



SNDT Women's University, Mumbai

Faculty of Interdisciplinary Studies

**B.A.
(Fashion Design)**

As Per NEP – 2020

Semester – I to III

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

Terminologies

Abbreviation	Full-form	Remarks	Related to Major and Minor Courses
Major (Core)	Main Discipline		
Major (Elective)	Elective Options		related to the Major Discipline
Minor Stream	Other Disciplines (Inter/ Multidisciplinary) not related to the Major	either from the same Faculty or any other faculty	
OEC	Open Elective Courses/ Generic		Not Related to the Major and Minor
VSEC	Vocational and Skill Enhancement Courses		
VSC	Vocational Skill Courses		Related to the Major and Minor
SEC	Skill Enhancement Courses		Not Related to the Major and Minor
AEC	Ability Enhancement Courses	Communication skills, critical reading, academic writing, etc.	Not Related to the Major and Minor
VEC	Value Education Courses	Understanding India, Environmental science/education, Digital and technological solutions, Health & Wellness, Yoga education, sports, and fitness	Not Related to the Major and Minor
IKS	Indian Knowledge System	I. Generic IKS Course: basic knowledge of the IKS II. Subject Specific IKS Courses: advanced information pertaining to the subject: part of the 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	Interdisciplinary faculties 4 Years U. G. Degree B.A.
Specialization	Fashion Design
Preamble	Fashion Design is the art of creating clothing and accessories. It involves conceptualizing ideas, sketching designs, and creative prototypes and patterns. Fashion Designers often work in terms with other designers, Patterns makers, and production staff to bring their ideas to life.
Programme Specific Outcomes (PSOs)	<p>After completing this program, the Learner will</p> <ul style="list-style-type: none"> • The students will identify the elements and principles of design and develop drawing skills. • The students will Learn and apply pattern making, draping, and grading techniques in the fashion industry. • The students will acquire knowledge of digitalized fashion figures with appropriate proportions and details, and understand their relation to garments and garment details, which are essential for the design process. • The students will obtain knowledge for the application of forecasting techniques to determine future trends and apply these skills to create design collections. • The students will create a professional portfolio that aligns with industry requirements, showcasing a compilation of their work. • The students will analyze the specifics of electives such as "Women's wear" and "Kids wear" within the fashion industry. • The students will acquire experience through an internship and incorporate this experience into their curriculum vitae.
Eligibility Criteria for Programme	10+2 pass in any stream - Arts/Commerce/Science/Home Science/Minimum Competency Vocational Course (MCVC) including National Institute of Open Schooling (NIOS) Minimum Eligibility - 45%
Intake (For SNTD WU Departments and Conducted Colleges)	40

- External Examination does not always mean a Theory paper. It may be practical examination, Product submission, projects, etc. checked by external examiners.
- Internal evaluation should not be Written Theory papers like Unit

tests. Internal marks will be acquired through practical, small group or individual Projects, activities, presentations, seminars, workshops, products, assignments, application- based work, reports, etc.

- Practical may be part of the main courses along with theory modules instead of having separate courses of practical work.

Structure with Course Titles

B.A. (Fashion Design)

SN	Courses	Type of Course	Credits	Marks	Int	Ext
	Semester I					
10144811	Elements & Principles of Design (TH/PR)	Major (Core) 1	4	100	50	50
10144802	Fashion Studies (TH)	Major (Core) 2A	2	50	50	0
10444811/ 10444812/ 10444813	Basket (Any one out of 3) Elective 1. Basic Computer Application In Fashion 2. Material Studies for Apparel 3. Basic Fashion Rendering Techniques	OEC	4	100	50	50
10644801	Introduction to Pattern Making (TH/PR)	VSC on Major 1	2	50	50	0
107448211	Basic Design and Sketching (PR)	SEC	2	50	0	50
10810111	English For Academic Writing - Paper I (For Students of English Medium)	AEC (Any One)	2	50	0	50
10810112	English Language and Literature - I (For Students of Non-English medium)					
	AEC Link: https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/ability-enhancement-course.pdf					
11051111	Inception of India Knowledge System IKS Link: https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/iks-syllabus/ug-degree/inception-of-indian-knowledge-system.pdf (Available on Website)	IKS (Generic)	2	50	0	50

10952111	<p>Introduction to Indian Constitution</p> <p>Link: https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/vec-syllabus/ug-degree/introduction-to-indian-constitution.pdf</p> <p>(Available on Website)</p>	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					
	<p>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</p> <p>(Available on Website)</p>					
			22	550	250	300

	Semester II					
SN	Courses	Type of Course	Credits	Marks	Int	Ext
20144811	Introduction to Textile (TH/PR)	Major (Core) 3	4	100	50	50
20144812	Art Appreciation (TH)	Major (Core) 2B	2	50	0	50
20644801	Embroideries (PR)	VSC on major 3	2	50	50	0
20644802	Design Ideas (TH/PR)	VSC on major 2	2	50	50	0
20444811/ 20444812/ 20444813	Basket (Any one out of 3) Elective 1. Fashion Design Concept 2. Basic Draping Technique 3. Dress Designing	OEC	4	100	50	50
20744801	Print Development (PR)	SEC	2	50	50	0
20810111	English For Academic Writing - Paper II (For Students of English Medium)	AEC (Any One)	2	50	0	50
20810112	English Language and Literature - II (For Students of Non-English medium)					
	AEC Link: https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/ability-enhancement-course.pdf (Available on Website)					
20952111	Environment Awareness Link: https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/vec-syllabus/ug-degree/environment-awareness.pdf (Available on Website)	VEC	2	50	0	50
21450121	Volunteerism and National	CC (Any	2	50	0	50

	Service Scheme	One)				
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	250	300

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

	Semester III					
SN	Courses	Type of Course	Credits	Marks	Int	Ext
30144821	Fundamentals of Illustration & Design Concept (PR)	Major (Core)	4	100	50	50
30144812	Fabric Studies for Fashion (TH/PR)	Major (Core)	4	100	50	50
30144823	Basics of Pattern Making and Draping (PR)	Major (Core)	2	50	0	50
30344811	Industrial Machine Tools and Equipments (TH/PR)	Minor Stream	4	100	50	50
30444821/ 30444822/ 30444823	Basket (Any one out of 3) <i>Elective</i> 1. Fashion Photography (PR) 2. Computer-Aided Rendering Technique in Fashion (PR) 3. Mixed Media – Fabric	OEC	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-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, શ્રવાણ અને વાચન કૌશલ્ય (Gujarati)					
31344801	Industry Project (PR)	FP	2	50	50	0
	Co-Curricular Course (CC) Link: https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/cc-syllabus/ug-degree/co-	CC (Any One)	2	50	50	0

	curricular-course-as-per-nep-2020-semester-iii-syllabus.pdf (Available on Websit2e)					
31450121	Social issues Advocacy and Action					
31450221	National Cadets Corps. (NCC) Studies – III					
31450321	Traditional Sports and Fitness					
31450421	Unfolding The Beauty of Indian Music					
			22	550	300	250

	Semester IV					
40144821	Advance Fashion Illustration & Design Concept (PR)	Major (Core)	4	100	50	50
40144812	Indian Traditional Textiles (TH/PR)	Major (Core)	4	100	50	50
40344811	History Of Fashion (Western) (TH)	Minor	4	100	50	50
40444821/ 40444822	Basket (Any one out of 2) Elective 1. Fabric Origami (PR) 2. Accessory Design (PR)	OEC	2	50	0	50
40744821	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 - ભાષમિક (Gujarati)					
41544801	Fabric Printing (PR)	CE	2	50	50	0
	Co-Curricular Course (CC) Link: https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/cc-syllabus/ug-degree/co-curricular-course-as-per-nep-2020-semester-iv-syllabus.pdf (Available on Website)	CC (Any One)	2	50	50	0

41450122	Personality and Leadership Development through National Service Scheme					
41450121	NSS Volunteers under National service scheme special camp					
41450221	National Cadets Corps. (NCC) Studies – IV					
41450421	Theatre & Dance					
			22	550	250	300

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

Course Structure

Semester I (22 Credits)

1.1 Major (Core)

Course code- 10144811	Course Name Elements & Principles of Design (TH/PR)		Credits 4
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Identify the fundamentals of art media with its application. 2. Describe how each element and principle contributes to the overall visual composition and aesthetic impact of a design. 3. Co-relate the different elements of fashion with elements of Design. 4. Analyze and explore color including its dimensions, schemes, theories 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to art media and its applications		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Develop the basic concepts of art medium 2. Demonstrate the rendering skills using different art medium 	<ul style="list-style-type: none"> • Art medium- Introduction and its application • Different art mediums, like pencils, color pencils, crayons, posters, erasers, acrylic, rendering and shading skills. 	
Module 2	Basics of Art and Design- its types and elements		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Classify between structural and decorative design 2. Differentiate between the elements of art and design 	<ul style="list-style-type: none"> • Types of Design- structural and decorative • Elements of art and design – point, line, form, shape, space, size, texture and color. 	
Module 3	Principles of Art & Design		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Recognize the concept of principles of 	<ul style="list-style-type: none"> • Principles of design- Introduction and types • Balance • Proportion/Scale • Rhythm • Emphasis 	

	design 2. Identify various principles of art and design	<ul style="list-style-type: none"> • Harmony/Unity 	
Module 4	Exploring Color		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze the color theory, including its psychological impact 2. Evaluate and demonstrate different color schemes according to their types and apply them accordingly in design projects. 3. Demonstrate proficiency in identifying and manipulating key dimensions of color such as hue, value, and intensity	<ul style="list-style-type: none"> • Color- Introduction and its Psychology • Dimension of color- hue, value, intensity • Color schemes-types, importance and application • Colour theory- CMYK (subtractive), RGB (additive) • Color System- Prang's Color System and Munsell Color System • Colour wheel- primary, secondary and tertiary 	
Assignments/ Activities towards CCE			
1. Students have to develop a poster illustrating the differences between CMYK and RGB color models, as well as the Prang and Munsell color systems. 2. Students will design a poster applying elements and principles of design to effectively communicate a message. 3. Students must design a mood board or color palette demonstrating their understanding of color schemes and their applications.			

References

Everlett F. (1987). "Fashion Design", EDC publishing.
 Jones. S.J.(2005). "Fashion Design", Laurence King.
 MarianL.Devis (1980), "Visual Design in Dress", Prentice Hall.
 Kostellow, R. R. (2002). "Elements of Design". Prince AP.
 Maier, M. (1977). "Basic Principle of Design". Van Nostrand Reinhold.
 Mckelvey K.(2008). "Fashion Forecasting", Jennie Munslow.
 Smith, J. A. (2020). "Fundamentals of Art and Design: Exploring Elements and Principles". Artistic Publishing Company.
 Steckes P. (1996). "Fashion Design Manual", Palgrave Macmillon.

1.2 Major (Core)

Course code- 10344802	Course Name Fashion Studies (TH)		Credits 2
Course Outcome	After going through the course, learners will be able to 1. Identify basic fashion terminology, fashion categories, and the workings of the fashion industry. 2. Compare the influences of various designers and fashion revolutions with respect to social, cultural, and psychological aspects in different decades. 3. Recognize major global fashion centers and discuss their importance. 4. Analyze various theories, movements, and factors affecting fashion.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Nature of fashion & clothing categories		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze trends in the fashion industry. 2. Demonstrate the different clothing categories for men, women, and kids	<ul style="list-style-type: none"> • Nature of fashion • Definition • Fashion revolutions and their social and cultural impacts • Influential designers and their contributions to Fashion clothing categories (Men, Women, Kids) • Casual wear • Sportswear • Formal wear • Leisurewear • Clubwear • Loungewear • Resort wear • Lingerie • Active sportswear 	
Module 2	Fashion terminology & Movement of fashion		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Differentiate between fashion terminology related to various fashion categories. 2. Analyze various fashion theories, movements, and factors that have influenced fashion over time.	<ul style="list-style-type: none"> • Fashion Terminology • Evolution of Fashion • Fashion capitals around the world • Categories of Fashion: Couture, prêt-à-porter, and Mass Fashion • Factors affecting Fashion demand • Movement of Fashion -Fashion theories, Factors influencing Fashion 	

Assignments/ Activities towards CCE
<ol style="list-style-type: none">1. Group discussion and presentation on 5 national and 5 international designers.2. Individual project: Creating uniforms using magazine cut-outs.3. Study of three brands from each fashion category (men, women, and kids) and segregation according to Couture, prêt-à-porter, and Mass Fashion.4. Group presentation on fashion theories, movements, and factors influencing fashion.

References

Dickeson, K. (2004). Inside Fashion Business. Pearson Education, Inc.
Eubank, T. (2010). Survey of Historic Costume. Fairchild Publications.
Fiore, A., & Kimle, P. (1997). Understanding Aesthetics. Fairchild Books.
Laver, J. (2002). Costume and Fashion: A Concise History. Thames & Hudson.
Promostyl. Here & There.
Steckes, P. (1996). Fashion Design Manual. Palgrave Macmillan.
Stephens, G. (2005). Fashion: From Concept to Consumer. Pearson.
Stone, E. (2004). The Dynamics of Fashion. Fairchild Publications.
Stone, E. (2008). The Dynamics of Fashion. Fairchild Books.

1.3 OEC

Course code-	Course Name Basic Computer Application In Fashion (PR)		Credits 4
Course Outcome	After going through the course, learners will be able to 1. Differentiate between vector and raster graphic software and illustrate their applications in fashion design. 2. Demonstrate proficiency in raster graphics software to design and represent fashion concepts. 3. Edit the image Using the tools to modify, enhance, and manipulate digital visuals for fashion projects. 4. Design fashion mood boards and organize visual content digitally to communicate design ideas effectively.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to the Software		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze the tools used for raster-based software to create layouts, designs and perform image editing for fashion design. 2. Develop skills in using raster graphics tools to create and represent fashion design concepts.	<ul style="list-style-type: none"> • Introduction to raster and vector graphics software and its applications in fashion design. • Basic image editing techniques: cropping, resizing, and rotating images. • Learn to work with layers, masking and gradient tools • Image editing techniques: selection tools, layers, masking, and adjustments (brightness, contrast, hue, saturation). • Creating visuals: utilizing drawing tools and incorporating textures, patterns, and color schemes. 	
Module 2	Manipulation and Digital fashion sketch creation		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Recognize skills to develop digital fashion illustration 2. Acquire knowledge to create motifs, render patterns and texture on the digital sketch.	<ul style="list-style-type: none"> • Principles of digital fashion illustration • Creating and refining digital sketches • Designing motifs and embedding them in illustrations • Tools and methods for creating fabric textures 	
Module 3	Fashion Mood board and Concept Development		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Design fashion mood boards	<ul style="list-style-type: none"> • Visual storytelling and mood board composition • Theme selection and curation of design elements 	

	by collecting and categorizing images, textures, and themes. 2. Present cohesive fashion concepts using digital layout skills.	<ul style="list-style-type: none"> • Layout, text, and color palette integration • Digital presentation of design ideas 	
Module 4	Surface Design and Digital Pattern Development		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Create seamless digital motifs and construct repeating patterns. 2. Apply digital surface design techniques on fashion silhouettes.	<ul style="list-style-type: none"> • Digital tools for surface design • Repeating pattern creation • Motif development • Application on digital garments • Colorways and variations 	
Assignments/ Activities towards CCE			
<p>Assignment 1: Design a digital fashion mood board. Compile relevant images, textures, and colors for a theme.</p> <p>Assignment 2: Create digital fashion illustrations, demonstrating clothing and accessory design.</p> <p>Assignment 3: Develop motifs and patterns. Integrate them into a final digital illustration.</p> <p>Assignment 4: Apply surface design techniques to produce fashion sketches with diverse patterns.</p>			

References

Bain, S., & Wilkison, N. (2002). CorelDraw (12) - The Official Guide. Corel Press.

Heller, S., & Lita, T. (2010). Graphic. Thames and Hudson.

Jones, P. (2010). Graphic Design for Fashion. Lawrence King.

Myers, P.J., & Devitt, M. (2010). Complete Guide to Size Specification and Technical Design. Fairchild.

McClelland, D. (2002). A Guide to Adobe. Wiley Dreamtech.

Szkutnicka, B. (2010). Technical Drawing for Fashion. Lawrence King.

Wong, K. (2019). Adobe Illustrator for Fashion Design. Fairchild Books

1.3 OEC

Course code-	Course Name Material Studies for Apparel (PR)		Credits 4
Course Outcome	After going through the course, learners will be able to 1. Identify and explain the properties and characteristics of different materials used in fashion. 2. Analyze the suitability of materials for specific fashion products. 3. Select and specify materials for fashion products based on their properties and characteristics. 4. Evaluate the environmental and social impact of materials used in fashion.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Material Studies		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze the basics of material in fashion for its application.	<ul style="list-style-type: none"> Overview of materials used in fashion Properties and characteristics of natural and synthetic fibers 	
Module 2	Basics of Art and Design- its types and elements		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze the properties and applications of natural fibers.	<ul style="list-style-type: none"> Properties and characteristics of cotton, wool, silk, and other natural fibers Applications of natural fibers in fashion 	
Module 3	Principles of Art & Design		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Differentiate the properties of synthetic fibers for its applications	<ul style="list-style-type: none"> Properties and characteristics of polyester, nylon, acrylic, and other synthetic fibers Applications of synthetic fibers in fashion 	
Module 4	Exploring Color		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze the impact of textile finishes and treatments on material properties.	<ul style="list-style-type: none"> Applications of textile finishes and treatments in fashion Overview of sustainable materials and practices in fashion Environmental and social impact of materials used in fashion 	

	2. Evaluate the environmental and social impact of materials used in fashion.		
Assignments/ Activities towards CCE			
1. Material Analysis Project: Analyze and compare the properties and characteristics of different materials used in fashion. 2. Material Selection Exercise: Select and specify materials for a fashion product based on their properties and characteristics. 3. Sustainable Materials Case Study: Evaluate the environmental and social impact of materials used in a specific fashion brand or product. 4. Material Innovation Research: Research and present on innovative materials used in fashion, highlighting their properties, applications, and benefits.			

References

"Textiles" by Sara J. Kadolph

"Material World" by Matilda McQuaid

"Sustainable Fashion: Why Now?" by Sandy Black

1.3 OEC

Course code-	Course Name Basic Fashion Rendering Techniques (PR)		Credits 4
Course Outcome	After going through the course, learners will be able to 1. Demonstrate the importance of proportion, balance, and anatomy in fashion rendering. 2. Create simple fashion sketches and renderings using various techniques, such as markers, colored pencils, and digital tools. 3. Evaluate and analyze the key elements of fashion rendering, including texture, color, and fabric. 4. Create a portfolio of fashion renderings showcasing different techniques and styles.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Fashion Rendering		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Illustrate the Fashion Figure 2. Apply proportion and balance in Fashion figures	<ul style="list-style-type: none"> • Overview of fashion rendering • Basic drawing and sketching techniques • Proportion and balance in Fashion figures 	
Module 2	Fashion Figure Drawing		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Illustrate the fashion figure with proportion and anatomy 2. Illustrate dynamic poses and movements 3. Illustrate the facial expressions and body language	<ul style="list-style-type: none"> • Drawing the fashion figure • Proportion and anatomy • Dynamic poses and movements 	
Module 3	Rendering Techniques		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Identify and illustrate the textures with different color combinations used in fabrics for Fashion 2. Illustrate the depth and dimension in fashion renderings	<ul style="list-style-type: none"> • Texture, color, and fabric in fashion illustrations • Depth and dimension in fashion renderings 	

Module 4	Advanced Rendering Techniques		01
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Exhibit the detailed and realistic fashion illustrations with advance rendering techniques. 2. Construct a professional portfolio 	<ul style="list-style-type: none"> • Advanced rendering techniques • Fabric and texture rendering • Portfolio development 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Practice of Proportionate Figure, anatomy, Different poses and movement. 2. Rendering 5 sketches using different movements using 10 heads fashion figures 3. Sketching 6 different types of fashion figures with skin tone rendering with different color mediums (Pencil, Color Pencils, Poster, Water, Dry Pastels, Oil Pastels} 4. Sketch 5 fashion figures and draw basic garment components and garment variations and render it with different medium. 5. Create a comprehensive fashion portfolio showcasing your best work from the Subject. 			

References

"Fashion Illustration" by Carmencita AFP

"Fashion Rendering" by Kathryn Hagen

"The Fashion Sketchbook" by Bina Abling

"Fashion Illustration: Inspiration and Technique" by Sarah Mower

1.4 VSC

Course code-10644801	Course Name Introduction to Pattern Making (Pr)		Credits 2
Course Outcome	After going through the course, learners will be able to 1. Demonstrate the skills of pattern making using different tools or techniques 2. Recognize appropriate terminology, symbols, body measurements to develop different patterns. 3. Identify various patterns by using the acquired knowledge of pattern-making techniques. 4. Develop different pattern blocks and will correlate them with human body.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Basics of Pattern Making and Construction		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Demonstrate drafting, draping, and flat pattern techniques. 2. Develop skills in utilizing measuring, marking, cutting, sewing, and pressing tools effectively. 3. Develop child bodice and sleeve blocks to ensure accurate garment sizing and fitting	<ul style="list-style-type: none"> • Introduction to pattern-making techniques - Drafting, draping and flat pattern technique, advantages and uses. • Tools & equipment used for pattern making and garment construction - measuring tools, marking tools, cutting tools, sewing tools, pressing tools. • Terminology & symbols- Marks and symbols (notches, punch/circles,) pattern information (grain, part, piece, cut symbols), seam allowance, fabric terms (grain, bowing, skewing). • Importance of Body measurements, Body Landmarks, Correct procedure of taking body measurements, Standard body measurement charts. • Kids Body and Sleeve block 	
Module 2	Development of Basic Blocks and Manipulation Techniques		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Demonstrate the professional skills of developing an Adult Bodice Block. 2. Modify the patterns using dart manipulation methods Slash and	<ul style="list-style-type: none"> • Adult Bodice Block, Sleeve Block & Skirt block • Dart Manipulation- Types of darts, and method of dart manipulation (Slash and spread & Pivotal transfer techniques) 	

	spread & Pivotal transfer techniques.		
Assignments/ Activities towards CCE 1. Create a presentation or infographic summarizing the key principles, advantages, and applications of each technique. 2. Select one garment type (e.g., bodice, skirt, sleeve) and create a set of basic blocks using standard measurement charts or personal body measurements. 3. Submission of any Dart Manipulation samples – Single dart series and double dart series.			

References

Armstrong, H.J., (2010), Patternmaking for Fashion Design, 5th Edition, Upper Saddle River, N.J. : Pearson Education/Prentice Hall.

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

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

MacDonald M. (2009). Principles of Flat Pattern Design (4th Edition). New York: Fairchild Publications Inc.

1.5 SEC

Course code-10744801	Course Name Basic Design and Sketching (PR)		Credits 2
Course Outcome	After going through the course, learners will be able to 1. Sketch the landscapes and portrait drawings using shading/coloring techniques with specified tools, techniques, and mediums. 2. Develop motifs by interpreting natural and geometric objects, and transform them into abstract and stylized designs. 3. Apply drawing applications to various technical steps involved in the product development process. 4. Identify and draw objects, perspective, still life, and human figurative drawings.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Basics of Sketching		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Apply shading and coloring techniques to create free-hand drawings of landscapes and portraits using various mediums. 2. Sketch the objects with various motifs and adjust their size through enlargement or reduction.	<ul style="list-style-type: none"> Analyzing formal features of natural and man-made objects Identifying expressive features Understanding symbolic composition and layout Creative Techniques: Using natural elements to create motifs Techniques for copying, enlarging, and reducing motifs 	
Module 2	Composition, Object drawing and human anatomy		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Apply various textures for surface rendering. 2. Illustrate technical and figurative drawings.	<ul style="list-style-type: none"> Development and application of textures in drawings Improvement of line quality and its application in artwork Drawing techniques for different stages of product development, still life, and objects Introduction to human figurative drawing Basic principles of measurements and proportion in drawing 	
Assignments/ Activities towards CCE			
1. Experiment and draw different types of lines such as straight, curved, wavy, thick, thin, and broken. 2. Practice creating different types of shading, including hatching, cross-hatching,			

stippling, and blending, with different grades of pencils(e.g, 2b,4b,6b) and color pencils

3. Choose five natural elements from your surroundings (e.g., leaves, flowers, fruits, shells). Study each selected element closely, observing its shape, texture, and details. Create detailed sketches or drawings of each element, focusing on capturing its unique characteristics.
4. Develop motifs inspired by any 5 natural elements and explore various design variations. Develop design variations for each element, including geometric, abstract, and stylized interpretations.
5. Collect various textures for rendering. Imagine and interpret the different stages of producing a chosen product through drawings.

References

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Mulik, M. (2004). Perspective. Jyotsna Prakashan Pune. (1st Edition).
Narvekar, S., & Narvekar, A. (n.d.). Grade Examination-Drawing Made Easy. Navneet Publication (India) Ltd.
Shelar, S. (2007). Still Life. Jyotsna Prakashan Pune. (1st Edition).
Vaze, P. (2002). Draw and Paint. Jyotsna Prakashan Pune. (1st Edition).

Semester II (22 Credits)

2.1 Major (Core)

Course code 20144811	Course name Introduction to Textiles (TH/PR)		Credits 04
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Examine the fundamental properties of textiles, including fiber types, yarn structures, fabric constructions, and finishing techniques. 2. Explore the various stages of textile manufacturing processes, from fiber production to fabric finishing. 3. Demonstrate the ability to select appropriate textile materials based on performance requirements, aesthetics, and sustainability considerations. 4. Foster a mindset of continuous learning and adaptation to evolving trends and technologies within the textile sector 		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Textiles Fibers		1
	Learning Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Identify and classify various types of textile fibers based on their natural or synthetic origin. 2. Differentiate between the looms, including hand looms and power looms, and their respective mechanisms and operations 	Module Content <ul style="list-style-type: none"> • Fibers: Classification, Introduction, properties and end uses of natural and man-made fibers. • Yarns: Introduction, Types-ply yarns, novelty yarn, textured yarn. The manufacturing process-spinning systems, Properties- yarn twist, yarn numbering, yarn hairiness, yarn diameter, and its application in apparel. Yarn count (Tex, Denier) • Looms: Introduction to different Hand looms and power looms. 	
Module 2	Woven fabric Construction		1
	Learning Outcomes After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Identify the key characteristics and differences between woven, knitted, and nonwoven fabrics. 2. Identify the woven fabric construction methods of basic weaves along with its advantages and 	Module Content Fabric forming methods <ul style="list-style-type: none"> • Woven & non- woven's and its application in apparel Introduction to basic weaves <ul style="list-style-type: none"> • Plain, twill and satin- classification, introduction, advantages and disadvantages 	

	disadvantages.		
Module 3	Preparatory processes		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Recognize how variations in preparatory techniques and parameters influence the properties of fibers, yarns, and fabrics. 2. Develop proficiency in quality control methods and techniques to monitor and assess the effectiveness of preparatory processes.	Types of Preparatory Processes done on Textiles for the dyeing and their Effects, Advantages & Disadvantages: <ul style="list-style-type: none"> • Singeing • Desizing • Scouring • Souring • Bleaching and • Mercerization 	
Module 4	DYEING		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyzing dyeing principles, including dye types, dyeing methods, and color theory. 2. Explore the end uses of dyed textiles in apparel applications, including garments, accessories, and decorative textiles.	Dyeing Techniques - Introduction and Classification of Dyes and their application in apparel Equipment, process, Advantages, disadvantages and end uses. <ul style="list-style-type: none"> • Natural Dyes • Synthetic dyes 	
Assignments/ Activities towards CCE			
Assignment 1 1. Research and compile information on natural and man-made fibers, including their classification, properties, and end uses. 2. Study of different types of commercial fabric and their sample collection. 3. Study of Fabric structure to identify basic weave. 4. To make any one article in different dyeing with different patterns.			

References

Arnason, H. H., & Mansfield, E. (2012). History of Modern Art: Painting, Sculpture, Architecture, Photography. Pearson.

Bloomsbury Research Handbook of Indian Aesthetics and the Philosophy of Art. (2016). Bloomsbury Publishing Plc eBooks. <https://doi.org/10.5040/978147421900>

Fichner-Rathus, L. (2018). Understanding Art. Cengage Learning.

Guha-Thakurta, T. (1992). The Making of a New "Indian" Art: Artists, Aesthetics and

Nationalism in Bengal, C.1850-1920. Retrieved from
<http://ci.nii.ac.jp/ncid/BA18585451>

Mitter, P. (2017). Western theories of beauty and Non-Western peoples. In *Sophia Studies in Cross-Cultural Philosophy of Traditions and Cultures* (pp. 79–89).
Sayre, H. M. (2012). *A World of Art*. Pearson.

2.2 Major (Core)

Course code – 20344811	Course Name Art Appreciation (Th)		Credits 02
Course Outcome	After going through the course, learners will be able to 1. Demonstrate knowledge of art elements and principles of design. 2. Analyze the origin of Indian culture in terms of different art forms and its integration. 3. Evaluate selected artworks using the terminology and iconography of art. 4. Appreciate the developments of Art, culture and their influence on society		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Indian Art and History		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Develop artistic and aesthetic sensibilities 2. Recognize various art forms and appreciate the beauty in different art forms.	<ul style="list-style-type: none"> • Definition of art and aesthetics. Classification of art: • Indian Karu (skill-based) and Charu art (pleasure to soul through senses) • Art in India during Prehistoric period, Indus valley/Harappa civilization • Six limbs of Indian art (shadanga) Roop bheda (form and form impact) Pramana (proportion) Bhav (expression- brief introduction on rasa theory) Lavanya yojana(aesthetic scheme) Sadrishya (similitude) Varnika Bhanga (color scheme) • Modern Indian art 	
Module 2	Indian Culture and Other Art Forms		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Identify the art terminology in different methods of art forms - painting or handicrafts. 2. Differentiate between state-wise handicrafts for its characteristics.	<ul style="list-style-type: none"> • Introduction to other popular art forms – • Dance / Music / Painting / Handicrafts • Introduction of aesthetics and its role in art • Indian concept of beauty "Satyam Shivam Sundaram" • Western concept of art • A brief overview of Western art history 	

		<ul style="list-style-type: none"> • Concept of beauty in the West • Group discussions and classroom workshops/demos 	
Assignments/ Activities towards CCE			
1. The students will prepare a presentation on 2 (two) art forms (period of their choice) and do a group discussion based on the presentations. 2. Comparative analysis of Western and Indian concepts of beauty. It will be a group assignment with detailed pictorial representation and slide show in the classroom. 3. The students will Prepare a presentation on state-wise cultural heritage like dance, music, painting, and handicraft.			

References

- Arnason, H. H., & Mansfield, E. (2012). History of Modern Art: Painting, Sculpture, Architecture, Photography. Pearson.
- Bloomsbury Research Handbook of Indian Aesthetics and the Philosophy of Art. (2016). Bloomsbury Publishing Plc eBooks. <https://doi.org/10.5040/978147421900>
- Fichner-Rathus, L. (2018). Understanding Art. Cengage Learning.
- Guha-Thakurta, T. (1992). The Making of a New "Indian" Art: Artists, Aesthetics and Nationalism in Bengal, C.1850-1920. Retrieved from <http://ci.nii.ac.jp/ncid/BA18585451>
- Mitter, P. (2017). Western theories of beauty and Non-Western peoples. In Sophia Studies in Cross-Cultural Philosophy of Traditions and Cultures (pp. 79–89).
- Sayre, H. M. (2012). A World of Art. Pearson.

2.3 VSC S2

Course code – 20644811	Course Name Embroideries (PR)		Credits 02
Course Outcome	After going through the course, learners will be able to 1. Explore the tools and techniques of embroideries. 2. Demonstrate the embroidery skills. 3. Recognize contemporary and traditional approaches to embroidery design. 4. Apply appropriate design principles, methods and techniques to practice.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Basics of Embroidery		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Identify and select various embroidery materials, including fabrics, threads and their suitability for different embroideries 2. Appreciate the historical significance of various embroidery styles and techniques.	Tools and techniques <ul style="list-style-type: none"> • Design transfer materials, • Sources & Interpretation • Choosing color • Enlarging and reducing design Basic Embroidery Stitches: Basting, Backstitch, Chain Stitch, Buttonhole, Lazy Daisy, Herring Bone, Satin Stitch, French knot, Shadow Stitch, Long & Short, Mirror Work, Cast-on Stitch, Rose Stitch, Eyelet Stitch, Blanket Stitch	
Module 2	Indian Traditional Embroidery		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Demonstrate the skills of traditional Embroideries and its application on Apparel. 2. Analyze the history and cultural significance of the traditional Indian embroideries.	Indian Traditional Stitches <ul style="list-style-type: none"> • Kantha Embroidery of West Bengal • Kasuti Embroidery of Karnataka • Chikankari Embroidery of Lucknow(Uttar Pradesh) • Manipuri Embroidery of Manipur • Kathiawar Embroidery of Gujarat • Kashida Embroidery of Kashmir • Chamba Rumal of Himachal Pradesh • Phulkari of Punjab 	

Assignments/ Activities towards CCE
1. Make sheets of designs by reducing and enlarging the designs. 2. Submission of a composition of traditional embroidery samples.

References

Abraham, T. M. (1964). Handicraft of India. New Delhi, Graphics Columbia.
Chattopadhyay, K. (1995). Handicrafts of India. New Delhi, WisdomTree.
Crill, R. (1999). Indian Embroidery. London, Victoria & Albert Museum.
Mehta, J. (1970). Masterpieces of Indian Textiles. D.B. Taraporevala Sons & Co., Pvt. Ltd.
Storey, J. (1974). Manual of Textile Printing. London, Thames and Hudson.

2.4 VSC S2

Course code – 20644812	Course Name Design Ideas		Credits 02
Course Outcome	After going through the course, learners will be able to 1. Interpret the basics of Design Ideas for the design development process. 2. Describe and interpret the design and importance of a logo in the fashion industry. 3. Apply a design thinking process to create designs. 4. Analyze brand design within the context of the fashion industry.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Design Thinking		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Demonstrate the design development process. 2. Analyze the creative application of fabric in the apparel industry.	<ul style="list-style-type: none"> • Introduction to Design Thinking • Creative Applications of Fabric Beyond Clothing • Factors influencing the design of dress • Application of different steps in the processes of design – • Brainstorming, Kipling, Scamper, Mind map7i's, Scamper, 6 thinking 	
Module 2	Logo and Brand Design		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze the visual identity of the fashion industry and the history of logos and symbols. 2. Demonstrate the symbol design for various fashion brands.	<ul style="list-style-type: none"> • Introduction to Logo and Brand Design Fundamentals of Visual Identity • Role of logos and branding in communication • Basic principles of design applicable to logo and brand design Brand Identity Essentials • Definition and components of brand identity • Understanding brand personality and positioning 	
Assignments/ Activities towards CCE			
1. Create a logo for a brand using a design thinking process. 2. Create 2 brainstorming boards for the development of a theme-based garment taking inspiration from sustainability.			

References

Carter, D. E. (2003). The Big Book of Design Ideas. Harper Collins Publishers Inc.
Ling, D. (2014). Complete Design Thinking Guide. Emerge Creatives Group LLP.
Wiedemann, J. (2001). Logo Design. Taschen Universe

2.5 OEC

Course code	Course Name FASHION DESIGN CONCEPT (TH/PR)		Crs 4
Course Outcome	After going through the course, learners will be able to 1. Correlate the role of fashion as an outcome of cultural, social, and economic influences. 2. Evaluate the effectiveness of fashion designs, taking into account factors such as aesthetics, functionality, and sustainability. 3. Identify, analyze, and apply trends in the fashion Industry.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction & Fashion Terminology		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Explain key fashion terminology and concepts. 2. Recognize and describe various fashion styles, trends, and elements. 3. Demonstrate an understanding of the fashion industry's structure, including design, production, and distribution.	<ul style="list-style-type: none"> Fashion, Fashion classification & types. Fashion Design & Fashion Technology. Latest fashion, Selecting Fashion for own self. Fashion Industry& its Scope. Fashion industry language and Fashion terms. 	
Module 2	Distinguished fashion designers		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Recognize and describe the contributions of influential fashion designers. 2. Critically evaluate the design philosophies, styles, and impact of distinguished fashion designers. 3. Explain the historical and cultural context of notable fashion designers' work.	<ul style="list-style-type: none"> Introduction to National & International Fashion Designer. Future Forecasting of Fashion Trends – An Analytical Approach Concerning Design and the Involvement of Technology. Fashion designers & Technologist of Tomorrow. Know the famous labels & International producers of today. 	
Module 3	Study of Fashion Illustrators		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Critically evaluate fashion illustrators for their	<ul style="list-style-type: none"> Study of renowned national and international Fashion Illustrators for their signature Styles. 	

	illustration styles. 2. Use various media and techniques to interpret styles of three Fashion Illustrators.	<ul style="list-style-type: none"> • Interpretation of Illustration Styles of selected of three Fashion Illustrators. 	
Module 4	History of fashion		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Recognize and describe characteristic features of different historical Indian Fashion. 2. Analyze the different types of costumes worn in different states of India.	<ul style="list-style-type: none"> • A brief history of Indian fashion • Costumes worn in the Different Indian states - Kashmir, Punjab, Rajasthan, Bengal, Uttar Pradesh, Maharashtra, Eastern States, South India 	
Assignments/ Activities towards CCE			
1. Assignments and quiz/class tests. 2. Mid-term and end-term written test. 3. Presentation			

References

McKelvey, K., & Munslow, J. (2018). Fashion Design: Process, Innovation & Practice (2nd ed.). Wiley.

Seivewright, S. (2021). Basics Fashion Design: Research & Design (3rd ed.). Fairchild Books.

Sorger, R., & Udale, J. (2022). The Fundamentals of Fashion Design (5th ed.). Bloomsbury Visual Arts.

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Fashion Theory: The Journal of Dress, Body & Culture (ISSN: 1362-704X).

International Journal of Fashion Design, Technology & Education (Taylor & Francis).

ONLINE RECOURSES:

Business of Fashion. (2023). The State of Fashion Report.
<https://www.businessoffashion.com>

WGSN. (2023). Fashion Trend Forecasting. <https://www.wgsn.com>

Websites for Reference:

<https://www.tandfonline.com>

<https://fashioninsiders.co>

<https://en.m.wikipedia.org>

<https://www.instyle.com>

2.5 OEC

Course code	Course Name Basic Draping Technique (PR)		Crs 4
Course Outcome	After going through the course, learners will be able to 1. Explain the fundamentals of draping techniques in fashion design. 2. Develop patterns of specific garments using draping techniques on a dress form. 3. Evaluate the performance of different Materials used in a specific fashion brand. 4. Adapt skills of Draping using different materials.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Draping		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Explore the basics of draping techniques 2. Adapt Skills to create garments using basic draping principles	<ul style="list-style-type: none"> • Overview of draping techniques • Fabric selection • Characteristics • Basic draping principles 	
Module 2	Basic Draping Techniques		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Drape basic garments on a dress form 2. Comprehend the knowledge of grain lines and fabric manipulation in Draping. 3. Demonstrate the skills to create different styles using draping techniques	<ul style="list-style-type: none"> • Draping basic garments (e.g., tops, skirts) • Grain lines and fabric manipulation • Creating different styles 	
Module 3	Intermediate Draping Techniques		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Demonstrate the skills of Draping complex patterns such as Dresses in to different styles	<ul style="list-style-type: none"> • Draping of complex Patterns such as Dresses 	
Module 4	Advanced Draping Techniques		1

	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Demonstrate the skills of Draping complex patterns such as women's formal Jacket.	<ul style="list-style-type: none"> • Draping of complex Pattern such as women's formal jacket. 	
Assignments/ Activities towards CCE			
1. Create two complex patterns of dresses using draping techniques.			

References

Calhoun, K. (Year). Draping Basics. [Publisher].
 Joseph-Armstrong, H. (2013). Draping for Fashion Design (3rd ed.). Fairchild Books.
 McKee, K. (Year). The Art of Draping. [Publisher].
 Welters, L. (2012). Fashion Design: The Complete Guide. Fairchild Books.

2.5 OEC

Course code	Course Name Dress Designing (PR)		Crs 4
Course Outcome	After going through the course, learners will be able to 1. Create original dress designs that demonstrate creativity and technical skill. 2. Apply principles of color, texture, and pattern in dress design. 3. Construct garments using various techniques, materials, and equipment. 4. Analyze garment fit, proportion, and balance.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Dress Designing		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Explain the fundamentals of dress designing principles, such as proportion, balance, and harmony, in dress design. 2. Identify the categories of womens Fashion	<ul style="list-style-type: none"> • Introduction, History and evolution of dresses • Types of dresses: casual, formal, ethnic, contemporary • Elements and principles of design 	
Module 2	Dress Styles and Design Development		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Draw the sketches using the template. 2. Analyze and interpret fashion , styles, and design elements. 2. Evaluate dress designs based on aesthetic and functional criteria.	<ul style="list-style-type: none"> • Fashion Rendering Techniques • Silhouettes: A-line, sheath, empire, mermaid, shirt dress, wrap dress, etc. • Necklines, sleeves, hemlines, darts, yokes, pleats • Creative exploration: mood boards, concept boards, color story 	
Module 3	Fabric & Trim Selection		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Identify different types of	<ul style="list-style-type: none"> • Fabric types suitable for different dress styles • Functional and aesthetic 	

	fabrics, trims, and materials used in garment construction. 2. Analyze the properties, characteristics, and suitability of various fabrics and trims for specific garment applications.	<ul style="list-style-type: none"> considerations Trims, embellishments, and surface ornamentation 	
Module 4	Final Design Project & Portfolio		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Identify and illustrate the latest style of two selected brands and two selected designers. 2. Effectively present and communicate their design project	<ul style="list-style-type: none"> Analyzing and interpretation of latest womenswear styles presented by brands and designers (For 2 Brands and 2 Designers) Project on developing alternative options of design for selected brands and designers 	
Assignments/ Activities towards CCE			
1. Study and Illustration of the latest styles of the two selected brands and two selected designers. 2. Development of style variations of the selected brands and designers collections and develop a presentation for the same.			

References

Armstrong, H. J. (2019). Patternmaking for Fashion Design (5th ed.). Pearson.

Ireland, P. J. (2008). Fashion Design Drawing Course. Barron's Educational Series.

Jarnow, J. (1997). Inside the Fashion Business (7th ed.). Pearson.

McKelvey, K., & Munslow, J. (2018). Fashion Design: Process, Innovation and Practice (2nd ed.). Wiley.

Seaman, J. (2011). Basic Fashion Design: Fashion Drawing (2nd ed.). AVA Publishing.

Shaeffer, C. (2008). Fabric Sewing Guide (Updated ed.). Krause Publications.

2.6 SEC

Course code – 20744801	Course Name Print Development		Credits 02
Course Outcome	After going through the course, learners will be able to 1.Explore different styles and methods involved in printing textiles. 2.Identify the correct method and style for printing textiles. 3.Recognize the differences between different kinds of prints. 4.Apply printing methods on different types of fabric.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Traditional Prints		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Apply techniques for printing on fabrics with different designs. 2. Develop various patterns in printing.	Introduction to Indian Block Prints: Context- Origin, Significance, Methods, Colors, Motifs, layouts Traditional Prints: <ul style="list-style-type: none"> • Bagh Print • Ajrak Print • Sanganer Print • Bagru Print 	
Module 2	Surface Design of Fabric		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze dyeing methods on fabrics. 2. Develop samples with the patterns having dyeing and printing techniques for creating the Surface design.	Common Dyeing and Printing Techniques Used on Fabrics: <ul style="list-style-type: none"> • Tie and Dye • Stencil Printing • Block Printing • Screen Printing • Batik 	
Assignments/ Activities towards CCE			
1. Submission of assignment / Presentation on any one of the Traditional prints. 2. Submission of 3 samples of different dyeing and printing techniques.			

References

Amey, S. (1987). Malaysian Batik. The Malaysian Handicraft Development Corporation.
 Bhatnagar, P. (2004). Traditional Indian Costumes and Textiles. Abhishek Publications.
 Beigeleisen, J. (1958). Silk Screen Techniques. Dover Publications.
 Brotighton, K. (1995). Textile Dyeing. Rockport Publishers.
 Caldwell, L. (2006). Shibori. Lark Books.
 Dedhia, E., & Hundekar, M. (2008). Ajrakh Impressions and Expressions. Colour Publication Private Limited.
 Gunner, J. (2006). Shibori. Batsford.
 Kendall, T. (2001). Fabric Dyeing and Printing. Collins & Brown Ltd.
 Prideaux, V. (2003). A Handbook of Indigo Dyeing. Search Press Ltd.

Semester III (22 Credits)

3.1 Major (Core)

Course Title	Course Name Fundamentals of Illustration & Design Concept (Pr)		Crs 4
Course Outcome	After going through the course, learners will be able to 1. Identify the basics of Fashion Illustration, including proportion, line, shape, value, and texture. 2. Develop skills in rendering fabrics, textures, and details in fashion Illustrations. 3. Classify the design process from concept to final presentation.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1:	Introduction of Fashion Figure		1
Learning Outcomes	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Draw the Fashion Figures and analyze how it is used for Fashion Design. 2. Render the illustration with facial details and hairstyles using various mediums.	<ul style="list-style-type: none"> • Introduction to 10-head female fashion figure (front, back, $\frac{3}{4}$, side) • 10-head female fashion figure indicating joints in the body • Facial details with hairstyle (front, back, $\frac{3}{4}$side) 	
Module 2	Rendering of Fashion Figure		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to able to 1. Sketch different kind of Body and silhouette of a garment. 2. Identify the theory of various colour treatments, colour co-ordination in sketching.	<ul style="list-style-type: none"> • Bending fashion figures (front, back, $\frac{3}{4}$side) • Shaping of the different parts of human figures- hands, feet, shoes etc. 	
Module 3	Garment Designing		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Illustrate fashion ideas in a visual form. 2. Analyze the photos of figure wearing the clothes and converting the same into	<ul style="list-style-type: none"> • Draping 4 different basic garments • Working from photos and fashion drawings converting photos into stylized figure. 	

	stylized figures.		
Module 4	Design Concept		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Interpret the various methodologies used in design development. 2. Apply the SCAMPER methods in the design development project. 	<ul style="list-style-type: none"> • Introduction to design • Apply the different processes of design: • mind map 7 I's SCAMPER, 6 - thinking hats, gestalt theory (theory) Study the design process method in terms of Inspiration, mood, color, and client boards Study or analysis of illustrator works & repeating illustrations Recreate the illustration Design inspiration board. 	
Assignments/ Activities towards CCE			
Assignment 1: Design development using SCAMPER method for function wear/festive wear students are required to follow step-wise wise SCAMPER method and develop style collection.			

References

- Abling B. (2004), "Fashion Sketchbook", 4th edition, Fairchild Publications, Inc. New York.
- Drudi E., Paci T. (2001), "Figure Drawing for Fashion Design", The Pepin Press BV, Amsterdam.
- Hagen K. (2005), "Fashion Illustration for Designers", Pearson Education, Inc., Upper Saddle River, New Jersey 07458.
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- Riegelman N. (2000), "9 Heads", 9 Heads Media in association with Art Center college of design, Pasadena, California USA .
- Stipelman S. (2005), "Illustrating Fashion Concept to creation", 2 nd edition , Fairchild Publications, Inc. New York.

3.2 Major (Core)

Course Title	Course Name Fabric Studies for Fashion (TH)		Crs 4
Course Outcome	After going through the course, learners will be able to 1. Analyze the handling techniques of a fabric. 2. Knowledge of the Pre- and Post-treatment of a Fabric 3. Develop skills in fabric selection based on design needs and functionality. 4. Explore emerging trends and technologies in textile development.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1:	Introduction to Fabric Handling		1
Learning Outcomes	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1.Explain the importance of proper fabric handling to maintain quality. 2. Explain the storage and steaming techniques.	<ul style="list-style-type: none"> • Fabric Handling Basics • Types of fabrics and their characteristics • Common issues in fabric handling (e.g., wrinkles, stretch, snagging). • Basic handling techniques (e.g., proper folding, storage). • Storage Techniques • Fabric storage environments (temperature, humidity control). • Best practices for storing different fabric types (e.g., hanging vs. folding). • Use of protective coverings and labelling. • Heat setting and Steaming • Principles of heat setting and its impact on fabric stability. • Methods of heat setting (e.g., using a heat press, oven, or steamers). • The role of steaming in fabric finishing and wrinkle removal. • Safety precautions and best practices. 	

Module 2	Rendering of Fashion Figure		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Analyze the basic treatments of fabric (Pre-treatment and post-treatment). 2. Practice Dyeing and Printing Techniques. 	<ul style="list-style-type: none"> • Pre-Treatment • Cleaning and preparation (e.g., washing, scouring). • Testing for fabric strength and colorfastness. • Removing stains and residues. • Dyeing and Printing Techniques • Overview of dyeing techniques (e.g., reactive, vat, direct). • Printing methods (e.g., screen printing, digital printing). • Impact on fabric properties and quality. • Post -Processing Treatment • Heat setting and steaming. • Application of finishes (e.g., water repellents, flame retardants). • Shrinkage control and wrinkle resistance. 	
Module 3	Fabric Selection and Application in Fashion Design		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Observe and analyze the Aesthetic appeal of the fabrics. 2. Differentiate and use the different color schemes. 	<ul style="list-style-type: none"> • Fabric Selection Criteria • Design Aesthetics: Visual and tactile qualities. • Garment Functionality: Comfort, Mobility, Temperature Control. • Market Trends and Consumer Preferences. 	
Module 4	Trend Analysis and Fabric Forecasting		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Explore Recent fabric trend 	<p>Fabric Trends</p> <ul style="list-style-type: none"> • Sources of Fabric Trends: Fashion Shows, 	

	and forecasting. 2. Analyze the trend and consumer behavior.	Forecasting Agencies, Trade Shows <ul style="list-style-type: none"> • Analysing Trend Reports: Color Palettes, Patterns, Textures • Consumer Behaviour and Preferences • Market Research: Surveys, Focus Groups, Sales Data • Impact of Trends on Fabric Choices • Recent Trends and Their Impact on Fashion Design 	
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Assignments/ Activities towards CCE	
<p>Assignment 1: Students will Create a Fabric Swatch Book- Documenting Fabric Properties, Uses, and Care Instructions</p> <p>Assignment 2: Fabric Analysis Project- Detailed Study of Fabric Performance and Suitability</p> <p>Assignment 3: Students will conduct a trend analysis and forecast future fabric trends in a written report.</p> <p>Assignment 4: Students have to do Market research and prepare a report for the same.</p>	

References

Corbman, B. P. (1983). *Textiles: Fiber to fabric* (6th ed.). McGraw-Hill.
 "Fabric for Fashion" by Jane Malcolm
Fabric Science by Joseph J. Pizzuto

Industry Journals, Online Textile Databases, Fashion Forecasting Reports
The Fashion System by Roland Barthes

3.3 Major (Core)

Course code	Course Name Basics of Pattern Making and Draping (PR)		Crs 2
Course Outcome	After going through the course, learners will be able to 1. Exploration of pattern-making tools and their appropriate usage in drafting and pattern making. 2. Perform basic draping techniques on a dress form to create patterns such as bodice, skirts, and princess lines. 3. Knowledge of dart manipulation techniques to create variations in bodices through slash-and-spread and pivot methods.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Sleeves (Set in Sleeve) and Draping		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Develop the sleeve pattern and its variation. 2. Knowledge of draping techniques for various garments, such as bodices, sleeves, skirts and manipulate darts for precise fitting.	<ul style="list-style-type: none"> • Introduction to Sleeves and Terminology • Draft the Basic Sleeve (set-in-sleeve) and its variation • Introduction to Draping-Terminology, Dummy Preparation, Muslin Preparation • Basic Bodice Block –Front & back • Dart Manipulation –Single Dart, Double Dart Series 	
Module 2	Basic Skirt and It's various		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Develop the basic single and double dart skirts. 2. Modify and adapt existing patterns to create new designs	Skirts (Adult), <ul style="list-style-type: none"> • Basic single & double dart & Skirts Variations- • Aline • Paneled • Gored • Flounce • Circular • Circular with uneven hemline 	
Assignments/ Activities towards CCE			
Assignment 1: Submission of a complete Patterns of Puff, Cap, Petal and Leg-o-mutton Sleeves Assignment 2: Submission of Basic Bodice Block –Front & back, Single Dart, Double Dart skirt Submission of Skirt and Skirt with Yoke by draping method. Assignment 3: Submission of Skirts: A line, Paneled, Gored, Flounce, Circular, Circular with uneven hemline by flat pattern making.			

References

- Cooklins, G. (n.d.). *Pattern grading for women's clothing*. Blackwell Science.
- Marshall Cavendish Books Ltd. (n.d.). *Encyclopedia of dress making*. Marshall Cavendish Books Ltd.
- Singer, P. (n.d.). *Basic fashion*. Wardrobe Pamelalee Singer Co.
- Terry Evon, R. (n.d.). *Dress making*. Himalayan Publishing Group Ltd.
- Vohra, A. R. (n.d.). *Rapidex home training course*. Pustak Mahal.
- Zarapkar, K. R. (n.d.). *Zarapkar system of cutting*. Navneet Publications.

3.4 Minor Stream

Course Title	Course Name Industrial Machine, Tools and Equipments (TH/PR)		Crs 4
Course Outcome	After going through the course, learners will be able to 1. Recognize and explain the types and functions of industrial machines, tools, and equipment. 2. Analyze the capabilities, limitations, and applications of various machines, tools, and equipment. 3. Select and specify machines, tools, and equipment for specific manufacturing processes. 4. Evaluate the safety, efficiency, and productivity of machines, tools, and equipment.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1:	Introduction to Industrial Machines		1
Learning Outcomes	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Identify industrial machines and equipment.	<ul style="list-style-type: none"> Overview of industrial machines and equipment Types of industrial machines (machine tools, material handling equipment) 	
Module 2	Machine Tools		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze machine tool operations.	<ul style="list-style-type: none"> Types of machine tools (lathe, milling, drilling, grinding) Machine tool operations and applications 	
Module 3	Material Handling Equipment		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Explore the material-handling equipment.	<ul style="list-style-type: none"> Types of material-handling equipment (conveyors, cranes, forklifts) Material handling equipment applications and safety considerations 	
Module 4	Safety and Maintenance		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Evaluate safety and	<ul style="list-style-type: none"> Safety procedures and protocols for industrial machines and 	

	maintenance practices.	equipment <ul style="list-style-type: none"> • Maintenance procedures and best practices 	
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Assignments/ Activities towards CCE	
1. Machine tool operation exercises 2. Material handling equipment case studies 3. Safety procedure development 4. Equipment selection and application projects	

References

"Industrial Machinery Handbook" by Frank DAuria
 "Machine Tools and Equipment" by HMT
 "Manufacturing Processes" by Serope Kalpakjian

3.5 OEC

Course code	Course Name Fashion Photography (PR)		Crs 2
Course Outcome	After going through the course, learners will be able to 1. Explain the principles of fashion photography, including lighting, composition, and styling. 2. Interpret fashion photographs that demonstrate technical skill and creativity. 3. Analyze fashion photographs and identify key elements that contribute to their success.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction, Lighting and Composition		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Identify the basics of fashion photography. 2. Select appropriate gear for shoots. 3. Analyze lighting and composition techniques.	<ul style="list-style-type: none"> - Overview of fashion photography and its applications - History of fashion photography Key photographers and trends. Equipment overview (DSLR, mirrorless, lenses). Lighting techniques for fashion photography Composition principles for fashion photography 	
Module 2	Styling, Fashion Photography Studio Practice		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Analyze styling and model direction. 2. Explore studio practices.	<ul style="list-style-type: none"> Fashion styling techniques Model direction and posing Studio lighting and equipment Fashion photography, shoots, planning, and execution 	
Assignments/ Activities towards CCE			
1. Fashion photography shoot 2. Lighting and composition exercise 3. Styling and model direction project 4. Final fashion photography portfolio			

References

Fashion Photography" by Mario Testino
The Fashion Photographer" by Peter Lehmann
Fashion Photography 101" by Barry Huggins

3.5 OEC

Course code	Course Name Computer Aided Rendering Technique in Fashion		Crs 2
Course Outcome	After going through the course, learners will be able to 1. Demonstrate various types of textile weaves with the use of computer software. 2. Skillfully use CAD tools to utilize and apply them in rendering garments digitally. 3. Use fashion software that is specifically used in digital garment development by the industry. 4. Experiment with different CAD tools to efficiently use them for drawing technical sketches.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	2D Pattern Making & Textile Design		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Skillfully used CAD tools that can be efficiently used in creating weaves and fabric rendering. 2. Design 2D patterns digitally.	<ul style="list-style-type: none"> • Creation of different weaves. (10 weaves) • Digital fabric Rendering. (10 Fabrics) • Creating digital patterns (blocks, drapes). • - Textile design tools (repeat patterns, brushes). • - Exporting files for production. 	
Module 2	3D Garment Rendering & Simulation		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1-Visualize garments in 3D. 2. Simulate fabric behavior digitally.	<ul style="list-style-type: none"> • 3D garment construction (stitching, fitting). • Fabric simulation (draping, physics). • Creation of 10 digital garments • Development of Technical Drawings for different garments 	
Assignments/ Activities towards CCE			
1. Development of 10 digital fabrics with the help of the mentioned weaves. -Plain weave - Rib weave -Mat weave - Basket weave -Twill weave -Herringbone weave -Weft twill weave - Warp twill weave -Diamond weave Satin weave -Sateen Weave 2. Development of 5 digitalized garments with the implementation of motifs and prints. -2 men's -2 women's -1 kids 3. Development of 5 garment flats with details of construction.			

References

- Anvil Graphic Design. (2005). Pattern + palette. Rockport Publishers Inc.
- Bridgs, A. (2013). Printed textiles design. Lauren Kis.
- Cole, D. (2007). Patterns. Laurence King Publishing.
- Colussy, M. K., & Berg, S. G. (2005). Rendering fashion, fabrics and prints. Pearson Prentice Hall.
- Kondabathini, R. (2009). Top weave creations Vol. 1. Top Weave Creations.
- Lazear, S. M. (2008). Adobe illustrator for fashion design. Pearson Prentice Hall.
- Tallon, K. (2006). Creative fashion design with Illustrator. Batsford UK.
- Advance Design Software Manual. (Richpeace, Lectra, Wonderweaves, Netgraphics etc.) or equivalent.

3.7 FP

Course code	Course Name Industry Project (PR)		Crs 2
Course Outcome	After going through the course, learners will be able to 1. Discover the reasonability, need and importance of Industry Visit. 2. Recognize the specific departmental features of the Industry for developing a Project. 3. Explain industry practices and operations as per the different departments. 4. Analyze and relate theoretical concepts to practical industry applications.		
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Industry Visit Preparation		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Identify the importance of the industry Project.	<ul style="list-style-type: none"> • Introduction to industry visit • Objectives • The need of Industry project • Pre-visit research and preparation 	
Module 2	Industry Visit and Report		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Explore the industry insights. 2. Observe the integration of technology and human resources.	<ul style="list-style-type: none"> • Industry visit and observation • Data collection and analysis • Report writing and presentation based on different departments 	
Assignments/ Activities towards CCE			
1. Industry visit report 2. Presentation and reflection			