



Scheme of Instructions & Syllabi
of
Bachelor of Design
in
Fashion Design
(Effective from Session 2026 - 27)

Department of Fashion Design
Faculty of Science
Invertis University
Bareilly, U. P.

INTRODUCTION

B. Des. Fashion Design

Fashion Design is a multidisciplinary field that combines creativity, innovation, technology, culture, and craftsmanship to create functional, aesthetic, and sustainable fashion products. It plays a significant role in addressing the evolving needs of the global fashion and lifestyle industry by integrating design thinking, technical expertise, and market awareness. The discipline encompasses various aspects of apparel design, textile innovation, fashion communication, merchandising, and product development, enabling designers to respond to changing consumer preferences and emerging market trends. By blending traditional craftsmanship with modern technologies and sustainable practices, fashion design contributes to economic growth, cultural expression, and the advancement of the global creative economy.

The Bachelor of Design (B.Des.) in Fashion Design is a four-year undergraduate programme that prepares students to become creative, technically proficient, and socially responsible design professionals. The curriculum integrates design fundamentals, textile studies, fashion illustration, pattern making, draping, garment construction, digital design, CAD, merchandising, styling, internships, research, and entrepreneurship. Through experiential learning, industry interaction, live projects, and workshops, the programme equips students with the knowledge and skills required to develop innovative, user-centric, and sustainable fashion solutions while adapting to the dynamic needs of the fashion industry.

Vision

To be a centre of excellence in fashion design education by nurturing creative, innovative, ethically responsible, and globally competent designers who contribute to the sustainable growth of the fashion and creative industries.

Mission

The programme is committed to providing quality design education through an industry oriented and interdisciplinary curriculum that integrates creativity, technology, research, and sustainability. It aims to develop competent professionals with strong design, technical, entrepreneurial, and leadership skills while fostering ethical values, lifelong learning, innovation, and meaningful collaboration with industry and society.

PROGRAMME OUTCOMES

B. Des. Fashion Design

PO1: Fashion Design Knowledge

Apply the knowledge of fashion design principles, textiles, garment construction, pattern making, fashion illustration, digital design, merchandising, and fashion technologies to develop innovative and sustainable design solutions.

PO2: Problem Analysis

Identify, formulate, research, and analyze complex fashion design problems by applying creative thinking, scientific principles, design methodologies, and industry practices to arrive at appropriate solutions.

PO3: Design and Development of Solutions

Develop innovative, functional, and aesthetically appealing fashion products, collections, systems, and services that address user needs while considering sustainability, inclusivity, cultural values, safety, and environmental impact.

PO4: Investigation and Research

Conduct research using appropriate design methodologies, analysis, interpretation and synthesis of information to develop meaningful products and design solutions.

PO5: Modern Tool Usage

Select and apply appropriate design tools, digital software, apparel and other emerging technologies for fashion design and product development while recognizing their limitations.

PO6: Designer and Society

Understand the social, cultural, economic, and environmental impact of fashion design decisions and contribute responsibly towards sustainable and inclusive design practices.

PO7: Environment and Sustainability

Apply sustainable design principles, ethical sourcing, responsible production practices, and environmental awareness throughout the fashion design and product development process.

PO8: Ethics and Professional Responsibility

Demonstrate professional ethics, integrity, intellectual property awareness, legal responsibilities, and commitment to quality standards in fashion design practice.

PO9: Individual and Teamwork

Function effectively as an individual and as a member or leader of multidisciplinary teams by demonstrating effective communication, collaboration, leadership, & management skills.

STUDY AND EVALUATION SCHEME

B. Des. Fashion Design

(Effective from session 2026 - 27)

YEAR I, SEMESTER I

Course Code	Course Title	Course Category	Hours			Evaluation Scheme		Subject Total	Credit
			L	T	P	CA	EE		
BDFD101	History of Fashion-I	CC	3	1	0	30	70	100	4
BDFD102	Fashion Studies	CC	4	0	0	30	70	100	4
BDFD103	Human Values and Ethics	AECC	2	0	0	15	35	50	2
BDFD151	Fashion Styling	SEC	0	0	4	15	35	50	2
BDFD152	Creative Sketching Fundamentals	CC	0	0	2	10	15	25	1
BDFD153	Technical Fashion Flats-I	SEC	0	0	2	10	15	25	1
BDFD154	Fashion Illustration-I	SEC	0	0	4	15	35	50	2
BDFD155	Textile Design	SEC	0	1	2	15	35	50	2
BDFD156	Fundamentals of Design	CC	0	1	2	15	35	50	2
EPC001*	AI Based English Proficiency Course-I	AECC	2	0	0	0	50	50	2
TOTAL			11	3	16	165	410	550	22
L - Lecture, T - Tutorial, P - Practical, CA - Continuous Assessment, EE - End Semester Exam									

Note: CC – Core Course, AECC – Ability Enhancement Compulsory Course, SEC– Skill Enhancement Course, *DSE – Discipline Specific Elective (elect any one from the prescribed), *GE - General Elective (elect any one from the prescribed)

EPC001*: The detailed syllabus is attached at the end of this document.

YEAR I, SEMESTER II

Course Code	Course Title	Course Category	Hours			Evaluation Scheme		Subject Total	Credit
			L	T	P	CA	EE		
BDFD201	History of Fashion-II	CC	3	1	0	30	70	100	4
BDFD202	Traditional Indian Textiles	CC	4	0	0	30	70	100	4
BDFD203	Fundamentals of Textiles	CC	4	0	0	30	70	100	4
BDFD251	Introduction to Apparel Design	CC	0	0	4	25	50	75	3
BDFD252	Technical Fashion Flats-II	SEC	0	0	2	10	15	25	1
BDFD253	Fashion Illustration-II	SEC	0	0	4	15	35	50	2
BDFD254	Surface Techniques-I	SEC	0	0	4	15	35	50	2
BDFD255	Digital Skills & Applications	AECC	0	0	2	10	15	25	1
EPC002*	AI Based English Proficiency Course-II	AECC	2	0	0	0	50	50	2
TOTAL			13	1	16	165	410	550	22
L - Lecture, T - Tutorial, P - Practical, CA - Continuous Assessment, EE - End Semester Exam									

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EPC002*: The detailed syllabus is attached at the end of this document.

YEAR II, SEMESTER III

Course Code	Course Title	Course Category	Hours			Evaluation Scheme		Subject Total	Credit
			L	T	P	CA	EE		
BDFD301	Fashion Communication	CC	3	1	0	30	70	100	4
BDFD302	Textile Finishing & Processing	CC	4	0	0	30	70	100	4
BDFD303	Environmental Science	AECC	2	0	0	15	35	50	2
BDFD351	Fashion Photography	SEC	0	0	2	10	15	25	1
BDFD352	Flat Pattern Making	CC	0	1	4	25	50	75	3
BDFD353	Garment Construction	CC	0	1	4	25	50	75	3
BDFD354	Fashion Illustration-III	SEC	0	0	2	10	15	25	1
BDFD355	Off Loom Techniques	SEC	0	0	2	10	15	25	1
BDFD356	Surface Techniques-II	SEC	0	0	2	10	15	25	1
BDFD357	Digital Design-I	CC	0	0	2	10	15	25	1
TOTAL			9	3	18	175	350	525	21
L - Lecture, T - Tutorial, P - Practical, CA - Continuous Assessment, EE - End Semester Exam									

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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		
BDFD401	Garment Manufacturing Technologies	CC	4	0	0	30	70	100	4
BDFD402	Fashion Merchandising and Marketing	CC	3	1	0	30	70	100	4
BDFD403	Home Textiles	CC	2	0	0	15	35	50	2
BDFD451	Accessory Design	GE	0	1	2	15	35	50	2
BDFD452	Jewellery Design								
BDFD453	Advanced Pattern Making-I	CC	0	0	4	15	35	50	2
BDFD454	Women's Wear	CC	0	0	4	15	35	50	2
BDFD455	Fashion Illustration-IV	SEC	0	0	2	10	15	25	1
BDFD456	Surface Techniques-III	SEC	0	1	2	15	35	50	2
BDFD457	Digital Design-II	CC	0	0	4	15	35	50	2
TOTAL			9	3	18	160	365	525	21
L - Lecture, T - Tutorial, P - Practical, CA - Continuous Assessment, EE - End Semester Exam									

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***Students are required to undertake a two-month Summer Internship or Craft Cluster Project after the completion of the IV Semester and complete it before the commencement of the V Semester.**

YEAR III, SEMESTER V

Course Code	Course Title	Course Category	Hours			Evaluation Scheme		Subject Total	Credit
			L	T	P	CA	EE		
BDFD501	Visual Merchandising	CC	1	1	0	15	35	50	2
BDFD502	Sustainable Fashion	CC	4	0	0	30	70	100	4
BDFD503	Advanced Fashion Technologies	CC	2	0	0	15	35	50	2
BDFD551	Summer Internship/Craft Cluster Report	SEC	0	2	0	15	35	50	2
BDFD552	Grading	CC	0	0	2	10	15	25	1
BDFD553	Draping	CC	0	0	4	15	35	50	2
BDFD554	Advanced Pattern Making-II	CC	0	0	4	15	35	50	2
BDFD555	Kids Wear	CC	0	0	4	15	35	50	2
BDFD556	Fashion Illustration-V	SEC	0	0	2	10	15	25	1
BDFD557	Digital Design-III	SEC	0	1	4	25	50	75	3
TOTAL			7	4	20	165	360	525	21
L - Lecture, T - Tutorial, P - Practical, CA - Continuous Assessment, EE - End Semester Exam									

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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		
BDFD601	Fashion Entrepreneurship	DSE	3	1	0	30	70	100	4
BDFD602	Fashion Retail Management								
BDFD603	Creative Rights and Design Protection	CC	2	0	0	15	35	50	2
BDFD651	Design Ideation and Innovation	CC	0	1	2	15	35	50	2
BDFD652	Advanced Draping	CC	0	1	4	25	50	75	3
BDFD653	Advanced Pattern Making - III	CC	0	0	4	15	35	50	2
BDFD654	Men's Wear	CC	0	0	4	15	35	50	2
BDFD655	Inclusive Clothing	CC	0	2	2	25	50	75	3
BDFD656	Adobe InDesign	DSE	0	2	2	25	50	75	3
BDFD657	CLO 3D								
TOTAL			5	7	18	165	360	525	21
L - Lecture, T - Tutorial, P - Practical, CA - Continuous Assessment, EE - End Semester Exam									

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YEAR IV, SEMESTER VII

Course Code	Course Title	Course Category	Hours			Evaluation Scheme		Subject Total	Credit
			L	T	P	CA	EE		
BDFD701	Research Methodology	CC	4	0	0	30	70	100	4
BDFD751	Graduation Design Collection Showcase	CC	0	6	8	70	180	250	10
BDFD752	Portfolio Development	CC	0	2	2	25	50	75	3
BDFD753	Design Collection Presentation	CC	0	0	8	30	70	100	4
TOTAL			4	8	18	155	370	525	21
L - Lecture, T - Tutorial, P - Practical, CA - Continuous Assessment, EE - End Semester Exam									

YEAR IV, SEMESTER VIII

Course Code	Course Title	Course Category	Hours			Evaluation Scheme		Subject Total	Credit
			L	T	P	CA	EE		
BDFD851	Professional Industry Practice	CC	0	0	42	150	375	525	21
TOTAL			0	0	42	150	375	525	21
L - Lecture, T - Tutorial, P - Practical, CA - Continuous Assessment, EE - End Semester Exam									

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SEMESTER – III

BDFD301: FASHION COMMUNICATION

Teaching Scheme	Examination Scheme
Lectures: 3 hrs/Week	Class Test - 12 Marks
Tutorials: 1 hr/Week	Teachers Assessment – 6 Marks
Practicals: 0 hrs/Week	Attendance – 12 Marks
Credits: 4	End Semester Exam – 70 marks

Course Objectives:

- To introduce students to the concepts of fashion communication and branding.
- To familiarize students with fashion forecasting and trend analysis.
- To develop understanding of visual communication and graphic design principles.
- To provide knowledge of fashion branding, advertising, and publication design.
- To create awareness about fashion media, journalism, public relations, and ethical

Detailed Syllabus:

Unit I: Introduction of Fashion Communication
Fashion as a communication system, fashion seasons, fashion cycle, fashion forecasting, trend analysis and interpretation, consumer behaviour in fashion, brand identity and brand positioning, fashion brand communication.
Unit II: Fashion Forecasting
Introduction to fashion forecast and definition and process, short term and long-term forecasting, factors affecting fashion forecasting, sources of fashion forecasting, organizations for fashion & textile forecasting, trend shows and exhibits, fashion and trade shows, development of color, textile and design forecasting, finding information on forecasting by forecasters, forecasting as a career
Unit III: Visual Communication and Graphic Design
Elements and principles of design, visual communication fundamentals, design process, typography and letter forms, anatomy of type, color theory in fashion communication, logo design, brand identity systems, grid systems and layout design, portfolio & presentation design
Unit IV: Fashion Branding, Advertising and Publication Design
Fashion branding strategies, brand storytelling, advertising concepts, promotion techniques, consumer engagement strategies, fashion magazine design, catalogue and lookbook development, copywriting for fashion communication, luxury brand communication
Unit V: Fashion Media and Journalism
History and evolution of fashion media, traditional and digital media, fashion journalism fundamentals, fashion news and feature writing, fashion reporting, fashion reviews & criticism, fashion blogging and content creation, beauty and luxury publishing, importance of fashion PR, media planning and management, ethics in fashion journalism, Copyright and IPR.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the fundamentals of fashion communication, fashion cycles, consumer behavior, and brand communication.
- **CO2:** Analyze fashion trends & forecasting methods using various forecasting sources.
- **CO3:** Apply principles of visual communication, typography, color, and layout design in fashion communication projects.
- **CO4:** Develop brand identity, advertising & promotional design concepts for fashion brands.
- **CO5:** Demonstrate knowledge of fashion media, journalism, content creation, and public relations practices.
- **CO6:** Evaluate ethical, legal, and professional aspects of fashion communication, including copyright and intellectual property rights.

Suggested Readings

- Lupton, E. (2024). *Thinking with type: A critical guide for designers, writers, editors, and students* (3rd rev. ed.). Princeton Architectural Press.
- Barnard, M. (2023). *Fashion as communication* (2nd ed.). Routledge.
- Brannon, E. L. (2015). *Fashion forecasting* (4th ed.). Fairchild Books.
- Posner, H. (2015). *Marketing fashion* (2nd ed.). Laurence King Publishing.
- Greenwood, G. L. (2012). *Fashion marketing communications*. John Wiley & Sons.
- White, A. W. (2011). *The elements of graphic design* (2nd ed.). Allworth Press.
- Wolbers, M., & Horacek, C. (2009). *Uncovering fashion: Fashion communications across the media*. Fairchild Books.
- Edwards, V., & Brown, W. M. C. (1980). *Journalism in a free society*. National Council for the Training of Journalists.

BDFD302: TEXTILE FINISHING AND PROCESSING	
Teaching Scheme	Examination Scheme
Lectures: 4 hrs/Week	Class Test - 12 Marks
Tutorials: 0 hrs/Week	Teachers Assessment – 6 Marks
Practicals: 0 hrs/Week	Attendance – 12 Marks
Credits: 4	End Semester Exam – 70 marks

Prerequisites: Fundamentals of Textiles

Course Objectives:

- To introduce students to textile wet processing and fabric preparation techniques.
- To develop understanding of dyeing, printing, and finishing processes used in textiles.
- To familiarize students with dyes, auxiliaries, and their applications on different fibres.
- To provide knowledge of textile quality assurance, testing, and standardization.
- To create awareness about sustainable and safe textile processing practices.

Detailed Syllabus:

Unit I: Textile Processing and Fabric Preparations
Introduction to textile wet processing, objectives and classification of textile processing, importance of pre-treatment processes, preparatory processes: • Cellulosic- desizing, scouring, bleaching, mercerization • Protein- degumming, weighting, scouring, bleaching, carbonising, milling • Man-made- scouring, bleaching, heat setting
Unit II: Dyeing of Textiles
Definition and theory of dyeing, classification and properties of dyes, stages of dyeing, dyeing methods, application of dyes on cellulosic fibres (direct dyes, reactive dyes, vat dyes, azo/naphthol dyes), on protein fibres (acid dyes), and on synthetics fibres (disperse dyes), dyeing auxiliaries, color fastness properties, dyeing defects and remedies.
Unit III: Textile Printing
Introduction to textile printing, comparison of dyeing and printing, • Styles of printing: direct, resist, and discharge style • Methods of printing: stencil, block, flat screen, rotary screen, transfer printing, digital printing and contemporary printing techniques. Printing auxiliaries, fixation methods – ageing, steaming, baking and wet development, after-treatments, printing defects and remedies
Unit IV: Textile Finishes
Importance of textile finishes, objectives & classification of finishes: preparatory finishes, temporary and permanent finishes, aesthetic finishes & functional finishes, methods of finish application, innovations in textile finishing
Unit V: Quality Assurance and Standardization

Quality control in dyeing, printing and finishing, testing of dyed, printed and finished fabrics, standardization and labelling, evaluation of color fastness properties, and other fabric testing, importance of quality assurance in textiles care labelling, environmental and safety considerations in textile processing.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the fundamentals of textile wet processing and fabric preparation methods for different fibre types.
- **CO2:** Apply knowledge of dyes, dyeing methods, auxiliaries, and color fastness properties in textile processing.
- **CO3:** Differentiate between various printing styles, methods, auxiliaries, and fixation processes used in textile printing.
- **CO4:** Analyse the objectives, classification, application methods, and performance effects of textile finishes.
- **CO5:** Assess quality assurance measures, testing procedures, color fastness evaluation, and standardization practices in textile processing.
- **CO6:** Examine environmental, safety, and sustainable practices associated with textile dyeing, printing, and finishing operations.

Suggested Readings

- Shenai, V. A. (2022). *Technology of textile processing* (Vols. 1–9, latest reprint). Sevak Publications.
- Broadbent, A. D. (2021). *Basic principles of textile coloration*. Society of Dyers and Colourists.
- Johnson, A. (2020). *Textile finishing*. Woodhead Publishing.
- Hall, A. J. (2019). *Textile finishing*. CRC Press.
- Gohl, E. P. G., & Vilensky, L. D. (2017). *Textile science*. CBS Publishers & Distributors.
- Rastogi, D., & Chopra, S. (Eds.). (2017). *Textile science*. Orient BlackSwan.
- Sekhri, S. (2016). *Textbook of fabric science: Fundamentals to finishing* (2nd ed.). PHI Learning.
- Cook, J. G. (2001). *Handbook of textile fibres* (5th ed.). Woodhead Publishing.
- Trotman, E. R. (1984). *Dyeing and chemical technology of textile fibres* (6th ed.). Charles Griffin & Company Ltd.
- Marsh, J. T. (1979). *An introduction to textile finishing*. B.I. Publications.

BDFD303: ENVIRONMENTAL SCIENCE

Teaching Scheme	Examination Scheme
Lectures: 2 hrs/Week	Class Test - 6 Marks
Tutorials: 0 hrs/Week	Teachers Assessment – 3 Marks
Practicals: 0 hrs/Week	Attendance – 6 Marks
Credits: 2	End Semester Exam – 35 marks

Course Objectives:

- To understand the fundamentals of environmental science and its relevance to the textile and fashion industry.
- To develop knowledge of sustainable resource use and eco-friendly textile practices.
- To understand pollution, carbon footprint, and waste management in the fashion industry.
- To promote awareness of biodiversity conservation and sustainable fashion practices.

Detailed Syllabus:

Unit I: Introduction to Environmental Science
Definition, scope and importance of environmental science, components of the environment, ecosystem and its structure, interaction between living and non-living components, environmental ethics, environmental impact assessment, sustainable development, and environmental challenges in the textile and fashion industry.
Unit II: Natural Resources and Sustainable Textile Practices
Natural resources and their conservation in the textile and fashion industry; water, forest, mineral, renewable and non-renewable energy resources; carbon, nitrogen and sulphur cycles; sustainable utilization of resources in textile production; eco-friendly fibres and sustainable textile materials; water- and energy-efficient manufacturing.
Unit III: Pollution, Carbon Footprint and Waste Management
Environmental pollution in the textile and fashion industry—air, water, soil, and noise pollution; causes, effects, and control measures; industrial pollution from textile processing; textile wastewater and treatment; overconsumption, carbon emissions and carbon footprint across the fashion supply chain and strategies for its reduction; textile solid waste; recycling, upcycling, circular fashion, and waste management; environmental regulations, standards, and certifications.
Unit IV: Biodiversity and Environmental Conservation
Concept and importance of biodiversity, threats and conservation strategies, protected areas, sustainable resource management, circular economy, green manufacturing, eco-labels and certifications, and the role of the fashion industry in environmental conservation.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the basic concepts of environmental science and ecosystems.
- **CO2:** Describe environmental issues and sustainable development in the textile industry.
- **CO3:** Identify sustainable resource management and eco-friendly textile practices.

- **CO4:** Analyze pollution, carbon footprint, and waste management in textile production.
- **CO5:** Apply recycling, upcycling, circular economy, and environmental compliance practices.
- **CO6:** Explain biodiversity conservation, green manufacturing, and sustainability initiatives in the fashion industry.

Suggested Readings:

- Kaushik, A., & Kaushik, C. P. (2023). *Perspectives in environmental studies* (7th ed.). New Age International Publishers.
- Black, S. (2023). *The sustainable fashion handbook* (2nd ed.). Thames & Hudson.
- Goworek, H. (2018). *Sustainability in fashion and textiles: Values, design, production and consumption* (2nd ed.). Routledge.
- Fletcher, K. (2014). *Sustainable fashion and textiles: Design journeys* (2nd ed.). Routledge.
- Bharucha, E. (2013). *Textbook of environmental studies for undergraduate courses* (2nd ed.). Universities Press.
- Manjunath, D. L. (2006). *Environmental studies*. Pearson Education.
- Joseph, B. (2005). *Environmental studies*. Tata McGraw-Hill.
- Rajagopalan, R. (2005). *Environmental studies*. Oxford University Press.

BDFD351: FASHION PHOTOGRAPHY

Teaching Scheme	Examination Scheme
Lectures: 0 hrs/Week	Class Test - 4 Marks
Tutorials: 0 hrs/Week	Teachers Assessment – 2 Marks
Practicals: 2 hrs/Week	Attendance – 4 Marks
Credits: 1	End Semester Exam – 15 marks

Course Objectives:

- To introduce students to the fundamentals fashion photography as a medium of visual communication and brand storytelling.
- To familiarize students with various categories of fashion photography and their applications.
- To develop an understanding of composition, lighting, camera angles, and photography techniques used in fashion shoots.
- To enhance students' ability to plan, style, and direct fashion photography projects for different fashion contexts.
- To enable students to create professional fashion photography portfolios demonstrating technical and creative competencies.

Detailed Syllabus:

Unit I: Introduction to Fashion Photography
Introduction to fashion photography, evolution and significance of fashion photography, fashion photography as a communication tool, role of photography in fashion marketing and branding, understanding visual storytelling.
Unit II: Categories of Fashion Photography
Self Portrait, Editorial, Lookbook, High Fashion, Street Fashion, etc.
Unit III: Fashion Shoot Planning and Capturing Techniques
• Types of Angles: (Eye-Level Angle, High Angle, Low Angle, Bird's-Eye View, etc.) • Composition Techniques: (Rule of Thirds, Framing, Depth and Perspective, etc.) • Capturing Techniques: (Wide Shot, Long Shot, Mid Shot, Close-Up Shot, etc.) • Types of Lighting • Indoor and Outdoor Fashion Photography • Fashion Styling and Art Direction
Unit IV: Fashion Photography Portfolio Development
• Execution of fashion photography projects • Application of fashion photography categories and shooting techniques • Professional portfolio development

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the evolution, significance, and role of fashion photography in fashion communication, marketing, and branding.
- **CO2:** Apply principles of visual storytelling and photography techniques to create effective fashion images.
- **CO3:** Demonstrate the use of photography categories, composition techniques, camera angles, lighting setups, and shoot planning methods in fashion photography projects.
- **CO4:** Analyze the impact of styling, art direction, lighting, and visual composition on the communication of fashion concepts and brand identity.
- **CO5:** Evaluate fashion photographs based on aesthetics, technical quality, storytelling effectiveness, and commercial relevance.
- **CO6:** Create professional fashion photography projects and portfolios incorporating diverse photography styles, shooting techniques, and presentation standards.

Suggested Readings

- Seivewright, S. (2023). *Photography for fashion*. Bloomsbury Visual Arts.
- Hunter, F., Biver, S., & Fuqua, P. (2021). *Light, science and magic: An introduction to photographic lighting* (6th ed.). Routledge.
- Freeman, M. (2020). *The photographer's eye: A graphic guide* (Updated ed.). Ilex Press.
- Werner, T. (2017). *The fashion image: Planning and producing fashion photographs and films*. Bloomsbury Visual Arts.
- Ang, T. (2014). *Photography: The definitive visual history*. DK Publishing.

BDFD352: FLAT PATTERN MAKING

Teaching Scheme	Examination Scheme
Lectures: 0 hrs/Week	Class Test - 10 Marks
Tutorials: 1 hr/Week	Teachers Assessment – 5 Marks
Practicals: 4 hrs/Week	Attendance – 10 Marks
Credits: 3	End Semester Exam – 50 marks

Prerequisite: Introduction to Apparel Design.

Course Objectives:

- To understand pattern manipulation techniques for design development.
- To create stylelines, yokes, and fullness variations through flat pattern making.
- To develop sleeve and collar variations using pattern engineering methods.
- To draft basic torso and women's trouser patterns with proper fit and balance.

Detailed Syllabus:

Unit I: Dart Manipulation and Designing with Darts
• Dart Manipulation: single & double dart series (pivotal and slash & spread methods) • Designing with darts: Tuck Dart, Pleats, Flare, Gathers, Dart Clusters, Graduating and Radiating Darts, Parallel Darts, Asymmetric and Intersecting Darts
Unit II: Stylelines, Yokes and Added Fullness
• Stylelines: Classic Princess Styleline, Armhole Princess Styleline, Panel Styleline • Added Fullness: Fullness on Princess Line, Design Variation • Development of Yoke: Basic Front Yoke, Midriff & Hip yoke, Yoke with added fullness
Unit III: Sleeve, Collar and its Variations
• Sleeves: Cap, Flared, Puff Sleeve (fullness at hem, cap and at both), Leg – o – mutton, petal sleeve, bishop and lantern sleeve • Collar: Basic Shirt Collar, Mandarin and Peter pan collar
Unit IV: Development of Basic Torso and Basic Trouser
• Basic Torso • Basic Trouser (Women)

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Apply dart manipulation techniques using pivot and slash-and-spread methods.
- **CO2:** Develop design variations using darts, pleats, gathers, and flares.
- **CO3:** Create patterns with stylelines, yokes, and added fullness.
- **CO4:** Draft and modify sleeve patterns and their variations.
- **CO5:** Develop collar patterns and their variations.

- **CO6:** Draft basic torso and women's trouser blocks with appropriate fit.

Suggested Readings

- Aldrich, W. (2023). *Metric pattern cutting for women's wear* (7th ed.). Wiley-Blackwell.
- Joseph-Armstrong, H. (2021). *Patternmaking for fashion design* (6th ed.). Pearson.
- Cooklin, G. (2016). *Pattern cutting for women's outerwear*. Wiley-Blackwell.
- MacDonald, N. M. (2010). *Principles of flat-pattern design* (5th ed.). Fairchild Books.

BDFD353: GARMENT CONSTRUCTION

Teaching Scheme	Examination Scheme
Lectures: 0 hrs/Week	Class Test - 10 Marks
Tutorials: 1 hr/Week	Teachers Assessment – 5 Marks
Practicals: 4 hrs/Week	Attendance – 10 Marks
Credits: 3	End Semester Exam – 50 marks

Prerequisite: Introduction to Apparel Design

Course Objectives:

- To impart practical skills in constructing and finishing necklines, collars, cuffs, and sleeves.
- To familiarize students with appropriate sewing, assembling, and finishing methods
- To develop competency in drafting and constructing adult basic blocks.
- To enhance precision, workmanship, and quality control in garment construction processes.

Detailed Syllabus:

Unit I: Necklines and its Finishing
Construction of the following: • Types of Necklines: round, V, square, sweetheart, scalloped • Neckline Treatments: bias facing, bias binding, shaped facing, finishing with trim
Unit II: Cuffs and Collars
Construction of the following: • Cuff: Basic and French • Collar: Mandarin, Peter pan, Convertible collar
Unit III: Sleeves
Construction of the following sleeves: flared, puff sleeve, leg – o – mutton, petal, and lantern sleeve
Unit IV: Construction of Upper and Lower Garment
Construction of an upper garment incorporating collar and sleeve variations, and a lower garment using basic drafts.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Construct and finish various neckline styles using appropriate finishing techniques.
- **CO2:** Apply bias facing, bias binding, shaped facing, and trim finishes to necklines.
- **CO3:** Develop and construct basic and French cuffs, and collar variations.
- **CO4:** Construct sleeve variations such as flared, puff, leg-o-mutton, petal, & lantern sleeves.
- **CO5:** Apply garment construction techniques in the development of upper and lower garments.

- **CO6:** Construct an upper garment with collar and sleeve variations and a lower garment using basic drafts.

Suggested Readings

- Aldrich, W. (2023). *Metric pattern cutting for women's wear* (7th ed.). Wiley-Blackwell.
- Shaeffer, C. B. (2022). *Couture sewing techniques*. Taunton Press.
- Reader's Digest. (2021). *Complete guide to sewing*. DK.
- Fischer, A. (2020). *Basic fashion design: Construction* (2nd ed.). Bloomsbury Visual Arts.
- Brown, P., & Rice, J. (2014). *Ready-to-wear apparel analysis* (4th ed.). Pearson.
- Abbing, B., & Maggio, K. (2014). *Integrating draping, drafting, and drawing* (2nd ed.). Fairchild Books.

BDFD354: FASHION ILLUSTRATION – III

Teaching Scheme	Examination Scheme
Lectures: 0 hrs/Week	Class Test - 4 Marks
Tutorials: 0 hrs/Week	Teachers Assessment – 2 Marks
Practicals: 2 hrs/Week	Attendance – 4 Marks
Credits: 1	End Semester Exam – 15 marks

Prerequisite: Fashion Illustration – I.

Course Objectives:

- To develop the ability to construct and render male fashion figures using industry-standard proportions and illustration techniques.
- To familiarize students with male croquis development, fashion postures, facial features, hairstyles, and hand gestures.
- To enhance visual communication skills through the illustration of menswear garments and styling details.
- To develop proficiency in rendering fabrics, textures, silhouettes, and garment details in menswear illustrations.
- To enable students to create professionally rendered menswear illustrations across various apparel categories.

Detailed Syllabus:

Unit I: Male Block Figures, Flesh Figures and Rendering
Male block figure construction of size: (8.5 Head Proportion, 10.5 Head Proportion, & 12.5 Head Proportion)
Unit II: Male Croquis Development, Fashion Postures and Rendering
• Figure development from block to flesh and their rendering • Development of croquis in different postures
Unit III: Male Facial Features, Hairstyles and Hand Gestures
• Eyes, nose, lips, ears • Hairstyles and hair textures • Hand gestures and arm positions
Unit IV: Casual and Formal Wear Illustration Development
• Development and rendering of Casual Wear Illustrations • Development and rendering of Formal Wear Illustrations
Unit V: Ethnic and Fusion Wear Illustration Development
• Development and rendering of Ethnic Wear Illustrations • Development and rendering of Fusion Wear Illustrations

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the role of fashion illustration in menswear design communication and visual presentation.
- **CO2:** Construct male fashion figures and croquis using different proportions, postures, and rendering techniques.
- **CO3:** Demonstrate the rendering of male facial features, hairstyles, hand gestures, and figure details to enhance fashion illustrations.
- **CO4:** Analyze body proportions, garment silhouettes, styling features, and visual balance while developing menswear illustrations.
- **CO5:** Evaluate menswear fashion illustrations based on proportion, rendering quality, visual appeal, and effectiveness of design communication.
- **CO6:** Create professionally rendered menswear illustrations presentations for casual, formal, ethnic, and fusion wear categories.

Suggested Readings

- Drudi, E. (2019). *Figure drawing for men's fashion*. Hoaki Books.
- O'Neal, L. (2014). *Illustrated men: Drawing and rendering the male fashion figure*. B.E.S. Publishing.

BDFD355: OFF LOOM TECHNIQUES

Teaching Scheme	Examination Scheme
Lectures: 0 hrs/Week	Class Test - 4 Marks
Tutorials: 0 hrs/Week	Teachers Assessment – 2 Marks
Practicals: 2 hrs/Week	Attendance – 4 Marks
Credits: 1	End Semester Exam – 15 marks

Course Objectives:

- To introduce students to various off-loom fabric construction techniques.
- To develop practical skills in rug making and knotting techniques.
- To familiarize students with crocheting techniques for textile product development.
- To provide knowledge of macramé techniques and decorative knotting methods.
- To develop creative applications of off-loom textile crafts.

Detailed Syllabus:

Unit I: Introduction to Off Loom Techniques
Introduction to fabric construction methods without the use of looms, significance and applications of off-loom techniques in textile and fashion products, overview of knotting, crocheting, macramé and other handcrafted fabric construction methods, tools, materials and equipment used in off-loom techniques.
Unit II: Rug Construction and Knotting Techniques
Introduction to rug making traditions, materials used for rug construction, basic knotting techniques, construction of rugs using different knotting methods, color planning, pattern development and finishing techniques for rugs and floor coverings.
Unit III: Crocheting Techniques
Introduction to crochet tools and materials, basic crochet stitches and patterns, development of textile samples using different crocheting techniques, application of crochet in fashion accessories, apparel details, home furnishings and lifestyle products.
Unit IV: Macramé Techniques
Introduction to macramé and decorative knotting, basic and advanced macramé knots, development of samples using various knotting techniques, design and construction of fashion accessories, decorative products and lifestyle products using macramé.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Identify various off-loom fabric construction techniques and their applications.
- **CO2:** Demonstrate proficiency in rug construction and basic knotting techniques.
- **CO3:** Apply crocheting techniques for the development of fashion or lifestyle products.
- **CO4:** Analyse the use of macramé techniques in contemporary fashion products.
- **CO5:** Evaluate different off-loom techniques for product design and development.
- **CO6:** Create innovative fashion & lifestyle products using various off-loom techniques.

Suggested Readings:

- Povey, B. (2026). *Not your grandma's crochet: Easy crochet clothes you actually want to wear*. Ebury Digital.
- Gelder, C. (2024). *Pocket book of macramé*. Search Press.
- Zedenius, F. (2023). *Macramé accessories: A modern guide to knotting accessories*. Quadrille Publishing.
- Crowfoot, J. (2016). *Ultimate crochet bible: A complete reference with step-by-step techniques*. Collins & Brown.
- Kline, L. (2006). *Beginner's guide to oriental rugs*. Ross Books.
- Diamond, J., & Diamond, E. (2013). *Fashion apparel, accessories and home furnishings* (6th ed.). Pearson Education.

BDFD356: SURFACE TECHNIQUES – II

Teaching Scheme	Examination Scheme
Lectures: 0 hrs/Week	Class Test - 4 Marks
Tutorials: 0 hrs/Week	Teachers Assessment – 2 Marks
Practicals: 2 hrs/Week	Attendance – 4 Marks
Credits: 1	End Semester Exam – 15 marks

Course Objectives:

- To develop proficiency in garment construction through fabric manipulation techniques.
- To develop an understanding of dyeing processes and preparation of textiles for dyeing.
- To impart practical knowledge of dyeing various textile fibres using synthetic & natural dyes.
- To develop skills in creating surface designs through resist dyeing techniques.
- To apply dyeing techniques in the development of innovative textile products

Detailed Syllabus:

Unit I: Fundamentals of Dyeing and Fabric Preparation
Introduction to dyeing, principles and process of dyeing, classification of dyes, dyeing auxiliaries, dyeing terminologies: MLR, OWF, shade %, exhaustion, fixation, etc, preparation of fabrics for wet processing, stages of dyeing
Unit II: Dyeing of Textile Fibres
Dyeing of: • Cellulosic Fibres with Direct and Reactive Dyes: preparation of shade cards on Cotton/Linen • Protein Fibres with Acid Dyes: preparation of shade cards on Silk/Wool. • Natural Fibers with natural dyes, sources and extraction of natural dyes, effect of different mordants
Unit III: Resist Dyeing Techniques
Preparation of Tie & Dye samples: binding, pin binding, stripes, spiral (even and uneven), marbling, ruching, knotting Preparation of Batik samples: painting, marbling, scratching
Unit IV: Product Development
Product development for apparel, home furnishings or drapes, and its presentation.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the principles, processes, and terminology of textile dyeing.
- **CO2:** Apply suitable dyeing techniques on cellulosic, protein, and natural fibres.
- **CO3:** Develop textile samples using tie-and-dye and batik resist dyeing techniques.
- **CO4:** Prepare shade cards through color mixing and dyeing experiments.
- **CO5:** Create dyed textile products for apparel, home furnishings, or drapes.
- **CO6:** Present a portfolio demonstrating dyeing techniques and product development.

Suggested Readings

- Briggs-Goode, A. (2023). Textile design: Principles, advances and applications. Woodhead Publishing.
- Braddock Clarke, S., & O'Mahony, M. (2019). Techniques of surface design. Laurence King Publishing.
- Wolff Cochrane, C. (2014). Textile surface design. Laurence King Publishing.
- Irwin, K. A. (2015). Surface design for fabric. Fairchild Books.
- Shenai, V. A. (1987). *Chemistry of dyes and principles of dyeing* (Vol. 2). Sevak Publications.

BDFD357: DIGITAL DESIGN – I

Teaching Scheme	Examination Scheme
Lectures: 0 hrs/Week	Class Test - 4 Marks
Tutorials: 0 hrs/Week	Teachers Assessment – 2 Marks
Practicals: 2 hrs/Week	Attendance – 4 Marks
Credits: 1	End Semester Exam – 15 marks

Course Objectives:

- To develop proficiency in Adobe Photoshop and Adobe Illustrator for fashion and textile design applications.
- To enable students to create digital motifs and textile prints using industry-standard software.
- To develop skills in design visualization, mock-up creation, and digital presentation of textile products.

Detailed Syllabus:

Unit I: Adobe Photoshop for Fashion & Textile Design
Adobe Photoshop interface and workspace, document setup and file formats, resolution and color modes (RGB, CMYK), selection tools, cropping and transformation tools, layers and layer management, masks and clipping masks, brush and painting tools, image editing and retouching, , creation of distressed, embossed and layered textures, Development of Mood board, Color Palette, Story Board, Posters, Infographics
Unit II: Adobe Illustrator for Motif Development
Introduction to vector graphics, Illustrator interface and workspace, artboards and document setup, drawing and editing tools (shape tools, pen tool, pencil tool, brush tool), selection and transformation tools, alignment and arrangement tools, shape builder tool, image trace and vectorization, fill and stroke functions, color swatches and gradient application, motif development (geometric, stylized, abstract, and traditional motifs). Motif repeats and pattern development (full drop, half drop, brick repeat, mirror repeat, etc), seamless pattern creation, pattern scaling and layout variations, colorway development, print development (all-over and placement prints)
Unit III: Design Visualization
Mock-up development using patterns and print developed using illustrator on fabric, garment or home textile (cushions, curtains, bedsheets, etc.), print placement visualization, all-over print application, placement print application, colorway visualization on products, exporting files for print and digital media, presentation sheet development

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the functions and applications of Adobe Photoshop and Adobe Illustrator tools in fashion and textile design.

- **CO2:** Create mood boards, color palettes, and textile textures using Adobe Photoshop.
- **CO3:** Apply vector drawing techniques to develop digital motifs using Adobe Illustrator.
- **CO4:** Develop repeat patterns and textile print designs for fashion and textile applications.
- **CO5:** Produce digital mock-ups to visualize textile designs on fabric, apparel, and home textile products.
- **CO6:** Design and present a professional digital portfolio showcasing textile design concepts and outcomes.

Suggested Readings

- Harmer, T. (2025). *Illustrator 2025 essential training* [Online course]. LinkedIn Learning.
- Kost, J. (2025). *Photoshop 2025 essential training* [Online course]. LinkedIn Learning.
- McKinney, E., & Mertova, P. (2024). *Generative AI for fashion and textile design*. Routledge.
- Aspelund, K. (2014). *The design process* (3rd ed.). Fairchild Books.
- Lazear, S. M. (2007). *Adobe Photoshop for fashion design*. Pearson Education.
- Udale, J. (2020). *Fashion portfolio* (3rd ed.). Bloomsbury Visual Arts.

SEMESTER – IV

BDFD401: GARMENT MANUFACTURING TECHNOLOGIES

Teaching Scheme	Examination Scheme
Lectures: 4 hrs/Week	Class Test -12 Marks
Tutorials: 0 hrs/Week	Teachers Assessment – 6 Marks
Practicals: 0 hrs/Week	Attendance – 12 Marks
Credits: 4	End Semester Exam – 70 marks

Course Objectives:

- To introduce students to the structure and functioning of the apparel industry.
- To develop understanding of various departments involved in garment manufacturing.
- To familiarize students with apparel production processes and workflow systems.
- To provide knowledge of sewing technologies, machinery and equipment used in garment manufacturing.
- To develop understanding of cutting, fusing and pressing technologies used in the apparel industry.

Detailed Syllabus:

Unit I: Apparel Industry Overview
Structure of the apparel industry, domestic garment industry, export-oriented garment industry, buying houses and sourcing agencies, organization and functions of apparel manufacturing units, current trends in the apparel industry.
Unit II: Garment Manufacturing Process
Introduction to garment manufacturing, organizational structure of apparel units, functions of various departments, production flow process, sourcing, sampling department, merchandising department, cutting department, sewing department, finishing department, quality control department, comparative understanding of departmental functions.
Unit III: Sewing Technology
Introduction to sewing technology, basic sewing machines, parts and functions of sewing machines, classification of industrial sewing machines, machine selection for different operations, machine maintenance and troubleshooting, safety practices in sewing operations.
Unit IV: Industrial Machinery and Production Technology
Different bed types of sewing machines and their applications, stitch and seam classifications, stitch and seam properties, cutting technologies including straight knife, band knife, round knife, die cutting, drilling and notching machines, fusing and pressing technologies, machinery, equipment and industrial applications.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the structure and functioning of the apparel industry.
- **CO2:** Identify the responsibilities of different departments in garment manufacturing units.
- **CO3:** Apply knowledge of apparel production processes and workflow systems.

- **CO4:** Analyse the functions and applications of industrial sewing technologies and machinery.
- **CO5:** Evaluate cutting, fusing and pressing technologies used in apparel manufacturing.
- **CO6:** Demonstrate understanding of industrial production systems and technology used in garment manufacturing.

Suggested Readings

- Glock, R. E., & Kunz, G. I. (2023). *Apparel manufacturing: Sewn product analysis* (5th ed.). Pearson.
- Chuter, A. J. (2022). *Introduction to clothing production management* (2nd ed.). Wiley-Blackwell.
- Carr, H., & Latham, B. (2021). *The technology of clothing manufacture* (5th ed.). Wiley-Blackwell.
- Cooklin, G. (2018). *Garment technology for fashion designers* (2nd ed.). Wiley-Blackwell.
- Jacob, S. (2016). *Garment manufacturing technology*. Apparel Resources.
- Tyler, D. J. (2008). *Carr and Latham's technology of clothing manufacture*. Blackwell Publishing.

BDFD402: FASHION MERCHANDISING & MARKETING

Teaching Scheme	Examination Scheme
Lectures: 3 hrs/Week	Class Test - 12 Marks
Tutorials: 1 hr/Week	Teachers Assessment – 6 Marks
Practicals: 0 hrs/Week	Attendance – 12 Marks
Credits: 4	End Semester Exam – 70 marks

Course Objectives:

- To introduce the principles and applications of fashion photography in the fashion industry.
- To develop skills in photographic composition, camera handling, and visual storytelling.
- To familiarize students with various fashion photography categories and shooting styles.
- To enhance understanding of lighting, styling, and art direction for fashion shoots.
- To enable students to create professional fashion photographs and portfolios for brands.

Detailed Syllabus:

Unit I: Fundamentals of Fashion Marketing
• Introduction to fashion marketing: (scope and importance of fashion marketing, factors influencing fashion marketing, market segmentation) • Classification of markets (domestic, national, international and e-market) • Marketing mix, product mix, basic pricing strategies, consumer buying behaviour.
Unit II: Fashion Market Research
• Size and structure of fashion markets: (micro and macro fashion markets) • Fashion weeks, trade fairs and exhibitions
Unit III: Fashion Promotion and Fashion Shows
Introduction to fashion shows, importance of fashion shows in brand promotion, theme development, fashion show planning and execution, selection of models, backstage management, media planning, advertising strategies, PR, influencer marketing, social media promotion.
Unit IV: Fashion Merchandising and Sourcing
Introduction to fashion merchandising, role of merchandiser in the apparel industry, types of merchandising, merchandising process, sourcing and vendor management, buying houses and buying agencies, selection of buyers, merchandising calendar, display calendar, retail merchandising, visual merchandising.
Unit V: Fashion Brands and Analysis
Brand analysis, competitor analysis, product planning, assortment planning, pricing and promotion strategies, customer profiling, retail analysis, development of merchandising and marketing plans.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the concepts and functions of fashion marketing and merchandising in the fashion industry.
- **CO2:** Analyze fashion markets, consumer behavior, and forecast information for product

planning.

- **CO3:** Apply marketing strategies related to product, pricing, promotion, and distribution in fashion businesses.
- **CO4:** Demonstrate an understanding of fashion show planning, brand promotion, and communication strategies.
- **CO5:** Evaluate sourcing, merchandising processes, and retail merchandising practices in the apparel industry.
- **CO6:** Develop merchandising and marketing plans for fashion products and brands using industry-oriented approaches.

Suggested Readings

- Posner, H. (2023). *Marketing fashion* (3rd ed.). Laurence King Publishing.
- Jackson, T., & Shaw, D. (2022). *Mastering fashion buying and merchandising management* (3rd ed.). Bloomsbury Visual Arts.
- Koumbis, D. (2022). *Fashion buying* (4th ed.). Bloomsbury Visual Arts.
- Moore, G. (2019). *Fashion promotion: Building a brand through marketing and communication* (2nd ed.). Fairchild Books.
- Kunz, G. I., & Miller, L. A. (2018). *Fashion merchandising: Theory, principles, and practice* (6th ed.). Fairchild Books.
- Wood, M. B. (2017). *The business of fashion: Designing, manufacturing, and marketing* (2nd ed.). Pearson.
- Easey, M. (2009). *Fashion marketing* (3rd ed.). Wiley-Blackwell.

BDFD403: HOME TEXTILES

Teaching Scheme	Examination Scheme
Lectures: 2 hrs/Week	Class Test - 6 Marks
Tutorials: 0 hrs/Week	Teachers Assessment – 3 Marks
Practicals: 0 hrs/Week	Attendance – 6 Marks
Credits: 2	End Semester Exam – 35 marks

Course Objectives:

- To introduce students to various categories of home textile products and their applications.
- To develop understanding of design principles used in home furnishings.
- To familiarize students with product development & surface techniques for home textiles.
- To explore innovations, sustainability practices, and market trends in the home textile industry.

Detailed Syllabus:

Unit I: Fundamentals of Home Textiles and Furnishings
Introduction to home textiles and their importance in residential and commercial interiors, classification of home textiles, fibre and fabric selection for home textiles, functional and aesthetic requirements, colour, texture, pattern and design principles in home textile products.
• Bedroom textiles (bed sheets, bed covers, quilts, comforters, pillow covers, cushions). • Window textiles (curtains, draperies, blinds, valances). • Bathroom textiles (towels, bath mats, shower curtains). • Kitchen and dining textiles (table linen, napkins, placemats, kitchen towels) • Floor coverings (rugs, carpets, mats), upholstery fabrics and furnishing materials
Unit II: Home Textile Design and Product Development
• Elements and principles, colour schemes and their application in interior spaces, design considerations for living rooms, bedrooms, dining areas and children's rooms. • Motif development and pattern creation for home textiles surface ornamentation techniques for home furnishings, printing techniques for home textiles, embroidery and embellishment techniques, quilting and appliqué, woven and knitted furnishing fabrics, • Product development process for home textile products, design documentation and presentation, contemporary styles and trends, designers and brands in the home furnishing industry.
Unit III: Innovation, Sustainability and Market Trends in Home Textiles
• Smart and functional textiles for home applications, performance finishes (stain resistance, flame retardancy, antimicrobial and water repellency). • Sustainable fibres and eco-friendly materials, recycling and upcycling, sustainable manufacturing practices, innovations in textile technology for home furnishings. • Indian home textile industry and major production centres, global home textile market overview, consumer preferences and buying behaviour, trend forecasting in home furnishings, retail formats and merchandising of home textiles, entrepreneurship and career opportunities in the home textile sector, future trends in sustainable and technology-driven home textiles.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Identify different types of home textile products and their end uses.
- **CO2:** Explain the functional, aesthetic, and material requirements of home furnishings.
- **CO3:** Apply design elements and principles in the development of home textile products.
- **CO4:** Analyze various surface ornamentation and textile design techniques used in home furnishings.
- **CO5:** Evaluate sustainable practices and technological innovations in the home textile sector.
- **CO6:** Assess market trends, consumer preferences, and career opportunities in the home textile industry.

Suggested Readings

- Udale, J. (2020). *Textiles and fashion*. Bloomsbury Visual Arts.
- Corbman, B. P. (2015). *Textiles: Fiber to fabric* (11th ed.). McGraw-Hill Education.
- Kadoh, S. J. (2014). *Textiles* (12th ed.). Pearson Education.
- Das, S. (2010). *Performance of home textiles*. Woodhead Publishing.
- Diamond, J., & Diamond, E. (2008). *Fashion apparel, accessories, and home furnishings* (4th ed.). Pearson Education.
- Ahmed, A., Hasan, E. U., & Hasseni, S.-E.-I. (2025). Smart and sustainable: A global review of smart textiles, IoT integration, and human-centric design. *Sensors*, 25(23), 7267. <https://doi.org/10.3390/s25237267>
- Pereira, T., & Vasconcelos, R. (2023). Smart textiles: A review and bibliometric mapping. *Applied Sciences*, 13(18), 10489. <https://doi.org/10.3390/app131810489>
- Seyam, A. F. M., Hudson, S. M., Ibrahim, H. M., & Waly, A. I. (2020). Recent progress in the functional finishes for textile materials. *Journal of Textile Science and Technology*, 6(1), 1–36.

BDFD451: ACCESSORY DESIGN

Teaching Scheme	Examination Scheme
Lectures: 0 hrs/Week	Class Test - 6 Marks
Tutorials: 1 hr/Week	Teachers Assessment – 3 Marks
Practicals: 2 hrs/Week	Attendance – 6 Marks
Credits: 2	End Semester Exam – 35 marks

Course Objectives:

- To introduce students to the concept, classification and importance of fashion accessories.
- To develop understanding of contemporary fashion trends and accessory design.
- To familiarize students with the design and development of handbags, belts, scarves and hats.
- To provide knowledge of footwear and jewellery design as integral components of fashion styling.

Detailed Syllabus:

Unit I: Introduction to Fashion Accessories
Introduction to fashion accessories, history and evolution of accessories, classification of fashion accessories, role of accessories in fashion styling, relationship between apparel and accessories, contemporary trends in accessory design, inspiration sources and design development process.
Unit II: Handbags and Belts
Types and classification of handbags and belts, materials used in accessory construction, design considerations, development of design sketches, construction techniques, surface embellishments, development of handbags and belts for fashion and lifestyle markets.
Unit III: Scarves and Hats
Introduction to scarves and hats as fashion accessories, types, materials and applications, design development, decorative techniques, styling considerations, development of scarves and hats for different occasions and target consumers.
Unit IV: Footwear Design
Introduction to footwear, classification of footwear, materials and components used in footwear construction, design considerations, fashion trends in footwear, sketch development and creation of footwear design concepts.
Unit V: Jewellery Design
Introduction to fashion jewellery, classification and types of jewellery, materials used in jewellery design, study of earrings and other fashion jewellery components, design development process, preparation of jewellery design sheets and product concepts.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Identify various categories of fashion accessories and their role in fashion styling.
- **CO2:** Explain the significance of accessories in enhancing fashion products and personal appearance.
- **CO3:** Apply design principles and trend research in the development of fashion accessories.

- **CO4:** Analyse consumer needs and market trends for accessory product development.
- **CO5:** Develop creative designs for handbags, belts, scarves and hats using appropriate materials and techniques.
- **CO6:** Create innovative footwear and jewellery designs suitable for contemporary fashion markets.

Suggested Readings

- McAssey, J. (2023). *Accessories design* (2nd ed.). Laurence King Publishing.
- Steele, V. (2022). *Bags: A lexicon of style*. Thames & Hudson.
- Jones, S. J. (2018). *Fashion design*. Laurence King Publishing.
- Bryant, M. (2015). *Fashion accessories*. Laurence King Publishing.
- Diamond, J., & Diamond, E. (2008). *Fashion apparel, accessories and home furnishings* (6th ed.). Pearson Education.

BDFD452: JEWELLERY DESIGN	
Teaching Scheme	Examination Scheme
Lectures: 0 hrs/Week	Class Test - 6 Marks
Tutorials: 1 hr/Week	Teachers Assessment – 3 Marks
Practicals: 2 hrs/Week	Attendance – 6 Marks
Credits: 2	End Semester Exam – 35 marks

Course Objectives:

- To introduce students to the fundamentals of jewellery design and classification of jewellery.
- To develop understanding of design principles and color application in jewellery development.
- To familiarize students with the design and construction of metal jewellery.
- To provide knowledge of alternative jewellery-making techniques using paper, yarn and fabric.
- To develop skills in designing and constructing beaded jewellery products.

Detailed Syllabus:

Unit I: Introduction to Jewellery Design
Introduction to jewellery, history and evolution of jewellery, classification of jewellery, elements and principles of jewellery design, color theory in jewellery design, materials used in jewellery making, sources of inspiration and concept development.
Unit II: Metal Jewellery
Introduction to metal jewellery, types of metals used in jewellery making, design considerations, techniques of metal jewellery construction, development of jewellery concepts and prototypes using metal components.
Unit III: Jewellery Using Alternative Materials
Designing and development of jewellery using quilling techniques, origami techniques, yarn, fabric and mixed materials, exploration of sustainable and innovative materials for jewellery design, development of contemporary jewellery products.
Unit IV: Beaded Jewellery
Introduction to beads and beadwork, classification of beads, materials and tools used in beaded jewellery, techniques of bead stringing and assembly, designing and development of necklaces, bracelets, earrings and other beaded jewellery products.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Identify various categories of jewellery and materials used in jewellery design.
- **CO2:** Explain the importance of design principles and color application in jewellery development.
- **CO3:** Apply appropriate techniques for designing and constructing metal jewellery products.
- **CO4:** Analyse the potential of alternative materials such as paper, yarn and fabric in jewellery design.
- **CO5:** Develop creative beaded jewellery products using suitable materials and techniques.

- **CO6:** Create innovative jewellery collections based on market trends, design concepts and consumer preferences.

Suggested Readings:

- McAssey, J. (2023). *Accessories design* (2nd ed.). Laurence King Publishing.
- Kail, A. (2020). *Resin jewellery*. GMC Publications.
- Brodek, A. (2019). *Origami jewellery*. Kodansha International.
- Curet, E. P. (2019). *The art of modern quilling: Contemporary paper techniques and projects for paper art*. Quarry Books.
- Brenner, M. (2012). *Beaded jewellery*. Penguin UK.
- Grape, C. (2001). *Handmade jewellery: Simple steps to creating wearable art*. North Light Books.

BDFD453: ADVANCED PATTERN MAKING – I

Teaching Scheme	Examination Scheme
Lectures: 0 hrs/Week	Class Test - 6 Marks
Tutorials: 0 hrs/Week	Teachers Assessment – 3 Marks
Practicals: 4 hrs/Week	Attendance – 6 Marks
Credits: 2	End Semester Exam – 35 marks

Prerequisite: Introduction to Apparel Design and Flat Pattern Making.

Course Objectives:

- To develop advanced pattern-making skills through the manipulation of basic bodice, skirt, trouser, and torso blocks.
- To impart knowledge of pattern adaptation techniques for developing a variety of women's apparel categories.
- To enable students to analyze garment structures, fit requirements, and style variations for effective pattern development.
- To familiarize students with contemporary pattern-making techniques.
- To enhance students' ability to create accurate and production-ready patterns for diverse women's wear silhouettes.

Detailed Syllabus:

Unit I: Blouse & Top Pattern Development (Using Basic Bodice Block)
• Blouses: (Basic Blouse, Princess-Line Blouse, Choli-Cut Blouse, Corset Blouse) • Tops: (Peplum Top, Wrap Top, Shirt Style Top, Yoke Top, Halter Neck Top)
Unit II: Trouser Pattern Development (Using Basic Trouser Block)
• Trousers: (Straight, Wide Leg, Peg Trouser, Bermuda, Boot-cut trouser)
Unit III: Skirt Pattern Development (Using Basic Skirt Block)
• Skirts: (A-line, Flared, Circular, Godet Skirt, Yoke Skirt, Mermaid Skirt)
Unit IV: Dress Pattern Development (Using Basic Torso Block)
• Dresses: (Sheath Dress, Wrap Dress, Maxi Dress, Princess Panel Dress)

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the principles, terminology, and techniques involved in advanced pattern making and garment development.
- **CO2:** Develop blouse, top, trouser, skirt, and dress patterns by applying pattern manipulation techniques to basic blocks.
- **CO3:** Utilize appropriate pattern-making methods to create style variations and garment components for different women's wear categories.
- **CO4:** Analyze garment fit, style lines, and construction requirements to modify and improve

pattern accuracy.

- **CO5:** Assess developed patterns for fit, balance, functionality, and suitability for intended garment styles.
- **CO6:** Create innovative and production-ready patterns for a range of women's wear silhouettes using industry-standard pattern development practices

Suggested Readings

- Aldrich, W. (2023). *Metric pattern cutting for women's wear* (7th ed.). Wiley-Blackwell.
- Joseph-Armstrong, H. (2021). *Patternmaking for fashion design* (6th ed.). Pearson.
- Cooklin, G. (2016). *Pattern cutting for women's outerwear*. Wiley-Blackwell.
- MacDonald, N. M. (2010). *Principles of flat-pattern design* (5th ed.). Fairchild Books

BDFD454: WOMEN'S WEAR

Teaching Scheme	Examination Scheme
Lectures: 0 hrs/Week	Class Test - 6 Marks
Tutorials: 0 hrs/Week	Teachers Assessment – 3 Marks
Practicals: 4 hrs/Week	Attendance – 6 Marks
Credits: 2	End Semester Exam – 35 marks

Prerequisite: Introduction to Apparel Design

Course Objectives:

- To develop technical skills in the construction and finishing of women's garments across various apparel categories.
- To enable students to interpret and utilize developed patterns for garment construction.
- To familiarize students with construction techniques, fitting requirements, and finishing standards for different women's wear segments.
- To enhance understanding of fabric selection, garment assembly, and quality evaluation.
- To prepare students for industry-oriented garment development through category-based women's wear construction.

Detailed Syllabus:

Unit I: Ethnic Wear
• Analysis of colors, silhouettes, fabrics, prints, embellishments, and design details in ethnic wear across multiple fashion platforms for the development of trend boards and trend identification. • Development of fashion illustrations based on identified trends. • Selection and adaptation of patterns developed in Advanced Pattern Making-II. • Selection of suitable fabrics, trims, and materials. • Garment construction, fitting, finishing, and presentation.
Unit II: Casual Wear / Formal Wear
• Analysis of colors, silhouettes, fabrics, prints, embellishments, and design details in casual wear/formal wear across multiple fashion platforms for the development of trend boards and trend identification. • Development of fashion illustrations based on identified trends. • Selection and adaptation of patterns developed in Advanced Pattern Making-II. • Selection of suitable fabrics, trims, and materials. • Garment construction, fitting, finishing, and presentation.
Unit III: Resort Wear / Party Wear
• Analysis of colors, silhouettes, fabrics, prints, embellishments, and design details in resort wear/party wear across multiple fashion platforms for the development of trend boards and trend identification. • Development of fashion illustrations based on identified trends. • Selection and adaptation of patterns developed in Advanced Pattern Making-II. • Selection of suitable fabrics, trims, and materials.

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| <ul style="list-style-type: none">• Garment construction, fitting, finishing, and presentation. |
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Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the characteristics, design elements, and construction requirements of ethnic, casual, formal, resort, and evening wear categories.
- **CO2:** Analyze market trends, consumer preferences, and fashion directions through comparative studies of brands, designer collections, and e-commerce platforms.
- **CO3:** Develop comparative trend boards and fashion illustrations based on identified trends and design requirements.
- **CO4:** Apply appropriate patterns developed in Advanced Pattern Making-II along with suitable fabrics, trims, and materials for garment development.
- **CO5:** Construct and finish women's wear garments by integrating trend research, design development, pattern adaptation, and garment construction techniques.
- **CO6:** Evaluate completed garments for fit, functionality, aesthetics, workmanship, and market suitability.

Suggested Readings

- Aldrich, W. (2023). *Metric pattern cutting for women's wear* (7th ed.). Wiley-Blackwell.
- Shaeffer, C. B. (2022). *Couture sewing techniques*. Taunton Press.
- Reader's Digest. (2021). *Complete guide to sewing*. DK.
- Fischer, A. (2020). *Basic fashion design: Construction* (2nd ed.). Bloomsbury Visual Arts.
- Brown, P., & Rice, J. (2014). *Ready-to-wear apparel analysis* (4th ed.). Pearson.
- Abbing, B., & Maggio, K. (2014). *Integrating draping, drafting, and drawing* (2nd ed.). Fairchild Books.

BDFD455: FASHION ILLUSTRATION – IV

Teaching Scheme	Examination Scheme
Lectures: 0 hrs/Week	Class Test - 4 Marks
Tutorials: 0 hrs/Week	Teachers Assessment – 2 Marks
Practicals: 2 hrs/Week	Attendance – 4 Marks
Credits: 1	End Semester Exam – 15 marks

Prerequisite: Fashion Illustration – II & Fashion Illustration – III.

Course Objectives:

- To develop advanced fashion illustration skills through the rendering of specialized menswear categories and lifestyle-based apparel collections.
- To enable students to communicate design concepts effectively through professional menswear illustrations and collection presentations.
- To familiarize students with the aesthetics, styling elements, and visual characteristics of contemporary menswear categories.
- To enhance students' ability to render fabrics, textures, colors, and garment details suitable for diverse menswear segments.
- To prepare students for portfolio development through category-based and brand-oriented menswear collection illustrations.

Detailed Syllabus:

Unit I: Party Wear and Evening Wear Illustration Development (Men)
• Development and rendering of Party Wear Illustrations • Development and rendering of Evening Wear Illustrations
Unit II: Sportswear and Active Wear Illustration Development (Men)
• Development and rendering of Sportswear Illustrations • Development and rendering of Active Wear Illustrations
Unit III: Loungewear and Resort Wear Illustration Development (Men)
• Development and rendering of Loungewear Illustrations • Development and rendering of Resort Wear Illustrations
Unit IV: Street Wear Illustration Development (Men)
• Development and rendering of Street Wear Illustrations

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the design characteristics, styling elements, and visual aesthetics of party wear, evening wear, sportswear, active wear, loungewear, resort wear, and street wear categories.
- **CO2:** Apply advanced fashion illustration and rendering techniques to develop professional menswear collection presentations.
- **CO3:** Demonstrate the effective use of color, texture, fabric rendering, and styling details in category-specific menswear illustrations.

- **CO4:** Analyze garment silhouettes, fashion trends, brand aesthetics, and category-specific design requirements while developing menswear illustrations.
- **CO5:** Evaluate fashion illustrations based on visual communication, rendering quality, proportion, and styling accuracy.
- **CO6:** Create professionally illustrated and rendered menswear collections and portfolio presentations for contemporary fashion categories.

Suggested Readings

- Drudi, E. (2019). *Figure drawing for men's fashion*. Hoaki Books.
- O'Neal, L. (2014). *Illustrated men: Drawing and rendering the male fashion figure*. B.E.S. Publishing.

BDFD456: SURFACE TECHNIQUES – III

Teaching Scheme	Examination Scheme
Lectures: 0 hrs/Week	Class Test - 6 Marks
Tutorials: 1 hr/Week	Teachers Assessment – 3 Marks
Practicals: 2 hrs/Week	Attendance – 6 Marks
Credits: 2	End Semester Exam – 35 marks

Prerequisite: Successful completion of Traditional Indian Textiles.

Course Objectives:

- To develop knowledge and practical skills in textile printing and fabric painting techniques.
- To enable students to create surface designs using traditional and contemporary printing and painting methods.
- To develop creative applications of printing and painting techniques for textile product development.

Detailed Syllabus:

Unit I: Fundamentals of Textile Printing
Introduction to textile printing, styles and methods of printing, types of textile prints, printing auxiliaries and materials, preparation of fabric for printing, preparation of printing paste, motif selection, repeat development, color separation techniques, design transfer methods, safety and care in printing processes.
Unit II: Printing Techniques
• Stencil Printing: Stencil preparation, repeat creation, color separation, and printing execution. • Block Printing: repeat development, printing motifs and borders, printing execution. • Screen Printing: Screen preparation, design transfer, repeat development, color separation, and printing execution. • Innovation in Printing Techniques
Unit III: Traditional and Contemporary Painting Techniques
Introduction to textile painting, painting tools, color preparation and application techniques, Warli painting, Madhubani painting, Kalamkari painting, Pichwai painting, Gond art, contemporary textile painting techniques, painting on fabric surfaces, surface embellishment through painting.
Unit IV: Product and Portfolio Development
Theme-based design development, integration of printing and painting techniques, sample development, development of products for apparel, home furnishings and fashion accessories, placement and all-over design applications, presentation of final products

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the principles, materials, and processes involved in textile printing & painting.
- **CO2:** Apply fabric preparation, color mixing, and printing techniques for surface design development.
- **CO3:** Create textile designs using stencil, block, and screen-printing techniques.
- **CO4:** Develop fabric surface designs inspired by traditional & contemporary painting styles.
- **CO5:** Produce innovative textile products by integrating printing and painting techniques.
- **CO6:** Design and present a thematic collection of textile products for apparel, home furnishings, or fashion accessories.

Suggested Readings

- Dayal, B. (2021). *Madhubani art: Indian art series*. Mapin Publishing.
- Clark, M. (Ed.). (2011). *Handbook of textile and industrial dyeing: Principles, processes and types of dyes* (Vol. 1). Woodhead Publishing.
- Rastogi, D., & Chopra, S. (Eds.). (2017). *Textile science*. Orient BlackSwan.
- Irwin, K. A. (2015). *Surface design for fabric*. Fairchild Books.
- Satyawadi, S. (2010). *Unique art of Warli painting*. B.R. Publishing Corporation.
- Miles, L. W. C. (1994). *Textile printing* (2nd ed.). Society of Dyers and Colourists.
- Ratcliffe, M. E. (1988). *Fabric painting*. Salamander Books.

BDFD457: DIGITAL DESIGN – II

Teaching Scheme	Examination Scheme
Lectures: 0 hrs/Week	Class Test - 6 Marks
Tutorials: 0 hrs/Week	Teachers Assessment – 3 Marks
Practicals: 4 hrs/Week	Attendance – 6 Marks
Credits: 2	End Semester Exam – 35 marks

Prerequisite: Successful completion of Digital Design – I.

Course Objectives:

- To develop advanced digital rendering skills for visualizing textile materials, fabric drapes, and women's wear garments using Adobe Photoshop.
- To enable students to create professional digital fashion illustrations and technical flat sketches for various women's wear categories.
- To develop competency in preparing technical documentation, specification sheets, and tech packs for fashion product development.

Detailed Syllabus:

Unit I: Adobe Photoshop for Fashion & Textile Design
• Tools and their function: Brush Tool and brush settings, Pencil Tool, Smudge Tool, Blur and Sharpen Tools, Dodge and Burn Tools, Gradient Tool, Selection Tools, Transform Tools, Clipping Masks, Layer Styles, Blending Modes. • Rendering of fabric textures and drapes, rendering of woven fabrics (denim, satin, chiffon, velvet, tweed, checks and stripes), rendering of knitted fabrics (jersey, rib knit, double knit), rendering of leather, fur and lace, fabric fall, folds and drape visualization, texture swatch development, fabric rendering exercises.
Unit II: Digital Fashion Illustration and Garment Rendering
Theme and mood board development, fashion croquis development and customization, rendering of women's wear garments for different categories: casual wear, formal wear, ethnic wear, fusion wear, evening wear, party wear, resort wear, sportswear and loungewear, garment detailing and embellishment rendering, application of textures and prints on garments, development of colorways and design variations, presentation of fashion illustrations.
Unit III: Technical Flats and Fashion Documentation
• Introduction to technical flat sketches, flat sketch development using Adobe Illustrator, front, back and detail views, garment details like types of collars, sleeves, silhouettes, necklines. • Technical flat sketches for women's wear categories (casual, formal, ethnic, fusion, evening, resort sportswear and loungewear), print placement indication. • Introduction to tech packs, development of basic tech packs for women's wear garments, specification sheets, measurement charts.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the functions and applications of Adobe Photoshop tools used in fashion and textile rendering.
- **CO2:** Apply rendering techniques to create digital representations of fabric textures, drapes, and surface effects.
- **CO3:** Develop digital fashion illustrations for various women's wear categories using color, texture, and detailing techniques.
- **CO4:** Construct technical flat sketches of women's wear garments using Adobe Illustrator.
- **CO5:** Prepare specification sheets and basic tech packs for women's wear products.
- **CO6:** Design and present a women's wear design project integrating mood boards, fashion illustrations, technical flats, and technical documentation.

Suggested Readings

- Harmer, T. (2025). Illustrator 2025 Essential Training [[Online course](#)]. LinkedIn Learning.
- Kost, J. (2025). Photoshop 2025 Essential Training [[Online course](#)]. LinkedIn Learning.
- McKinney, E., & Mertova, P. (2024). Generative AI for Fashion and Textile Design. Routledge.
- Aspelund, K. (2014). The Design Process (3rd ed.). Fairchild Books.
- Lazear, S. M. (2007). Adobe Photoshop for Fashion Design. Pearson Education.