



**INVERTIS**  
UNIVERSITY BAREILLY

BACHELOR OF SCIENCE  
[B.Sc. (Fashion Design)]  
***COURSE STRUCTURE***

**INVERTIS UNIVERSITY**

INVERTIS VILLAGE, DELHI LUCKNOW HIGHWAY NH-24,  
BAREILLY, UTTAR PRADESH PIN - 243 123, INDIA |

## **B.Sc. Fashion Design Vision and Mission**

### **VISION**

To sculpt young minds with design thinking, instill passion and flare for designing and help aspiring students to become successful designers, entrepreneurs, and industry ready professionals.

### **MISSION**

The mission of Fashion, Design and Arts department is to provide education with innovative curriculum, up-to-date technology, pedagogy, industry & foreign collaborations, while pioneering in experimenting and nurturing creativity by incorporating both classic and innovative design concepts.

**PROGRAM OUTCOMES (POs):**

Program Outcomes		
<b>PO1</b>	<b>Fashion Design knowledge</b>	Apply the knowledge of Pattern making, Fabric science, designing fundamentals, and an Design specialization to the solution of complex Design problems.
<b>PO2</b>	<b>Problem analysis</b>	Identify, formulate, review research, and analyze complex Design problems reaching substantiated conclusions using first principles of, natural. Sciences, and manmade sciences.
<b>PO3</b>	<b>Design / development of solutions</b>	Design solutions for complex design problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
<b>PO4</b>	<b>Conduct investigations of complex problems</b>	Use research-based knowledge and research methods including design process, analysis and interpretation of design elements, and synthesis of the information to provide valuable product.
<b>PO5</b>	<b>Modern tool usage</b>	Create, select, and apply appropriate techniques, resources, and modern machineries and digital software including prediction and modeling to complex Designing activities with an understanding of the limitations.
<b>PO6</b>	<b>The Designer and society</b>	Understand the impact of the professional designing solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
<b>PO7</b>	<b>Environment and sustainability</b>	Apply ethical principles and commit to professional ethics and responsibilities and norms of the Designing practice.
<b>PO8</b>	<b>Ethics</b>	Function effectively as an individual, and as a member or Leader in diverse teams, and in multidisciplinary settings.
<b>PO9</b>	<b>Individual and teamwork</b>	Demonstrate knowledge and understanding of the designing and management principles and apply these to One's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.

**STUDY AND EVALUATION SCHEME**

**Bachelor of Science**  
**[B.Sc. (Fashion Design)]**  
**(Effective from Session 2020-2021)**

**YEAR I, SEMESTER I**

COURSE CODE	COURSE TITLE	COURSE CATEGORY	HOURS			EVALUATION SCHEME		SUBJECT TOTAL	CREDIT
			L	T	P	CA	EE		
BFD101	History of Fashion-I	CC	4	0	0	30	70	100	4
BFD102	Fashion Studies	CC	4	0	0	30	70	100	4
BFD151	Basic Drawing & Sketching	GE	0	0	4	15	35	50	2
BFD 152	2D and 3D sketching								
BFD153	Flat Pattern Making-I	CC	0	0	4	15	35	50	2
BFD154	Garment Construction-I	CC	0	0	4	15	35	50	2
BFD155	Fashion Art Illustration-I	SEC	0	2	2	25	50	75	3
BFD156	Elements of Design-I	CC	0	1	2	15	35	50	2
BFD157	Computer Applications	AECC	0	0	2	10	15	25	1
<b>TOTAL</b>			<b>8</b>	<b>3</b>	<b>18</b>	<b>155</b>	<b>345</b>	<b>500</b>	<b>20</b>
<b>L - Lecture, T - Tutorial, P - Practical, CA - Continuous Assessment, EE - End Semester Exam</b>									

**Note:** CC- Core courses, AECC- Ability enhancement course, SEC-Skill enhancement course, DSE – Discipline specific elective, \* GE - Elect any one from the prescribed, DSE -elect any two from the prescribed

L=Lecture, T =Tutorial, P= Practical, CA=Continuous Assessment, EE= End Examination.

**YEAR I, SEMESTER II**

COURSE CODE	COURSE TITLE	COURSE CATEGORY	HOURS			EVALUATION SCHEME		SUBJECT TOTAL	CREDIT
			L	T	P	CA	EE		
BFD201	History of Fashion-II	CC	4	0	0	30	70	100	4
BFD202	Fundamental of Textiles	CC	4	0	0	30	70	100	4
BFD203	Traditional Indian Textiles	SEC	4	0	0	30	70	100	4
BFD251	Soft Skills	AECC	0	0	2	10	15	25	1
BFD252	Flat Pattern Making-II	CC	0	0	4	15	35	50	2
BFD253	Garment Construction-II	CC	0	0	4	15	35	50	2
BFD254	Elements of Design-II	CC	0	0	2	10	15	25	1
BFD255	Dyeing and Printing	SEC	0	0	2	10	15	25	1
BFD 256	Fashion Vector Graphics	GE	0	0	2	10	15	25	1
BFD 257	Coral draw								
<b>TOTAL</b>			<b>12</b>	<b>0</b>	<b>16</b>	<b>155</b>	<b>345</b>	<b>500</b>	<b>20</b>
<b>L - Lecture, T - Tutorial, P - Practical, CA - Continuous Assessment, EE - End Semester Exam</b>									

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**YEAR II, SEMESTER III**

COURSE CODE	COURSE TITLE	COURSE CATEGORY	HOURS			EVALUATION SCHEME		SUBJECT TOTAL	CREDIT
			L	T	P	CA	EE		
BFD301	Fashion Forecast	CC	4	0	0	30	70	100	4
BFD302	World Art and Culture	AECC	4	0	0	30	70	100	4
BFD303	Entrepreneurship	AECC	4	0	0	30	70	100	4
BFD351	Fashion Art and Design	CC	0	0	2	10	15	25	1
BFD352	Advanced Pattern Making-I	CC	0	0	4	15	35	50	2
BFD353	Kid's Wear	SEC	0	0	4	15	35	50	2
BFD354	Fashion Photography	GE	0	0	2	10	15	25	1
BFD355	Photo Editing								
BFD356	Surface Ornamentation	DSE	0	0	2	10	15	25	1
BFD357	World Famous Paintings								
BFD358	Textiles								
BFD359	Digital Design	CC	0	0	2	10	15	25	1
<b>TOTAL</b>			<b>12</b>	<b>0</b>	<b>16</b>	<b>160</b>	<b>340</b>	<b>500</b>	<b>20</b>
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**YEAR II, SEMESTER IV**

COURSE CODE	COURSE TITLE	COURSE CATEGORY	HOURS			EVALUATION SCHEME		SUBJECT TOTAL	CREDIT
			L	T	P	CA	EE		
BFD401	Fashion Marketing and Merchandising	GE	2	0	0	15	35	50	2
BFD402	Apparel Industrial Management								
BFD403	Fabric Studies	DSE	4	0	0	30	70	100	4
BFD404	Fundamentals of Textile Design and Finishes								
BFD405	Textile Science and Care								
BFD406	Industrial Learning and Internship	AECC	4	0	0	30	70	100	4
BFD451	Off Loom Techniques	SEC	0	0	2	10	15	25	1
BFD452	Advanced Pattern Making-II	CC	0	0	4	15	35	50	2
BFD453	Women's Wear	SEC	0	0	4	15	35	50	2
BFD455	Accessory Design	GE	0	0	2	10	15	25	1
BFD456	Jewelry Design								
BFD457	Minor Project	CC	0	2	4	30	70	100	4
<b>TOTAL</b>			<b>10</b>	<b>2</b>	<b>16</b>	<b>155</b>	<b>345</b>	<b>500</b>	<b>20</b>
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**Note:** CC- Core courses, AECC- Ability enhancement course, SEC-Skill enhancement course, DSE – Discipline specific elective, \* GE - Elect any one from the prescribed, DSE -elect any two from the prescribed

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**YEAR III, SEMESTER V**

COURSE CODE	COURSE TITLE	COURSE CATEGORY	HOURS			EVALUATION SCHEME		SUBJECT TOTAL	CREDIT
			L	T	P	CA	EE		
BFD501	Visual Merchandising	GE	4	0	0	30	70	100	4
BFD 502	Retail management								
BFD 503	Organizational Behavior	AECC	4	0	0	30	70	100	4
BFD504	Environmental Science	AECC	2	0	0	15	35	50	2
BFD551	Product Development	SEC	0	0	4	15	35	50	2
BFD552	Men's Wear	CC	0	0	4	15	35	50	2
BFD553	Functional Clothing	CC	0	0	4	15	35	50	2
BFD554	Draping Techniques	CC	0	0	4	15	35	50	2
BFD555	Grading	CC	0	0	2	10	15	25	1
BFD556	Summer Internship Report	AECC	0	0	2	10	15	25	1
<b>TOTAL</b>			<b>10</b>	<b>0</b>	<b>20</b>	<b>155</b>	<b>345</b>	<b>500</b>	<b>20</b>
<b>L - Lecture, T - Tutorial, P - Practical, CA - Continuous Assessment, EE - End Semester Exam</b>									

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**YEAR III, SEMESTER VI**

COURSE CODE	COURSE TITLE	COURSE CATEGORY	HOURS			EVALUATION SCHEME		SUBJECT TOTAL	CREDIT
			L	T	P	CA	EE		
BFD601	Human Values & Ethics	AECC	4	0	0	30	70	100	4
BFD651	Graduation Design Collection	CC	0	0	16	50	150	200	8
BFD652	Portfolio	CC	0	1	2	15	35	50	2
BFD653	Material Studies	CC	0	1	2	15	35	50	2
<b>TOTAL</b>			<b>4</b>	<b>2</b>	<b>20</b>	<b>110</b>	<b>290</b>	<b>400</b>	<b>16</b>
<p align="center"><b>L - Lecture, T - Tutorial, P - Practical, CA - Continuous Assessment, EE - End Semester Exam</b></p>									

**Note:** CC- Core courses, AECC- Ability enhancement course, SEC-Skill enhancement course, DSE – Discipline specific elective, \* GE - Elect any one from the prescribed, DSE -elect any two from the prescribed

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<b>B.Sc. (Fashion Design): Semester-I</b>	
<b>BFD101: HISTORY OF FASHION-I</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Lectures: 4 hrs/Week	Class Test -12 Marks
Tutorials: Nil	Teachers Assessment – 6 Marks
Credits: 4	Attendance – 12 Marks
	End Semester Exam – 70 marks

**Prerequisite:** BFD201 History of Fashion-II, BFD351 Fashion Art and Design – I, BFD451 Fashion Art & Design-II, BFD456 Minor Project, BFD651 Graduation Design Collection

**Course Objectives:**

1. To give complete knowledge of history of Indian clothing with different periods
2. To give an overview of different methods of period's clothing
3. To explain the difference between Indian and International fashion history
4. To describe all textile and jewelers of different periods
5. To give the knowledge of impotence of clothing

**Detailed Syllabus:**

<b>Unit I: Origin of clothing theories</b>
Protection, Modesty and Adornment of clothing
<b>Unit II: Indus valley civilization &amp; Vedic Period</b>
<b>Indus valley civilization:</b> Detailed study of dates, significant developments, men's and women's costumes, jewelry, hairstyles, and footwear of Indus Valley. <b>Vedic Period:</b> Detailed study of dates, significant developments, men's and women's costumes, jewelry, hairstyles, and footwear of Vedic Period.
<b>Unit III: Clothing during the rise of Sunga Period &amp; Kushan Period</b>
<b>Sunga Period:</b> Detailed study of dates, significant developments, men's and women's costumes, jewelry, hairstyles, and footwear of Sunga Period. <b>Kushan Period:</b> Detailed study of dates, significant developments, men's and women's costumes, jewelry, hairstyles, and footwear of Kushan Period.
<b>Unit IV: Satvahana Period &amp; Gupta Period</b>
<b>Satvahana Period:</b> Detailed study of dates, significant developments, men's and women's costumes, jewelry, hairstyles, and footwear of Satvahana Period. <b>Gupta Period:</b> Detailed study of dates, significant developments, men's and women's costumes, jewelry, hairstyles and footwear of Gupta Period.
<b>Unit V: Mughal Empire, Rajput Empire &amp; British Raj</b>

**Mughal Empire:** Detailed study of dates, significant developments, men's and women's costumes, jewelry, hairstyles and footwear of Mughal Empire.

**Rajput Empire:** Detailed study of dates, significant developments, men's and women's costumes, jewelry, hairstyles and footwear of Rajput Empire.

**British Raj:** Detailed study of dates, significant developments, men's and women's costumes, jewelry, hairstyles and footwear of British Raj.

### Course Outcomes:

After completing the course, students will be able to:

1. To remember the different types of clothing of men and women.
2. To understand the style features of various fashionable accessories.
3. To apply about the different terminology related to historical fashion styles.
4. To analyze the different ancient fabrics and textiles.
5. Evaluate the basic themes, concepts, chronology, and the Scope of Indian History of fashion
6. To create the history of countries other than India with comparative approach.

### Suggested Readings

1. Ancient Indian Costumes, By Roshan Alkazi
2. The history of costumes, By Blanche Dayne, Geilel Winakor& Jane Farrell –Beck

<b>B.Sc. (Fashion Design): Semester-I</b>	
<b>BFD102: FASHION STUDIES</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Lectures: 4 hrs/Week	Class Test -12 Marks
Tutorials: Nil	Teachers Assessment – 6 Marks
Credits: 4	Attendance – 12 Marks
	End Semester Exam – 70 marks

**Prerequisite:** BFD101/201 History of Fashion-II, BFD 155-Fashion art & Illustration, BFD 301- Fashion Forecast, BFD351- Fashion Art and Design – I, BFD 153/252/352/452- Flat Pattern Making, BFD 154/253- Garment construction, BFD 353-Kids Wear, BFD 453 women’s wear, BFD 456-Jewellery Design, BFD 455 Accessory Design, BFD 552-Men’s Wear, BFD 553-Functional Clothing, BFD 554-Draping Techniques, BFD456 Minor Project, BFD651 Graduation Design Collection.

**Course Objectives:**

1. To obtain basic knowledge on Fashion and Fashion terminology
2. To obtain the knowledge of revolutionary movement of fashion
3. To obtain knowledge on fashion designers
4. To understand the concept of fashion as a socio-cultural phenomenon
5. To understand the role of fashion in media, sports, movies, and various other fields.
6. To understand the various theories and terminology used in fashion world

**Detailed Syllabus:**

<b>Unit I – Introduction to Fashion</b>
Introduction to fashion, Fashion as a socio-cultural phenomenon Factors affecting fashion- Social, Political, Technological, Geographical, Demographical, Psychographic, Lifestyle changes
<b>Unit II – FASHION &amp; CULTURE</b>
<b>Fashion &amp; Culture High culture</b> (Fine art, Literature, Classical Music, Theatre <b>Pop culture</b> (Television, Pop Music, Movies, celebrity culture) <b>Low culture</b> (Activities pursued by “Special – interest – groups” outside the mainstream e.g. skateboarding) Study fashion in relation with Modernity and Technological advancement; Street styles – “the Bubble up effect”; industrialization and consumption; globalization
<b>Unit III : Theories of Fashion &amp; Fashion Terminology</b>
Fashion theory – Trickle up, Trickle down and Trickle across Fashion Cycle - Classic, FAD, Trend, Style, Fashion product Fashion Seasons – International market and Indian market Fashion Terminologies - Design, Prototype, Manufacturing, Product Launch, Retail store, Couture, RTW, Mass-produced, Fashion Designer, Stylist, Fashion Journalist, Fad, Fit, Pattern, Size label, Care label, Laundering, Fashion Shows, Catwalk, Fashion Magazines, Webzines, Social Media, Lingerie, Longue wear, Fragrance, endorsement, Model, Mannequin, Merchandise & Fashion seasons.
<b>Unit – IV: Designer Study</b>

Indian designers – Sabyasachi, Manish Malhotra, Manish Arora, Ritu Kumar and Anita Dongre  
International designers – Alexander McQueen, Coco Chanel, Donatella Versace, Giorgio Armani, Yohji Yamamoto

**Unit V - Fashion Brands & Icons**

Fashion Brands Fashion capitals, Fashion Icons and Role of Fashion in Movies, Sports, Politics

**Unit VI - LAB / MINI PROJECT/FIELD WORK**

**Course Outcomes:**

After completing the course, students will be able to:

1. To remember or identify the various basic knowledge on fashion and fashion terminology
2. To learn about the various revolutionary movement and the impact in the world of fashion
3. To implement the knowledge related to fashion with the help of case studies of fashion designers
4. To analyze the concept of fashion as a social-cultural phenomenon
5. To evaluate the different theories and terminology in fashion industry
6. To create the awareness and role of fashion in media, sports, movies and various other fields

**Suggested Readings:**

- Gini Stephen Frings (2007), Fashion Concept to Consumer, Pearson
- Elaine Stone (2013), Dynamics of Fashion, Fair Child Books
- Fred Davis (2002), Fashion, Culture and Identity, University of Chicago Press
- On Trend – The Fashion Series - <http://www.deborahweinswig.com/wp-content/uploads/2017/02/From-Runway-To-Checkout-February-1-2017.pdf>
- Fashion Studies –Textbook  
[http://cbseacademic.in/web\\_material/doc/fashion\\_studies/3\\_XII\\_Text\\_Book.pdf](http://cbseacademic.in/web_material/doc/fashion_studies/3_XII_Text_Book.pdf)
- Fashion & Style - [http://www.gov.pe.ca/photos/original/4hsk\\_fashionRG.pdf](http://www.gov.pe.ca/photos/original/4hsk_fashionRG.pdf)
- <https://www.mooc-list.com/course/management-fashion-and-luxury-companies-coursera>
- <https://www.mooc-list.com/course/fashion-style-icons-and-designing-historical-elements-kadenze>
- Different types of Culture around the world
- National and International fashion designers

<b>B.Sc. (Fashion Design): Semester-I</b>	
<b>BFD151: BASIC DRAWING &amp; SKETCHING</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Practical: 4 hrs/Week	Class Test -6 Marks
Tutorials: Nil	Teachers Assessment – 3 Marks
Credits: 2	Attendance – 6 Marks
	End Semester Exam – 35 marks

**Prerequisite:** BFD 152 2D & 3D sketching, BFD155- Fashion art and illustration-II, BFD156/254- Element of Design, BFD 457 Minor project, BFD 651 Graduation Design Collection.

### Course Objective:

1. To give complete knowledge of basic of drawing, sketching, and coloring tools.
2. To give an overview of different methods of 3D and perspective drawing with their different types.
3. To explain the concept of composition making and their elements.
4. To give knowledge of use and techniques for different medium of colors
5. To give knowledge about rendering of an object.

### Detailed Syllabus:

<b>Unit I: Introduction to Basics of drawing</b>
<ol style="list-style-type: none"> <li>1. Material, and tools used for drawing, how to choose location, position, set-up and gesture for drawing.</li> <li>2. Doodling, Free hand drawing, composition.</li> <li>3. Methods to use different art supplies and their uses.</li> </ol>
<b>Unit II: 2D and 3D Drawing</b>
<ol style="list-style-type: none"> <li>1. Introduction to 2D and 3D Drawing</li> <li>2. Types of 2D and 3D Drawing</li> <li>3. Different views of 2D and 3D Drawing on paper</li> <li>4. <b>Surface Model:</b> - Making solid 2D and 3D model with the help of wire, soap, chart paper etc.</li> <li>5. Rendering of 2d and 3d surface.</li> <li>6. Making one project based on 2d and 3d drawing and modelling.</li> </ol>
<b>Unit III: Different Perspective, and thier use in Drawing</b>
<ol style="list-style-type: none"> <li>1. Introduction to perspective of a Drawing.</li> <li>2. Different types of perspective</li> <li>3. Composition based on perspective drawing.</li> </ol>
<b>Unit IV: Shading Techniques</b>

1. Introduction to shading techniques
2. Types of shading techniques
3. Tools and material used for shading techniques.
4. Indoor and outdoor composition (**any/one**)

#### **Unit V: Gestal Theory**

1. Introduction to Gestal theory.
2. Types of Gestal theory and its implementation.
3. Composition based on the theory.

#### **Course Outcomes:**

1. To remember various tools & material used for Drawing
2. To understand the different techniques or methods of Basic Drawing.
3. To apply the technique of drawing in drawing
4. To analyze the principles of design and its application in the fashion industry.
5. Evaluate the theories & their appropriate use according to design elements & principles.
6. To create various compositions and project based on different methods of basic drawing

#### **Suggested Readings**

1. Scott Robertson's renowned book How to Render.
2. Lessons on Shading by W. E. Sparkes.
3. Art Fundamentals: Color, Light, Composition, Anatomy, Perspective, and Depth Paperback – September 3, 2013 by Gilles Beloeil (Author), Andrei Riabovitchev (Author), Roberto F Castro (Author), 3dtotal Publishing
4. Norling's Perspective Made Easy
5. The Art of Perspective is a much newer book that takes a different route on teaching perspective. Author Phil Metzger.

Note: Latest edition of readings may be used

<b>B.Sc. (Fashion Design): Semester-I</b>	
<b>BFD152: 2D AND 3D SKETCHING</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Practical: 4 hrs/Week	Class Test -6 Marks
Tutorials: Nil	Teachers Assessment – 3 Marks
Credits: 2	Attendance – 6 Marks
	End Semester Exam – 35 marks

**Prerequisite:** BFD252- Flat pattern making-II, BFD251- Fashion art and illustration-II, BFD254- Element of Design -II, BFD 456 Minor project, BFD 651 Graduation Design Collection

### Course Objectives:

1. To give complete knowledge of basics of drawing, sketching, and coloring tools.
2. To give an overview of different methods of 3D and drawing with their different types.
3. To explain the concept of composition making and its elements.
4. To give knowledge of different medium of colors with their use and techniques.
5. To give knowledge about the perspective rendering of an object.

### Detailed Syllabus:

<b>Unit I: Introduction to Technical Drawing</b>
<ol style="list-style-type: none"> <li>1. Projection of 2D and 3D drawing</li> <li>2. Parametric Modeling</li> <li>3. Geometrical construction on paper</li> <li>4. Geometrical construction in 3D</li> </ol>
<b>Unit II: 2D and 3D Drawing</b>
<ol style="list-style-type: none"> <li>1. Introduction to 2D and 3D Drawing</li> <li>2. Types of 2D and 3D Drawing</li> <li>3. Different views of 2D and 3D Drawing on paper</li> <li>4. <b>Surface Model:</b> - Making solid 2D and 3D model with the help of wire, soap, chart paper etc.</li> <li>5. Rendering of 2D and 3D surface.</li> <li>6. Making one project based on 2D and 3D drawing and modelling.</li> </ol>
<b>Unit III: Different Perspectives and their use in Drawing.</b>
<ol style="list-style-type: none"> <li>1. Introduction to perspective of a drawing.</li> <li>2. Different types of perspectives</li> <li>3. Composition based on perspective drawing</li> </ol>
<b>Unit IV: Shading Techniques</b>

1. Introduction to shading techniques
2. Types of shading techniques
3. Tools and material, used for shading techniques.
4. Indoor and outdoor composition (**anyone**)

### Course Outcomes:

After completing the course, students will be able to:

1. To remember the various techniques or methods of Basic technical Drawing.
2. To understand about the various tools and equipment's used for 2d and 3d Drawing.
3. To apply how we can creatively display our work in proper proportion.
4. To analyze the principles of geometrical drawing and its application in the fashion industry.
5. Evaluate the different elements of design features and their appropriate use according to space and material available.
6. To create the observation and calculative power of the students.

### Suggested Readings

1. Norling's Perspective Made Easy
2. The Art of Perspective is a much newer book that takes a different route on teaching perspective.  
Author Phil Metzger.
3. Author Bert Dodson first published Keys to Drawing.
4. Geometrical Drawing A Collection of Plates for Practical Use in Elementary Mechanical Drawing  
by *Ferdinand Schraidt*

Note: Latest edition of readings may be used

<b>B.Sc. (Fashion Design): Semester-I</b>	
<b>BFD153: FLAT PATTERN MAKING-I</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Practical: 4 hrs/Week	Class Test -6 Marks
Tutorials: Nil	Teachers Assessment – 3 Marks
Credits: 2	Attendance – 6 Marks
	End Semester Exam – 35 marks

**Prerequisite:** BFD 252 Flat Pattern making-II, BFD 352, BFD 452 Advance Pattern Making -I and II, BFD 552 Men’s Wear, BFD 651 Graduation Design Collection

**Course Objective**

1. To give complete knowledge of pattern making and different tools and equipment’s use.
2. To give an overview of different methods of pattern making for basic garments and their elements
3. To explain the difference between the pattern of different sleeves
4. To give knowledge of patterns of different variations of collars
5. To explain the difference between dart and dart less children’s garments

**Detailed Syllabus:**

<b>Unit I: Introduction to pattern making.</b>
<b>Definition of pattern making</b> <b>Pattern making methods:</b> Type of patterns, basic pattern set, landmark terms, Symbol and Keys <b>Pattern making Terms</b> <b>Fabric terms</b>
<b>Unit II: Basic elements to make patterns</b>
Pattern making Terminology, Standard body measurements, Measuring form and modal Tools & equipment’s used for making pattern: Measuring, marking, cutting, finishing tools. Giving details in pattern- grain, notches, style marks, dart marks, balance marks, seam allowances, turnings etc.
<b>Unit III: Basic Pattern set Terminologies</b>
Front and back Bodice
<b>Unit IV: Pattern making of basic skirt block: dart less and with dart patterns</b>
<b>Unit V: Pattern making of basic sleeve and its variation</b>

**Introduction:** Development of basic sleeve block,

**Sleeve Terminology:** Sleeve length variation,

**Types of sleeves:** Set-in-sleeves, Puff at crown, Short and Long Lantern, Bishop, Bell, Lego-mutton sleeve; Grown on sleeve-Kimono, Raglan

**Unit VI: Pattern making of Collars**

**Introduction to collars**

**Collar:** Terminology and classifications

**Types of sleeve:** Flat Peter Pan collar, Roll Peter pan collar, Mandarin collar, Flat sailor's collar, Shawl collar, men's shirt collar

**Course Outcomes:**

After completing the course, students will be able to:

1. To remember the various techniques or methods of pattern making.
2. To understand the symbols and keys and notation.
3. To apply about the various tools and equipment's used for pattern making.
4. To analyze how body measurements are taken.
5. Evaluate differentiate between dart and dart less bodices, skirt pattern and types of sleeves and collar.
6. To create the different elements of design features and their appropriate use according to garment style.

**Suggested Readings**

1. Armstrong, H.J., "Pattern making for fashion design", Pearson, 5<sup>th</sup> edition 2018.
2. Holman, G., "Pattern cutting made easy: A Step-by-Step Introduction, 2013
3. Cooklin, G., "Pattern cutting for women's outerwear", 1994
4. Rajput, C., A professional Approach to Garment Construction and Pattern Making (Fashion Designing), 1<sup>st</sup> edition, 2001.

Note: Latest edition of readings may be used

<b>B.Sc. (Fashion Design): Semester-I</b>	
<b>BFD154: GARMENT CONSTRUCTION-I</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Practical: 4 hrs/Week	Class Test -6 Marks
Tutorials: Nil	Teachers Assessment – 3 Marks
Credits: 2	Attendance – 6 Marks
	End Semester Exam – 35 marks

**Prerequisite:** BFD 253, BFD 353, BFD 452, BFD553 Garment Construction-I, II, III, IV, BFD 552 Men's Wear, BFD 651 Graduation Design Collection

### Course Objective

1. To give complete knowledge about the working of different sewing machine
2. To give knowledge about the tools and equipment's use in cutting and stitching.
3. To explain how the design, pattern and construction of garments are correlated.
4. To explain the use of different needles and stitches according to the fabric and garment.
5. To explain the difference between hand and machine stitches
6. To give actual demonstration: how to work on sewing machine with different embroidery stitches.

### Detailed Syllabus:

<b>Unit I: Introduction to garment construction:</b>
Definition, basic terminologies; fabric terms, sewing terms and importance of garment construction in fashion industry.
<b>Unit II: Relationship amongst design</b>
<b>pattern making and garment Construction</b>
<b>Unit III: Tools &amp; equipment's used in garment construction</b>
Measuring, marking, cutting, sewing, finishing. <b>Sewing machine:</b> Its parts and their functions
<b>Unit IV: Knowledge of size of needle, threads, and stitches according to the Fabric</b>
<b>Unit V: Types of stitches</b>
Running, Basting, slip stitch, Hemming (visible/ invisible), Back stitch, Overcasting, Catch stitch, Buttonhole & button attachment
<b>Unit VI: Sewing demonstration</b>

Machine practice (paper/ fabric), Motif designing using sewing machine

### Course Outcomes:

After completing the course, students will be able to:

1. To remember the various terms related to sewing.
2. To understand the working of sewing machine and its parts.
3. To apply about the various tools and equipment's used for garment construction.
4. To analyze the basic relation between design, its pattern and construction.
5. Evaluate between hand and machine stitches and knowledge of how to operate and work on industrial sewing machine.
6. To create Knowledge of selection of needle, thread, and stitches according to fabric type and garment

### Suggested Readings

1. Editor of Reader Digest., "A New complete guide to sewing", 2010.
2. Muller, C., "The Timeline of World Costume: From Fig Leaf to Street Fashion", 1993, 01 edition, Thames & Hudson Ltd.
3. Peacock, J., "The Chronicle of Western Costume: From the Ancient World to the Late Twentieth Century", 2019., 01 edition Thames and Hudson Ltd.
4. Johnston, L ., "19th-Century Fashion in Detail: 1800 - 1900 (Victoria and Albert Museum)" 2016., 01 edition., Thames and Hudson Ltd.
5. Beukel, D.V., "A Pictorial History of Costume (Pepin Press Design Books)" 1998, 1st Edition, Pepin Press.

<b>B.Sc. (Fashion Design): Semester-I</b>	
<b>BFD155: FASHION ART ILLUSTRATION</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Practical: 2 hrs/Week	Class Test -10 Marks
Tutorials: 2 hrs/week	Teachers Assessment – 5 Marks
Credits: 3	Attendance – 10 Marks
	End Semester Exam – 50 marks

**Prerequisite:** BFD255- Fashion Model Drawing, BFD456- Minor Project, BFD651- Graduation Design Collection

**Course Objective:**

1. To give complete knowledge of basics of fashion illustration and its use.
2. To give an overview of different principles of good design.
3. To give knowledge about different fashion styles and accessories available in fashion world.
4. To give knowledge of different rendering medium and techniques.
5. To give knowledge about the different types of Fashion Croquis.
6. To give knowledge about expressing your fashion ideas on paper.

**Detailed Syllabus:**

<b>Unit I: Introduction to Fashion Illustration</b>
Changes in fashion illustration styles and proportion over the centuries. The role of fashion illustration as a mode of expression and representation for contemporary apparel styles and trends.
<b>Unit II: Basic gesture drawing</b>
Consideration of aesthetic, structural and functional aspects, general principles of fashion <ul style="list-style-type: none"> <li>• Illustration, concept development, categories of fashion apparels.</li> <li>• Make stick figures in different poses.</li> <li>• Make geometric figures. Next print blocking the human body.</li> <li>• Bodyline reading through different poses.</li> </ul>
<b>Unit III: Fleshed figure</b>
<b>Unit IV: Drawing features</b>
<b>Face analysis:</b> Draw basic features like eyes, nose, ear, lips, face, hands, arms, feet, legs and hairstyles.
<b>Unit V - The Fashion Figure</b>
Fashion figure - The Greek Canon , 8½, 10 and 12 heads, front, back and ¾ profiles

**Course Outcomes:**

After completing the course, students will be able to:

1. To recognize the various techniques or methods of basic Fashion Illustration.
2. To understand about the various tools and equipment's used for Fashion illustration.
3. To analyze the concept of different fashion style available.
4. To apply the principles of design and its application in the fashion industry.
5. To evaluate the different elements of design features and their appropriate use according to the current fashion trends.
6. To create the understanding how we can present our idea on paper first.

### **Suggested Readings**

- Fashion Illustration, Anna Kiper, David & Charles Book, 2011
- 2.
- Fashion Illustration Children, Patric, John Ireland, BT Bastford Ltd, 2005
- New Fashion Illustration (New Illustration Series) English, Paperback, Martin Dawber 2006
- History of Fashion Illustration
- Fashion Illustrators

### **Additional E BOOKS:**

Fashion Sketch Book

[http://msvetterochs.weebly.com/uploads/4/0/3/8/40384243/sketching\\_garments\\_&\\_details\\_.pdf](http://msvetterochs.weebly.com/uploads/4/0/3/8/40384243/sketching_garments_&_details_.pdf)

<https://www.udemy.com/learn-to-draw-fashion-with-adobe-illustrator-cc-beginners/?siteID=SAyYsTvLiGQ-uauPN8UukNxyGp.f1egTA&LSNPUBID=SAyYsTvLiGQ>

<https://www.milanfashioncampus.eu/fashion-illustration>

Note: Latest edition of readings may be used

<b>B.Sc. (Fashion Design): Semester-I</b>	
<b>BFD156: ELEMENT OF DESIGN-I</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Practical: 2 hrs/Week	Class Test -6 Marks
Tutorials: 1hrs/week	Teachers Assessment – 3 Marks
Credits: 2	Attendance – 6 Marks
	End Semester Exam – 35 marks

**Prerequisite:** BFD251 Fashion Art Illustration-II, BFD254 Elements of Design-II, BFD456 Minor Project, BFD651 Graduation Design Collection

**Course Objectives:**

1. To give an overview of elements of design.
2. To give complete knowledge of different types of lines and colors.
3. Overview about knowledge of different textures made by different techniques.
4. Explain the difference between tint, tone and shade.
5. To describe all color schemes and placement of design.
6. To give the knowledge of motifs.

**Detailed Syllabus:**

<b>Unit I –Elements of Design</b>
Introduction to Visual Language, Lines, Shape, Colour, Form, Motion, Texture, Pattern, Orientation, Scale, Angle, Space & Proportion
<b>Unit II – Principles of Design</b>
Balance, Contrast, Emphasis, Proportion, Rhythm, Unity, Movement, Gradation
<b>Unit – III: Colour</b>
Basics of Colour (Hue, Value, Intensity), Flat Application of colours, Colour schemes- Monochromatic, analogous, complementary, split complementary, triad colour scheme, warm, cool, neutral colours, Colour composition- Colour mixing (visually identifying the percentage of hues in a colour and generation of the same. Colour interaction- Interaction of colour wavelengths, its effect on visual perception.
<b>Unit – IV : Colour and Mood</b>
Psychology of colour, emotions attached to colours and its application in our environment
<b>Unit V - Process of Ideation</b>
Process of ideation- Brainstorming, Design thinking process, Integration of elements and principles of design to develop a product.
<b>LAB / MINI PROJECT/FIELD WORK</b>

### **Course Outcomes:**

After completing the course, students will be able to:

1. Learn to recognize the different types of lines and color. used in creating the design
2. To remember the style features of design and motifs.
3. Figure out all texture by using techniques.
4. To apply the all elements by using the various techniques
5. To understand the all knowledge of placement of design with motifs?
6. To understand the knowledge of 2d and 3d shape?

### **Suggested Readings**

- Elements of Design: Rowena Reed Kostellow and the Structure of Visual Relationships, Gail Greet Hannah, 2002
- Basic Principles of Design, Manfred Maier, Vol. 1-4
- Comdex Fashion Design, Vol I, Fashion Concepts, Navneet Kaur, Vikas Pub, 2010
- <http://www.edb.utexas.edu/minliu/multimedia/PDFfolder/DESIGN~1.PDF>
- Fashion Studies –Textbook  
[http://cbseacademic.in/web\\_material/doc/fashion\\_studies/3\\_XII\\_Text\\_Book.pdf](http://cbseacademic.in/web_material/doc/fashion_studies/3_XII_Text_Book.pdf)
- <https://iversity.org/en/courses/design-101-or-design-basics>

Note: Latest edition of readings may be used

<b>B.Sc. (Fashion Design): Semester-I</b>	
<b>BFD157: COMPUTER APPLICATION</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Practical: 2 hrs/Week	Class Test -4 Marks
Tutorials: Nil	Teachers Assessment – 2 Marks
Credits: 1	Attendance – 4 Marks
	End Semester Exam – 15 marks

**Prerequisite:** BFD 251 Soft Skill, BFD 256 Fashion vector Graphics, BFD257 Coral Draw, BFD 359 Digital Design, BFD 354 Fashion Photography, BFD355 Photo Editing, and BFD556 Summer Internship.

### Course Objectives:

1. To give complete knowledge about the computer basics.
2. To give knowledge about the working of internet and social media and mailing website
3. To explain the working and functions of Microsoft word.
4. To explain the function and working of excel and power point.
5. To give knowledge about the different type of scanning techniques.
6. To give knowledge for preparing documents, artwork, report, application etc.

### Detailed Syllabus:

<b>Unit I: Computer Orientation</b>
<b>Introduction to Computer Hardware &amp; Software:</b> Parts of a computer, External Storage Device, RAM, ROM, System Software, Application Software, Computer Peripherals, Viruses, Anti-Virus software, Spyware, Preventive measures
<b>Introduction to the Internet:</b> The role of Internet in design process flow, Internet Browsers, Internet Tools, Search Engines, how to make Id on social media and professional mailing sites.
<b>UNIT II: Microsoft Word</b>
Using templates to create new documents, Creating and editing text, Formatting text, pages, and paragraphs, Adding headers, footers and page numbers, Applying styles and themes to documents , Creating bulleted and numbered lists , Working with tables, macros and building blocks , Illustrating documents , Proofing, reviewing, and printing documents
<b>Unit III: Microsoft Excel</b>
Working with the Excel interface, Entering data, Formatting rows, columns, cells and data , Working with alignment and text wrap , Creating formulas and functions , Finding and replacing data , Printing and sharing worksheets , Creating charts and PivotTables Inserting and deleting sheets
<b>Unit IV: Microsoft Power point</b>
<b>Understanding presentation and types of presentation</b> Creating presentations from themes and templates

, Using and editing slide masters Changing the layout or theme , Adding pictures, objects, shapes, diagrams, and charts Working with bullet points, text boxes, and tables , Incorporating video, audio, and animation , Adding speaker notes and comments , Revising and Running a slideshow, Reusing and sharing PowerPoint presentations

**Unit IV: Scanning and Microsoft Paint**

**Scanning Techniques:** Understanding pixels and resolution, choosing scanning software, Resolution, colour modes, scanning for print, for use on websites, converting images and documents to PDFs, Creating PDFs for OCR **Explore drawing skills:** Working with selection tools, Brush tools, shapes, colours, text, using Paint

**Unit V: LAB / MINI PROJECT/FIELD WORK****Course Outcomes:**

After completing the course, students will be able to:

1. To remember the various techniques or methods of computer application.
2. To understand about the various principles of computer application.
3. To apply how we can use the different software used in computer application.
4. To analyze the principles of different internet procedure.
5. Evaluate the different data base system.
6. To create the different behavior of computer software.

**Suggested Readings**

- Comdex Computer Course, Vikas Gupta, PM Publications, 2015
- Mastering MS Office – 2000 by Tech Media
- <http://freecomputerbooks.com/microsoftOfficeBooks.html> (E-BOOK)
- Note: Latest edition of readings may be used

<b>B.Sc. (Fashion Design): Semester-II</b>	
<b>BFD201: HISTORY OF FASHION-II</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Lectures: 4 hrs/Week	Class Test -12 Marks
Tutorials: Nil	Teachers Assessment – 6 Marks
Credits: 4	Attendance – 12 Marks
	End Semester Exam – 70 marks

**Prerequisite:** BFD351 Fashion Art and Design – I, BFD451 Fashion Art & Design-II, BFD456 Minor Project, BFD651 Graduation Design Collection

**Course Object:**

1. To give information about significant historic fashion for historic ears.
2. To give knowledge about significant development in costumes for various historic ears.
3. To explain the social influences which have historically affected fashion.
4. To give information about costumes & accessories used to identify characteristic of past & present fashion.
5. To give knowledge about different types of clothing for men & women.
6. To give information about various textiles used in ancient era.

**Detailed Syllabus:**

<b>Unit I: Ancient Egypt Era &amp; Greek Era</b>
Detailed study of dates, significant developments, men's and women's costumes, jewelry, hairstyles and footwear
<b>Unit II: Rome Era &amp; Byzantines Era</b>
Detailed study of dates, significant developments, men's and women's costumes, jewelry, hairstyles and footwear
<b>Unit III: Renaissance Era</b>
Detailed study of dates, significant developments, men's and women's costumes, jewelry, hairstyles and footwear
<b>Unit IV: 19th &amp; 20th century</b>
Detailed study of dates, significant developments, Men's and Women's costumes, jewelry, hairstyles and footwear

### **Course Outcomes:**

After completing the course, students will be able to:

1. To remember the different types of clothing's of men's and women.
2. To understand the style features of various fashionable accessories.
3. To apply about the different terminology related to historical fashion styles.
4. To analyze the different ancient fabrics and textiles.
5. Evaluate the basic themes, concepts, chronology, and the Scope of fashion
6. To create the history of countries other comparative approach.

### **Suggested Readings**

1. Ancient Indian Costumes, By RoshanAlkazi
2. The history of costumes, By Blanche Dayne, GeilelWinakor& Jane Farrell -Beck

Note: Latest edition of readings may be used

<b>B.Sc. (Fashion Design): Semester-II</b>	
<b>BFD202: FUNDAMENTAL OF TEXTILES</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Lectures: 4 hrs/Week	Class Test -12 Marks
Tutorials: 1hr./week	Teachers Assessment – 6 Marks
Credits: 4	Attendance – 12 Marks
	End Semester Exam – 70 marks

**Prerequisite:** BFD 402 Fabric Studies, BFD 355, BFD 455 Surface Ornamentation-I&II, BFD 454 & 653 Draping Techniques-I & II, BFD 651 Graduation Design Collection

**Course Object:**

1. To give complete knowledge about the different sector of textile industry.
2. To give knowledge about the fiber, yarn and fabric.
3. To explain difference between natural and synthetic fibers.
4. To give complete knowledge about the types of spinning processes.
5. To give knowledge about the different yarns and their specification.
6. To give knowledge about different fabric production techniques.

**Detailed Syllabus:**

<b>Unit I: The Overview of Textile Industry</b>
Introduction to textiles, major segments of the textile industry, market planning for apparels, primary and secondary sources of fabric buying and selling of finished fabric.
<b>Unit II: The Textile Fibers</b>
Definitions of fibers, sources of fibers, classification of fibers on the basis of origin and length.
<b>Unit III: Natural and Manmade Fibers</b>
Natural Fibers & Manmade fibers - properties, end uses and identification of fibers.
<b>Unit IV: Introduction to Yarns</b>
Spinning Process: mechanical and chemical spinning, Classification of yarns; Spun, Filament, Single, Ply yarns, Novelty yarns, textured yarns, loop, boucle, knot, knop, chenille, Mixtures and Blends. Yarn twist & Yarn count.
<b>Unit V: Introduction to fabric production techniques</b>
Weaving, Knitting, Non-woven, Crocheting, Braiding, Felting, Tufting

### Course Outcomes:

After completing the course, students will be able to:

1. To remember the segmentation of textile industry.
2. To understand the importance of fiber in manufacturing of yarn and fabric.
3. To apply about the various natural and synthetic fibers and their properties.
4. To analyze the spinning process.
5. Evaluate between various types of yarn and fabrics and knowledge of fabric manufacturing techniques.
6. To create the importance of fiber, yarn and fabric in fashion and textile industry.

### Suggested Readings

- Gohl E.P.G. & Vilensky, L. D. Textile Science. 1983. Longman Cheshire.
- Joseph M. L. Essentials of Textiles. 1988. 4<sup>th</sup> Edition. Holt, Rinehart, and Winston.
- Dhantiyagi, S. Fundamentals of textiles & their Care, 1983, Orient Longman.
- [Gillow](#), J. and [Sentance](#), B. World Textiles: A Visual Guide to Traditional Techniques, 2004, Thames & Hudson.
- Phyllis Tortora, P.G., Understanding Textiles, 1992, Maxmillan Publishing Company.
  
- Textiles & Clothing - <http://www.textbooksonline.tn.nic.in/books/11/stdxi-voc-textiles-em.pdf>
- Fiber to Fabric - <http://www.nios.ac.in/media/documents/Sec>

Note: Latest edition of readings may be used

<b>B.Sc. (Fashion Design): Semester-II</b>	
<b>BFD203: TRADITIONAL INDIAN TEXTILES</b>	
Teaching Scheme	Examination Scheme
Lectures: 4 hrs/Week	Class Test -12 Marks
Tutorials: Nil	Teachers Assessment – 6 Marks
Credits: 4	Attendance – 12 Marks
	End Semester Exam – 70 marks

**Prerequisite:** BFD355 Surface Ornamentation-I, BFD351 Fashion Art and Design – I, BFD453 Garment Construction-III, BFD451 Fashion Art & Design-II, BFD456 Minor Project, BFD651 Graduation Design Collection

**Course Objective:**

1. To give the knowledge about traditional Indian textiles.
2. To give information about traditional embroideries of India
3. To introduce the difference between motifs of various traditional Indian embroideries.
4. To give the knowledge about different type of embroidery threads & stitches.
5. To give the information about the types of fabrics used in various embroidery stitches.
6. To give knowledge about significance of traditional textiles & embroideries.

**Detailed Syllabus:**

<b>Unit I: Introduction to Embroidery</b>
General Rules for Hand and Machine Embroidery, Special Attachments to Sewing Machines for Embroidery
<b>Unit II: Knowledge of Basic Hand Embroidery stitches</b>
Running, Cording, Buttonhole, Satin, Long & Short, Chain, Stem, Herringbone, Cross, French Knot, Double Knot, Fish Bone.
<b>Unit III: Care Maintenance of Embroidered Articles</b>
Pressing Articles – Frames (Glass & Wooden). Estimating, Costing & Marketing of Finished Embroidery Products
<b>Unit IV Traditional Indian Embroideries</b>
Basic techniques of kantha, type of thread used, how to create different motif and design by this embroidery. <b>Phulkari and bagh of punjab:</b> Basic stitches, Type of thread used, how to create different type of design by this embroidery.
<b>Chikankari of Uttar Pradesh:</b> Basic techniques of chikankari, type of threads used, how we can create some new design by using the embroidery.
<b>Kasuti of Karnataka:</b> Basic techniques of Kasuti, how to create different motifs and design by this embroidery.

**Himachal Pradesh – ChambaRumal**

Basic techniques of Ikat, type of thread used, how to create different designs by using the embroidery.

**Unit V: Traditional Indian Textiles**

Basic techniques of kashida, type of thread used, how to create different design by using this embroidery.

**Embroidery of Gujarat & Rajasthan:**

brocades Gujarat – mata-ni-pachedi, Kathiawar, Kutchwork, ajarakh, block printing, patolabandhini & Rajasthan kashida of Kashmir

Basic techniques of kashida, type of thread used, how to create different design by using this embroidery.

**Unit VI: Visit to museum**

**Assam and the hill states of the north – East – Handloom weaving**

**Madhya Pradesh**-chanderi and maheshwari

**Maharashtra**-paithani and pitamber

**Tamil nadu** - kanchipuram

**Karnataka** – Kasuti Textiles of Goa and Keral

**Orissa**-Ikat Andhra Pradesh & Gujarat

**Course Outcomes:**

After completing the course, students will be able to:

1. To remember the all knowledge of traditional embroidery according to states wise.
2. To understand about the threads, colors, and motifs of embroidery.
3. To apply the working process of all embroidery.
4. To analyze about all techniques of traditional methods of embroidery.
5. To evaluate about the fabrics according to embroidery.
6. To create the advance knowledge of traditional craft and art.

**Suggested Readings**

- Sheila Paine, “Embroidered Textiles”, Thames and Hudson Ltd., 1990.
- Shailaja D. Naik, “Traditional Embroideries of India”, A.P.H. Publishing Corporation, New Delhi, 1996.
- Loom weaving, printed and painted fabrics, embroidery
- Indian Textiles –by John Gillow and Nicholas Barnard, Om books International, New Delhi.
- The Sari-by Linda Lynton, Thames and Hudson Ltd London.
- Textiles and Crafts of India-Arunachal Pradesh, Assam, Manipur, National Institute of Fashion Technology, Prakash Books, New Delhi.

Note: Latest edition of readings may be used

<b>B.Sc. (Fashion Design): Semester-II</b>	
<b>BFD251: SOFT SKILL</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Practical: 2 hrs/Week	Class Test -4 Marks
Tutorials: Nil	Teachers Assessment – 2 Marks
Credits: 1	Attendance – 4 Marks
	End Semester Exam – 15 marks

**Prerequisite:** BFD 453 Women’s Wear, BFD 456 Minor Project, BFD 552 Men’s Wear, BFD 553 Functional Clothing, BFD 651 Graduation Design Collection

**Course Objective:**

1. To give complete knowledge about listening skills.
2. To explain the reading skill professionally.
3. To give complete knowledge of Speaking and writing skill professionally.
4. To give knowledge about group discussion and prevent the stage fear.
5. To give knowledge about how to write professional mails and proposal.
6. To give knowledge about writing reports and documents.

**Detailed Syllabus:**

<b>Unit I: LISTENING SKILL</b>
Listening to short and extended dialogues, telephone conversations, discussion, Listening to prose & poetry reading Listening to video clips, documentaries, feature films, presentations, interviews – Listening for the gist of the text, for identifying a topic, general meaning, and specific information – Listening for multiple-choice questions, for positive & negative comments, interpretation
<b>Unit II: SPEAKING SKILL</b>
Introducing oneself or expressing opinion -- Simple oral or casual interaction – Dialogue -- Conversation – Participating in group discussions, role plays and interviews, Addressing a small group or a large formal gathering. Debates, discussions and role plays on advanced topics, Brief Power point presentation.
<b>Unit III: READING SKILL</b>
Basic Reading Comprehension and interpretation, Reading for the gist of a text, for information transfer and interpretation. Reading for specific information, instructions, recommendations, functional checklists, Reading comprehension exercises for multiple-choice questions, for contextual meaning -- Reading newspapers, magazine articles of topical interest and events
<b>Unit IV: WRITING SKILL</b>
Writing emails, messages, notices, agendas, leaflets, brochures, minutes of a meeting Writing formal business and official Letters inviting, accepting, declining the invitation, requesting permission for

industrial visits or implant training, Letter applying for a job, enclosing a CV. Writing short reports -- Writing short proposals.

**Unit IV: OVERALL COMMUNICATION SKILL**

Development of oratory skills through practice of speaking on various topics. Phone Conversation skills by engaging in discussion on topical issues. Inculcate habit of exploring various events and interesting news and sharing it with others.

**Unit V: LAB / MINI PROJECT/FIELD WORK****Course Outcomes:**

After completing the course, students will be able to:

1. To remember good listening skills, Capable of understanding spoken English.
2. To understand good speaking Skills, capable to speaking English with confidence.
3. To apply capable of reading English and comprehending the read matter.
4. To analyze capable of Writing and handling communication in English language.
5. To evaluate handling presentations with confidence
6. To create face the interview with confidence.

**Suggested Readings**

- Oxford Guide to Effective Writing & Speaking skills, John Seely, Oxford Publishing, 2013
- Wren & Martin, High School English Grammar and Composition, D.V. Prasada Rao N, N.D.V. Prasada Rao, 2017
- English Language – TN College Textbook - <http://www.textbooksonline.tn.nic.in/books/dted/dted1-english.pdf>

Note: Latest edition of readings may be used

<b>B.Sc. (Fashion Design): Semester-II</b>	
<b>BFD252: FLAT PATTERN MAKING-II</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Lectures: Nil	Class Test -6 Marks
Practical: 4 hrs/week	Teachers Assessment – 3 Marks
Credits: 2	Attendance – 6 Marks
	End Semester Exam – 35 marks

**Prerequisite:** BFD 352, BFD 452 Advance Pattern Making -I and II, BFD 552 Men’s Wear, BFD 651 Graduation Design Collection

**Course Objective:**

1. To give complete knowledge about the knowledge of basic patterns.
2. To give knowledge about the bodice and skirt.
3. To explain the making process of torso.
4. To explain the function and working of dart manipulation.
5. To give knowledge about the different type of princess line pattern.
6. To give knowledge for preparing the pattern of skirt.

**Detailed Syllabus:**

<b>Unit I: Pattern making of basic pattern set</b>
Basic bodice front & back
Basic skirt & front & back-sleeves
<b>Unit II: Pattern making of Torso</b>
Combined bodice and skirt to produce torso shift.
<b>Unit III: Dart manipulation</b>
Different forms of suppression; darts, tucks, gathers, pleats, flares etc. Development of styles through dart manipulation; connecting darts to create seam lines, Style developments.
<b>Yokes:</b> shoulders, midriff and hip yoke
<b>Unit IV: Princess Line foundation</b>
Pattern development for princess line foundation, Armhole, Shoulder princess line foundation
<b>Unit V: Skirt variations and lehenga adaptation</b>
A-line, Flared, Gathered, Gored, Tier skirt

### **Course Outcomes:**

After completing the course, students will be able to:

1. To remember the pattern making procedure of basic pattern.
2. To understand the different dart manipulation techniques.
3. To apply about the princess line and style line patterns.
4. To analyze about variation in skirt.
5. To evaluate about the basic pattern making technique.
6. To create the importance of pattern making in fashion industry.

### **Suggested Readings**

- Norma R. H and Carolyn J. K. Pattern Making by the Flat-Pattern Method. 1998. 8<sup>th</sup> Edition. Prentice Hall
- Mortimer-Dunn, G. Pattern designs for children clothes. 1996. B T Batsford Ltd.
- Armstrong, H.J., “Pattern making for fashion design”, Pearson, 5<sup>th</sup> edition 2018.
- Knowles, L. A., “Practical Guide to Patternmaking for Fashion Designers: Juniors, Misses and women”, 2005, Fairchild Books
- Holman, G., “Pattern cutting made easy: A Step-by-Step Introduction, 2013
- Cooklin, G., “Pattern cutting for women’s outerwear”, 1994
- Rajput, C., A Professional Approach to Garment Construction and Pattern Making (Fashion Designing), 1<sup>st</sup> edition, 2001

Note: Latest edition of readings may be used

<b>B.Sc. (Fashion Design): Semester-II</b>	
<b>BFD253: GARMENT CONSTRUCTION-II</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Lectures: Nil	Class Test -6 Marks
Practical: 4 hrs/week	Teachers Assessment – 3 Marks
Credits: 2	Attendance – 6 Marks
	End Semester Exam – 35 marks

**Prerequisite:** BFD 352, BFD 452, BFD553 Garment Construction- II, III, IV, BFD 456 Minor Project, BFD 552 Men's Wear, BFD 651 Graduation Design Collection

**Course Objective:**

1. To impart knowledge about the stitching of different elements of garment
2. To explain how different seam are finished and stitched.
3. To explain the stitching of pleats, tucks, gathers and darts for fabric manipulation
4. To impart knowledge about finishing of neckline through different ways.
5. To give knowledge about stitching and finishing of collar and plackets.
6. To explain the stitching of 5 basic block.

**Detailed Syllabus:**

<b>Unit I: Seams and seam finishes</b>
Plain seam, Lapped seam, French seam, Welt seam, Mock French seam, Run and fell seam.
<b>Unit II: Fabric manipulation like darts, pleats, gathers and tucks</b>
Types of Pleats: knife, box, accordion, inverted box, kick pleats, Types of tucks- pin, space, cross, shell and release.
<b>Unit III: Necklines</b>
Various types of necklines and their finishes
<b>Unit IV: Plackets</b>
Various types of plackets and their finishes
<b>Unit V: Constructions of collar</b>
Various types of collars and their finishes (stand collar, peter pan collar)
<b>Unit VI: Construction of basic pattern set</b>
Construction of basic pattern set bodice, sleeve & skirt

### Course Outcomes:

After completing the course, students will be able to:

1. To remember how different elements of garment are stitched and finished.
2. To understand how different collars and plackets are attached and finished.
3. To apply how necklines are finished by different techniques.
4. Analyze that how a fabric can be changed from 2d to 3d structures by use of tucks, darts, gathers and pleats.
5. Evaluate differentiate between seam and their finishing.
6. To create Knowledge of how different part of basic patterns are stitched and finished.

### Suggested Readings

- Editor of Reader Digest., “A New complete guide to sewing”, 2010
- Muller, C., “The Timeline of World Costume: From Fig Leaf to Street Fashion”, 1993, 01 edition, Thames & Hudson Ltd.
- Peacock, J., “The Chronicle of Western Costume: From the Ancient World to the Late Twentieth Century”, 2019., 01 edition Thames and Hudson Ltd.
- **Johnston, L ., “19th-Century Fashion in Detail: 1800 - 1900 (Victoria and Albert Museum)”**
- 2016., 01 edition., Thames and Hudson Ltd.
- **Beukel, D.V., “A Pictorial History of Costume (Pepin Press Design Books)”** 1998, 1st Edition, Pepin Press.
- **Ebooks:**
- Practical Sewing and Dress Making -
- [http://brittlebooks.library.illinois.edu/brittlebooks\\_open/Books200912/allisa0001prasew/](http://brittlebooks.library.illinois.edu/brittlebooks_open/Books200912/allisa0001prasew/)
- allisa0001prasew.pdf
- Sewing Lessons For Beginners – [http://www.go-woman.com/wpcontent/uploads/factsheets/FREE\\_Sewing\\_Book.pdf](http://www.go-woman.com/wpcontent/uploads/factsheets/FREE_Sewing_Book.pdf)

Note: Latest edition of readings may be used

<b>B.Sc. (Fashion Design): Semester-II</b>	
<b>BFD254: ELEMENT OF DESIGN</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Practical: 2 hrs/Week	Class Test -4 Marks
Tutorials: Nil	Teachers Assessment – 2 Marks
Credits: 1	Attendance – 4 Marks
	End Semester Exam – 15 marks

**Prerequisite:** BFD251 Fashion Art Illustration-II, BFD254 Elements of Design-II, BFD456 Minor Project, BFD651 Graduation Design Collection

**Course Objectives:**

1. To give complete knowledge of principle of design.
2. To give an overview on different parts of principle of design.
3. To explain the concept of composition making and there elements with the help of principle of design.
4. To give knowledge of different styles involved in the principle of design with its theory.
5. To understand the design making with the help of principle of design
6. To understand the 2d and 3d structure of particular design with the help of the various principle and theories.

**Detailed Syllabus:**

<b>Unit I: Mass, Movement</b>
Mass, Movement
<b>Unit II: Space, Non-Tactile Texture,</b>
Space, Non-Tactile Texture or Visual texture
<b>Unit III: Value, Rhythm</b>
Value, Rhythm
<b>Unit IV: Using the elements of design with principles of design (one composition)</b>
<b>Unit VII: LAB / MINI PROJECT/FIELD WORK</b>

**Course Outcomes:**

After completing the course, students will be able to:

1. To recognize the different types of lines and color used in creating design.
2. To understand the style features of design and motifs.
3. To apply all the elements of design techniques to create design.
4. To analyze the structure of design with the help of various techniques.

5. To evaluate the design making process with the help of various theory.
6. To create the 2d and 3d shapes with the help of element of design.

### Suggested Readings

- Elements of Design: Rowena Reed Kostellow and the Structure of Visual Relationships, Gail Greet Hannah, 2002
- Basic Principles of Design, Manfred Maier, Vol. 1-4
- Comdex Fashion Design, Vol I, Fashion Concepts, Navneet Kaur, Vikas Pub, 2010
- <http://www.edb.utexas.edu/minliu/multimedia/PDFfolder/DESIGN~1.PDF>
- Fashion Studies –Textbook  
[http://cbseacademic.in/web\\_material/doc/fashion\\_studies/3\\_XII\\_Text\\_Book.pdf](http://cbseacademic.in/web_material/doc/fashion_studies/3_XII_Text_Book.pdf)
- <https://iversity.org/en/courses/design-101-or-design-basics>

Note: Latest edition of readings may be used

<b>B.Sc. (Fashion Design): Semester-II</b>	
<b>BFD255: DYEING &amp; PRINTING</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Lectures: Nil	Class Test -4 Marks
Practical: 2 hrs/week	Teachers Assessment – 2 Marks
Credits: 1	Attendance – 4 Marks
	End Semester Exam – 15 marks

**Prerequisite:** BFD 356 Surface Ornamentation, BFD 357 World Famous Painting, BFD 455 Accessory Design, BFD 651 Graduation Design Collection.

**Course Objective:**

1. To give complete knowledge about the different sector of dyeing and printing industry.
2. To give knowledge about different tie and dye techniques
3. To explain the process of batik printing.
4. To give complete knowledge of screen preparation and printing
5. To give knowledge about the different types of blocks and its printing
6. To give knowledge for preparing articles with combining of printing techniques

**Detailed Syllabus:**

<b>Unit I: The Overview of dyeing and printing Industry</b>
Introduction to dyes and pigments, different sectors of dyeing and printing industry
<b>Unit II: Preparation of different tie and dye samples with direct dye:</b>
Small circles, Stripes, Pleats, Spiral (Even and uneven), marbling, ruching, object tying, cord, knotting.
<b>Unit III: Preparation of Batik samples with naphthol dye:</b>
painting, marbling, scratching, sprinkling,
<b>Unit IV: Preparation of Screen and block printed sample with pigment dye:</b>
Preparation of screen, preparation of printing paste and development of design with screen and block.
<b>Unit IV: Preparation of one article using any two techniques of dyeing and printing.</b>
Preparation of one article using any two techniques of dyeing and printing.
<b>Unit V: Visit to a printing unit.</b>

### **Course Outcomes:**

After completing the course, students will be able to:

1. To remember the segmentation of dyeing and printing industry.
2. To understand the importance of tie and dye technique in surface ornamentation.
3. To apply about the batik printing.
4. To analyze the preparation of screen and its printing.
5. To evaluate the block printing technique.
6. To create differentiate between various techniques of textile surface enrichment.

### **Suggested Readings**

- Bernard P. Corbman. Fibre to Fabric.
- Clarke. W. 1974. An Introduction to Textile Printing. London, Newness Butter Worth.
- Anderson, F. 1974. Tie-dyeing and Batik. London, Octopus Editorial Production by Berkeley Publishers Ltd.
- Smith, J.L. Textile Processing: Printing, Finishing, Dyeing.
- H. Panda. Modern Technology of Textile: Dyes & Pigments.

Note: Latest edition of readings may be used

<b>B.Sc. (Fashion Design): Semester-II</b>	
<b>BFD256: FASHION VECTOR GRAPHICS</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Lectures: Nil	Class Test -4 Marks
Practical: 2 hrs/week	Teachers Assessment – 2 Marks
Credits: 1	Attendance – 4 Marks
	End Semester Exam – 15 marks

**Prerequisite:** BFD 359 Digital Design, BFD 457 Minor Project, BFD 651 Graduation Design Collection, BFD 652 Portfolio Development.

**Course Objective:**

1. To give complete knowledge about the graphic designing.
2. To give knowledge of working with different tools
3. To explain the process of creating different pages like newspaper
4. To give complete knowledge of editing greeting card.
5. To give knowledge how to get Bitmap and vector effect.
6. To give knowledge of merging data and creating letterhead.

**Detailed Syllabus:**

<b>Unit I: Getting to know the workspace and fonts/Creating a simple report cover</b>
Getting to know the workspace and fonts/Creating a simple report cover
<b>Unit II: Using the toolbox/Using color, Using photographs in a motivational poster,Using a template to create a two-page newsletter</b>
Using the toolbox/Using color, Using photographs in a motivational poster,Using a template to create a two-page newsletter
<b>Unit III: Drawing and editing objects</b>
Drawing and editing objects/Creating a greeting card.
<b>Unit IV: Bitmap and vector effects, using scripts and macros to create a calendar</b>
Bitmap and vector effects, using scripts and macros to create a calendar
<b>Unit V: Letterhead and data merge, Creating a three-panel brochure for a student business</b>
<b>Unit VI: Slideshow presentation</b>

### Course Outcomes:

After completing the course, students will be able to:

1. To remember the working of vector graphics.
2. To understand the importance graphic designing in fashion field.
3. To apply about the working of different tools.
4. To analyze the how to edit cards, newspaper.
5. To evaluate about bitmap and vector effect.
6. To create differentiate between various techniques of textile surface enrichment.

### Suggested Readings

- Satish Jain. 2018, Coral draw training Guide. BPB Publication . India
- Gary david Bouton. 2012. Coral draw X6: The official Guide. McGraw hill Professional .

Note: Latest edition of readings may be used

<b>B.Sc. (Fashion Design): Semester-II BFD257: CORAL DRAW</b>	
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Practical: 2 hrs/Week	Class Test -4 Marks
Tutorials: Nil	Teachers Assessment – 2 Marks
Credits: 1	Attendance – 4 Marks
	End Semester Exam – 15 marks

**Prerequisite:** BFD 359 Digital Design, BFD 457 Minor Project, BFD 651 Graduation Design Collection, BFD 652 Portfolio Development.

### Course Objective

1. To give complete knowledge about the software.
2. To give knowledge about the different working and use of the software.
3. To explain the use of the software in the fashion industries.
4. To explain the function and different tools of the software.
5. To give knowledge about the different type of editing that can be done.
6. To give knowledge for preparing artwork, business card, print development etc.

### Detailed Syllabus:

<b>Unit I: Introduction to Coral Draw Software</b>
Introduction-Getting Started-Creating A New File - Title Bar-Menu Bar-Work Area-Printable Page-Property Bar-Page Counter Bar-Color Palette-Toolbox-Status Bar-Drawing Figures Lines-Ellipse-Circles-Rectangle-Square-Polygon-Saving-Closing-Opening-Views-Normal View-Preview-Wire Frame View-Draft View-Zoom-View Manager-Creating a View.
<b>Unit II: DRAWING</b>
Introduction - Toolbox-Selecting an Object-Resizing an Object-Moving an Object-Changing The Shape-Combining Two Objects-Skewing-Welding the Objects-Blending-Curve Lines Straight Lines-Continuing a Line-View Mode-Changing-Media Tool-Rotating An Object Grouping-Fill Tool Fly Out-Filling-Spray Mode.
<b>Unit III: TEXT</b>
Introduction-Text Tool-Entering Artistic Text-Entering Paragraph Text-Converting Text Formatting Text-Changing the Font Size-Arranging Objects-Ordering The Objects-Changing The Font-Bullets-Decorating the Text-Webdings-Text Editor-Opening-Changing the Alignment Type Style-Spell Checking-Grammar-Searching Synonyms-Find-Replace-Editing-Kerning Formatting Characters.
<b>Unit IV: IMAGE Bitmap Images</b>
Vector Image-Resizing-Rotating-Skewing-Moving-Cropping-Importing Images-Adding Special Effects-Converting to Bitmap-Exporting Images.
<b>Unit IV: Page Layout</b>

Changing the Page Size-Changing the Layout-Applying Styles-Applying Bitmaps to the Background - Changing the Background-Adding a Page Frame-Moving Between Pages.

**Unit V: LAB / MINI PROJECT/FIELD WORK**

**Course Outcomes:**

After completing the course, students will be able to:

1. To remember the working of vector graphics.
2. To understand the importance graphic designing in fashion field.
3. To apply about the working of different tools.
4. To analyze the how to edit cards, newspaper.
5. To evaluate about bitmap and vector effect.
6. To create data merging and creating letterheads for your creation.

**Suggested Readings**

- Corel DRAW X6 - Official Guide (by Gary David Bouton)
- Bring it Home with Corel DRAW (by Roger Wanbolt)

Note: Latest edition of readings may be used