



SNDT Women's University, Mumbai

Faculty of Interdisciplinary Studies

**B. Design
(Interdisciplinary - Fashion)**

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 major credit.	Subject Specific IKS related to Major
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	B. Design
Specialization	Interdisciplinary – Fashion
Introduction	<p>B. Design Interdisciplinary - Fashion which offers added flexibility to select from fashion design, fashion communication textile design and Jewelry Design. Looking at Fashion business all these areas are getting integrated and versatile professionals would be preferred by the industry.</p> <p>The graduates of the B. Design Interdisciplinary - Fashion program will be well-equipped to meet the demands of the fashion industry, leveraging their versatile skills and interdisciplinary knowledge to drive innovation and success in their careers.</p>
Programme Specific Outcomes (PSOs)	<p>After completing this program, the learner will be able to</p> <ul style="list-style-type: none"> • Establish the capacity to generate innovative and original fashion concepts across fashion design, fashion communication, textile design, and jewelry design. • Demonstrate the drawing skills and establish their connectivity with inspiration from diverse sources such as art, culture, history, and current trends. • Demonstrate the stage-wise design process, including research, idea generation, sketching, and storyboarding, to create cohesive and marketable collections, both manually and digitally. • Draft patterns using flat pattern and draping methods, both manually and digitally, and further establish proficiency in converting patterns into garments as expected by the industry through construction skills and technology knowledge. • Synthesize knowledge and skills from multiple design disciplines to create cohesive and versatile fashion products and solutions. • Explore the intersections between fashion design, fashion communication, textile design, and jewelry design to develop integrated design concepts. • The program will foster collaboration and teamwork across different design domains, enhancing the ability to work in diverse and multidisciplinary environments. • Gain insights into the dynamic nature of the fashion industry and its evolving demands for versatile professionals. • Establish entrepreneurship skills and develop the capacity to meet the performance expectations in both soft and hard skills as required by the industry. • Appreciate the cultural significance and heritage of fashion, integrating traditional and contemporary practices in their design work. • Demonstrate ethical and sustainable design practices, considering environmental, social, and economic impacts. • Advocate for and implement responsible design choices that contribute to the well-being of communities and the planet. • Embrace emerging technologies and digital tools to enhance design processes and outcomes. • Innovate by experimenting with new materials, techniques, and technologies in fashion and textile design. • Leverage digital media and communication platforms to effectively convey fashion narratives and engage with diverse audiences.

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

	by University (Controller of Examinations DOE) 1.5 CET Procedure For the Institutes who conduct Common Entrance Test The Entrance Examination will consist of General Ability Test + Studio Test / Group Discussions + Personal Interview. All candidates must give all three tests.
Intake	1 division of 30 Intake (AICTE)

Structure with Course Title

B. Design Interdisciplinary - Fashion

SN	Courses		Type of Course	Credits	Marks	Int	Ext
	Semester I						
10144711	Fundamentals of Fashion (Th – Pr)		Major (Core) 1	4	100	50	50
10144702	Fashion Studies (Th)	FC	Major (Core) 2A	2	50	50	0
10144703	Elements of Jewelry (Pr)	JD					
10144704	Introduction to textile design (Th +Pr)	TD					
10444121	Sewing Techniques (Pr)		OEC (Any One)	4	100	50	50
10444112	Fabric Studies (Th)						
10644701	Fashion Drawing Skill (Pr)		VSC on major 1	2	50	50	0
10744721	Professional Computer Skill (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		IKS (Generic)	2	50	0	50

	/academics/syllabus-as-per-nep/iks-syllabus/ug-degree/inception-of-indian-knowledge-system.pdf (Available on Website)						
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

	Semester II						
SN	Courses		Type of Course	Credits	Marks	Int	Ext
20144721	Material Manipulation (Fiber, Yarn, Fabric) (Pr)		Major (Core) 3	4	100	50	50
20144722	Graphic Design (Pr)	FC	Major (Core) 2B	2	50	0	50
20144723	Basic Jewelry Design (Pr)	JD					
20144714	Textile Studies (Th)	TD					
20644701	Photography and Videography (Pr)	FC	VSC on major 2	2	50	50	0
20644702	Basic Jewelry Manufacturing (Pr)	JD					
20644703	Introduction to Weaving (Th/Pr)	TD					
20644704	Advance Design & Illustration (Pr)		VSC on major 3	2	50	50	0
20444121	Sewing Techniques (Pr)		OEC (Any One)	4	100	50	50
20444122	Draping (Pr)						
20744701	Material Exploration for Fashion Display (Pr)	FC	SEC	2	50	50	0
20744702	Jewelry Illustration (Pr)	JD					
20744703	Yarn Craft (Pr)	TD					
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	300	250

SN	Courses		Type of Course	Credits	Marks	Int	Ext
	Semester III						
30144721	Introduction to Pattern Making & Draping (Pr)		Major (Core)	4	100	50	50
30144722	Basic Sewing Techniques (Pr)		Major (Core)	4	100	50	50
30144721	Photography and Videography - II (Pr)	FC	Major (Core)	2	50	0	50
30144722	Metal Studies for Jewelry - (Pr)	JD					
30144723	Prints in Textiles (Pr)	TD					
30344721	Advance Computer Application in Fashion Communication (Pr)	FC	Minor Stream	4	100	50	50
30344722	Advance Jewelry Design - I (Pr)	JD					
30344723	Traditional Woven Textiles and Embroidery (Th)	TD					
30444122	Yarn Craft (Pr)		OEC (Any One)	2	50	0	50
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)						
31344701	Advertising -I (Pr)	FC	FP	2	50	50	0
31344702	Indian Jewelry (Pr)	JD					
31344703	Indian Prints (Pr)	TD					
	Co-Curricular Course (CC) Link: https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/cc-syllabus/uq-degree/co-curricular-course-as-per-nep-2020-semester-iii-syllabus.pdf (Available on Websit2e)		CC (Any One)	2	50	50	0
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						
40144721	Basic Pattern Making (Flat and Draping) (Pr)		Major (Core)	4	100	50	50
40144722	Computer-Aided Rendering Techniques I (Pr)		Major (Core)	4	100	50	50
40344721	Graphic Design for Fashion -II (Pr)	FC	Minor Stream	4	100	50	50
40344722	Jewelry Manufacturing – I (Pr)	JD					
40344723	Dobby and Jacquard Basics (Pr)	TD					
40444112	Apparel Merchandising (Th)		OEC (Any One)	2	50	0	50
40444122	Fashion Categories (Pr)						
40744721	Basic Garment Construction (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	0	50
40810411	मराठी भाषेचा परिचय - भाग २ (Marathi)						
40810411	सूचना प्रौद्योगिकी और हिंदी भाषा (Hindi)						
40810511	वाल्मीकीकिरामयणे अयोध्याकाण्डः (Sanskrit)						
40810211	શીખો ગુજરાતી – ભાષમિક્ક (Gujarati)						
41544701	Craft Design Development		CE	2	50	50	0

	(Pr)						
	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	250	300

Course Structure

Semester I (22Credits)

1.1 Major (Core)

Course code- 10144711	Course Name Fundamentals of Fashion (Th/Pr)		Credits 4
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Differentiate 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 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Elements of Design		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 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 	<ul style="list-style-type: none"> • Introduction to Elements of Design Point Line (Types and Properties) Shape (Natural, Abstract, Geometric) Forms, Spaces Texture (Visual, Tactile, Audible) Color (hues, saturation, value, cool and warm colors, color schemes, color contrast) • Relationship between elements • Cognitive effect of the elements • Creative application of Elements (like converting natural shapes to abstract shapes with different Textures, Color Combinations and Color Contrast, etc.) • Metacognition in Design 	
Module 2	Principles of Design		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Define the Principles of Design 2. Examine the Principles of Design in Apparel Design 3. Demonstrate the 	<ul style="list-style-type: none"> • Define and identify the principles of design Balance (symmetric and Asymmetric) Rhythm (Gradation, Radiation, Repetition and their types) Emphasis (Focus) Contrast (Color, Texture,) 	

	Principles of Design	Proportion (Scale) Harmony (Unity) <ul style="list-style-type: none"> Differentiate between the principles of design and explain their cognitive effect. Creative application of Principles of Design in design templates 	
Module 3	Elements of Fashion		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> Differentiate between the key elements of fashion. Examine the psychological and physiological effects of Fashion elements. 	<ul style="list-style-type: none"> 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		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> Examine and interpret the role of design fundamentals in apparel Apply the basic principles and elements of design to create original designs Develop novel design details like motifs, garment details, patterns, textures, etc. 	<ul style="list-style-type: none"> 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 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 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. Create various garment details on given garment template (patterns, colors, textures, silhouettes, shapes, etc.) using the elements of design extracted from the image. This stage will also develop the students' skills in combining various design elements to create individual fashion elements (like collars, types of garments, sleeve details, etc.) 			

3. 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) (FC)

Course code	Course Name		Credit
10144712	Fashion Studies (Theory)		02
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Apply knowledge about the role of aesthetics in design. 2. Develop an understanding of the elements and principles of design with reference to fashion. 3. Identify various theories, movements and factors affecting fashion 4. Analyze the emotional and cognitive experiences that affect aesthetics of a product. 		
Sr. No.	Module Outcomes	Course Contents	Credit
Module 1	Elements of Design		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Analyze the basics of fashion and the factors that impact this field, Along with fashion theories and movements for design inspirations and creations. 2. Analyze design aspects and work on new styles based on fashion elements and principles. 	Understanding Fashion and its Nature <ul style="list-style-type: none"> • Definition • Revolution • Social, cultural conditions • Designers and their influence • Clothing categories- Men, Women, Kids. Elements and Principles of Design <ul style="list-style-type: none"> • Perspective and application of fashion apparel and lifestyle products. • Design Elements: Line, Color, Texture, Print and Form • Design Principles: Rhythm, Proportion, Harmony, Emphasis, Balance, Contrast • Introduction to key fashion movements • Factors influencing fashion - Demographic, Psychographic, Geographic and Behavioral 	
Sr. No.	Module Outcomes	Course Contents	Credit
Module 2	Elements of Design		01
	Learning Outcomes	Module Content	

	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Analyze the nature of fashion at National and International levels. 2. Define the fashion terminology related to the categories of fashion. 3. Define the nature of fashion at National and International levels 	<ul style="list-style-type: none"> • Fashion capitals around the world • Couture, Pret – a port and Mass fashion • Categories of fashion • Factors affecting fashion demand. • Movement of fashion • Fashion theories and factors influencing fashion. • Analyzing current and emerging fashion trends • Identifying consumer behavior and market trends • Overview of retailing concepts in the fashion industry • Introduction to sustainable fashion principles • Ethical considerations in fashion design and production • Study of national and international designers, brands 	
Assignments/ Activities towards CCE			
<p>Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)</p> <ol style="list-style-type: none"> 1. Group discussion and Presentation on 5 national and 5 international designers. 2. Preparing individual documents on all categories- Casual wear, Sportswear, Formal wear, Leisure wear, Club wear, Lounge wear, Resort wear, Lingerie, Active sports, Adventure wear, Uniforms using graphical representation. 3. Develop a personation on the theories, moments and factors influencing fashion. 4. Prepare group wise a comparative case study on national and international fashion designers and brands. 			

Reference

Apparel View, View on color.

Eubank T., (2010), "Survey of historic costumes", Fairchild Publication.

Laver J., (2002), "Costume and fashion – A concise history", Thames & Hudson.

Steckes P., (1996), "Fashion Design Manual", Palgrave Macmillon.

Stephens G., (2005), "Fashion Concept to consumer", Pearson.

Stone E., (2004), "Dynamics of fashion", Fairchild Publication.

1.2 Major (Core) (JD)

Course code 10144723	Course Name Elements of Jewelry (Pr)		Crs 2
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Illustrate different technical elements used to develop a jewellery product. 2. Analyse jewellery findings, individual elements that significantly enhance their jewellery-making skills, 3. Define the precious gemstones and their physical properties. 4. Demonstrate the different findings in the creation of intricate jewellery designs. 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction of Jewellery Finding		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Analyze different findings in the creation of intricate jewellery designs. 2. Apply the appropriate findings to ensure the structural integrity and durability of jewellery." 3. Defining the types and purposes of findings can streamline the jewellery-making process. 	Jewellery Findings- <ul style="list-style-type: none"> • Bails, • Bead Caps, • Chain by The Foot, • Clasps Toggles, • Crimp Heads, • Crimp Covers, • Eye Pins, • Head, • Pins, • Link and Connectors Split, • Ear wires, • Lever backs, • Earring Backs, • Bezels Etc. Necklace linking. Different elements of pendent <ul style="list-style-type: none"> • Gemstone, • metal, • Other Materials, • Setting, • bail, Backplate etc.	
Module 2	Designing Elements of Jewelry		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Identify and design various beads and naturally occurring stones and their structures. 2. Define the precious gemstones and their physical properties. 3. Differentiate the requirements in jewellery settings 	Development of products on Different Themes using different material <ul style="list-style-type: none"> • Resin Beads, Cabochons stones. • Natural Stone Beads, Wire Size, • Jewellery Wire Material. • Gemstone Beads • Properties of different gemstones • Amazonite, Amber, Amethyst, Agate, Crystal 	

	4. Define the thickness of the metal and wire in jewelry findings.	<ul style="list-style-type: none"> • Coral, Jasper, Jade, Black Stone, Beryl, Rose Quartz • Different Types of setting through drawings 	
Assignments/ Activities towards CCE			
<p>1. Students can design their own piece of jewelry, focusing on incorporating various elements such as gemstones, metals, and textures. They should include sketches or renderings along with a written explanation of their design choices. (10 Design assessment for each student)</p> <p>2. Assign specific materials used in jewelry making (e.g., gold, silver, diamonds, brass copper, beads, etc) and have them research the properties, sourcing, and cultural significance of each material. They can present their findings in a comparative analysis. (10 Design assessment for each student)</p> <p>3. Students analyze current trends in the jewelry market, including popular materials, styles, and consumer preferences. They can conduct surveys or interviews to gather data and present their findings in a report or presentation. (10 Design assessment for each student)</p>			

References

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

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

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

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

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

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

1.2 Major (Core) (TD)

10144714	Introduction to Textile Design (Th/Pr)		Crs
Course Outcomes	<i>After going through the course, learners will be able to</i> <ol style="list-style-type: none"> 1. Examine the significance of Textile Design in the global and Indian context. 2. Analyze the historical development and evolution of textile design from ancient times to the present and future. 3. Correlate traditional and modern techniques used in textile design, including printing, weaving, embroidery, dyeing, painting and digital technologies. 4. Examine the influence of designers on the evolution of textile design, both internationally and in India. 5. Demonstrate the skills of drawing original textile designs using traditional and modern techniques, incorporating motifs and patterns relevant to different industries. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to the Textile Design		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Analyze the basics of Textile Design. 2. Examine the significance of Textile Design in the global and Indian context 3. Access the historical evolution of textile design internationally and in India. 	<ul style="list-style-type: none"> • Introduction of Textile Design • Definition and scope of textile design. • Importance of textile design in various industries. • History and Evolution of Textile Design: Prehistoric era to ancient civilizations. • Medieval and Renaissance periods. • Industrial Revolution to the present. • Future trends and innovations in textile design. • Significance of Textile Design: Impact on culture, economy, and society. • Contribution to innovation and sustainability. 	
Module 2	Techniques in Textile Design		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Identify various 	<ul style="list-style-type: none"> • Printing Techniques: Block printing → Digital printing (inkjet, sublimation) • Weaving Techniques: Handloom weaving, tapestry → Computer- 	

	<p>techniques used in textile design.</p> <p>2. Describe the integration of traditional and modern technologies in textile design.</p>	<p>controlled looms (Dobby, Jacquard) with CAD</p> <ul style="list-style-type: none"> • Embroidery Techniques: Hand embroidery → Machine embroidery • Dyeing Techniques: Natural dyeing, tie-dye → Sustainable practices, advanced dyeing technologies • Hand Painting Techniques: Batik, brush painting → Laser technology (cutting, printing, engraving) • Smart Textiles: Traditional techniques → Integration with technology (sensors, conductive threads) 	
Module 3	Motifs and Repeats in Textile Design		1
	Learning Outcomes	Module Content	
	<p><i>After learning the module, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Identify various types of motifs used in textile design 2. Determine the motif repeats and apply the layout techniques 	<ul style="list-style-type: none"> • Types of Motifs: • Geometric, Floral, Ethnic, Abstract, Animal • Paisley, Damask, Toile, Folk, Nature-Inspired • Historic, Architectural, Pop Art, Modern • Symbolic, Mythological, Text, Typography • Seasonal, Holiday • Repeats in Textile Design: • Simple Repeat, Half-Drop Repeat, Full-Drop Repeat • All Over Repeat, Mirror Repeat, Border Repeat, Brick Repeat 	
Module 4	Textile Applications in Different Industries		1
	Learning Outcomes	Module Content	
	<p><i>After learning the module, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Identify the 	<ul style="list-style-type: none"> • Textile Application in Different Industries: • Apparel: Fashion garments, sportswear, uniforms. 	

	<p>applications of textile design in various industries</p> <p>2. Determine original textile designs relevant to specific industries</p>	<ul style="list-style-type: none"> • Home Textiles: Bedding, curtains, upholstery. • Industrial Textiles: Automotive, aerospace, medical. • Fashion Accessories: Bags, scarves, shoes. • Technical Textiles: Geotextiles, protective clothing, filtration. • Case Studies: • Analyze real-world examples of successful textile applications in each industry. • Project: • Create original textile designs tailored to the needs of a specific industry. 	
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)			
<ol style="list-style-type: none"> 1. Research Project: Study the history and cultural importance of a textile technique or motif, exploring its origins and impact on design. 2. Design Project: Create a project with original textile designs using both traditional and modern motifs. 3. Industry Analysis Report: Analyze current trends and prospects in a chosen industry, focusing on the role of textile design. 4. Presentation: Present on a renowned textile designer or brand, discussing their contributions and design philosophy. 			

References

Anstey, H., & Weston, T. (2005). Guide to Textile Terms.

Collier, B. J., & Collier, J. R. (2010). Textile Design: Principles, Advances and Applications. Woodhead Publishing.

Joyce, C. (1997). Textile Design. Watson-Guptill.

Kadolph, S. J., Langford, A. L., & Hollen, N. R. (2009). Textiles. Pearson.

Kissen, R. (2014). The Fabric of Civilization: How Textiles Made the World. Basic Books.

Meller, S., & Elffers, J. (2002). Textile Design. Thames & Hudson.

Phillips, P., & Bunce, G. (1993). Repeat Patterns: A Manual for Designers, Artists and Architects. Thames & Hudson. ISBN-10: 0500276870, ISBN-13: 978-0500276877.

Tortora, P. G., & Merkel, R. S. (2016). The Fairchild Books Dictionary of Textiles. Bloomsbury Academic.

Wingate, I. B. (2009). Textiles: Fabric Science. Fairchild Books.

1.3 OEC

10444121	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. Demonstrate 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. Analyze parts and functions of Sewing Machine. 2. Identify the types of sewing machines-domestic, industrial. 3. Define the skills of setting up the sewing machine for stitching. 4. Demonstrate the knowledge of care and maintenance of sewing machines.	<ul style="list-style-type: none"> 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. Construct of seams, including their definition, classification etc. 2. Proficient in various hand stitches and machine stitches. 3. Apply the appropriate stitch for different garment construction needs.	<ul style="list-style-type: none"> 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	

	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Demonstrate the purpose of different intermediate sewing techniques in garment construction. 2. Applying different types of seam finishes to different types of fabric. 	<ul style="list-style-type: none"> • 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 (Serge) 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	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Demonstrate the skills to executing kids & adult's garment stitching. 2. Demonstrate skills in well-finished garments and improved sewing accuracy. 	<ul style="list-style-type: none"> • 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			
<ol style="list-style-type: none"> 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.

1.3 OEC

10444112 OEC	Fabric Studies (Th)		Crs
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 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. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Fibers		1
	Learning Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Define and classify natural and synthetic fibres. 2. Describe the properties and uses of various fibres. 	Module Content <ul style="list-style-type: none"> • 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 After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Demonstrate the process of yarn production. 2. Summarize the different types of yarns and their properties. 	Module Content <ul style="list-style-type: none"> • 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 After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Analyze the fabric construction. Differentiate between woven and knit fabrics. 2. Analyze the structure and properties of woven and knit fabrics. 	Module Content <ul style="list-style-type: none"> • 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	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Describe various fabric finishing techniques. 2. Evaluate the effects of different finishes on fabric properties and performance. 	<ul style="list-style-type: none"> • 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			
<ol style="list-style-type: none"> 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. 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

Peer-Reviewed Journal References

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

1.4 VSC

10644701	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. Draw the Figures to create accurate fashion sketches 3. Develop a personal style of drawing fashion figures and garment draping. 4. Demonstrate 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 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. Differentiate colour mediums and compositions to articulate creative ideas through drawing effectively	Module Content Introduction to Fashion Drawing <ul style="list-style-type: none"> • 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 <ul style="list-style-type: none"> • 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	

		<ul style="list-style-type: none"> • Outdoor sketching, quick and on the spot sketching-flora and fauna • Introduction to perspective drawing -Practicing perspective by drawing buildings etc. along with trees etc. <p>Object drawing and rendering with different mediums.</p> <ul style="list-style-type: none"> • Geometrical shapes • Cube • Pyramid • Sphere • 3-D geometrical objects with different angles <p>Still Life and Drapery</p> <ul style="list-style-type: none"> • 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
	<p>Learning Outcomes</p> <p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Demonstrate the principles of design such as composition, balance, and visual hierarchy in visually compelling fashion garment templates 	<p>Module Content</p> <p>Overview of Fashion Drawing</p> <ul style="list-style-type: none"> • 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) <p>Fashion Figure Drawing and Figure Analysis</p> <ul style="list-style-type: none"> • 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. 	

		<p>Rendering Skills</p> <ul style="list-style-type: none"> • Skin tone rendering with different colour mediums (Pencil Colour Pencil, Poster Colour, Watercolour, Dry Pastels, Oil Pastels) <p>Textures Development and prints</p> <ul style="list-style-type: none"> • 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			
<ol style="list-style-type: none"> 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". Jyotsna Prakashan Pune, 2nd Edition.
Kawamura, Y. (2014). *The Fashion Sketchpad: 420 Figure Templates for Designing Looks and Building Your Portfolio*. () New York, NY: Chronicle Books.
Mulik M. (2004). "Perspective". Jyotsna Prakashan Pune, 1st Edition.
Shelar S. (2007). "Still Life". Jyotsna Prakashan Pune, 1st Edition.
Vaze P. (2002). "Draw and Paint". Jyotsna Prakashan Pune, 1st Edition.

1.5 SEC

10744701	Professional Computer Skills (Pr)		Crs
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 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. Demonstrate the 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 <ol style="list-style-type: none"> 1. Recognize fundamental concepts of computer hardware and software 2. Create, edit, and format documents using related digital platforms 	Introduction to Computers and Operating Systems <ul style="list-style-type: none"> • 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 <ul style="list-style-type: none"> • Creating, organizing, and managing files and folders • Understanding file formats and extensions • Using cloud storage for file backup and sharing Word Processing Software <ul style="list-style-type: none"> • 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: <ul style="list-style-type: none"> • Basic functionality mirroring 	
Module 2	Spreadsheets, Presentation and Email fundamentals		1
	Learning Outcomes	Module Content	

	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 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. 	<p>Spreadsheet Software</p> <ul style="list-style-type: none"> • Basics of spreadsheets and data entry • Formatting cells and using formulas • Creating charts and graphs • Basic data analysis and pivot tables <p>Open-Source Equivalent: Google sheet:</p> <ul style="list-style-type: none"> • Basic functionalities mirroring <p>Presentation Software Presentation slides:</p> <ul style="list-style-type: none"> • Creating and designing presentations • Using themes and templates • Adding multimedia elements (images, audio, video) • Presentation techniques and tips <p>Open-Source Equivalent: google slides/Canva:</p> <ul style="list-style-type: none"> • Basic functionalities mirroring <p>Email and Internet Skills</p> <ul style="list-style-type: none"> • Setting up and managing email accounts • Email etiquette and professional communication • Using search engines effectively for research • Basics of online collaboration tools <p>Basic Troubleshooting and Maintenance</p> <ul style="list-style-type: none"> • 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.
 Guide with Examples That Teaches Everything You Need to Know about Microsoft Excel 2020 (Formulas and Functions Inclusive). Independently Published.
 Jackson, L. (2013). *PowerPoint Surgery: How to create presentation slides that make your message stick*. Engaging Books.
 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)

Course code 20144711	Course Name Material Manipulation (Fiber, Yarn, Fabric) (Pr)		Crs 4
Course Outcome	<ol style="list-style-type: none"> 1. Define the relevance & importance of Yarns and Fibers in creative manipulation 2. Demonstrate different ways & techniques of manipulating material (Yarns and Fibers) 3. Differentiate various materials for its creative use to enhance the products 4. Analyze the types of fabrics, threads, stitches used in the techniques of fabric manipulation 5. Demonstrate the technical aspects of fabric manipulation, including construction methods and tools used in creation of textures and surface on fabric. 6. Define the selection of appropriate techniques used in apparel before constructing the garment 7. Experiment with different materials, textures, and embellishments to create unique fabric surfaces 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to the Materials (Yarns/ Fibers and others)		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Differentiate the textures of various materials 2. Exploration of the materials for product development 3. Demonstrate the creative technique of product development 	<ul style="list-style-type: none"> • Introduction to the Yarns and Fibers used in creative techniques. • Evaluation of behavior, characteristic, properties, dimensionality, physical and visual potential of the basic materials like fibers & 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		1
	Learning Outcomes	Module Content	
	<ol style="list-style-type: none"> 1. Analyze and compare the different methods and tools of product making 2. Analyze the application of unconventional materials along with different fibers/yarns 3. Develop a product range and its documentation process 	<ul style="list-style-type: none"> • Orientation to the basic tools & techniques to manipulate the materials into product like Weaving, Macrame, Knotting, Braiding, Twining, Tasseling, Quilling & Crochet etc • Developing a range of products via any of the techniques and materials 	

	in a systematic manner	mixing and documentation as per the basic design process.	
Module 3	Introduction to basics of fabric manipulation		1
	Learning Outcomes	Module Content	
	<ol style="list-style-type: none"> 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 coloring fabric and create designs using dyes. 4. Create surface design on fabric by resisting the color. 	<ul style="list-style-type: none"> • 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 4	Fabric manipulation by sewing and folding		1
	Learning Outcomes	Module Content	
	<ol style="list-style-type: none"> 1. Practice the techniques that change the look and feel of a fabric by developing textures. 2. Demonstrate skills to create pattern on fabric by using sewing technique 3. Demonstrate the skill to combine different manipulation techniques to produce unique surface designs. 	<p>Introduction, methods to create fabric structures and use of the following techniques of Fabric Manipulation by Sewing and folding-</p> <ul style="list-style-type: none"> • Applique • Quilting • Patchwork • Cording • Smocking • Origami • Achieve fabric manipulation by combining fabric manipulation techniques • 	
Assignments/ Activities towards CCE			
<p>1. . Activity: To prepare documentation by understanding, exploring and analyzing the Yarns and Fibers for its creative use in the fashion industry.</p> <p>2. Assignments:</p> <p>Assignment 1: To prepare a compilation of samples and processes of all the techniques of material manipulation in a creative document form.</p> <p>Assignment 2: To develop a range of products (2) using mix materials and by</p>			

incorporating any 2 manipulation techniques.

3. 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.

4. 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
- Hall A J, (2004), "The standard Hand Book of Textiles", WoodHead Publishing, 8th edition.
- Irwin A. Kimberly, (2015), "Surface Design for fabric", Bloomsbury publishing Inc., ISBN: 978-1-60901-885-6
- Lim, T., (2023), "Crafting With Yarn: A Beginner's Journey Into The Art Of Crochet".
- Martha S., (2012), "Encyclopedia of sewing and fabric crafts", Crown Publishing Group, New York. ISBN :978-0-307-45058-6.
- McNicol A., (2013), "How to Crochet: A Complete Guide for Absolute Beginners, Kyle Craig Publishing.
- Nudelman Z, (2016), "The art of couture sewing", Fairchild books, ISBN: 978-1-60901-831-3
- Parkes C., (2007), "Knitter's Book of Yarn, The: The Ultimate Guide to Choosing, Using, and Enjoying Yarn", Potter Craft publishing.
- Pillai J, (2023) Indian Handicrafts : A Cultural Exploration Of The Crafts And Textile Traditions Of India, Notion Press.
- Sekhri S., (2022), "Textbook of Fabric Science: Fundamentals to Finishing", PHI Learning Pvt. Ltd., Delhi, 4th edition.
- 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

2.2 Major (Core) (FC)

Course code 20144722	Graphic Design for Fashion -I (PR)		Crs 02
Course Outcome	<p>After going through the course, learners will be able to</p> <ol style="list-style-type: none"> 1. Demonstrate a thorough understanding of fundamental graphic design principles, including color theory, typography, and composition, and apply them effectively in fashion design projects. 2. Use Raster and Vector to create and manipulate vector graphics, digital illustrations, and photo edits tailored for the fashion industry. 3. Create cohesive branding elements, such as logos and marketing materials, and employ visual communication strategies to develop compelling fashion branding and marketing campaigns. 4. Conceptualize, develop, and refine design projects from initial sketches to final presentations, demonstrating the ability to plan and execute fashion-related graphic design work effectively. 5. Present and articulate design concepts and projects clearly and confidently, incorporating feedback and demonstrating the ability to critically evaluate and improve their work. 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Fundamentals of Graphic Design		01
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Define basic design principles, including line, shape, color, texture, and space. 2. Demonstrate a solid grasp of color theory and the ability to create harmonious color palettes. 3. Demonstrate effective typography skills, including font selection and text layout, for fashion-related graphics. 4. Demonstrate skills in using Adobe Illustrator or any other open source for creating vector graphics and fashion 5. Illustrator techniques or any other open source to develop detailed and precise technical sketches 	<p>Introduction to Graphic Design in Fashion</p> <ul style="list-style-type: none"> • Overview of graphic design and its role in the fashion industry. <p>Color Theory and Application</p> <ul style="list-style-type: none"> • Understanding color theory, color wheel, and color harmony. <p>Typography Basics</p> <ul style="list-style-type: none"> • Fundamentals of typography, font types, and text layout. <p>Introduction to Vector graphics and Raster Graphics Software</p> <ul style="list-style-type: none"> • (Adobe Suite, CorelDraw, Open Free Software, etc..). • Overview of Adobe Illustrator and its importance in fashion design. <p>Advanced Illustrator Techniques</p> <ul style="list-style-type: none"> • Advanced features of Vector based software for fashion design. (Like Adobe Illustrator, CorelDraw, Open 	

	illustrations. 6. Demonstrate basic tools in Adobe Photoshop for photo editing, manipulation, and creating digital fashion collages.	Free Software, Etc.) Introduction to raster-based software (Like Adobe Photoshop or relevant open-source software) <ul style="list-style-type: none"> • Overview of raster-based software and its application in fashion. Advanced raster-based software techniques. <ul style="list-style-type: none"> • Advanced features of raster-based software for fashion design. 	
Module 2	Basic Applications for Graphic Design		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Define the essentials of fashion branding and create visual identity elements such as logos and brand marks. 2. Demonstrate skills in visual communication for marketing, creating compelling social media graphics and marketing materials. 3. Design effective packaging and labels that enhance the brand identity and appeal of fashion products. 4. Articulate design concepts, demonstrating the ability to plan and execute a comprehensive design project from start to finish. 	Project Development and Presentation <ul style="list-style-type: none"> • Developing a design concept and project planning. Project Execution <ul style="list-style-type: none"> • Tips and techniques for executing design projects. Final Presentation. <ul style="list-style-type: none"> • Effective presentation techniques for design projects. Review and Evaluation <ul style="list-style-type: none"> • Course review and reflection on learning outcomes 	
Assignments/ Activities towards CCE			
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)			
1. Assignment 1 <ol style="list-style-type: none"> 1. Basic design principles and elements (line, shape, color, texture, space). 2. Creating color palettes and applying them to fashion design projects. 3. Designing fashion posters and advertisements with effective typography. 4. Basic tools and functions, creating vector graphics. 5. Basic tools and functions, photo editing and manipulation. 			
2. Assignment 2 (Any Five) <ol style="list-style-type: none"> 1. Creating logos and brand identity elements. 			

2. Sketching and brainstorming ideas for a final project.
3. Working on individual final projects, applying learned skills.
4. Finalizing projects and preparing for presentation.

Required Materials:

- Relevant vector and raster-based software (Like Adobe Suite, CorelDRAW, Open free software)
- Sketchbook and drawing tools.
- Computer with sufficient specifications to run design software.

References

"Adobe Illustrator Classroom in a Book" by Brian Wood - ISBN: 978-0136412678 (This book offers step-by-step lessons covering the essentials of Adobe Illustrator, making it suitable for beginners).

"Adobe Photoshop Classroom in a Book" by Andrew Faulkner and Conrad Chavez - ISBN: 978-0136752786 (A hands-on guide to mastering Adobe Photoshop, featuring practical exercises and real-world examples).

"Brand Bible: The Complete Guide to Building, Designing, and Sustaining Brands" by Debbie Millman- ISBN: 978-1592537266 (An in-depth exploration of branding principles, strategies, and case studies, providing insights into creating successful brand identities).

"Critique Handbook: The Art Student's Sourcebook and Survival Guide" by Kendall Buster and Paula Crawford - ISBN: 978-0136034940 (This book provides guidance on giving and receiving critiques, essential for refining design projects).

"Presentation Zen: Simple Ideas on Presentation Design and Delivery" by Garr Reynolds- ISBN: 978-0321811981 (A guide to creating effective presentations, emphasizing simplicity, clarity, and storytelling).

"Graphic Design: The New Basics" by Ellen Lupton and Jennifer Cole Phillips - ISBN: 978-1616893323 (This book covers fundamental principles of graphic design, including layout, typography, and color theory, with contemporary examples and practical exercises.)

2.2 Major (Core) (JD)

Course code 20144723	Course Name Basic Jewelry Design		Crs 2
Course Outcome	After going through the course, learners will be able to 1. Differentiate & identify the types of rings, necklaces, and earrings, reflect the history and evolution of jewelry. 2. Demonstrate elements and principles of design, along with mastering basic drawing techniques, is for creating effective design sketches for jewellery. 3. Demonstrate the skill set to create contemporary jewellery design. 4. Create unique design of jewellery products		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Illustration of Jewelry using elements and principles of Design		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Design the fundamental skills in jewellery design and creation. 2. Design different techniques and materials used in illustrations of jewellery.	<ul style="list-style-type: none"> History and Evolution of Jewellery Types of Jewellery (e.g., rings, necklaces, earrings) Elements of Design (line, shape, form, texture, color) Design Patterns using Design Principles (balance, contrast, emphasis, rhythm, unity) Basic Drawing Techniques Motif Creation & Simplification Concept Development 	
Module 2	Advanced Design Techniques		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Design a thematic jewelry collection, incorporating advanced techniques 2. Design Balancing Aesthetic Appeal and Practicality in jewellery sketching	Advanced Design Techniques <ul style="list-style-type: none"> Incorporating Various Materials (precious metals, gemstones, alternative materials) Techniques for Enhancing Design Aesthetics Aesthetics and Functionality <ul style="list-style-type: none"> Balancing Aesthetic Appeal and Practicality Ergonomics in Jewellery Design Final Presentation <ul style="list-style-type: none"> Preparing a Cohesive Collection Presentation Skills and Techniques Creating a Professional Portfolio	
Assignments/ Activities towards CCE			

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

References

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

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

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

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

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

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

2.2 Major (Core) (TD)

20144714	Textile Studies (Th)		Crs
Course Outcomes	<i>After going through the course, learners will be able to</i> <ol style="list-style-type: none"> 1. Define the classification, characteristics and use of textile fibers 2. Develop the knowledge about types of yarns and fabrics 3. Describe the basic finishes for textiles 4. Identify the nature of Textile auxiliaries 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Fibers and Yarns		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Learn and describe different textile fibers, their properties and use 2. Differentiate between types of yarns and their use 3. Define different methods of yarn construction with blending techniques 4. Explain spinning techniques 	<ul style="list-style-type: none"> • Terminologies related to fibers. • Introduction & Properties of Fibers. • Classification of Fibers: Basics of Natural and Man-made fibers. • Terminologies related to Yarns. • Types of Spinning Techniques: Wet, Dry & Melt. • Introduction to types of yarns. • Blends - Definition, types, advantages and end use of blended yarn. 	
Module 2	Introduction to Textile Finishes and Auxiliaries.		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Review the terminologies related to textile finishes. 	<ul style="list-style-type: none"> • Classification of Textile Finishes- According to durability (durable, semi-durable & non- 	

	2. Describe different textile finishes, its functions and processes 3. Identify different Textile auxiliaries and its functions	durable), According to purpose (basic & special purpose), According to application (mechanical, chemical & mechanical cum chemical), According to functionality (aesthetic & functional). <ul style="list-style-type: none"> • Introduction to Textile Auxiliaries- soaps and detergent 	
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)			
1. To prepare a file with the collection of different fibers and yarns. 2. To prepare a presentation based on course modules on any one topic			

References

Bernard P. Corbman,(1985), "Textiles: Fibre to Fabric", McGraw Hill Education, 6th edition.

Billie J. Collier, Phyllis G. Tortora, (2000), "Understanding Textiles", Pearson, 6th edition.

Choudhary A.K.R., (2022), "Principles of Textile Printing", Textile Institute Professional Publication, 1st edition.

DantyagiS.,(1996), "Fundamentals of Textiles and their care",Orient Longman Ltd, New Delhi, 5th edition.

Gohl E.P.G., VelenskyL.D.,(2005), "Textile Science" CBS Publishers and Distributors, 2nd edition.

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

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

Smith J.L., (2019), "Textile Processing Printing Dyeing Finishing", Abhishek Publications.

2.3 VSC S2 (FC)

Course code 20644722	Photography & Videography (Core)(Pr)		Crs 4
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Analyze photography and video technologies, fashion photographic practices. 2. Identity styling and image creation, from both theoretical and practical perspective. 3. Challenge preconceived assumptions and biases in fashion shoots and fashion filmmaking and ideate creatively. 4. Identify with the fashion editorials and creative campaign portfolio of advertising and media industries. 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Still Photography – Techniques and Types		01
	Learning Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Demonstrate professional skills to become a fashion, food, E-commerce & events shoot. 2. Gain knowledge of latest camera equipment and how to work with brands and models 	Module Content Understanding Photography – camera, its history and evolution <ul style="list-style-type: none"> • Invention of camera • Type of cameras • View Camera • Viewfinder Camera • Single Lens Reflex Camera • Twin Lens Reflex Terminology and Features of Camera <ul style="list-style-type: none"> • Part of SLR-Camera / Digital SLR Camera • Technical inputs of various cameras • Viewfinder • Shutter Release and Shutter Speed Control • Film Speed Control • F-Stop Control • Film Compartment • Flash • Hot Shoe Mount • Lens Ring Mount 	
Module 2	Techniques and Types of Photography		
	Learning Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Enhance visual art images with optimal exposure, lens angle & perspectives, light, and video transitions. 2. Recognize how fashion progressed and was impacted over time, 	Module Content Learning Photography Techniques <ul style="list-style-type: none"> • Exposure control • Film speed • ASA3 • Shutter speed • Aperture • Composition rules – Line Shape Color Texture Direction Size 	01

	by identifying significant fashion shoots.	<ul style="list-style-type: none"> Image Retouching and Color Correction Introduction to Fashion Photography <ul style="list-style-type: none"> Fashion identities, spaces and fashion stories Developing a photographic voice – theme, concept, props Fashion studio photography Editorial shoots of fashion magazines and importance Studying iconic shoots, campaigns and case studies Use of Studio lights 	
Module 3	Cognitive Understanding of Fundamentals of Design		
	Learning Outcomes	Module Content	01
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Apply skill sets of handling the video cameras. 2. Develop and explore video shoot forms, compositions, and experiment with techniques. 3. Recognize video shoot trends, short video editing and postproduction corrections 	Understanding Video Story <ul style="list-style-type: none"> Importance of videography Visual Literacy and Composition Language of Lighting Video Editing and Rendering Shooting and management of technique through lighting, optics, and framing. Present day trends and future scope of videography 	
Module 4	Video Shoot and Editing		
	Learning Outcomes	Module Content	01
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Apply rules and composition to capture creative visual images using own personal style 2. Analyze promotional and specialized fashion shoots and documentaries 	Video – Concept, Production and Evolution <ul style="list-style-type: none"> Shooting process from planning till postproduction Sound management and post-production. Video, audio editing and color correction technique Different types of media and advertising. Fashion documentaries case studies 	
Assignments/ Activities towards CCE			

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

1. Developing photographs from nature by working on: Depth of field, light, composition with camera.
2. Taking fashion as your core theme, take candid pictures and edit the photographs using vector software to create a commercial look and feel.
3. Develop a case study presentation on any one fashion documentary of your choice.
4. Create a video shoot taking inspiration from the case study presentation and edit along with all editing details.

Instructions:

- a. Students will develop and work on innovative ideas and keep the compositions authentic and original.
- b. Picture selections should be thoughtful and must have a visual story.
- c. Caption for pictures should be a must.
- d. Students can use the design principles to create an illusion of depth, focusing and range of compositional technique in videos.

References

Booth M., (1997), "Photography An Independent Art", V & A.
Freeman M., (June 6, 2007), "The Photographer's Eye", Focal Press; 1 edition.
Kelby S., (January 1, 2009), "The Adobe Photoshop CS4 Book", New Riders Press; 1 edition.
Siegel E., "The Fashion Photography", Thames & Hudson.
Webb J., (2005), "Basic creative photography of design process", Ava Publishing.

2.3 VSC S2 (JD)

Course code 20644723	Course Name BASIC MANUFACTURING 1		Crs 4
Course Outcome	After going through the course, learners will be able to 1. Learn the safety protocols and practices using tools, equipment, and materials in the jewelry workshop. 2. Demonstrate and learn with essential jewelry-making tools and equipment and learn how to use them safely and effectively. 3. Analyze and experiment with different ideas and materials to develop a personal style and innovative approach in jewelry making. 4. Create a jewellery product using sawing, filing, soldering, and polishing techniques.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction of tools ,Vernier caliper & Practice		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Define the fundamentals of jewelry-making, and will differentiate between common tools and equipment 2. Vernier Calliper for Precise measurement. 3. Parts of a Vernier Calliper. 4. Take readings in Vernier Calliper 5. Practice measuring. 6. Differentiate the Saw blade and 7. Demonstration of fixing the saw blade in a saw frame. 8. Gradation of emery paper. 9. Hands on assemble jewelry components effectively using soldering joints	<ul style="list-style-type: none"> • Importance of safety measures in jewelry-making • Introduction to workshop practice and procedure • Purpose and function of the tool. • Importance of safety measures in jewelry-making • Hand Craft Jewellery technique for accurate measurement using a Vernier caliper. • Introduction of Saw frame. Specification of saw blade. Gradation of emery • The principles and importance of soldering in jewellery making process 	
Module 2	Basic techniques & Formulas		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Define the basic techniques involved in manufacturing Jewellery. 2. Identify the processes involved in lowering and raising the karat of precious metals 3. Achieve desired metal	<ul style="list-style-type: none"> • Calculation of lowering and raising karat • Calculation lowering and raising the karat. • Annealing (purpose of Annealing) • Alloying - (purpose of Alloying, alloys, Weighing the metal, preparing the ingots, melting, pouring, 	

	compositions applying formulas in jewelry manufacturing. 4. Learn what is Annealing & Alloying	<ul style="list-style-type: none"> Periodic table to understand the melting points of metal, specific gravity, chemical symbol of silver, copper, gold etc 	
Module 3	Introductions of machine & Basic technical Exercise		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Importance of Planning and Marking 2. Demonstrate basic techniques involved in manufacturing Jewellery 3. Demonstrate technicalities related to wire, its types, draw plates, etc.	<ul style="list-style-type: none"> Demonstration of using rolling machine, pickling, Metal melting processes involved in Jewellery Manufacturing The technical details of wires, chains, draw plates Demonstration of Technical Exercises based on the lab assignment. 	
Module 4	Basic Manufacturing Exercises		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Learn What is soldering and how to do soldering 2. Learn scoring and chamfering 3. Demonstrate doming techniques with help of dapping punch & die block 4. Achieve the surface filing & finishing with the help of required polishing tools on given exercise.	<ul style="list-style-type: none"> What is soldering? How to make various types of solder Calculate to prepare the metals (solder alloys percentage) for making solder Introduction of tools & equipment's required for soldering Different types of joints Types of flame and their application. Any 2 jewellery pieces use all the above techniques. Technical Exercises Polishing 	
Assignments/ Activities towards CCE			
1. Sawing straight & curve lines – Completion of the sawing exercise using manufacturing technique in handmade jewelry (1pcs in brass/ copper sheet) 2. Bimetal fitting --- Completion of the sawing exercise using manufacturing technique in handmade jewelry (1pcs in brass/ copper sheet) 3. Open cube---- complete the exercise as per given sheet or instruction. (1pcs in brass/ copper sheet) 4. Dome Pendant or Earring --- complete the exercise as per given sheet or instruction. (1pcs in silver sheet) 5. Curb chain ----- complete the exercise as per the given sheet or instruction. (1pcs in silver wire) 6. Brooch pins----- complete the exercise as per the given sheet or instruction. (1pcs in silver sheet)			

References

- Cogswell, J. (2008). *Creative Stonesetting*. Brynmorgen Press.
- McCreight, T. (1991). *The Complete Metalsmith: An Illustrated Handbook*. Davis Publications.
- Holschuh, B. (2009). *The Jeweler's Studio Handbook: Traditional and Contemporary Techniques for Working with Metal and Mixed Media Materials*. Quarry Books.
- McCreight, T. (2004). *Complete Metalsmith: Professional Edition*. Davis Publications.
- McCreight, T. (1991). *Jewelry Making: Techniques for Metal*. Davis Publications.
- Untracht, O. (1982). *Jewelry: Concepts and Technology*. Doubleday.
- Young, A. (2010). *The Workbench Guide to Jewelry Techniques*. Interweave Press.

2.3 VSC S2 (TD)

20644714	Introduction to Weaving (Th/Pr)		Crs
Course Outcomes	<i>After going through the course, learners will be able to</i> <ol style="list-style-type: none"> 1. Examine the historical development and significance of woven fabrics. 2. Recognize the advantages and disadvantages of basic and decorative weaves. 3. Identify common defects in woven fabrics and suggest remedies. 4. Demonstrate the processes on different looms and construct elementary weaves 5. Design derivatives of elementary and decorative weaves and distinguish types of advanced weaves 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Woven Fabric		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Attain the Learning historical development and significance of woven fabrics 2. Visualize the basic features of woven fabrics, including warp, weft, selvage, grain, and bias. 	<ul style="list-style-type: none"> • Definition, History, and Significance: • Definition of woven fabrics and their historical development. • Significance in the textile industry and everyday use. • Basic Features of Woven Fabrics: • Explanation of warp, weft, selvage, grain, and bias in woven fabrics. • Production Methods: • Overview of yarn preparation, warping, and weaving processes. • Explanation of each step involved in fabric production. 	
Module 2	Basic and Decorative Weaves		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 3. Recognize the advantages and disadvantages of 	<ul style="list-style-type: none"> • Basic Weaves: Detailed explanation of plain, twill, and satin weaves. Discussion on 	

	<p>decorative weaves such as dobby, jacquard, and leno.</p> <p>4. Access the properties and applications of different weaves.</p>	<p>the structures, properties, and applications of each weave.</p> <ul style="list-style-type: none"> Decorative Weaves: Introduction to dobby, jacquard, leno, and other decorative weaves. Understanding their unique characteristics and applications. Advantages and Disadvantages: Analysis of the pros and cons of different weaves. Common Defects: Identification of common defects in woven fabrics. Discussion on remedies to rectify these defects 	
Module 3	Basic Weaves and Graph Representation		1
	Learning Outcomes	Module Content	
	<p><i>After learning the module, learners will be able to</i></p> <p>5. Set up looms for weaving basic weave patterns.</p> <p>6. Develop graph representations of basic weave patterns using drafting software.</p>	<ul style="list-style-type: none"> Introduction to Basic Weaves: Review of basic weave structures: plain, twill, and satin. Hands-on practice in setting up looms for weaving basic weave patterns. Graph Representation of Weaves: Introduction to graph representation techniques for weave structures. Explanation of drafting and lifting plans for basic weave patterns. Sample Development: Creating graph representations of basic weave patterns using graph paper. Translating graph representations into practical weaving on looms. Analysis and Interpretation: Evaluation of woven samples in comparison to graph representations. Understanding the relationship between graph representation and woven fabric. Documentation and Reflection: Documenting the process of 	

		graph representation and weaving exercises. <ul style="list-style-type: none"> • Reflective analysis of learning outcomes and areas for improvement. 	
Module 4	Sampling on Table Loom and Frame Loom		1
	Learning Outcomes	Module Content	
	<p><i>After learning the module, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Demonstrate proficiency in frame loom setup and warping techniques for sampling. 2. Assess sampling results and compare weave structures, patterns, and overall quality. 	<ul style="list-style-type: none"> • Table Loom Sampling: • Introduction to table looms and their setup. • Hands-on practice in setting up a table loom and preparing it for sampling. • Sampling exercises focusing on basic weave structures and pattern variations. • Frame Loom Sampling: • Introduction to frame looms and their use in sampling. • Demonstration of frame loom setup and warping techniques. • Practical exercises in sampling on frame looms, exploring different weave structures and designs. 	
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)			
<ol style="list-style-type: none"> 1. Identify and analyze physical samples of basic and decorative weaves, documenting their characteristics and defects. 2. Conduct practical exercises to construct elementary weaves using traditional looms showcasing the rectification of defects. 3. Design and present a complex weave pattern, showcasing the understanding of weaving processes and construction techniques. 4. Develop and present innovative weave patterns, demonstrating the ability to create derivatives and distinguish advanced weaves. 			

References

Kadolph, S. J., Langford, A. L., & Hollen, N. R. (2009). Textiles. Pearson. ISBN: 9780131187696

Lundell, L., & Windesjö, E. (2008). Textile Design. Pavilion Books. ISBN: 9781843404452.

Shenton, J. (2014). Textile Design. Laurence King Publishing. ISBN: 9781780672853.
Seiler-Baldinger, A. (1994). Textiles: A Classification of Techniques (2nd ed.). Crawford House Press. ISBN: 9781851820594.
Watson, W., & Grosicki, Z. (1977). Textile Design. Newnes-Butterworths. ISBN: 9780408002257.

2.4 VSC S3

20644721	Advance Design and Illustration (Pr)		Crs
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Analyze 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 <ol style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> • 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	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Analyze a wide range of traditional and contemporary approaches to design and image creation. 2. Demonstrate the Stylized Sketches, with designs, 	Stylization of Model Figures and Poses: <ul style="list-style-type: none"> • Capturing Different Angles and Details for Kids, Male, and Female Figures Sketching Garments and Garment Details on Stylized Fashion Illustrations <ul style="list-style-type: none"> • Necklines and Collars, Sleeves Details, Skirts and Pants, 	

	<p>silhouettes fabric details of garments along with style and look</p> <p>3. Develop Women's and Men's wear collections with aesthetics and functional appeal.</p> <p>4. Analyze the works of iconic fashion illustrators</p> <p>5. Curate illustration style of your own</p>	<p>Blouses, Coats, and Jackets, Yokes and Underskirts, Pleats, Cowls, and Cascades</p> <p>Sketching of Accessories</p> <ul style="list-style-type: none"> Hats and Headgears, Footwear, Jewellery, Bags and Purses Study or Analysis of Illustrators works(6 Fashion Illustrators) <p>Define the different process of design -</p> <ul style="list-style-type: none"> Brainstorming, Kipling, Scamper, Mind map 7i'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

& Charles Publisher.

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

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.

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.

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.

2.5 OEC

20444121 OEC	Sewing Techniques (Pr)		Crs
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 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 After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Analyze 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. Demonstrate the knowledge of care and maintenance of sewing machines. 	Module Content <ul style="list-style-type: none"> • 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 After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Gain a thorough understanding of seams, including their definition, classification etc. 2. Demonstrate various hand stitches and machine stitches. 3. Apply the appropriate stitch for different garment construction needs. 	Module Content <ul style="list-style-type: none"> • 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	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Demonstrate 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. 	<ul style="list-style-type: none"> • 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 (Serge) 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	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Gain proficiency in executing kids & adult's garment stitching. 2. Demonstrate skills in well-finished garments and improved sewing accuracy. 	<ul style="list-style-type: none"> • 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			
<ol style="list-style-type: none"> 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.

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 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	Module Content <ul style="list-style-type: none"> • Introduction to Draping <ul style="list-style-type: none"> • Overview of draping as a design technique • Tools and materials required for draping • Basic terminologies in draping • Basic Draping Techniques <ul style="list-style-type: none"> • 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 After learning the module, learners will be able to 1. Analyze different types of garment elements through a 3D pattern-making process. 2. Adapt the pattern making techniques while making garments	Module Content <ul style="list-style-type: none"> • Draping darts and princess seams • Draping different skirt styles (Flare skirts, yoke with flare skirts) 	
Module 3	Draping – Advance garment elements		1
	Learning Outcomes 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	Module Content <ul style="list-style-type: none"> • Draping complex bodice designs (cowl neck, pleats, gathers) • Draping asymmetrical designs 	

	process. 2. Develop the Ladies top 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 behavior during the draping process. 2. Critically assess draped garments for fit, form, and aesthetics.	<ul style="list-style-type: none"> • 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 	
Assignments/ Activities towards CCE			
1. – Practical draping assignments and exercises <ol style="list-style-type: none"> 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 (FC)

Course code 20744721	Course Name Material Exploration for Fashion Display (Pr)		Crs 2
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Analyze trends and historical references to inspire visually engaging displays. 2. Select materials judiciously, considering both aesthetic and sustainable factors. 3. Develop creative concepts and prototype designs effectively. 4. Efficiently execute displays and evaluate their impact for continuous improvement. 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Elements of Design		
	Learning Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Analyze the importance of trend research and its influence on visual merchandising. 2. Learn to identify the target audience and interpret market trends to inform design decisions 3. Apply Knowledge and skills of different materials commonly used in visual merchandising. 4. Analyze the role of collaboration with suppliers and manufacturers in sourcing innovative materials 	Module Content Exploring the creative process by researching current trends, historical references, and emerging materials. <ul style="list-style-type: none"> • Conduct trend research through fashion magazines, websites, and social media platforms. • Collect inspiration from various sources such as art, nature, and architecture. • Analyze the target audience and market trends to align the display with the brand's identity and customer preferences. • Identify a range of materials suitable for the display, considering factors like texture, color, durability, and sustainability. • Consider the environmental impact of materials and prioritize sustainable options wherever possible 	

Module 2	Designing and Prototyping		
	Learning Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Apply skills in conceptualizing design ideas and translating them into visual representations. 2. Analyze different methods to create mood boards and digital collages to communicate design concepts effectively. 3. Develop proficiency in prototyping techniques to test and refine display elements. 4. Develop practical skills in sourcing materials and managing production resources. 	Module Content Develop a cohesive design concept based on the chosen materials and create prototypes to visualize the final display. <ul style="list-style-type: none"> • Sketch design concepts incorporating the selected materials, paying attention to composition, scale, and proportion. • Create mood boards or digital collages to communicate the aesthetic direction and color palette. • Source materials and production resources needed to build the display, considering factors like cost, lead time, and availability. • Install the display in the retail environment, considering factors like lighting, spatial layout, and traffic flow. • Gather feedback from store staff and customers to identify areas for improvement and inform future material exploration projects. 	
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE) Assignment No 1 Trend Analysis Report and Material Exploration Project <ul style="list-style-type: none"> - Students will research and analyze current fashion trends relevant to a specific target audience. - Students will select a range of materials commonly used in visual merchandising - A presentation or portfolio showcasing the results of material experiments, including photographs, descriptions, and reflections on each material's suitability for display purposes. Assignment No 2 Display Concept Proposal Display Installation <ul style="list-style-type: none"> - Develop a display concept based on their research findings and material exploration, incorporating creative design elements and prototyping techniques. - A written proposal accompanied by visual representations (sketches, mood boards, digital collages) detailing the design concept, material selections, and proposed prototypes. 			

- Create a comprehensive plan for the execution and evaluation of their display concept, including logistical considerations, installation instructions, and evaluation metrics.

References

- Ashby, M. F. (2009). *Materials and design: The art and science of material selection in product design* (2nd ed.). Butterworth-Heinemann.
- Bell, V. B., & Rand, P. (2006). *Materials for design*. Laurence King Publishing.
- Kumpusch, C. (2009). *Material world: Innovative structures and finishes for interiors*. Rockport Publishers.
- Lefteri, C. (2013). *Materials for inspirational design* (2nd ed.). Laurence King Publishing.
- Massey, A., & Corbett, D. P. (Eds.). (2016). *Materiality in art and culture: The case of fashion*. Bloomsbury Academic.
- Morgan, T. (2016). *Visual merchandising: Window and in-store displays for retail* (2nd ed.). Laurence King Publishing.

2.6 SEC (JD)

Course code 20744722	Course Name Jewelry illustration		Crs 2
Course Outcome	After going through the course, learners will be able to 1. Demonstrate jewelry designs with technical accuracy. 2. Create Jewelry from pre-defined perspectives related to metals, diamonds and gemstones. 3. Illustrate 3D effects using hand rendering techniques in jewelry designs. 4. Analyze various rendering techniques to enhance the visual appeal of jewelry illustration.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Importance of Technical Drawings		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Define basics of technical jewelry design. 2. Illustrate jewelry from different perspectives (top, side, front). 3. Illustrate precise technical drawings of jewelry pieces	<ul style="list-style-type: none"> • Importance of Technical Drawings in Jewellery Design • Tools and Materials for Technical Illustration • Proportions and Scale • Drawing Jewellery Components (settings, stones, clasps) • Basics of Perspective in Jewellery Design • Drawing Jewelry from Various Angles (top, side, front) • Using Grids and Guides for Accurate Perspective 	
Module 2	Jewelry Illustration		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Illustrate jewelry designs in 3D with larger ratios. 2. Illustrate realistic and visually appealing jewelry illustrations. 3. Apply various rendering techniques for jewelry illustrations.	3D Jewelry Illustration <ul style="list-style-type: none"> • Introduction to 3D Drawing Techniques • Scaling Jewellery Designs to Larger Ratios • Adding Depth and Dimension to Illustrations Rendering Techniques <ul style="list-style-type: none"> • Basics of Rendering in Jewellery Design • Shading and Highlighting Techniques • Texturing to Mimic Various Materials (metals, gemstones) Advanced Rendering	

		<ul style="list-style-type: none"> • Using Color to Enhance Jewelry Illustrations • Creating Reflective and Translucent Effects Digital Tools for Rendering Jewellery Designs	
Assignments/ Activities towards CCE			
1. Designing jewellery pieces in different ratios and rendering the same. (10 Design assessments for each student) 2. Designing jewellery through a design process with technical details. (10 Design assessment for each student) 3. Advanced rendering techniques for giving a 3D look to jewelry pieces. (10 Design assessment for each student) 4. Visualized & application of light and shadow in jewelry rendering. (10 Design assessment for each student)			

References

- Audette, D., & Dobbins, R. (2010). *Jewelry Illustration*. Brynmorgen Press
- Brambatti Manuela (2022) *Jewellery Illustration And Design Vol. 1 From Technical Drawing to Professional Rendering* Spain Hoaki Books
- Colussy, M. K. (2006). *Rendering Fashion, Fabric, and Prints with Adobe Illustrator*. Pearson
- McGrath, J. (2007). *The Complete Jewelry Making Course: Principles, Practice, and Techniques: A Beginner's Course for Aspiring Jewelry Makers*.
- Mentock, D. (2014). *The Jewelry Maker's Design Book: An Alchemy of Objects*. Quarry Books
- Untracht, O. (1982). *Jewelry Concepts and Technology*.

2.6 SEC (TD)

44723	Yarn Craft (Pr)		Crs
Course Outcomes	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Recognize the variety of yarn materials in the design industry 2. Examine and implement various craft techniques using yarn and related materials. 3. Identify a product range based on the theme using learned craft techniques. 4. Analyze various entrepreneurial ideas based on the learnt craft. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to yarn and crafts		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Recognise the textures and of different yarns. 2. Analyze the application of different fibres/yarns for product development 3. Identify and implement the basic technique of various yarn craft 	<ul style="list-style-type: none"> • Introduction about the yarn and its classification • Exploration of basic yarn craft tools & techniques like Weaving, Macrame, Knotting, Braiding, Twining, Tasselling, Quilling & Crochet etc. 	
Module 2	Application and advancements in the crafts		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Examine and compare the textures and specifications of different unconventional materials. 2. Analyze the knowledge and application of unconventional materials along with different fibres/yarns. 3. Analyze the making of creative products and document its process in a systematic manner. 	<ul style="list-style-type: none"> • Introduction to different relative materials for development, such as Leather, fabric, cords, jute cord, thread and ropes, ribbons, braids, trimmings, paper, wires, fabric, acrylics & so on. • Developing a range of products via any of the techniques and documentation as per the design process. 	
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)			

1. Group Presentations:

To understand, Analyze and analyse the conventional and unconventional textile materials used in the textile industry. Students have to compile information and samples of different materials via documentation.

2. Assignments:

i) To prepare a compilation of all the techniques of yarn craft in a creative document form.

ii) To develop a range of products using mix materials and by incorporating any 2 craft techniques.

44723	Yarn Craft (Pr)		Crs
Course Outcomes	<i>After going through the course, learners will be able to</i> <ol style="list-style-type: none"> Recognize the variety of yarn materials in the design industry Examine and implement various craft techniques using yarn and related materials. Identify a product range based on the theme using learned craft techniques. Analyze various entrepreneurial ideas based on the learnt craft. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to yarn and crafts		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> Recognise the textures and of different yarns. Analyze the application of different fibres/yarns for product development Identify and implement the basic technique of various yarn craft 	<ul style="list-style-type: none"> Introduction about the yarn and its classification Exploration of basic yarn craft tools & techniques like Weaving, Macrame, Knotting, Braiding, Twining, Tasselling, Quilling & Crochet etc. 	
Module 2	Application and advancements in the crafts		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> Examine and compare the textures and specifications 	<ul style="list-style-type: none"> Introduction to different relative materials for development, such as Leather, fabric, cords, jute 	

	of different unconventional materials. 5. Analyze the knowledge and application of unconventional materials along with different fibres/yarns. 6. Analyze the making of creative products and document its process in a systematic manner.	cord, thread and ropes, ribbons, braids, trimmings, paper, wires, fabric, acrylics & so on. • Developing a range of products via any of the techniques and documentation as per the design process.	
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)			
1. Group Presentations: To understand, Analyze and analyse the conventional and unconventional textile materials used in the textile industry. Students have to compile information and samples of different materials via documentation. 2. Assignments: i) To prepare a compilation of all the techniques of yarn craft in a creative document form. ii) To develop a range of products using mix materials and by incorporating any 2 craft techniques.			

References

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

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

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

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

Wilson, (2008), "Wool Knitting and crochet", Abhishek Publications.

Semester III (22Credits)

3.1 Major (Core)

30144721	Introduction to Pattern Making & Draping (Pr)		Crs
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Draft a basic block pattern and plain sleeve. 2. Develop and design dart manipulation skill 3. Create the basic pattern of adult skirt by flat pattern making and draping methods 4. 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 <ol style="list-style-type: none"> 1. Explain the principles of body measurements and their importance in creating a bodice block. 2. Draft a basic block pattern and plain sleeve 	<ul style="list-style-type: none"> • Adult Bodice Block • Adult Plain Sleeve 	
Module 2	Dart Manipulation		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Apply foundational techniques to draft basic blocks (e.g., bodice, skirt). 2. Differentiate between flat pattern making and draping approaches. 	<ul style="list-style-type: none"> • 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 <ol style="list-style-type: none"> 1. Make 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. 	<ul style="list-style-type: none"> • 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 <ol style="list-style-type: none"> 1. Define the draping terminology & principles. 2. Develop basic bodice block, dart manipulation and skirt on dummy size with draping method. 	<ul style="list-style-type: none"> • Introduction To Draping-Terminology, Dummy Preparation, Muslin Preparation • Basic Bodice Block- Front and Back Dart Manipulation-Single Dart, Double Dart Series 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 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

Ablina B. and Maggio K. (2009), "*Draping Drafting & Drawing*", Fairchild Publications.

Aldrich W., "*Metric Pattern Cutting (For Men's wear)*", 4th Edition Blackwell Publishing Inc.

Aldrich W., "*Metric Pattern Cutting (For Women's wear)*", 4th Edition Blackwell Publishing Inc.

Aldrich W., "*Metric Pattern Cutting for children's wear*".

Armstrong H.J. (2008), "*Draping for Apparel Design*", Fairchild Publications, Second Edition.

Armstrong H.J. (2009), "*Patternmaking for Fashion Design*", Dorling Kindersley (India) Pvt. Ltd.

Bray N. (1986), "*Dress Pattern Designing*", 5th Edition, Blackwell Science Ltd...

Crawford C.A. (2005), "*The Art Of Fashion Draping*", Fairchild Publications, Third Edition.

Handford J. (2003), "*Professional Patternmaking for Designers (For Women's wear, Men's casual wear)*", Fairchild Publications Inc.

Jaffe H. and Relis N. (1993), "*Draping for Fashion Design*", Prentice-Hall Inc. (A Siman & Schuster company), Second Edition

Knowles L.A. (2006), "*Patternmaking for Fashion Designers*", Fairchild Publications Inc

MacDonald N.M., "*Flat Pattern Design*", Fairchild Publications Inc. 3rd Edition.

3.2 Major (Core)

30144722	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. Implement the uses of different types of sewing machines, needles, and threads. 3. Construct 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 After learning the module, learners will be able to 1. Analyze 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. Apply the knowledge of care and maintenance of sewing machines.	Module Content <ul style="list-style-type: none"> 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 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.	Module Content <ul style="list-style-type: none"> 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	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Apply the purpose of different intermediate sewing techniques in garment construction. 2. Applying different types of seam finishes to different types of fabric. 3. Formulate to select and apply appropriate techniques, improving fit and finish. 	<ul style="list-style-type: none"> • 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 (Serge) 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	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Gain proficiency in executing kids & adult's garment stitching. 2. Apply 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. 	<ul style="list-style-type: none"> • 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			
<ol style="list-style-type: none"> 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) (FD)

30344721	Photography and Videography - II (Pr)		Crs 4
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Apply advanced photographic and videographic techniques to create professional-quality visual content. 2. Develop and execute complex visual projects from concept to completion, incorporating both photography and videography. 3. Utilize advanced editing software and tools to enhance and finalize visual projects. 4. Utilize the principles of storytelling into your visual projects to successfully communicate storytelling through photography and videography. 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Advanced Photography Techniques		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Analyze advanced camera settings and techniques for various photography types. 2. Utilize advanced lighting setups for studio and outdoor photography. 3. Experiment with creative composition techniques. 4. Develop proficiency in using advanced editing tools and software. 5. Create a portfolio of advanced-level photographs. 	<ul style="list-style-type: none"> • Advanced DSLR/Mirrorless camera settings. • Practical session on manual mode, advanced focusing, and exposure techniques. • Complex lighting setups for different environments. • Studio and outdoor lighting. • Innovative composition techniques. • Framing and perspective. • Advanced features in Adobe Photoshop and Lightroom. • Editing and retouching techniques. • Preparation of a professional photography portfolio. 	
Module 2	Advanced Videography Techniques		01
	Learning Outcomes	Module Content	

	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Utilizing advanced video recording techniques using various types of cameras. 2. Apply advanced lighting setups for video. 3. Develop skills in advanced audio recording and integration. 4. Use advanced video editing software to create polished video projects. 	<ul style="list-style-type: none"> • Lecture on advanced video settings and camera movements. • Practical session on using gimbals, drones, and other equipment. • Lecture on complex lighting techniques for video production. • Practical session on setting up and using various lighting equipment. • Lecture on audio recording and synchronization. • Practical session on using microphones, audio recorders, and software. • Lecture on advanced video editing techniques using Adobe Premiere Pro and After Effects. • Practical session on editing, color grading, and special effects. 	
Module 3	Integrated Photography and Videography Projects		01
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Plan and execute integrated projects that combine photography and videography. 2. Develop organized visual story line using both media. 3. Experiment with various storytelling techniques and formats. 4. Manage and direct small production teams. 	<ul style="list-style-type: none"> • Lecture on project planning and visual storytelling. • Workshop on developing project concepts and storyboards. Techniques for professional presentations. • Practical session on combining photographic and videographic techniques. • Project work. • Integrating photo and video content in post-production. • Utilizing software tools for combined projects. • Presentation of integrated projects. 	
Module 4	Practical and Project-Based Applications		01
	Learning Outcomes	Module Content	

	<ol style="list-style-type: none"> 1. Apply advanced skills to real-world projects. 2. Develop a comprehensive final project that integrates both photography and videography. 3. Present a professional portfolio. 	<ul style="list-style-type: none"> • Submission of project proposals. • Refining and planning projects. • Shooting and production. • Group work and collaboration with students. • Practical session on editing and finalizing projects. • Integration of photography and videography elements. • Presentation of final projects. • 	
Assignments/ Activities towards CCE			
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE) <ol style="list-style-type: none"> 1. Develop a portfolio with ten images that are at an advanced level. Use advanced camera settings and lighting techniques to concentrate on a variety of styles, such as landscape, portrait, and creative compositions. Give brief descriptions of the aesthetic and technical options taken in each picture. 2. Develop a three-to-five-minute short film utilizing advanced videography techniques. Add features like a thoughtfully planned storyline, efficient lighting design, and excellent sound. The film should demonstrate proficiency in camera work, directing, and editing. 3. Develop an integrated visual project that combines photography and videography. The project should tell an organized story through a series of photographs and a short video segment (1-2 minutes). Focus on consistent visual style, theme, and narrative flow. 			

References

Bruce Smith, (2022) "Fashion Photography: The Ultimate Guide to Styling, Shooting, and Image Making"

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

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

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

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

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

Tom Ang (2022), *Digital Photographer's Handbook*, DK Publishing, ISBN: 978-0744077178

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

3.3 Major (Core) (JD)

Course code 30344722	Course Name Metal Studies for Jewelry - (Pr)		Crs 2
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Demonstrate the fundamental principles of metallurgy as it applies to jewelry 2. Define key concepts in metallurgy, including metal, alloy, and crystalline structure. 3. Identify master alloys used for different carats and colors. 4. Describe the composition and density of various gold alloys. 5. Implement the process of BSI Hallmarking & testing of gold. 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	INTRODUCTION OF METALLURGY & QUALITY CONTROL		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Learn the fundamentals of metallurgy, including the properties and structure of precious metals. 2. Learn the process of raising and lowering the karat in gold alloys and the importance of metal density. 3. Define what is metals, alloys, and crystals are, and understand their crystalline structures. 4. Identify the master alloys used for different carats and colors in jewelry making. 5. Explain the importance of heat treatment in jewelry making. 6. Describe the processes of quenching, annealing, hardening, and tempering. 7. Analyze the effects of heat treatment on the physical properties of metals. 8. Apply quality control measures to identify and rectify defects in jewelry. 	<ul style="list-style-type: none"> • Introduction to Metallurgy (Precious Metal) • What is Metal • What is an Alloy • What are Crystals • Raising & Lowering of Karat • Composition of Gold Alloys • Density of metals • Master alloys for different carat and colors • Importance Of Quenching, • Annealing, Hardening and Tempering • Quality Control Importance of Q.C. Q.C. Check • Types Of Defects – Soldering, Setting and Polishing 	
Module 2	METALS & ALLOYS		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Learn various casting methods and their applications in jewelry manufacturing. 2. Create and interpret jewelry manufacturing flowcharts. 3. Identify and analyze process parameters and casting defects 4. Perform techniques such as 	<ul style="list-style-type: none"> • Investment castings, Sand castings • Jewelry manufacturing flowcharts Process parameters, casting defects, • Drawing, shaping • cutting, grinding, 	

	drawing, shaping, cutting, grinding, and polishing. 5. Demonstrate the processes and importance of gold and rhodium plating and electro polishing. 6. Implement dust collection methods in a jewelry workshop. 7. Analysis the significance of assaying and hallmarking in the jewelry industry 8. Recognize the importance of dust collection and refining processes. 9. Learn the techniques for rectification, recovery, refining, and recycling of gold 10. Identify customer perspectives and the role of BIS in hallmarking.	polishing <ul style="list-style-type: none"> • Gold and rhodium plating, Electro polishing • Recovery Refining • Gold Recycling • Dust Collection Methods • Refining Processes • Assaying & Hallmarking • Gold Assaying and Its Importance • Methods & Difficulties 	
Assignments/ Activities towards CCE			
1. Lowering and Rasing carat formula practice. 2. Ppt Presentation on given topic 3. MCQ Question bank			

References

Callister, W. D. (2007). Materials Science and Engineering: An Introduction (7th ed.). Wiley.

Davis, J. R. (Ed.). (1993). Heat Treatment of Metals. ASM International.

Mann S." Design and Make Colored Aluminum Jewellery" A & C Black 2010

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

Van M L." Masters Gold: Major Works by Leading Artists" Lark Books 2006

3.3 Major (Core) (TD)

30344723	Prints in Textiles (Pr)		Crs
Course Outcomes	<i>After going through the course, learners will be able to</i> <ol style="list-style-type: none"> 1. Identify and develop designs for the different types of traditional - printed and dyed techniques . 2. Establish CAD skills for print development. 3. Carry out the application of the print development process from concept to product application. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Traditional and Contemporary Printed Textiles		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Identify and analyze traditional Indian dyed and printed textiles. 2. Develop original design ideas and execute them using various traditional techniques. 3. Differentiate between contemporary print styles and layouts. 4. Choose appropriate printing methods based on design, aesthetics, and final application. 	A. Traditional Dyed and Printed Textiles of India <ul style="list-style-type: none"> • Overview of India's traditional printed & dyed textiles and their techniques: Tie & Dye: Bandhani, Leheriya, Ikat, Block Printing: Ajrakh, Dabu, Sanganeri, Bagh Kalamkari / Madhubani / Patchitra Shibori, Clamp Dyeing, Batik, Process understanding and design development. • Creation of contemporary design samples using traditional techniques and Application of developed samples to product surfaces (apparel/home). B. Contemporary Print Styles and Printing Techniques <ul style="list-style-type: none"> • Types of Print Layouts: Floral, Geometric, Checks/Spots/Stripes, Graphic/Abstract, Animal/Skin, Conversational, Scenic/Pictorial, Photographic, Classical (Paisley), Tribal/Ethnic. Techniques & Processes: Stencil, Stamp, Screen (flat/rotary/roller), Water-based, Plastisol, High Density, Puff, Metallic, Flocking, Emboss, Laser, Duplex, Digital, Discharge, Heat Transfer, DTG/DTF, Vinyl, Sublimation.	
Module 2	CAD-Based Print Development and Creative Application		1
	Learning Outcomes	Module Content	

	<p>After <i>learning</i> the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Use CAD tools (Raster & Vector-based) for motif and pattern development. 2. Conceptualize and execute a printed textile range using both traditional and digital approaches. 3. Gain the making of product mockups and present them with industry-standard rendering. 	<p>A. CAD for Print DesignTools & Techniques: Vector software for motifs, repeats, and colorways Raster software for effects, textures, and enhancements Digital rendering for fabric simulation Product mock-ups using CAD for apparel and home decor items.</p> <p>B. Creative Print Design Project</p> <ul style="list-style-type: none"> ▪ Conceptual development: Inspiration board, Mood board, Color story. ▪ Motif & pattern development using both hand-rendered and CAD-based methods. ▪ Application on product range (apparel/home). ▪ Portfolio presentation including design boards and CAD mock-ups. 	
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)			

Activity:

1. Artisan Workshops for traditional dyeing and printing techniques
2. Visit to printing factory/workshop

Assignments:

1. Group Presentations on dyeing/printing craft
2. Sample file of developed samples for :
 - Tie and Dye
 - Block Printing
 - Kalamkari / Madhubani / Patchitra
 - Shibori
 - Clamp Dyeing
 - Batik
3. Hand Rendered Surface Pattern Designs (A4 size) for each type of print with note on the suitable printing technique that can be used:
 - Floral
 - Geometric
 - Checks/Spots/Stripes
 - Graphic/Abstract
 - Animal/Skin
 - Conversational (status)
 - Scenic/Pictorial
 - Photographic
 - Classical (Paisley)
 - Tribal/Ethnic
4. CAD based Design Project –
 - Choose an inspiration
 - Create a mood board using Raster Software
 - Create color board using CAD
 - Motif development using Vector and Raster Software
 - Pattern Development using Vector and Raster Software
 - Pattern Rendering (combination of different techniques to create creative visual effect)
 - Product Development (apparel/home)
 - Print Application to create product mock-ups
 - Portfolio Presentation

References

- Arney, S. (1987). Malaysian batik. The Malaysian Handicraft Development Corporation.
- Barrons. (2012). Textile printing. Barrons Educational Series.
- Beigeleisen. (1958). Silk screen techniques. Dover Publications.
- Brotighton, K. (1995). Textile dyeing. Rockport Publishers.
- Bowles, M., & Isaac, C. (2012). Digital textile design. Laurence King Publishing.
- Caldwell, L. (2006). Shibori. Lark Books.
- Crill, R., & Murphy, V. (1991). Tie-dyed textiles of India. Victoria & Albert Museum.
- Drudi. (2008). Fashion prints. Pepin Press BV.
- Quinn, B. (2009). Textile designer: At the cutting edge. Laurence King Publishing.
- Russell, A. (2011). The fundamentals of printed textile design. AVA Publishing.
- Stallabrass, P. (1992). The creative guide to fabric screen printing. New Holland Ltd.
- Wilson, J. (2000). Textiles: A handbook for designers. Woodhead Publications.

3.4 Minor Stream (FC)

Code 30144723	Course Name Advance Computer Application in Fashion Communication (Practical)		Crs 04
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Apply advanced digital tools for visual communication and fashion media. 2. Design digital content using industry-standard software like Adobe Creative Suite. 3. Create interactive presentations, publications, and digital campaigns. 4. Integrate digital media and tools into real-world fashion communication projects. 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Advanced Image Editing & Compositing		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Apply advanced Photoshop techniques in visual content creation. 2. Use image retouching, masking, and compositing effectively for fashion media. 3. Enhance fashion campaigns through photo manipulation. 	<ul style="list-style-type: none"> • Advanced Tools in Adobe Photoshop • Layer Masks, Clipping Masks, Smart Objects • Image Retouching – Skin, Garments, Backgrounds • Fashion Compositing – Mood boards, Campaign layouts • Color Correction, Filters, Mock-ups for social media 	
Module 2	Vector Graphics and Branding		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Create scalable vector graphics suitable for branding and merchandise. 2. Understand brand design elements like logos, icons, and packaging. 3. Develop branding assets for fashion collections 	<ul style="list-style-type: none"> • Introduction to Adobe Illustrator (Advanced Tools) • Logo Design – Concepts, Sketch to Vector • Iconography and Vector Illustrations • Fashion Label Packaging, Tags, Stationery • Creating Brand Kits – Color Palette, Typography, Layout 	

Module 3	Layout & Publishing Design		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Use Adobe InDesign for multi-page publishing. 2. Design editorial layouts for lookbooks, fashion magazines, and catalogs. 3. Understand the digital-to-print process and export standards. 	<ul style="list-style-type: none"> • Introduction to Adobe InDesign (Advanced Functions) • Master Pages, Grids, Columns, and Typography Settings • Magazine & Lookbook Design – Cover, Feature Layout, Article Style • Integration with Photoshop & Illustrator • Print & Digital Publishing Formats (PDF/X, EPUB) 	
Module 4	Digital Media and Motion Graphics		1
	Learning Outcomes	Module Content	
Sr. No.	Module Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Design motion-based content using After Effects or Canva animation. 2. Create dynamic visuals for fashion reels, teasers, and digital ads. 3. Integrate sound, transitions, and visual effects. 	<ul style="list-style-type: none"> • Basics of Adobe After Effects or Canva Pro (Animation Tools) • Kinetic Typography, Transitions, and Effects • Storyboarding for Fashion Films or Reels • Exporting for Social Media Platforms (MP4, GIF) • Motion Graphics in Digital Advertising 	Cr.
Assignments/ Activities towards CCE			
Assignments 1 : Title: <i>Photo Compositing for Fashion Campaign</i> Task: Create a high-resolution composite visual for a fashion campaign using advanced retouching and image blending techniques. Objective: Assess technical proficiency in Photoshop for fashion-focused storytelling. Assignments 2 : Title: <i>Design a Brand Identity Kit for a Fashion Label</i> Task: Develop a complete brand identity kit including logo, color palette, business card, and tag design for a fictional fashion brand. Objective: Evaluate design thinking and execution using vector-based tools. Assignments 3 : Title: <i>Create a Fashion Lookbook (Multi-page)</i> Task: Design a 6–8 page fashion lookbook using InDesign with professional layout,			

typography, and image integration.

Objective: Assess publishing and layout skills tailored to fashion storytelling.

Assignments 4 :

Title: *Fashion Reel or Teaser (15–30 seconds)*

Task: Develop a fashion teaser or social media reel incorporating motion graphics, transitions, and text overlays.

Objective: Evaluate creativity, timing, and technical skill in motion content creation.

References

Anton, K. K., & DeJarld, T. (2023). *Adobe InDesign classroom in a book (2023 release)*. Adobe Press.

Chavez, C., & Faulkner, A. (2023). *Adobe Photoshop classroom in a book (2023 release)*. Adobe Press.

Krasner, J. (2013). *Motion graphic design: Applied history and aesthetics* (3rd ed.). Routledge.

Wheeler, A. (2017). *Designing brand identity: An essential guide for the whole branding team* (5th ed.). Wiley.

Wood, B. (2023). *Adobe Illustrator classroom in a book (2023 release)*. Adobe Press.

3.4 Minor Stream (JD)

Course code 30144724	Course Name Advance Jewelry Design – I (Pr)		Crs 4
Course Outcome	After going through the course, learners will be able to 1. Create designs using standard measurements and parameters of jewellery 2. Demonstrate of Jewellery findings. 3. Develop a 3d metal rendering skills 4. Identify Cuts of Diamond and Gemstones 5. Implement Stone Settings to create design. 6. Define various styles of necklaces		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Design Various Products categories		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Designs various products categories 2. Demonstrate standard measurements and parameters 3. Implement types of gold as per the design requirement	<ul style="list-style-type: none"> • Advance Jewelry Design – I (Pr) • Plain gold Jewellery • Aesthetic of the design • Incorporating measurements to design necklaces, pendants, earrings. • Rendering designs in different types of gold like yellow gold, white gold, pink gold. • Practicality and functional aspects • Designing jewellery using Various types of linking, findings and clasps. • Component and single unit designing Presentation • Ways of presenting jewellery on paper • Using various papers presentation techniques 	
Module 2	Jewellery Rendering		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Define nature of diamonds and gemstones 2. Specify cuts of diamonds and gemstones 3. Create designs using gemstones	Studded jewellery <ul style="list-style-type: none"> • Introduction to the precious and semi-precious gemstones • Fancy cuts and shapes of diamonds and gemstones • Older ways of cutting and polishing of diamonds • Colour variation in the gemstones • Sizes and weights of diamond and gemstone • Faceted and cabochon stone • Stone faceting and stone rendering (RBC, Princess, marquise, oval, pear, baguette, tapper 	

		baguette, trillion, emerald) • Various ways of rendering faceted and cabochon gemstone	
Module 3	Various Setting Techniques		1
	Learning Outcomes	Module Content	
	1. Define various setting and Apply appropriate Settings as per the design requirement 3. Demonstrate setting ideas 4. Create designs using unusual setting ideas 5. Identify settings used in history	<ul style="list-style-type: none"> Evolution in the cuts and facets of gemstones and diamonds Explore old ways of setting diamonds and gemstones Manufacturing techniques of setting stones. Ways of Using gemstones and diamonds to design a studded jewellery Various types of setting (prong, bezel, channel, flush, pave, illusion, invisible) 	
Module 4	Design various style of jewellery		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Identify styles of necklaces 2. Create necklace using measurements according to the styles 3. Produce designs as per the design brief 4. Create relevant designs using fabrication parameters	<ul style="list-style-type: none"> Designing various styles of necklaces Trends and styling of necklaces Basic templates of creating necklaces Tapering necklaces Round necklace V-shape U- shape Choker designing Styles used in domestic and international market Designing on the brief 	
Assignments/ Activities towards CCE			
1. Designing gold jewellery. A various product categories using standard measurements- Necklaces, Rings, bangles, bracelets – (students to make minimum 10 sketches in each category and finalize 1 in each of the above-mentioned product list) 2. Render these in yellow, white and rose gold 3. Design 3 pendant sets with variation of gemstones and diamonds (free to use unusual cuts and shapes, precious and semi-precious gemstones) use of cabochon, pearls or beads) (design as per the brief given). 4. Design V-shape, U-shape, taper necklaces with variation in styling (like choker, lariat, matinee) Note: Students pay attention to the size of the diamonds and gemstones. Use standard sizes while designing products. Design has to be relevant to the brief.			

Create designs keeping fabrication in mind

References

Amuse Jewelry. (2021). *Gemstone setting: Techniques and selection secrets.*

<https://www.amusejewelry.com/gemstone-setting>

BIRON® Gems. (2020). *Your guide to jewellery stone setting types.*

<https://www.biron-gems.com/jewelry-stone-setting-types>

Jewepiter. (2023). *Jewelry stone settings: A complete guide.*

<https://www.jewepiter.com/stone-settings-guide>

Threadcurve. (2022). *21 different types of necklaces (plus interesting facts).*

<https://www.threadcurve.com/types-of-necklaces>

3.4 Minor Stream (TD)

30144725	Traditional Woven Textiles (Th)		Crs
Course Outcomes	<i>After going through the course, learners will be able to</i> <ol style="list-style-type: none"> 1. Gain in-depth knowledge in historical textiles and design from the historical time till date. 2. Apply knowledge in traditional woven textiles of different states of India. 3. Implement knowledge of traditional motifs and designs to create a sketch or design plan for a textile inspired by these traditions 4. Access the role of traditional woven textiles in the local economy and their influence on modern fashion and design trends 5. Integrate knowledge of traditional weaving practices into a proposal for preserving and promoting these textiles in contemporary markets. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Woven textiles and its presence in Northern India		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Explain the historical and cultural significance of each type of textile, including the materials and motifs used. 2. Compare the weaving techniques and materials used in the textiles, highlighting the unique characteristics of each. 	<ul style="list-style-type: none"> • Ancient Indian textiles- History and social life. • Textiles and dyes from Indus valley, Vedic, Mauryan, Satavahana period, Kushans, Gupta and Mughals. • Traditional woven textiles of North states of India Brocades of Banaras Chanderi and Maheshwari Saree Tancoi Himru Pipli Kashmiri Shawls. 	
Module 2	Woven textiles in Southern India		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Compare the cultural, historical, and economic 	Traditional woven textiles of Southern states of India- their origin, history, colors, designs, weaving technique and recent	

	<p>significance of traditional woven textiles in Southern Indian society.</p> <p>2. Explain the distinguishing features of various traditional textiles, including the materials, weaving techniques, and patterns used in each type</p>	<p>developments in:</p> <ul style="list-style-type: none"> • Dharmavaram sarees • Venkatagiri Saree • Gadwal Saree • Narayanpet Saree • Pochampally Ikat & Telia Rumal • Kancheevaram Saree • Ilkal Saree • Mysore silk • Aarni Silk 	
Module 3	Woven textiles in Eastern India		1
	Learning Outcomes	Module Content	
	<p><i>After learning the module, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Describe the key features that distinguish the various traditional textiles of Eastern India. 2. Identify traditional textiles from Eastern India in real-life settings or through images, based on their unique characteristics. 	<p>Traditional woven textiles of Eastern states of India – their origin, history, colors, designs, weaving technique and recent developments in:</p> <ul style="list-style-type: none"> • Dacca muslin • Applique work of Bihar • Baluchari • Jamdani • Naga Shawls 	
Module 4	Woven textiles of Western India		1
	Learning Outcomes	Module Content	
	<p><i>After learning the module, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Adapt the ability to recognize traditional woven textiles of Western India. 2. Access the cultural, historical, and economic factors that have influenced the development and evolution of traditional woven textiles in Western India. 	<ul style="list-style-type: none"> • Traditional woven textiles of Western states of India – their origin, history, colors, designs, weaving technique and recent developments in: • Patan Patola • Tangaliya • Bandhani • Kota Doria • Gharchola • Amrus 	
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)			
<ol style="list-style-type: none"> 1. Collection of the sample of traditional woven textiles of various regions of India and then Preparing a documentation on the basis of their analysis. 2. Study and documentation of detailed study of a woven craft by visiting to the craftsperson. 3. Creating a portfolio or presentation that showcases the diversity of traditional textiles from various parts of India, proposing innovative ways to promote and preserve these art forms in modern contexts. 			

References

- Bharnager, P., (2009), Traditional Indian Costumes & Textiles, Abhishek Publication.
- Gillow, J. & Barnard, N., (1993), Traditional Indian Textiles, Thames & Hudson.
- Karolia, A., (2009), Traditional Indian Handcrafted Textiles, Niyogi Books.
- Krill, R. & Guy, J., (2014), Indian Textiles: The Karun Thakar Collection, Prestel Publication.
- Mahapatra, N. N., (2016), Sarees of India, Woodhead Publishing in India in Textiles.

3.5 OEC

30444122	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. Demonstrate 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. Analyze different techniques of yarn craft for product development	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 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	Fabric Origami (Pr)		Crs
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 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 After learning the module, learners will be able to <ol style="list-style-type: none"> 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 	Module Content <ul style="list-style-type: none"> • 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 After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Examine the complex fabric origami patterns and structures. Apply advanced fabric origami techniques in creating detailed designs 2. Design and create original fabric origami pieces. Illustrate the application of fabric origami in fashion and interior design. 	Module Content <ul style="list-style-type: none"> • 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 	
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 (FC)

Course code 31344722	Course Name Advertising I (Pr)		Crs 02
Course Outcome	After going through the course, learners will be able to 1. Analyze Advertising and Branding Concepts: 2. Develop and Implement Advertising Strategies: 3. Apply Practical Knowledge Through Case Studies: 4. Produce Professional-Level Advertising and Branding Documents:		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Advertising and Branding		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Apply the fundamentals of advertising and branding. 2. Analyze the historical evolution and key milestones in advertising. 3. Evaluate the impact of branding on consumer behavior and market positioning.	<ul style="list-style-type: none"> • Introduction to Advertising: Definitions and Objectives • Evolution of Advertising: Key Milestones • Basics of Branding: Definitions and Importance • Case Study Analysis: Historical Campaigns • Impact of Advertising and Branding on Consumer Behavior 	
Module 2	Advertising Strategies and Media Planning		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Develop comprehensive advertising strategies for different media platforms. 2. Apply the principles of media planning and buying. 3. Analyze case studies to identify effective media strategies.	<ul style="list-style-type: none"> • Advertising Strategies: Traditional vs. Digital • Media Planning and Buying: Concepts and Processes • Case Study Analysis: Multi-Platform Campaigns • Budget Allocation and ROI Measurement • Emerging Trends in Media Planning 	
Assignments/ Activities towards CCE			
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE) Assignment 1: Write a detailed report analyzing a successful historical advertising campaign. Discuss the strategies used and their impact on the brand's success. Assignment 2: Create a media plan for a hypothetical product launch, detailing the			

choice of media platforms, budget allocation, and expected ROI.

References

- Aaker, D. A. (2012). *Building strong brands*. Free Press.
- Aaker, D. A., & Biel, A. L. (Eds.). (2013). *Brand equity & advertising: Advertising's role in building strong brands*. Psychology Press.
- Belch, G. E., & Belch, M. A. (2019). *Advertising and promotion: An integrated marketing communications perspective* (11th ed.). McGraw-Hill Education.

3.7 FP (JD)

Course code 31344723	Course Name Field work ON Indian Jewelry		Crs 2
Course Outcome	<ol style="list-style-type: none"> 1. Describe the historical evolution of Indian jewelry. 2. Define the cultural significance of different jewelry styles across India. 3. Analyze the materials and techniques used in Indian jewelry. 4. Synthesize their findings into a detailed fieldwork report. 5. Evaluate the authenticity and craftsmanship of jewelry pieces. 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Indian Jewelry and Field Work		
	Learning Outcomes	Module Content	
	<ol style="list-style-type: none"> 1. Identify various types of traditional Indian jewelry and their historical significance. 2. Explain the cultural and regional variations in Indian jewelry. 3. Demonstrate basic fieldwork techniques for studying jewelry artifacts. 	<ul style="list-style-type: none"> • Introduction to Indian Jewelry • Historical overview of Indian Jewellery (Pre-historical, cave period, indus vally civilization, Gupta period, Mauryan Empire, Mughal era, British period) • Types of traditional jewelry (e.g., Kundan, Meenakari, Temple jewelry) • Regional variations (e.g., North Indian, South Indian, East Indian, West Indian) <p>Field Work documentation techniques</p> <ul style="list-style-type: none"> • Basics of fieldwork in jewelry studies • Documentation methods (e.g., photography, sketching, note-taking) • Ethical considerations in fieldwork 	
Module 2	Advanced Field Work and Analysis		
	Learning Outcomes	Module Content	
	<ol style="list-style-type: none"> 1. Analyze the materials and techniques used in traditional Indian jewelry. 2. Frame the comprehensive fieldwork report on a selected jewelry piece or collection. 3. Critically evaluate the authenticity and craftsmanship of jewelry artifacts. 	<p>Materials and Techniques</p> <ul style="list-style-type: none"> • Common materials used (e.g., gold, silver, gemstones) • Traditional techniques (e.g., filigree, enameling, stone setting, Kundan, Polki, Theva and many more) <p>Field Work Report</p> <ul style="list-style-type: none"> • Visit to the museum or similar places • Structuring a fieldwork report • Integrating visual and textual documentation • Presenting findings and conclusions <p>Evaluation of Jewelry</p>	

		<ul style="list-style-type: none"> • Criteria for evaluating authenticity • Assessing craftsmanship and quality • Identifying modern reproductions and fakes 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Fieldwork Documentation and material and Technique Analysis 2. Conduct a fieldwork study on a local jewelry store or artisan or any of the traditional Indian jewellery or a museum. 3. Document the types of jewelry, materials used, and techniques observed. Use photographs, sketches, and detailed notes and include visual aids. 4. Apply fieldwork techniques and document findings effectively and design a suitable jewelelry piece. 5. Additional Activities 6. Group Discussion: Organize a group discussion on the cultural significance of different regional jewelry styles in India. 7. Presentation: Prepare a presentation on the ethical considerations in jewelry fieldwork. 8. These assignments should help students achieve the learning and course outcomes while engaging deeply with the subject matter. 			

3.7 FP (TD)

31344724	Fieldwork on Indian Prints (Pr)		Crs
Course Outcomes	<i>After going through the course, learners will be able to</i> <ol style="list-style-type: none"> 1. Identify and differentiate between various traditional and contemporary Indian print styles, techniques, and materials used in their creation. 2. Exhibit ethical behavior and cultural sensitivity when interacting with artisans, collectors, and communities. 3. Demonstrate practical skills in printmaking. 4. Execute fieldwork methodology & develop skills in observation, photography, sketching, and note-taking to document prints and associated cultural practices. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Indian Printmaking		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Analyze Historical evolution of Indian printmaking, including key periods, regions, and influences that have shaped its development. 2. Examine the stylistic elements and motifs characteristic of different Indian printmaking traditions. 	<ul style="list-style-type: none"> • Introduction to Indian printmaking: Historical timeline • Categories of Printed Textiles • Printed Design Techniques • Styles and methods of printing • Contemporary Printmaking in India. • Cultural and Social Contexts of prints in India. 	
Module 2	Fieldwork and Practical Application		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Demonstrate basic skills in traditional printmaking techniques through hands-on practice. 2. Attain a lifelong appreciation for the rich traditions of Indian printmaking, recognizing its importance as a cultural heritage. 	<ul style="list-style-type: none"> • Fieldwork Preparation and Planning- Planning a field trip: Identifying sites and objectives, Ethics and best practices in fieldwork, including interacting with artisans. • Fieldwork Execution- Conducting site visits: Workshops, museums, and markets, Techniques for documenting prints in situ (photography, sketching, 	

		note-taking). <ul style="list-style-type: none"> • Analysis and Preservation Techniques- Analyzing field data: Identifying styles, materials, and techniques. • Reporting and Sharing Findings- Structuring field reports and presenting findings. 	
Assignments/Activities towards Comprehensive Continuous Evaluation (CCE)			
<ol style="list-style-type: none"> 1. Study and analyze the various printmaking techniques of India and present the compilation of findings in the form of presentation. 2. Visit to the various craft centers for in depth analysis of the fabric and prints and then develop the collection of design in a selected print technique and finally preparation and submission of a detailed fieldwork report. 			

References

Fish, J. (2005). Designing and printing textiles. The Crowood Press Ltd.
 Mahapatra, N. N. (2022). Textile printing. Woodhead Publishing Company.
 Patni, M. (2020). Textile designing and printing. Star Publications.
 Sengupta, P. (2023, March 18). A brief history of printmaking in India: From 1850s art schools to modern works. Scroll.in. <https://scroll.in/article/1048748/a-brief-history-of-printmaking-in-india-from-1850s-art-schools-to-modern-works>