevant to fashion illustration. 2. Sketch the Figures to create accurate fashion Drawing 3. Develop a personal style of drawing fashion figures and garment draping. 4. Explore different colour media to enhance the rendering skills		2
Sr. No.	**Module Outcomes**	**Course Contents**	**Cr.**
Module 1	**Introduction to Drawing and Creative Techniques**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Examine various drawing tools and materials to differentiate their characteristics and functions. 2. Adopt shading and colouring techniques using various mediums to create freehand drawings of landscapes and portraits. 3. Different colour mediums and compositions to articulate creative ideas through drawing effectively	**Introduction to Fashion Drawing** ● Overview of the role of drawing in fashion design ● Introduction to basic drawing materials and tools Exploration of mediums Pencil Colour Pencils Charcoal Water and Poster Colour Medium Oil pastels Oil Colours Dry Pastels ● Application of drawing techniques such as line drawing, shading, perspective, and proportion. ● Form, volume, and space **Free hand drawing skills** ● Observation skills of natural and manmade objects ● Formal features	

		• Expressive features • Symbolic Composition and layout • Landscape and portrait. • Study of natural forms-Leaves, Flowers **Perspective and Outdoor Sketching** ● Outdoor sketching, quick and on-the-spot sketching of flora and fauna ● Introduction to perspective drawing -Practicing perspective by drawing buildings etc. along with trees etc. **Object drawing and rendering with different mediums.** ● Geometrical shapes ● Cube ● Pyramid ● Sphere ● 3-D geometrical objects with different angles **Still Life and Drapery** • Still-life drawing with pencil, colour pencils, dry pastels, watercolours, oil pastels, poster colours, oil colours • Drapery along with a cluster of objects with pencil, colour pencils, dry pastels, watercolours, oil pastels, poster colours, oil-colours	
Module 2	**Fashion Drawing and Illustration**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Demonstrate the principles of design such as composition, balance, and visual hierarchy in visually compelling fashion garment templates 2. Develop individualistic and creative style/ expression in fashion drawing	**Overview of Fashion Drawing** ● Study of the proportion and anatomy in fashion figures ● Figure drawing, 8 and 10 heads (Block and proportions) ● Stick Figures (Actions, Balance) ● Gestures and Figure Scribbling (Studio Life Study) **Fashion Figure Drawing and Figure Analysis** ● Advanced figure drawing	

		techniques. (Front, Back, 3/4th, Side)
		- Figure in motion - Geometrical blocks to make different postures, Segregate into postures as normal standing, walking, running and sitting and fleshing of croquis. - Capturing movement X, S and T pose in Fashion Figures - Fashion Figures drawing using photographs and figure analysis techniques. **Rendering Skills** - Skin tone rendering with different colour mediums (Pencil Colour Pencil, Poster Colour, Watercolour, Dry Pastels, Oil Pastels) **Textures Development and prints** - Texture Study — Visual Textures, Audible Tactile Textures - Texture Creation using Colour Impressions - Development of Textures using different mediums and Illustrating Different Types of Textures - Various fabric textures with different colour mediums (fur, satin, denim, tissue, silk, chiffon, knits, plaids, corduroy and others)

Assignments/ Activities towards CCE

1. Draw and Shade 5 objects with different tints and tones to colour proportions using different geometrical shapes and nature drawings in the box of 6/6".
2. 6 Still life compositions in the form of Textures using different mediums (Pencil, Colour Pencils, Water, Poster, Dry pastels, Oil Pastels).
3. Sketching 6 different types of fashion figures with skin tone rendering with different colour mediums (Pencil, Colour Pencils, Poster, Water, Dry Pastels, Oil Pastels).
4. Sketch 5 fashion figures and draw basic garment components and garment variations and rendered it with colour Pencils. (A Line, T line, X line, S line, V line).

References

Kamath, V. (2006). *Sketching and drawing* (2nd ed.). Jyotsna Prakashan.
Kawamura, Y. (2014). *The fashion sketchpad: 420 figure templates for designing looks and building your portfolio*. Chronicle Books.
Mulik, M. (2004). *Perspective* (1st ed.). Jyotsna Prakashan.
Shelar, S. (2007). *Still life* (1st ed.). Jyotsna Prakashan.
Vaze, P. (2002). *Draw and paint* (1st ed.). Jyotsna Prakashan.

1.3 OEC

10444121 OEC	Sewing Techniques (Pr)		Crs
Course Outcome	After going through the course, learners will be able to 1. Identify and define the basic components of a sewing machine. 2. List and describe the uses of different types of sewing machines, needles, and threads. 3. Appreciate different kinds of stitches and seams. 4. Explain the basic principles of sewing techniques and seam finishes.		4
Sr. No.	**Module Outcomes**	**Course Contents**	**Cr.**
Module 1	**Introduction to Sewing Machine and their parts**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Explore parts and functions of Sewing Machine. 2. Identify the types of sewing machines- domestic, industrial. 3. Develop the skills of setting up the sewing machine for stitching. 4. Acquire the knowledge of care and maintenance of sewing machines.	• Explore the basic sewing machines, their parts and functions • Types of sewing machines- domestic and industrial sewing machines, attachments and their uses. • Learning threading of single needle lock stitch machine, loading bobbin and bobbin case, fixing and removing the needle. • Care and maintenance of sewing machines. • Stitching practice on paper and fabric (straight, curved, corners, and circular).	
Module 2	**Basic sewing techniques (Hand & Machine)**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Gain a thorough understanding of seams, including their definition, classification etc. 2. Proficient in various hand stitches and machine stitches. 3. Enhancing their ability to apply the appropriate stitch for different garment construction needs.	• **Introduction to Seam Stitches-** Definition & classification- Temporary and permanent stitches, Methods, important applications of stitches • **Hand stitches-** Basting, Running, Tacking, Hand overcast, Buttonhole, Hemming stitches - plain and blind hemming, Whip stitch etc. • **Machine stitches-** Plain, French seam, Lapped seam, Bound seam, Flat and fell seam, Slot seam, Welt seam and Piped Seam.	

Module 3	Intermediate Sewing Techniques and Seam Finishes		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Acquire the purpose of different intermediate sewing techniques in garment construction. 2. Applying different types of seam finishes to different types of fabric. 3. Utilize knowledge to select and apply appropriate techniques, improving fit and finish.	• **Intermediate Sewing Techniques-** Darts, Pleats, Tucks, Gathers, shirring, Yokes, Piping, Fasteners attachment, Lace insertion Sewing curves and corners, Sewing facing and lining and Bias Tape Application. • **Seam Finishes-**Overlocked (Serger) Edges, Zigzag Stitched, Edges, Bias Tape, Hong Kong Finish, Pinked Edges, Turned and Stitched, Binding, Rolled Hem.	
Module 4	Construction of basic Kid's & Adult Garments		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Gain proficiency in executing kids & adult's garment stitching. 2. Acquire skills in well-finished garments and improved sewing accuracy. 3. Enhance the visual appeal and durability of garments to achieve a polished and high-quality finish.	• Drafting basic block patterns for kids' and adults' garments and testing fit using muslin. • Construct one final garment using seasonal floral print, polka dot, animal, or geometric prints. Emphasis is on fit correction, construction techniques, and fabric application.	

Assignments/ Activities towards CCE

1. Develop a one small design project (e.g., a decorative tote bag, a piece of home décor, or a fashion accessory) incorporating at least five of the stitches.
2. Design and construct a kid's frock, incorporating intermediate sewing techniques to complete the garment.

References

Fischer, A. (2015). *Sewing for fashion designers*. Fairchild Books.
Gordon, K. (2014). *Sewing techniques and tips: Practical advice for garment construction*. C&T Publishing.
Joseph-Armstrong, H. (2018). *Patternmaking for fashion design* (6th ed.). Pearson.
Miller, L. (2017). *The complete guide to garment construction*. Creative Publishing International.
Smith, A. (2012). *The sewing book: An encyclopaedic resource*. Quadrille Publishing.
Walnes, T. (2016). *Sewing techniques for beginners*. Tilly and the Buttons.

1.3 OEC

10444112 OEC	Fabric Studies (Th)	Crs
Course Outcome	After going through the course, learners will be able to 1. Identify and classify various fibers, yarns, and fabrics. 2. Classify the properties and uses of different fibers and yarns. 3. Differentiate between woven, knit, and other fabric construction methods. 4. Evaluate the various finishing techniques applied to fabrics. 5. Develop practical applications and designs using different fabric construction methods.	4
Sr. No.	**Module Outcomes** **Course Contents**	**Cr.**

Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	**Fibers**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Define and classify natural and synthetic fibres. 2. Describe the properties and uses of various fibres.	• Introduction to Textile Fibers • Classification of Fibers: Natural (Cotton, Wool, Silk, etc.) and Synthetic (Polyester, Nylon, Acrylic, etc.) • Properties of Fibers: Physical, Chemical, Thermal • Applications of Different Fibers	
Module 2	**Yarns**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Explain the process of yarn production. 2. Explore the different types of yarns and their properties.	• Yarn Production: Spinning Process • Types of Yarns: Single, Ply, Blended, Fancy Yarns • Yarn Properties: Twist, Count, Strength, Elasticity • Applications of Different Yarns	
Module 3	**Fabric Construction - Woven and Knits**		**1**
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Explore the fabric construction. Differentiate between woven and knit fabrics. 2. Explore the structure and properties of woven and knit fabrics.	• Introduction to Fabric Construction • Woven Fabrics: Types of Weaves (Plain, Twill, Satin, etc.), Looms, Weaving Process • Knit Fabrics: Types of Knits (Weft, Warp), Knitting Machines, Knitting Process • Comparison of Woven and Knit Fabrics: Structure, Properties, Uses	

Module 4	Fabric Finishes		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Describe various fabric finishing techniques. 2. Evaluate the effects of different finishes on fabric properties and performance.	● Introduction to Fabric Finishing ● Types of Finishes: Mechanical (Calendering, Brushing, etc.), Chemical (Mercerizing, Flame Retardant, etc.), Special Finishes (Anti-static, Moisture Management, etc.) ● Finishing Processes: Preparation, Dyeing, Printing, Coating ● Impact of Finishes on Fabric Properties: Aesthetic, Functional, Performance	
	Assignments/ Activities towards CCE		
	1. Develop a swatch book that includes samples of different fibers, yarns and fabric along with descriptions of their characteristics and applications. 2. Develop diagrams representing different types of weaves (plain, twill, satin) and their structures		

References

Collier, B. J., & Tortora, P. G. (2001). *Understanding textiles* (6th ed.). Prentice Hall.
Cook, J. G. (1984). *Handbook of textile fibres: Man-made fibres* (4th ed.). Woodhead Publishing.
Cook, J. G. (1984). *Handbook of textile fibres: Natural fibres* (4th ed.). Woodhead Publishing.
Gohl, E. P. G., & Vilensky, L. D. (1983). *Textile science: An explanation of fibre properties*. Longman Cheshire.
Kadolph, S. J. (2010). *Textiles* (10th ed.). Pearson.
Murphy, W. S. (2011). *Textile finishing* (1st ed.). Woodhead Publishing.

Peer-Reviewed Journal References
Clothing and Textiles Research Journal. (n.d.). *SAGE Publications*. Retrieved April 9, 2025, from https://journals.sagepub.com/home/ctr

1.3 OEC

10444122 OEC	Fashion Categories (Pr)		Crs
Course Outcome	After going through the course, learners will be able to 1. Discover the reasonability, need and importance of clothing categories in Fashion. 2. Apprehend clothing categories for various segments such as Men's, Women's and Kid's. 3. Identify factors that influence the clothing preferences. 4. Recognize the specific design features that incorporate a certain category by developing a visual reference. 5. Provide a structured approach to understanding the diverse categories of clothing within the fashion industry, preparing further to develop design collections for various segments.		4

Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	**Introduction to categories in Fashion**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Discovering the reasonability and importance of clothing categories in Fashion 2. Apprehend the various clothing categories of clothing for various segments 3. Identify factors that influence clothing choices	• Definition and Importance of Clothing categories in Fashion • The need of clothing categories • Overview of Major Market segments such as Men's, Women's and Kid's • Factors influencing clothing categories	
Module 2	**Clothing categories & their role in Fashion**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Identify specific clothing categories for Men's Wear 2. Recognize specific design features for the various categories for Men's wear	• Clothing categories for Men's wear • Formal wear • Casual wear • Sports wear • Active Sports wear • Essentials • Club wear • Ethnic wear • Wedding wear • Resort wear • Adventure wear • Lounge Wear • Winter wear • Accessories	

Module 3	**Fashion Trends and Materials**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Examine and interpret current fashion trends and their influence on the designs of accessories. 2. Identify and evaluate different materials used in accessory design, considering their properties and applications.	• Overview of current fashion trends. • Methods for analyzing fashion trends. • Influences on fashion trends (cultural, social, economic) • Types of materials used in accessory design (e.g., leather, metals, textiles) • Properties of different materials. • Sustainable and ethical considerations in material selection. • Different techniques for working with various materials. • Combining materials for innovative designs. • Case studies of iconic accessory designs	
Module 4	**Design and Production Techniques**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Construct and present design concepts for fashion accessories. 2. Explore technical skills in the creation and production of fashion accessories	• Generating and refining design ideas. • Developing mood boards and inspiration sources. • Creating initial sketches and concepts. • Techniques for creating accurate technical drawings. • Understanding design specifications and measurements. • Overview of various production methods. • Material selection and its impact on production. • Quality assurance and finishing techniques. • Development of accessory prototypes. • Testing and evaluating prototypes for functionality.	

Assignments/ Activities towards CCE

1. Identifying and observing various retail brands and the respective clothing categories for Men's, Women's and Kid's wear based on websites, advertisements and store visits. Identifying the lifestyle changes of the niche market to identify the influential factors that affect clothing preferences.
2. Prepare a document researching various materials (e.g., leather, metal, plastic, textiles etc) available in the market which can be used in accessory designing.
3. Research on any accessory brand's history, target market, design philosophy, and

their product ranges.

References

Ambrose, G., & Harris, P. (2007). *The visual dictionary of fashion design*. AVA Publishing.
Angus, E. (2015). *The fashion dictionary: A visual resource for terms, techniques and styles*. Carlton Books.
Fashionary International Limited. (2016). *Fashionpedia: The visual dictionary of fashion design*. Fashionary International Limited.
Ireland, P. (1987). *Encyclopedia of fashion details*. Batsford Publication.
Keiser, S., & Torora, P. (2021). *The Fairchild Books dictionary of fashion*. Bloomsbury Publishing.

1.4 VSC

10644101 VSC	Material Manipulation I (Yarns/Fibers) (Pr)		Crs
Course Outcome	After going through the course, learners will be able to 1. Explain the relevance & importance of Yarns and Fibers in creative manipulation 2. Exploring different ways & techniques of manipulating material (Yarns and Fibers) 3. Differentiate various materials for its creative use to enhance the products 4. Exploring various entrepreneurial ideas		2
Sr. No.	**Module Outcomes**	**Course Contents**	**Cr.**
Module 1	**Introduction to the Materials (Yarns/ Fibers and others)**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Differentiate the textures of various materials 2. Explore the materials for product development 3. Demonstrate the creative technique of product development	• Introduction to the Yarns and Fibers used in creative techniques. • Evaluation of behaviour, characteristic, properties, dimensionality, physical and visual potential of the basic materials like fibres& yarns. • 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.	
Module 2	**Techniques of Product Development**		
	Learning Outcomes	**Module Content**	1
	After learning the module, learners will be able to 1. Examine and compare the different methods and tools of product making 2. Explore the application of unconventional materials along with different fibres/yarns 3. Develop a product range and its documentation process in a systematic manner	• Orientation to the basic tools & techniques to manipulate the materials into product like Weaving, Macrame, Knotting, Braiding, Twining, Tasselling, Quilling & Crochet etc • Developing a range of products via any of the techniques and materials mixing and documentation as per the basic design process.	

Assignments/ Activities towards CCE
1. To prepare documentation by understanding, exploring and analysing the Yarns and Fibers for its creative use in the fashion industry. 2. To prepare a compilation of samples and processes of all the techniques of material manipulation in a creative document form. 3. To develop a range of products (2) using mix materials and by incorporating any 2 manipulation techniques.

References

Hall, A. J. (2004). *The standard handbook of textiles* (8th ed.). Woodhead Publishing.

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* (4th ed.). PHI Learning Pvt. Ltd.

1.5 SEC

10744101 SEC	Professional Computer Skills (Pr)	Crs
Course Outcome	After going through the course, learners will be able to 1. Operate desktop computers to carry out computational tasks 2. Recognize working of hardware and software and the importance of operating systems 3. Design presentations using related Software 4. Acquire skills to present ideas digitally and manage digital content effectively	2
Sr. No.	**Module Outcomes** **Course Contents**	**Cr.**
Module 1	**Computer Hardware and File Management**	1

	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 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	**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	Spreadsheets, Presentation and Email fundamentals	1
	Learning Outcomes / **Module Content**	

	Learning Outcomes	Module Content
	After learning the module, learners will be able to 1. Create and manage spreadsheets using software (Licensed or Open Source) 2. Design and deliver presentations using effective and efficient software 3. Demonstrate effective use of email, internet, and online collaboration tools.	**Spreadsheet Software** ● 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

Assignments/ Activities towards CCE

1: Computer Basics and File Management

- Write a short note (300-500 words) explaining the difference between hardware and software. Include examples of each.
- Create a folder structure on your computer for organizing your academic files. Take a screenshot of the folder structure and submit it.
- 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.

2: Word Processing Project

- 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.
- Save both documents as PDF files and submit them.

3: Spreadsheet Analysis Project

- 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
- 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.
- Save both spreadsheets as PDF files and submit them.

4: Presentation Project

- 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 (22 Credits)

2.1   Major (Core)

20144121 Major (Core) 3	**Technical Drawing and Representation (Pr)**	**Crs**
Course Outcome	After going through the course, learners will be able to 1. Demonstrate the skills of technical drawing and representation using drawing instruments 2. Create detailed orthographic, isometric, and perspective drawings that accurately represent three-dimensional objects on two-dimensional media 3. Demonstrate the skills of technical drawing in CAD 4. Draw objects Using One-Point and Two-Point Perspective	4
Sr. No.	**Module Outcomes**	**Course Contents**	**Cr.**

Module 1	**Fundamentals of Technical Drawing**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Draw technical drawings, including geometric shapes, orthographic projections, and isometric views effectively 2. Develop the ability to produce clear and proportionate freehand sketches 3. Demonstrate the skills of scale and proportion in freehand drawing applications	•**Introduction to Technical Drawing** • Course overview, importance of technical drawing in engineering and design **Line Types and Conventions** • Line types, weights, and conventions in technical drawings. **Freehand Sketching** • Techniques for freehand sketching, importance of proportion and scale.	
Module 2	**Orthographic and Isometric Drawing**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Generate accurate orthographic projections, demonstrating an understanding of multiple views and perspectives 2. Create detailed isometric drawings, showcasing the ability to represent three-dimensional objects on two-dimensional media	**Orthographic Projection** • Principles of orthographic projection, understanding views. **Isometric Drawing** • Introduction to isometric drawing, differences from orthographic projection. **Dimensioning and Tolerancing** • Importance of dimensioning and	

		tolerancing, standards and conventions.	
Module 3	**CAD and Real-World Applications**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Apply manual technical drawing fundamentals using CAD applications 2. Solve Design Problems and Communicate Solutions related to the technical representation of objects	• Introduction to CAD (Computer-Aided Design) • Overview of CAD software and its applications in technical drawing • Basic CAD Techniques • Basic features and tools in CAD software • Working with Technical Standards • Industry standards and codes for technical drawings	
Module 4	**One-point and two-point perspective**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Explore Perspective Drawing Principles 2. Integrate Perspective Techniques in object representations 3. Demonstrate One-Point and Two Point Perspective Drawings	**Introduction to Perspective Drawing** • Overview of perspective drawing and its importance in technical representation. • Key terms and concepts (horizon line, vanishing points, orthogonal). **One-Point Perspective Drawing Techniques** • Step-by-step guide to creating one-point perspective drawings. • Practice exercises: drawing simple objects and scenes using one-point perspective. **Two-Point Perspective Drawing Techniques** • Step-by-step guide to creating one-point perspective drawings. • Practice exercises: drawing simple objects and scenes using one-point perspective.	

		Combining Perspectives	
		• Techniques for integrating one-point and two-point perspectives in a single drawing. • Practice exercises: creating complex compositions using both perspectives. **Professional Presentation** • Prepare a presentation of perspective drawings. • Techniques for effectively showcasing and articulating the use of perspective in drawings.	

Assignments/ Activities towards CCE

1.Drawing orthographic projections andcreating isometric drawings of simple objects.

2.Adding dimensions and tolerances to previous drawings and Creating sectional views of objects with hidden features.

3.Drawing auxiliary views of objects with inclined surfaces and Creating perspective drawings of simple objects.

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

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)

2.2 Major (Core)

20144122 Major (Core) 2B	Advance Design and Illustration (Pr)		Crs
Course Outcome	After going through the course, learners will be able to 1. Explore different postures and facial features in fashion illustration 2. Demonstrate design principles and techniques in various components and styles of fashion garments. 3. Exploring different mediums in a wide range of illustration and visual communication skills. 4. Draw free hand fashion illustrations as a collection in reference to the original design concepts		2
Sr. No.	**Module Outcomes**	**Course Contents**	**Cr.**
Module 1	**Fashion Illustration and Rendering Techniques**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Render garments on croquis. 2. Demonstrate the accurate fashion figures in relation to the body proportions. 3. Illustrate different fashion figures of male and female with hairstyles and facial features. 4. Rendering the textures of fabrics using different colour mediums.	● Understanding Movements and Gestures: Body Movements (Kids, Female, and Male), Leg and Hand Movements ● Human Face Drawing: Feature Drawing - (Eyes, Nose, Lips & Ears, Face Drawing and Detailing, Hairstyles Drawing.) ● Sketching Different Action Croquis (Front, Back, and Side View) Manual/CAD ● Rendering different mediums – 2b/4b/6b, colour pencil, watercolour, poster colour Rendering different· mediums for 6 garments (male and ● Garment Detailing Along with Theme ● Sketching Silhouettes in Various Fabric Textures (Fur, Satin, Denim, Tissue, Silk, Chiffon, Knits, Plaids, Corduroy, etc.	
Module 2	**Stylized Illustration and Design Concept**		1
	Learning Outcomes	**Module Content**	

		Stylization of Model Figures and Poses:	
	1. Explore a wide range of traditional and contemporary approaches to design and image creation. 2. Demonstrate the Stylized Sketches, with designs, silhouettes fabric details of garments along with style and look 3. Develop Women's and Men's wear collections with aesthetics and functional appeal. 4. Explore the works of iconic fashion illustrators 5. Curate illustration style of your own	• Capturing Different Angles and Details for Kids, Male, and Female Figures **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 **Sketching of Accessories** • Hats and Headgears, Footwear, Jewellery, Bags and Purses • Study or Analysis of Illustrators works(6 Fashion Illustrators) **Definethe different process of design -** • Brainstorming, Kipling, Scamper, Mind map7i's, Scamper, 6-thinking • Categories Of Clothing for Men's and Women's and different types of silhouettes (Formal Casual Etc.) • Men's & kids wear design development process with technical drawings – Inspiration, mood, colour, client board development and Fashion Flats	

Assignments/ Activities towards CCE

1. Draw different types of facial features, feet, leg postures, hands movement, arms movement, hairstyles and Facial Features. (5 each)
2. 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: Watercolour, Crayons, Pastels, Poster colour (different colour medium techniques)
3. Create 4 garments 2 for female and 2 for male using different types of silhouettes i.e. X, V, S, T, H, I.
4. Illustrate and render 6 garments (3 male & 3 female taking inspiration from any designer work) Create brainstorming board, inspiration board, mood board, colour 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

Bina, A. (2023). *Fashion Sketchbook* (8th ed.). Fairchild Publishers.

Carr, H., &Ponery, J. (2009). *Fashion Design and Product Development*. Willy India Pvt. Ltd.

Divita, L. R. (2015). *Fashion Forecasting*. Fairchild Book.

Donovan, B. (2010). *Advanced Fashion Drawing: Lifestyle Illustration* (1st ed.). Laurence King Publishing.

Downtan, D. (2012). *Master of Fashion Illustration*. Laurence King Publication.

Holland, G., & Jones, R. (2017). *Fashion Trend Forecasting*. Laurence King Publishing.

Kiper, A. (2016). *Fashion Illustration Inspiration and Technique* (1st ed.). David & Charles Publisher.

McKenzie, S. (2020). *Creative Fashion Illustration*. Bloomsbury Publishing.

Nichol, H. (2021). *Modern Fashion Illustration*. Centennial Books.

Takamura, Z. (2012). *Fashion Illustration Techniques: A Super Reference Book for Beginners* (1st ed.). Rockport Publishers.

Takamura, Z. (2012). *Fashion Illustration Techniques: Super Reference Book for Beginners*. Packport Publisher.

Vilaseca, E. (2011). *Essential Fashion Illustration: Color and Medium* (Reprint). Rockport Publishers.

Yaun, D. K., Powell, W., Goldman, K., & Foster, W. (2012). *Art of Drawing People: Discover Simple Techniques for Drawing a Variety of Figures and Portraits* (Reprint). Walter Foster Pub.

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.

2.3 VSC S2

20644121 VSC	Material Manipulation II (Fabrics) (Pr)		Crs
Course Outcome	After going through the course, learners will be able to 1. Learn the types of fabrics, threads, stitches used in the techniques of fabric manipulation 2. Demonstrate the technical aspects of fabric manipulation, including construction methods and tools used in creation of textures and surface on fabric. 3. Identify the selection of appropriate techniques used in apparel before constructing the garment 4. Experiment with different materials, textures, and embellishments to create unique fabric surfaces		2
Sr. No.	**Module Outcomes**	**Course Contents**	**Cr.**
Module 1	**Introduction to basics of fabric manipulation**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Adapt knowledge about commonly used fabrics and threads in creating fabric surfaces 2. Apply the knowledge of the basic stitches used in sewing 3. Adapt the skill of colouring fabric and create designs using dyes. 4. Develop and Create surface design on fabric by resisting the colour.	● Introduction to the Common fabrics used in fashion. ● Overview about the types of threads, Sewing machine and Basic sewing essentials. ● Identify the types of Basic hand stitches and Machine stitches. ● Introduction, process, and use of the Fabric Manipulation techniques by dyeing- Ombre Tie and dye ● Batik	
Module 2	**Fabric Manipulation by Sewing and Folding**		1
	Learning Outcomes	**Module Content**	

After learning the module, learners will be able to	Introduction, methods to create fabric structures and use of the following techniques of Fabric Manipulation by Sewing and folding-
1. Practice the techniques that change the look and feel of a fabric by developing textures. 2. Apply skills to create pattern on fabric by using sewing technique 3. Demonstrate the skill to combine different manipulation techniques to produce unique surface designs.	• Applique • Quilting • Patchwork • Cording • Smocking • Origami • Achieve fabric manipulation by combining fabric manipulation techniques.

Assignments/ Activities towards 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

2.4 VSC S3

20344111 VSC on Major 3	History of Fashion (Th)		Crs
Course Outcome	After going through the course, learners will be able to 1. Review the Revolution of Fashion. 2. Relate the Revolution of Fashion with Fashion Expression. 3. Appreciate the historic costume. 4. Identify the historical development of the Modern Fashion Industry. 5. Examining the effect of fashion to social life and its function in the historical process in 20th century		2
Sr. No.	**Module Outcomes**	**Course Contents**	**Cr.**
Module 1	**Introduction to Clothing & Western Cultures**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Review the evolution of fashion over time. 2. Assess the timelines of world fashion history 3. Examine major fashion developments in the recent centuries.	**Insight in Clothing & Cultures from Western Context** • Overview of timelines of Western cultures & costumes – Ancient Egypt, Ancient Greek, Ancient Rome, Byzantine, Renaissance Baroque, Rococo, • Evolution, decline, revival and most recent developments in Western fashion • Fashion from 1900 – 2000 century. **Costumes of Recent Times** • 21st Century - Emergence of a new age in fashion • Role of Fashion Designers – focusing on individual expression/ signature style • Prominent designers that influenced fashion in the last 50 years – (international & national)	
Module 2	**Indian Costume History & Timeline**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Describe the historical costumes and design from the ancient time till date today	**Introduction to the Indian Costumes** • Pre-Historic Era, Stone Age, Bronze Age • Early Historic Period – Vedic Period, Maurya Empire	

	2. Explore the basic factors influencing fashion 3. Explain the traditional costumes of different states of India	• Male and female costumes, their specification, jewellery and accessories used • The Islamic Period – The Mughal & post Mughal Era • British period: Costumes of Pre-independence and post-independence period. • Evolution of Khadi movement - Indian independence movement, Independence and partition **Modern history** • Changing scenario of Indian costumes and influence on present day clothing • Indian cinema and its influence on Indian fashion	

Assignments/ Activities towards CCE

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

<div align="center">OR</div>

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. NEP Syllabus 2024-25 (B. Design)

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.

2.5 OEC

20444121 OEC	Sewing Techniques (Pr)		Crs
Course Outcome	After going through the course, learners will be able to 1. Identify and define the basic components of a sewing machine. 2. List and describe the uses of different types of sewing machines, needles, and threads. 3. Appreciate different kinds of stitches and seams. 4. Explain the basic principles of sewing techniques and seam finishes.		4
Sr. No.	**Module Outcomes**	**Course Contents**	**Cr.**
Module 1	**Introduction to Sewing Machine and their parts**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Explore parts and functions of Sewing Machine. 2. Identify the types of sewing machines-domestic, industrial. 3. Develop the skills of setting up the sewing machine for stitching. 4. Acquire the knowledge of care and maintenance of sewing machines.	• Explore the basic sewing machines, their parts and functions • Types of sewing machines- domestic and industrial sewing machines, attachments and their uses. • Learning threading of single needle lock stitch machine, loading bobbin and bobbin case, fixing and removing the needle. • Care and maintenance of sewing machines. • Stitching practice on paper and fabric (straight, curved, corners, and circular).	
Module 2	**Basic sewing techniques (Hand & Machine)**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Gain a thorough understanding of seams, including their definition, classification etc. 2. Proficient in various hand stitches and machine stitches. 3. Enhancing their	• **Introduction to Seam Stitches-** Definition & classification- Temporary and permanent stitches, Methods, important applications of stitches • **Hand stitches**- Basting, Running, Tacking, Hand overcast, Buttonhole, Hemming stitches - plain and blind hemming, Whip stitch etc.	

		ability to apply the appropriate stitch for different garment construction needs.	• **Machine stitches-** Plain, French seam, Lapped seam, Bound seam, Flat and fell seam, Slot seam, Welt seam and Piped Seam.	
Module 3	**Intermediate Sewing Techniques and Seam Finishes**			**1**
	Learning Outcomes		**Module Content**	
	After learning the module, learners will be able to 1. Acquire the purpose of different intermediate sewing techniques in garment construction. 2. Applying different types of seam finishes to different types of fabric. 3. Utilize knowledge to select and apply appropriate techniques, improving fit and finish.		• **Intermediate Sewing Techniques-** Darts, Pleats, Tucks, Gathers, shirring, Yokes, Piping, Fasteners attachment, Lace insertion Sewing curves and corners, Sewing facing and lining and Bias Tape Application. • **Seam Finishes-**Overlocked (Serger) Edges, Zigzag Stitched, Edges, Bias Tape, Hong Kong Finish, Pinked Edges, Turned and Stitched, Binding, Rolled Hem.	
Module 4	**Construction of basic Kid's & Adult Garments**			**1**
	Learning Outcomes		**Module Content**	
	After learning the module, learners will be able to 1. Gain proficiency in executing kids & adult's garment stitching. 2. Acquire skills in well-finished garments and improved sewing accuracy. 3. Enhance the visual appeal and durability of garments to achieve a polished and high-quality finish.		• Drafting basic block patterns for kids' and adults' garments and testing fit using muslin. • Construct one final garment using seasonal floral print, polka dot, animal, or geometric prints. Emphasis is on fit correction, construction techniques, and fabric application.	

Assignments/ Activities towards CCE
1. Develop a one small design project (e.g., a decorative tote bag, a piece of home décor, or a fashion accessory) incorporating at least five of the stitches. 2. Design and construct a kid's frock, incorporating intermediate sewing techniques to complete the garment.

References

Fischer, A. (2015). *Sewing for fashion designers*. Fairchild Books.

Gordon, K. (2014). *Sewing techniques and tips: Practical advice for garment construction*. C&T Publishing.

Joseph-Armstrong, H. (2018). *Patternmaking for fashion design* (6th ed.). Pearson.

Miller, L. (2017). *The complete guide to garment construction*. Creative Publishing International.

Smith, A. (2012). *The sewing book: An encyclopaedic resource*. Quadrille Publishing.

Walnes, T. (2016). *Sewing techniques for beginners*. Tilly and the Buttons.

2.5 OEC

20444122 OEC	Draping Techniques	Crs
Course Outcome	After going through the course, learners will be able to 1. Identify basic draping techniques and terminologies. 2. Explain the principles of draping and their applications in fashion design 3. Demonstrate the ability to drape basic garment components such as bodices, skirts, and sleeves. 4. Critically assess draped garments for fit, form, and aesthetics. 5. Design and drape original garment patterns that reflect individual creativity and adherence to design principles.	4
Sr. No.	**Module Outcomes** · **Course Contents**	**Cr.**

Module 1	**Introduction to Draping and Basic draping Techniques**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Identify the tools and define the grain line and draping fabrics properties. 2. Develop the basic block and basic skirt on dress forms	• **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 grain lines, bias, and draping fabric	
Module 2	**Draping – garment elements**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. explore different types of garment elements through a 3D pattern-making process. 2. Adapt the pattern making techniques while making garments	• Draping darts and princess seams • Draping different skirt styles (Flare skirts, yoke with flare skirts)	
Module 3	**Draping – Advance garment elements**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Develop different types of garment elements by incorporating dart equivalents through a 3D pattern-making process. 2. Develop the Ladies top	• Draping complex bodice designs (cowl neck, pleats, gathers) • Draping asymmetrical designs	

	designs with application of pattern making principles		
Module 4	**Final project**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Distinguish between different fabric types and predict their behaviour during the draping process. 2. Critically assess draped garments for fit, form, and aesthetics.	• 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	

<table>
<tr><td colspan="4" align="center">Assignments/ Activities towards CCE</td></tr>
</table>

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.

2.6   SEC

20744101 SEC	Computer Language-PYTHON (Pr.)		Crs
Course Outcome	After going through the course, learners will be able to 1. Recognize the basic concepts of Python programming. 2. Demonstrate Python programming skills to fashion design tasks, such as data analysis, automation of design processes. 3. Develop scripts and tools that aid in the creative and technical aspects of fashion design. 4. Create and manipulate visual and textual content relevant to fashion design.		2
Sr. No.	**Module Outcomes**	**Course Contents**	**Cr.**
Module 1	**Basics of Python**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Learn Python as a programming language. 2. explain simple Python programs to perform basic operations. 3. Demonstrate the control structures in Python. 4. Utilize Python to manipulate text and data relevant to fashion design.	**Introduction to Python** ● Installation and setup of Python environment. ● Writing and running their first Python program. ● Basic syntax, variables, and data types. **Control Structures** ● Conditional statements (if, else, elif). ● Looping constructs (for, while). **Functions** ● Defining and calling functions. ● Parameters and return values. ● Scope and lifetime of variables. **Working with Text** ● String operations. ● Text formatting and manipulation. ● Regular expression	
Module 2	**Working with Python and Data Handling**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Utilize libraries and	**Data Structures** ● Lists, tuples, and dictionaries.	

frameworks to enhance Python functionality 2. Classify and Work with data structures such as lists, tuples, and dictionaries 3. Utilize Python for image manipulation and design automation 4. Develop small applications or scripts tailored to fashion design needs	● List comprehensions. ● Manipulating and iterating over data structures. **Libraries and Frameworks** ● Introduction to popular Python libraries (e.g., NumPy, Pandas). ● Using Matplotlib (Python Library) for data visualization. ● PIL (Python Imaging Library) for image processing. **Data Handling and Analysis** ● Reading from and writing to files. ● Handling CSV and Excel files. ● Basic data analysis and visualization techniques. **Automation and Scripting** ● Automating repetitive tasks in fashion design. ● Developing custom scripts for pattern making and design adjustments. Introduction to Tintern (Python Library) for creating simple GUI applications.

Assignments/ Activities towards CCE

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 Explore 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.

Coursera -https://www.coursera.org/specializations/python
Udemy-https://www.udemy.com/topic/python
Real Python- https://realpython.com/

Semester III (22 Credits)

3.1 Major (Core)

30144121 Major (Core)	Introduction to Pattern Making & Draping (Pr)		Crs
Course Outcome	1. After going through the course, learners will be able to 2. Draft a basic block pattern and plain sleeve. 3. Develop and design dart manipulation skill 4. Create the basic pattern of adult skirt by flat pattern making and draping methods 5. Apply draping principles and terminology to create a basic bodice, manipulate darts, and drape a skirt on a dress form.		4
Sr. No.	**Module Outcomes**	**Course Contents**	**Cr.**
Module 1:	**Basic Bodice Block and Sleeve**		1
Learning Outcomes	**Learning Outcomes**	**Module Content**	
	After learning the module, learners will be able to 1. Explain the principles of body measurements and their importance in creating a bodice block. 2. Draft a basic block pattern and plain sleeve	• Adult Bodice Block • Adult Plain Sleeve	
Module 2	**Dart Manipulation**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Apply foundational techniques to draft basic blocks (e.g., bodice, skirt). 2. Differentiate between flat pattern making and draping approaches.	• Dart Manipulation • Slash and spread & • Pivotal transfer techniques	
Module 3	**Basic Skirt and Skirt Variation**		1
	Learning Outcomes	**Module Content**	

	After learning the module, learners will be able to create 1. The basic pattern of adult skirt by flat pattern making and draping methods 2. Apply measurement and drafting techniques to construct a basic skirt block with single or double darts.	• Skirts (Adult), • Basic single & double dart • Skirts Variations: - • A line • Panelled • Gored • Flounce • Circular, • Circular with uneven hemline	
Module 4	**Draping**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Define the draping terminology & principles. 2. Develop basic bodice block, dart manipulation and skirt on dummy size with draping method.	• Introduction To Draping- Terminology, Dummy Preparation, Muslin Preparation • Basic Bodice Block- Front and BackDart Manipulation- Single Dart, Double Dart Series	

Assignments/ Activities towards CCE

1. Submission of Adults body Block, Adults Sleeve
2. Submission of Dart Manipulation samples – Single dart series and double dart series
3. Submission of Basic Bodice Block and bodice block with Dart Manipulation - Front and Back by Draping Method .
4. Submission of Skirts: Single Dart, Double Dart skirt, A line, Panelled, Gored, Flounce, Circular, Circular with uneven hemline by flat pattern making.

References

Armstrong, H. J. (2008). *Draping for apparel design* (2nd ed.). Fairchild Publications.
Armstrong, H. J. (2009). *Patternmaking for fashion design*. Dorling Kindersley (India) Pvt. Ltd.
Bray, N. (1986). *Dress pattern designing* (5th ed.). Blackwell Science Ltd.
Crawford, C. A. (2005). *The art of fashion draping* (3rd ed.). Fairchild Publications.
Handford, J. (2003). *Professional patternmaking for designers: For women's wear, men's casual wear*. Fairchild Publications Inc.
Jaffe, H., & Relis, N. (1993). *Draping for fashion design* (2nd ed.). Prentice-Hall Inc.
Knowles, L. A. (2006). *Patternmaking for fashion designers*. Fairchild Publications Inc.
MacDonald, N. M. (n.d.). *Flat pattern design* (3rd ed.). Fairchild Publications Inc.
Parkes, C. (2007). *Knitter's book of yarn: The ultimate guide to choosing, using, and enjoying yarn*. Potter Craft Publishing.

3.2 Major (Core)

30144122-Major (Core)	Basic Sewing Techniques (Pr)	Crs
Course Outcome	After going through the course, learners will be able to 1. Identify and define the basic components of a sewing machine. 2. List and describe the uses of different types of sewing machines, needles, and threads. 3. Appreciate different kinds of stitches and seams. 4. Explain the basic principles of sewing techniques and seam finishes.	4
Sr. No.	**Module Outcomes** / **Course Contents**	**Cr.**
Module 1	**Introduction to Sewing Machine and their parts**	1

	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Explore parts and functions of Sewing Machine. 2. Identify the types of sewing machines- domestic, industrial. 3. Develop the skills of setting up the sewing machine for stitching. 4. Acquire the knowledge of care and maintenance of sewing machines.	• Explore the basic sewing machines, their parts and functions • Types of sewing machines- domestic and industrial sewing machines, attachments and their uses. • Learning threading of single needle lock stitch machine, loading bobbin and bobbin case, fixing and removing the needle. • Care and maintenance of sewing machines. • Stitching practice on paper and fabric (straight, curved, corners, and circular).	

Module 2	**Basic sewing techniques (Hand & Machine)**	1

	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Gain a thorough understanding of seams, including their definition, classification etc. 2. Proficient in various hand stitches and machine stitches. 3. Enhancing their ability to apply the appropriate	• **Introduction to Seam Stitches-** Definition & classification- Temporary and permanent stitches, Methods, important applications of stitches • **Hand stitches**- Basting, Running, Tacking, Hand overcast, Buttonhole, Hemming stitches - plain and blind hemming, Whip stitch etc.	

	stitch for different garment construction needs.	• **Machine stitches-** Plain, French seam, Lapped seam, Bound seam, Flat and fell seam, Slot seam, Welt seam and Piped Seam.	
Module 3	**Intermediate Sewing Techniques and Seam Finishes**		**1**
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Acquire the purpose of different intermediate sewing techniques in garment construction. 2. Applying different types of seam finishes to different types of fabric. 3. Utilize knowledge to select and apply appropriate techniques, improving fit and finish.	• **Intermediate Sewing Techniques-** Darts, Pleats, Tucks, Gathers, shirring, Yokes, Piping, Fasteners attachment, Lace insertion Sewing curves and corners, Sewing facing and lining and Bias Tape Application. • **Seam Finishes-**Overlocked (Serger) Edges, Zigzag Stitched, Edges, Bias Tape, Hong Kong Finish, Pinked Edges, Turned and Stitched, Binding, Rolled Hem.	
Module 4	**Construction of basic Kid's & Adult Garments**		**1**
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Gain proficiency in executing kids & adult's garment stitching. 2. Acquire skills in well-finished garments and improved sewing accuracy. 3. Enhance the visual appeal and durability of garments to achieve a polished and high-quality finish.	• Drafting basic block patterns for kids' and adults' garments and testing fit using muslin. • Construct one final garment using seasonal floral print, polka dot, animal, or geometric prints. Emphasis is on fit correction, construction techniques, and fabric application.	
**Assignments/ Activities towards CCE**		

1. Develop a one small design project (e.g., a decorative tote bag, a piece of home décor, or a fashion accessory) incorporating at least five of the stitches.
2. Design and construct a kid's frock, incorporating intermediate sewing techniques to complete the garment.

References

Fischer, A. (2015). *Sewing for fashion designers*. Fairchild Books.

Gordon, K. (2014). *Sewing techniques and tips: Practical advice for garment construction*. C&T Publishing.

Joseph-Armstrong, H. (2018). *Patternmaking for fashion design* (6th ed.). Pearson.

Miller, L. (2017). *The complete guide to garment construction*. Creative Publishing International.

Smith, A. (2012). *The sewing book: An encyclopedic resource*. Quadrille Publishing.

Walnes, T. (2016). *Sewing techniques for beginners*. Tilly and the Buttons.

3.3 Major (Core)

30344121 Major (Core)	**Fashion Digital Illustration**		**Crs**
Course Outcome	After going through the course, learners will be able to 1. Recognize the fundamentals of digital fashion illustration. 2. Develop skills in using digital tools for fashion illustration. 3. Create detailed and professional fashion sketches and designs 4. Enhance visual storytelling and communication skills in fashion design.		2
Sr. No.	**Module Outcomes**	**Course Contents**	**Cr.**
Module 1	**Introduction to Digital Fashion Illustration**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Recognize the basics of digital fashion illustration. 2. Master basic digital drawing techniques. 3. Apply colour theory in digital illustrations. 4. Create and use custom brushes for illustration.	**Vector Illustration Basics:** • Layers, paths, and shape manipulation. • Overview of vector illustration software interface. • Introduction to basic tools: selection tools, shape tools, and pen tools. **Fashion Design Basics:** • preparing a functional workspace for fashion design activities. • Drawing basic garment shapes (fashion flats such as tops, bottoms, dresses). **Adding Details to Fashion Flats:** • Seams, stitching, fastenings (buttons, zippers). • Using layers to organize different parts of the garment. **Trace Motifs and Integrate into Flats:** • Importing and setting up reference images for tracing. • Using the pen tool for accurate tracing. • Refining traced motifs and incorporating them into	

		fashion flats. **Colour Theory:** • Examine solid colours and gradients. • Produce and managing custom colour swatches. • Understanding and applying colour harmonies in fashion design.	
Module 2	**Rendering, Composition & Layout**		**1**
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Render various fabrics and textures realistically. 2. Illustrate detailed garments and accessories. 3. Develop compositional strategies to generate impactful and engaging illustrations 4. Develop and curate a digital fashion illustration project.	**Fabric & Texture Rendering:** • Techniques for rendering various fabrics (e.g., silk, denim, knit). • Design realistic textures to enhance the visual appeal. **Detailed Garment Illustration:** • Techniques for illustrating intricate garment details and accessories (necklines, cuffs, pockets, fasteners). • Incorporating embellishments such as zippers, buttons, and trims. **Motif Development & Design Integration:** • Developing unique motifs and integrating them into garments. **Composition Principles:** • Balance, contrast, and emphasis in fashion illustrations. • Organizing elements to create dynamic and engaging compositions. **Illustration Refinements:** • Background changes, garment exchange, hair and feature	

		modifications, body tracing, and body rendering. • Garment tracing and rendering techniques. **Mood Boards & Portfolio Creation:** • Building a mood board for inspiration and design direction. • Developing a professional digital portfolio to showcase your work.	

Assignments/ Activities towards CCE

1. Design a detailed vector-based fashion flat of a simple garment, incorporating construction details and using solid colours and gradients. Submit the final file along with a written explanation of the creative and technical process.
2. Trace a motif from a reference image using the pen tool, refine it, and integrate it into a fashion flat. Submit the vector file with the traced motif, the updated fashion flat, and the original reference image.

References

Botello, C. (2020). *Adobe Illustrator CC 2020: The professional portfolio* (1st ed.). Goodheart-Willcox Publisher.
Concepcion, R. (2021). *The Adobe Illustrator WOW! book for CS6 and CC* (2nd ed.). Peachpit Press.
Faulkner, A., & Chavez, C. (2019). *Adobe Illustrator classroom in a book* (2020 release). Adobe Press.
Lourekas, S., & Schwartz, P. (2020). *Adobe Illustrator CC visual quickstart guide* (2nd ed.). Peachpit Press.
Tolentino, B. (2021). *Mastering Adobe Illustrator: A definitive guide for web designers* (1st ed.). Independently Published.
Wood, B. (2019). *Adobe Illustrator: A complete course and compendium of features*. Rocky Nook.

3.4 Minor Stream

30144113 Minor Stream	Fabric Studies (TH)		Crs
Course Outcome	After going through the course, learners will be able to 1. Identify and classify various fibers, yarns, and fabrics. 2. Learn the properties and uses of different fibers and yarns. 3. Differentiate between woven, knit, and other fabric construction methods. 4. Classify the various finishing techniques applied to fabrics. 5. Develop practical applications and designs using different fabric construction methods.		4
Sr. No.	**Module Outcomes**	**Course Contents**	**Cr.**
Module 1	**Fiber**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Define and classify natural and synthetic fibres. 2. Describe the properties and uses of various fibres.	• Introduction & Classification of Textile Fibers: Natural (Cotton, Wool, Silk, etc.) and Synthetic (Polyester, Nylon, Acrylic, etc.) • Properties of Fibers: Physical, Chemical, Thermal • Applications of Different Fibers	
Module 2	**Yarns**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Explain the process of yarn production. 2. Summarize the different types of yarns and their properties	• Yarn Production: Spinning Process • Types of Yarns: Single, Ply, Blended, Fancy Yarns • Yarn Properties: Twist, Count, Strength, Elasticity • Applications of Different Yarns	
Module 3	**Fabric Construction method**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Types of fabric construction. Differentiate between woven and knit fabrics. 2. Examine the structure	• Introduction to Fabric Construction • Woven Fabrics: Types of Weaves (Plain, Twill, Satin, etc.), Looms, Weaving Process • Knit Fabrics: Types of Knits (Weft, Warp), Knitting Machines, Knitting Process	

	and properties of woven and knit fabrics.	● Comparison of Woven and Knit Fabrics: Structure, Properties, Uses	
Module 4	**Fabric Finishes**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Identify various fabric finishing techniques. 2. Examine the effects of different finishes on fabric properties and performance.	● Introduction to Fabric Finishing ● Types of Finishes: Mechanical (Calendaring, Brushing, etc.), Chemical (Mercerizing, Flame Retardant, etc.), Special Finishes (Anti-static, Moisture Management, etc.) ● Finishing Processes: Preparation, Dyeing, Printing, Coating ● Impact of Finishes on Fabric Properties: Aesthetic, Functional, Performance	
**Assignments/ Activities towards CCE**		
1. Create a swatch book that includes samples of different fibers, yarns and fabric along with descriptions of their characteristics and applications. 2. Create diagrams representing different types of weaves (plain, twill, satin) and their structures.		

References

Collier, B. J., & Tortora, P. G. (2001). Understanding textiles (6th ed.). Prentice Hall. ISBN: 978-0130891574

Cook, J. G. (1984). Handbook of textile fibres: Man-made fibres (4th ed.). Woodhead Publishing. ISBN: 978-1855733300

Cook, J. G. (1984). Handbook of textile fibres: Natural fibres (4th ed.). Woodhead Publishing. ISBN: 978-1855733317

Gohl, E. P. G., & Vilensky, L. D. (1983). Textile science: An explanation of fibre properties. Longman Cheshire. ISBN: 978-0582902800

Kadolph, S. J. (2010). Textiles (10th ed.). Pearson. ISBN: 978-0135034676

Murphy, W. S. (2011). Textile finishing (1st ed.). Woodhead Publishing. ISBN: 978-1845698700

3.5 OEC

30444121 OEC	Fashion Categories (Pr)		Crs
Course Outcome	After going through the course, learners will be able to 1. Discover the reasonability, need and importance of clothing categories in Fashion. 2. Apprehend clothing categories for various segments such as Men's, Women's and Kid's. 3. Identify factors that influence the clothing preferences. 4. Recognize the specific design features that incorporate a certain category by developing a visual reference. 5. Provide a structured approach to understanding the diverse categories of clothing within the fashion industry, preparing further to develop design collections for various segments.		2
Sr. No.	**Module Outcomes**	**Course Contents**	**Cr.**
Module 1	**Introduction to categories in Fashion**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Discovering the reasonability and importance of clothing categories in Fashion 2. Apprehend the various clothing categories of clothing for various segments 3. Identify factors that influence the clothing choices	• Definition and Importance of Clothing categories in Fashion • The need of clothing categories • Overview of Major Market segments such as Men's, Women's and Kid's • Factors influencing clothing categories	
Module 2	**Clothing categories & their role in Fashion**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Identify specific clothing categories for Men's Wear 2. Recognize specific design features for the various categories for Men's wear	• Clothing categories for Men's wear • Formal wear • Casual wear • Sports wear • Active Sports wear • Essentials • Club wear • Ethnic wear • Wedding wear • Resort wear • Adventure wear • Lounge Wear • Winter wear	

		• Accessories	

Assignments/ Activities towards CCE
1. Identifying and observing various retail brands and the respective clothing categories for Men's, Women's and Kid's wear based on websites, advertisements and store visits. Identifying the lifestyle changes of the niche market to identify the influential factors that affect clothing preferences. 2. Prepare a document researching various materials (e.g., leather, metal, plastic, textiles etc) available in the market which can be used in accessory designing.

References

Ambrose, G., & Harris, P. (2007). *The visual dictionary of fashion design*. AVA Publications.

Angus, E. (2015). *The fashion dictionary: A visual resource for terms, techniques and styles*. Carlton Books.

Fashionary International Limited. (2016). *Fashionpedia: The visual dictionary of fashion design*. Fashionary International Limited.

Ireland, P. (1987). *Encyclopedia of fashion details*. Batsford Publication.

Keiser, S., & Torora, P. (2021). *The Fairchild Books dictionary of fashion*. Bloomsbury Publication.

3.5   OEC

30444122 OEC	Yarn Craft (Pr)	Crs
Course Outcome	After going through the course, learners will be able to 1. Recognize advance yarn craft techniques in the design industry 2. Acquire the knowledge regarding various tools and materials used in the craft work 3. Create a theme based products range by incorporating various craft techniques 4. Examine multiple entrepreneurial pathways applying the skills and knowledge gained from the craft	2
Sr. No.	**Module Outcomes**	**Course Contents**	**Cr.**

Module 1	**Advanced Yarn Craft techniques**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Inherit the knowledge of various advance techniques in yarn craft 2. Recognize the textures and aesthetic appeal of various techniques 3. Explore different techniques of yarn craft for product development	• Nail weaving • Tatting • Needle felting • Smocking • Ribbon work • Yarn wrapping and Coiling • Yarn craft embellishments- beads, sequins, etc.	

Module 2	**Application of the advanced yarn craft**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Proficiency in combining techniques for innovation in designs 2. Gain the knowledge regarding CAD for yarn craft 3. Incorporating various techniques in developing products	• Yarn craft combining techniques- knit-crochet, crochet-weaving, etc • CAD for yarn crafts • Developing a range of products via any of the techniques and documentation as per the design process.	

Assignments/ Activities towards CCE

1. Students have to develop one product by incorporating any of the learned techniques.
2. Prepare a project report on the compilation of all the techniques.

References

Chandler, R., Kettle, L., Thomas, H., Vlcek, L., & Simon, J. (2016). *Fabric embellishing: The basics & beyond*. Design Originals.

Dace, R., & Balchin, J. (2020). *Needle felting for beginners*. Search Press.

Linden, R. F. (2000). *Easy tatting*. Dover Publications Inc.

Mathew, A. (1989). *Vogue dictionary of crochet stitches*. David and Charles.

Rea, L. (2020). *Needle felting*. Lorian Rea.

Rough, L. (2022). *DIY needle tatting*.

3.5 OEC

30444123 OEC	Fabric Origami (Pr)		Crs
Course Outcome	After going through the course, learners will be able to 1. Define and describe the principles and techniques of fabric origami 2. Identify different types of fabrics suitable for origami projects. 3. Demonstrate basic and advanced fabric origami folds and designs 4. Examine and differentiate between traditional paper origami and fabric origami. 5. Curate and design unique fabric origami pieces for various applications.		2
Sr. No.	**Module Outcomes**	**Course Contents**	**Cr.**
Module 1	**Introduction to Fabric Origami**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Define and name various basic folds and techniques in fabric origami. Describe the history and evolution of fabric origami 2. Identify and categorize different types of fabrics suitable for origami. Demonstrate basic fabric origami folds and techniques	• Introduction to Fabric Origami • History and Evolution of Fabric Origami • Types of Fabrics for Origami • Basic Folds and Techniques • Practical Exercises: Basic Fabric Origami Projects	
Module 2	**Advanced Fabric Origami Techniques and Applications**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Examine the complex fabric origami patterns and structures. Apply advanced fabric origami techniques in creating detailed designs 2. Design and create	• Advanced Folding Techniques • Structural Analysis of Fabric Origami • Designing Original Fabric Origami Patterns • Applications in Fashion and Home decor Products • Practical Exercises: Advanced Fabric Origami Projects	

	original fabric origami pieces. Illustrate the application of fabric origami in fashion and interior design.		

Assignments/ Activities towards CCE
1. Create a patterns of basic fabric origami designs & present a report on the structural elements of a chosen fabric origami piece 2. Develop an original fabric origami design for a fashion or home decor products

References

Betts, L. (2018). Fabric folding: Basics and beyond. C&T Publishing.
Jackson, P. (2011). Folding techniques for designers: From sheet to form. Laurence King Publishing.
Takahama, T. (2001). The complete book of origami: Step-by-step instructions in over 1000 diagrams. Dover Publications.

.3.7 FP

31344101	Field Project- Analysis of Fashion Categories (Selling and Manufacturing perspective)		Crs
Course Outcome	After going through the course, learners will be able to 1. Discover the reasonability, need and importance of clothing categories in Fashion. 2. Recognize the specific design features of the Fashion Categories by developing a visual reference followed by a market study. 3. Provide a structured approach to understanding the diverse elements of clothing within the fashion industry, preparing further to deepen the knowledge on design collections for various segments.		2
Sr. No.	**Module Outcomes**	**Course Contents**	**Cr.**
Module 1	**Overview of Fashion Categories**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to 1. Define various clothing categories of clothing for various segments 2. Identify factors that influence the clothing choices	• Definition and Importance of Clothing categories in Fashion • The need of clothing categories • Overview of Major Market segments such as Men's, and Kid's • Factors influencing clothing categories	
Module 2	**Types of Fashion Categories- Men's Wear and Kids Wear**		1
	Learning Outcomes	**Module Content**	
	After learning the module, learners will be able to • Identify specific clothing categories for Men's & Kid's Wear • Recognize specific design features for the various categories for Men's & Kid's wear	Clothing categories for Men's wear • Formal wear • Casual wear • Sports wear • Active Sports wear • Club wear • Ethnic wear • Wedding wear • Lounge Wear • Winter wear	

		• Accessories **Clothing Categories for Kid's Wear** • Casual wear • Sports wear • Active sports wear • Night wear • Occasional Wear • Uniforms • Accessories	

Assignments/ Activities towards CCE

1. Identifying and observing various retail brands and the respective clothing categories for Men's, and Kid's wear based on market survey and store visits. Identifying specific Design features incorporated in Men's and Kids clothing category through Designer and Retail collections. Preparing a visual collage Enlist the Design features of each category in terms of the following.
   - Fabrics
   - Prints and weaves
   - Styles
   - Ornamentation on surfaces
   - Fit and look

2. Compilation of Visual collage of the above categories with reference to the category-wise segregation.

References

Ambrose, G., & Harris, P. (2007). *The visual dictionary of fashion design*. AVA Publications.

Angus, E. (2015). *The fashion dictionary: A visual resource for terms, techniques and styles*. Carlton Books.

Fashionary International Limited. (2016). *Fashionpedia: The visual dictionary of fashion design*. Fashionary International Limited.

Ireland, P. (1987). *Encyclopedia of fashion details*. Batsford Publication.

Keiser, S., & Torora, P. (2021). *The Fairchild Books dictionary of fashion*. Bloomsbury Publication.