



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	Credits
			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 – V

BDFD501: VISUAL MERCHANDISING

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

Course Objectives:

- To introduce the concepts and significance of visual merchandising in fashion retail.
- To develop an understanding of design principles, store layouts, fixtures, and display techniques used in retail environments.
- To familiarize students with merchandise presentation strategies that enhance product visibility and customer engagement.
- To impart knowledge of window display planning, retail communication, and promotional display techniques.
- To enable students to evaluate and apply visual merchandising concepts for effective retail presentation and brand communication.

Detailed Syllabus:

Unit I: Introduction to Visual Merchandising
• Definition and concepts of visual merchandising • Functions of visual merchandising • History and evolution of visual merchandising • Role of visual merchandising in fashion retail • AIDA model and consumer buying behavior
Unit II: Basics of Visual Merchandising
• Window display & its types • Basics of visual merchandising • Principles of design in visual merchandising • Fixtures • Tools & equipment used in visual merchandising • Store layout
Unit III: Merchandise Presentation
• Principles of merchandise presentation • Categories in merchandise presentation • Dominance factors in merchandise presentation • Cross merchandising

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the concepts, functions, and role of visual merchandising in influencing

consumer buying behavior and retail success.

- **CO2:** Apply principles of design, store layout planning, fixtures, and display techniques in fashion retail environments.
- **CO3:** Demonstrate merchandise presentation strategies using product grouping, coordination, and cross-merchandising techniques.
- **CO4:** Analyze the effectiveness of visual merchandising elements such as displays, fixtures, signage, and store arrangements in enhancing customer experience.
- **CO5:** Evaluate window displays and retail communication strategies based on visual appeal, functionality, and brand objectives.
- **CO6:** Develop visual merchandising concepts and display plans that effectively communicate brand identity and promote merchandise.

Suggested Readings

- Ebster, C., & Garaus, M. (2024). Store design and visual merchandising: Creating store space that encourages buying (3rd ed.). Business Expert Press.
- Pegler, M. M. (2022). Visual merchandising and display (7th ed.). Fairchild Books.
- Morgan, T. (2021). Visual merchandising: Window and in-store displays for retail (3rd ed.). Laurence King Publishing.
- Diamond, J., Diamond, E., & Litt, S. (2020). Retail buying (10th ed.). Bloomsbury Visual Arts.
- Levy, M., Weitz, B. A., & Grewal, D. (2019). Retailing management (10th ed.). McGraw-Hill Education.
- Posner, H. (2015). Marketing fashion (2nd ed.). Laurence King Publishing.

BDFD502: SUSTAINABLE FASHION

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 concepts of sustainability in the fashion industry.
- To develop an understanding of environmental, social, and ethical issues associated with fashion production and consumption.
- To familiarize students with sustainable materials, processes, and design approaches used in contemporary fashion.
- To enable students to evaluate fashion products & practices from a sustainability perspective.
- To encourage students to create innovative and responsible fashion solutions

Detailed Syllabus:

Unit I: Introduction to Sustainable Fashion and Environmental Impact
Definitions of sustainability and sustainable fashion, pillars of sustainability, three Rs (Reduce, Reuse, Recycle), SDGs, importance of sustainability in fashion, environmental impact of fashion industry, fashion waste, carbon footprint, water consumption, slow & fast fashion, textile waste management
Unit II: Ethical Fashion and Responsible Practices
Sustainable production methods, fair trade, responsible sourcing, worker welfare, child labour, animal welfare, ethical supply chains, transparency in fashion, case studies of ethical brands and fashion design houses
Unit III: Sustainable Materials and Processes
Ecological sensitivity, sustainable textiles, natural fibres, regenerated fibres, recycled fibres, bio-based fibres, eco-friendly materials, sustainable textile processing, waste minimization, eco-friendly dyeing, circular economy
Unit IV: Sustainable Fashion Design Approaches
Sustainable design principles, cradle-to-cradle, cradle-to-grave, zero-waste design, upcycling, redesigning fashion products, repair and reuse, product longevity, sustainable product development, case studies of sustainable designers and brands
Unit V: Sustainable Consumption and Future Perspectives
Product lifecycle, fashion product disposal, sustainable consumption, consumer behaviour, fast fashion vs slow fashion, conscious consumerism, sustainable lifestyle practices, innovative sustainable practices, systems thinking, sustainable brand collaborations

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the concepts and importance of sustainability in the fashion industry
- **CO2:** Examine the environmental and ethical challenges associated with fashion production and consumption.
- **CO3:** Identify sustainable materials, processes, and practices used in contemporary fashion.
- **CO4:** Apply sustainable design approaches such as zero-waste design, upcycling, and circular fashion in product development
- **CO5:** Evaluate products, brands and consumer practices from a sustainability perspective.
- **CO6:** Develop and present a sustainable fashion product or design solution incorporating environmental, social, and ethical considerations.

Suggested Readings

- Gwilt, A. (2024). *A practical guide to sustainable fashion* (3rd ed.). Bloomsbury Visual Arts.
- Fletcher, K., & Tham, M. (2023). *Earth logic fashion action research plan*. The J. J. Charitable Trust.
- Black, S. (2022). *The sustainable fashion handbook* (2nd ed.). Thames & Hudson.
- Niinimäki, K. (Ed.). (2020). *Sustainable fashion in a circular economy*. Aalto University.
- Fletcher, K., & Grose, L. (2019). *Fashion and sustainability: Design for change* (2nd ed.). Laurence King Publishing.
- Fletcher, K. (2014). *Sustainable fashion and textiles: Design journeys* (2nd ed.). Routledge.

BDFD503: ADVANCED FASHION TECHNOLOGIES

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 role of advanced technologies in the fashion and textile industry.
- To explore the concepts and applications of technical and smart textiles.
- To examine the use of AI, digital technologies, and automation in fashion.
- To analyze sustainable innovations and emerging trends in fashion technology.

Detailed Syllabus:

Unit I: Emerging Fashion Technologies and Technical Textiles
Evolution of technology in the fashion industry, digital transformation in fashion, technology across design, manufacturing and retail. Technical Textiles: Introduction, classification, characteristics and performance requirements, fibre innovations and high-performance materials, applications like medical textiles, protective textiles, sports and performance textiles, automotive and industrial textiles, geotextiles, agricultural and construction textiles.
Unit II: Smart Textiles and AI in Fashion
Smart Textiles: Concept and types, passive, active and ultra-smart textiles, intelligent fibres and fabrics, conductive textiles and e-textiles, wearable technology, shape memory materials, phase change materials. AI in Fashion Design: AI in trend forecasting, product development, manufacturing and quality control, retail and consumer experience. Digital Technologies: 3D garment visualization, virtual try-on technologies, digital sampling, digital fashion and virtual garments.
Unit III: Future Technological Trends
Sustainable fashion technologies, eco-friendly dyeing and finishing technologies, automation in garment manufacturing, robotics in apparel production, laser cutting, digital printing, seamless garment technology, 3D printing in fashion, Internet of Things (IoT) in Fashion, blockchain in fashion supply chains, metaverse fashion and virtual fashion.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the concepts and significance of advanced fashion technologies and technical textiles in the fashion industry.
- **CO2:** Classify technical and smart textiles based on their properties and applications
- **CO3:** Apply AI-enabled tools and digital technologies across the fashion product lifecycle.

- **CO4:** Analyze the impact of emerging technologies on designing, manufacturing, & retail.
- **CO5:** Evaluate sustainable technologies and innovative practices in the fashion industry.
- **CO6:** Propose technology-driven solutions to address contemporary challenges in the fashion industry.

Suggested Readings

- McKelvey, K., & Munslow, J. (2024). *Fashion design: Process, innovation and technology* (3rd ed.). Wiley-Blackwell.
- Shenai, V. A. (2022). *Technology of textile processing* (Latest reprint). Sevak Publications.
- 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.
- Hayes, S. G., & Venkatraman, P. (2017). *Materials and technology for sportswear and performance apparel*. CRC Press.
- Wu, J. X., & Li, L. (2025). AI-driven computational creativity in fashion design: A review. *Textile Research Journal*, 95(5–6), 658–675. <https://doi.org/10.1177/00405175241279976>
- Islam, M. T., Hosen, M. I., Islam, T., Al Mamun, M. A., & Islam, T. (2025). Advancements in functional smart and wearable textiles for sportswear applications. *RSC Advances*, 15, 50206–50232. <https://doi.org/10.1039/D5RA07231J>
- Tang, C., Yi, W., Zhang, Z., Occhipinti, E., & Occhipinti, L. G. (2025). *AI-driven smart sportswear for real-time fitness monitoring using textile strain sensors*. arXiv. <https://arxiv.org/abs/2504.08500>
- Zhou, M., Wu, J., Huang, L., Miao, M., Cui, Y., & He, X. (2025). Smart textiles: Sustainable, self-powered, portable, and durable wearable textiles for human health monitoring. *Chemical Engineering Journal*, 525, 170097. <https://doi.org/10.1016/j.cej.2025.170097>
- Zhao, J., Kim, C., Li, W., Wen, Z., Xiao, Z., Wang, Y., Chakrabartty, S., & Wang, C. (2024). *3D e-textile for exercise physiology and clinical maternal health monitoring*. arXiv. <https://arxiv.org/abs/2407.07954>

*Recent journals on smart textiles, wearable technology, technical textiles, and AI in fashion.

BDFD551: SUMMER INTERNSHIP / CRAFT CLUSTER REPORT

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

Course Objectives:

- To develop the ability to document and analyze internship or craft cluster experiences.
- To understand industry practices, traditional crafts, and their relevance to the fashion sector.
- To strengthen professional communication, analytical, and presentation skills through systematic reporting.

Detailed Syllabus:**Unit I: Internship Report or Craft Cluster Documentation**

Students shall undertake a summer internship in a design label, export or buying house design studio, apparel manufacturing unit, styling agency, fashion media house, or related organization.

Internship Report: Introduction, purpose and objectives of the internship, profile & type of organization, nature of business, product range, organizational structure, overview of various departments and workflow, department assigned, work profile, roles and responsibilities, projects undertaken, merchandising or production activities, digital tools, laboratory equipment and machineries used, design, styling, visual merchandising or branding assignments, technical and professional skills acquired, product development, industry exposure, challenges faced and problem-solving approaches.

Students shall select and document **one Indian craft cluster** and prepare a detailed report based on field study [examples: Chikankari (Lucknow), Zardozi (Bareilly/Lucknow), Mukaish Work (Lucknow), Bagru/Sanganer Block Printing (Rajasthan), Bandhani (Rajasthan/Gujarat), Ajrakh (Gujarat), Chamba Rumal (Himachal Pradesh), Phulkari (Punjab) etc].

Craft Cluster Documentation: Introduction, history and origin, cultural significance, artisan community, raw materials, tools and equipments, motifs, color palette, techniques, stitches, embellishment, printing or weaving processes (as applicable), production, product range, contemporary applications, socio-economic status of artisans, branding, financial aspects, government and institutional support, current challenges, scope for innovation, design interventions, product development, personal observations and recommendations.

*Students shall choose **any one** of the following components and submit a comprehensive report followed by a presentation as per university norms.

Unit II: Report Presentation

Preparation and submission of Summer Internship Report and Craft Cluster Documentation Report

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Describe the organizational structure, workflow, and professional practices of a fashion organization or craft cluster.
- **CO2:** Document internship experiences or craft cluster observations using appropriate technical and visual documentation methods.
- **CO3:** Apply theoretical knowledge to analyze industry practices or craft processes.
- **CO4:** Evaluate the challenges & opportunities within a fashion organization or craft cluster.
- **CO5:** Recommend innovative and sustainable approaches for improving industry practices or preserving and promoting traditional crafts.
- **CO6:** Present and defend the internship or craft cluster report effectively through professional oral and visual communication.

Note: As this is an industry-based experiential learning course, emphasis will be placed on workplace training, professional exposure, project execution, documentation, and reflective learning. Learning will be supported through industry mentoring, practical assignments, internship reports, presentations, and faculty guidance rather than prescribed textbooks.

BDFD552: GRADING

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

Course Objectives:

- To understand the principles, terminology, and methods of pattern grading.
- To apply manual and CAD-based grading techniques for garment patterns.
- To grade basic bodice, skirt, sleeve, and torso blocks accurately.

Detailed Syllabus:

Unit I: Emerging Fashion Technologies and Technical Textiles
Introduction to pattern grading, pattern grading terminology, principles and objectives of grading, methods [Manual pattern grading: Drafting (Cartesian coordinate) method, Shift (Moving) method, Cut-and-spread method, Computer-aided pattern grading (CAD)], grading on the Cartesian graph, cardinal points.
Unit II: Grading of Basic Blocks
Grading procedure for following basic blocks: • Basic Bodice Block (Front & Back) • Basic Slim Skirt (Front & Back) • Basic Sleeve • Basic Torso (Front & Back)

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the concepts, terminology, principles, and objectives of pattern grading.
- **CO2:** Demonstrate different methods of pattern grading
- **CO3:** Apply principles, cardinal points, and grade rules for accurate pattern grading.
- **CO4:** Grade the Basic Bodice Block (Front and Back) using standard grading procedures.
- **CO5:** Grade the Basic Slim Skirt (Front and Back) and Basic Sleeve for different sizes.
- **CO6:** Grade the Basic Torso Block (Front and Back) and produce complete graded patterns with accuracy and professional standards.

Suggested Readings

- Aldrich, W. (2023). *Metric pattern cutting for women's wear* (7th ed.). Wiley-Blackwell.
- Mullet, K. K., Moore, C. L., & Young, M. B. P. (2008). *Concepts of pattern grading: Techniques for manual and computer grading* (2nd ed.). Fairchild Books.

- Cooklin, G. (1991). *Pattern grading for women's clothes: The technology of sizing*. Blackwell Scientific Publications.
- Taylor, P. J., & Shoben, M. M. (1986). *Grading for the fashion industry* (1st ed.). Scotprint.
- Price, B., & Zamkoff, J. (1985). *Grading techniques for fashion design* (4th ed.). Fairchild Publications.

BDFD553: DRAPING

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

Course Objectives:

- To develop an understanding of draping principles, techniques, and dress form preparation.
- To enable students to drape basic garment blocks and develop variations using dart manipulation and style lines.
- To develop skills in draping neckline, sleeve, and skirt variations.
- To apply draping techniques for pattern extraction and the development of a complete garment.

Detailed Syllabus:

Unit I: Introduction to Draping
Introduction to draping, principles of draping, methods of draping, draping terminology, tools and equipment, dress form (dummy) preparation, grainlines and balance lines, fabric preparation, marking techniques, pattern transfer from fabric to paper.
Unit II: Draping of Basic Blocks
Basic bodice block (front and back), basic skirt block (single dart and double dart), basic sleeve, fitting and balancing of basic blocks, trueing and marking of draped patterns, pattern extraction.
Unit III: Bodice Variations
Single dart series, two dart series, classic princess style line, armhole princess style line, panel style lines, yoke and its variations.
Unit IV: Sleeves, Neckline and Skirt Variations
• Draping of Necklines: Halter & Cowl • Draping of Skirt Variations: Pleated Skirt (box/inverted box/knife), skirt with yoke variation, flared skirt, circular skirt, gore skirt, peg skirt, fitting and pattern extraction.
Unit V: Final Garment
Preparation of a final garment incorporating the concepts covered in the course, pattern extraction, garment construction, fitting, finishing, and presentation.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the principles, terminology, and methods of draping.
- **CO2:** Drape basic bodice, skirt, and sleeve blocks on a dress form.
- **CO3:** Develop bodice variations using dart manipulation, style lines, and yokes.
- **CO4:** Drape neckline and skirt variations using appropriate techniques.
- **CO5:** Extract and true patterns from draped muslin.

- **CO6:** Design and construct a garment incorporating the draping techniques learned in the course.

Suggested Readings

- Karolyi, J. (2023). *Draping for apparel design* (3rd ed.). Fairchild Books.
- Joseph-Armstrong, H. (2021). *Draping for apparel design* (4th ed.). Fairchild Books.
- Kiisel, K. (2019). *Draping: The complete course* (2nd ed.). Laurence King Publishing.
- Amaden-Crawford, C. (2006). *The art of fashion draping* (3rd ed.). Fairchild Books.
- Jaffe, H., & Relis, N. (1993). *Draping for fashion design* (2nd ed.). Prentice Hall.
- Hillhouse, M. S., & Mansfield, E. A. (1948). *Dress design: Draping and flat pattern making*. Houghton Mifflin.

BDFD554: ADVANCED PATTERN MAKING – 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 Flat Pattern Making and Advanced Pattern Making–I.

Course Objectives:

- To develop an understanding of children's body proportions, growth patterns, and fit requirements across different age groups.
- To enable students to develop & manipulate basic pattern blocks for infants, toddlers, & children.
- To impart knowledge of category-wise pattern development for various kids' wear garments and apparel categories.
- To develop the ability to analyze pattern adaptations, garment fit, and style variations suitable for children's wear.
- To equip students with the skills required to create accurate and production-ready patterns for diverse kids' wear products.

Detailed Syllabus:

Unit I: Infant Wear Pattern Development (0–2 Years)
• Infant body measurements and size charts • Development of basic romper block • Adaptation of romper block into: Romper, Bloomers, Infant Night Suit / Infant Co-ord Set)
Unit II: Toddler Wear Pattern Development (2-5 Years)
• Toddler body measurements and size charts • Development of basic bodice and sleeve block • Development of basic skirt block • Development of basic trouser block • Girls: Dress / Co-ord Set • Boys: Dungaree / Co-ord Set
Unit III: Children's Wear Pattern Development (6-12 Years)
• Children's body measurements and size charts • Development of basic bodice and sleeve block • Development of basic skirt block • Development of basic trouser block • Girls: Casual Wear / School Uniform / Night Suit • Boys: Casual Wear / School Uniform / Night Suit

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the principles of pattern making, body measurements, growth considerations, and fit requirements for infants, toddlers, and children.
- **CO2:** Develop basic blocks suitable for different kids' age groups.
- **CO3:** Apply pattern manipulation techniques to create a variety of infant wear, toddler wear, and children's wear garments.
- **CO4:** Analyze garment proportions, ease allowances, style adaptations, and fit requirements while developing kids' wear patterns.
- **CO5:** Evaluate developed patterns for accuracy, functionality, comfort, and suitability for the intended age group and garment category.
- **CO6:** Create industry-ready pattern solutions for diverse kids' wear products through systematic pattern development and adaptation techniques.

Suggested Readings

- Aldrich, W. (2023). *Metric pattern cutting for children's wear and babywear* (5th ed.). Wiley-Blackwell.
- Joseph-Armstrong, H. (2021). *Patternmaking for fashion design* (6th ed.). Pearson.
- Crim, C. H. (2014). *Patternmaking for kids' clothes*. Krause Publications.
- Hollen, N. R., & Kundel, C. J. (1998). *Patternmaking by the flat-pattern method* (8th ed.). Prentice Hall.

BDFD555: KIDS' 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 an understanding of children's apparel categories, construction requirements, and market needs.
- To enable students to interpret and utilize patterns developed in Advanced Pattern Making-II for garment construction.
- To develop skills in trend analysis, design development, material selection, and garment construction for different age groups.
- To familiarize students with fit, comfort, functionality, & safety considerations in kids' wear.
- To enhance professional skills in garment development, finishing, and presentation.

Detailed Syllabus:

Unit I: Infant Wear (0–2 Years)
• Trend analysis of infant wear through fashion brands and e-commerce platforms. • Development of comparative boards highlighting colors, silhouettes, fabrics, prints, and trims. • 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 considering comfort and safety. • Construction and presentation of any one garment from the developed infant wear patterns.
Unit II: Toddler Wear (2-5 Years)
• Trend analysis of toddler wear through fashion brands and e-commerce platforms. • Development of boards highlighting colors, silhouettes, fabrics, prints, and design details. • Development of fashion illustrations for one girl wear garment and one boy wear garment. • Selection and adaptation of patterns developed in Advanced Pattern Making-II. • Selection of suitable fabrics, trims, and materials. • Construction and presentation of any one garment for girl (Dress/Co-ord Set) and one garment for boy (Dungaree/Co-ord Set) from the developed patterns.
Unit III: Children's Wear Pattern Development (6-12 Years)
• Trend analysis of children's wear through fashion brands and e-commerce platforms. • Development of boards highlighting colors, silhouettes, fabrics, prints, and design details. • Development of fashion illustrations for one garment each for a girl and a boy. • Selection and adaptation of patterns developed in Advanced Pattern Making-II. • Selection of suitable fabrics, trims, and materials.

- Construction, finishing, and presentation of one girl wear garment and one boy wear garment (Casual Wear / School Uniform / Night Suit) from the developed patterns.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the characteristics, design requirements, and construction considerations of infants, toddler, and children's wear.
- **CO2:** Analyze market trends, consumer preferences, and design directions for various kids' wear categories.
- **CO3:** Develop trend boards and fashion illustrations based on identified market trends.
- **CO4:** Apply patterns developed in Advanced Pattern Making-II for the development of kids' wear garments.
- **CO5:** Construct kids' wear garments by integrating trend research, design development, pattern adaptation, and garment construction techniques.
- **CO6:** Evaluate completed garments for fit, comfort, functionality, safety, workmanship, and aesthetic appeal.

Suggested Readings

- Aldrich, W. (2023). Metric pattern cutting for children's wear and babywear (5th ed.). Wiley-Blackwell.
- Reader's Digest. (2021). Complete guide to sewing. DK.
- Joseph-Armstrong, H. (2021). Patternmaking for fashion design (6th ed.). Pearson.
- Hardy, E. (2014). Making children's clothes: 25 step-by-step sewing projects for 0–5 years. CICO Books.

BDFD556: FASHION ILLUSTRATION – V

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: Successful completion of Fashion Illustration – II and Fashion Illustration – IV.

Course Objectives:

- To develop the ability to construct and render children's fashion figures based on toddlers, and children's body proportions.
- To familiarize students with child croquis development, facial expressions, hairstyles, hand gestures, and dynamic postures.
- To enhance visual communication skills through the illustration of children's apparel collections across different age groups.
- To develop proficiency in rendering children's garments, prints, textures, and styling details.
- To enable students to create professionally illustrated children's wear collections suitable for portfolio development and design presentation.

Detailed Syllabus:

Unit I: Toddler's and Children's Block Figures, Flesh Figures and Rendering
• Block figure development • Flesh figure development • Toddler's and children's proportions • Rendering of children's fashion figures
Unit II: Children's Croquis Development, Postures and Facial Expressions
• Croquis development: (Standing, sitting, playful and dynamic postures) • Facial expressions • Hairstyles and hand gestures
Unit III: Toddler Wear (2-5 Years) Collection Development
• Development and rendering of 5 Toddler Wear Illustrations
Unit IV: Children's Wear (6-12 Years) Collection Development
• Development and rendering of 5 Children's Wear Illustrations

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the characteristics, proportions, and visual representation requirements of toddler, and children's fashion figures.
- **CO2:** Construct children's fashion figures and croquis using appropriate proportions, postures, facial expressions, and rendering techniques.

- **CO3:** Demonstrate the rendering of children's facial features, hairstyles, hand gestures, and dynamic poses to enhance fashion illustrations.
- **CO4:** Analyze age-specific garment silhouettes, styling details, colors, prints, and design requirements while developing children's wear illustrations.
- **CO5:** Evaluate children's fashion illustrations based on proportion, rendering quality, creativity, visual appeal, and effectiveness of design communication.
- **CO6:** Create professionally rendered collections for toddler wear, and children's wear suitable for portfolio presentation and design development.

Suggested Readings

- Drudi, E. (2019). Fashion illustration: Inspiration and technique. Hoaki Books.
- Crim, C. H. (2014). Patternmaking for kids' clothes. Krause Publications.
- Mackrell, A. (1998). Designing clothes for kids. B.T. Batsford.

BDFD557: DIGITAL DESIGN - III

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: Successful completion of Digital Design – I and Digital Design – II.

Course Objectives:

- To develop digital illustration and rendering skills for men's wear and kids' wear.
- To create technical flats and fashion documentation using industry-standard software.
- To develop professional digital portfolios for presentation and career opportunities.
- To enhance digital visualization and presentation skills for the fashion industry.

Detailed Syllabus:

Unit I: Digital Fashion Illustration and Garment Rendering
Men's Wear: Theme and mood board development, fashion croquis development and customization, digital rendering of garments for men's casual wear, formal wear, ethnic wear, sportswear, loungewear and outerwear, application of textures and prints on garments. Kids' Wear: Theme and mood board development, fashion croquis development, digital rendering of kids' wear (infants, toddlers, boys & girls), garment detailing, trims and accessories, colorways, and fabric textures.
Unit II: Technical Flats and Fashion Documentation
Technical flat sketches for men's wear categories (casual, formal, ethnic, fusion, evening, resort sportswear and loungewear) and kids' wear Development of tech packs for men's wear and kids' garments, specification sheets, measurement charts, bill of materials.
Unit III: Digital Fashion Portfolio
Digital portfolio development, compilation of work from Digital Design I, II and III, presentation of fashion illustrations, technical flats, textile designs, tech packs and collection boards, portfolio upload on platforms like Behance, etc.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Develop digital fashion illustrations for men's wear and kids' wear.
- **CO2:** Apply textures, prints, colorways, and garment details in digital renderings.
- **CO3:** Create technical flat sketches for men's wear and kids' wear.
- **CO4:** Prepare tech packs including specification sheets, measurement charts, and bill of materials.

- **CO5:** Compile fashion illustrations, technical flats, and collection boards into a professional digital portfolio.
- **CO6:** Present and publish a digital fashion portfolio on digital platforms following industry presentation standards

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.

SEMESTER – VI

BDFD601: FASHION ENTREPRENEURSHIP

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

Course Objectives:

- To develop entrepreneurial competencies specific to the fashion and lifestyle industry.
- To understand fashion branding, digital commerce, and sustainable fashion business models.
- To design and launch innovative fashion ventures using technology-enabled platforms.
- To develop financial and marketing strategies for fashion startups.

Detailed Syllabus:

Unit I: Fundamentals of Entrepreneurship
• Concept, nature and significance of entrepreneurship, Entrepreneur vs. Manager vs. Intrapreneur, Characteristics and competencies of successful entrepreneurs, Types of entrepreneurs, Entrepreneurial ecosystem, Role of entrepreneurship in economic development, Innovation, creativity and opportunity recognition, • Government initiatives: Startup India, MSME, PMEGP, Mudra Loan, Stand-Up India, Digital entrepreneurship and e-commerce.
Unit II: Entrepreneurial Process and Venture Planning
Opportunity identification and idea generation, design thinking for entrepreneurs, feasibility analysis, business model canvas, lean startup concept, business plan preparation, sources of finance, working capital and budgeting, break-even analysis, legal forms of business, registration procedures, intellectual property rights (trademark, copyright, design registration).
Unit III: Fashion Entrepreneurship and Business Opportunities
Overview of the fashion industry, structure of fashion business, fashion entrepreneurship in India, fashion startup ecosystem, boutique management, fashion studio setup, fashion consultancy, fashion styling business, apparel manufacturing startups, fashion retail formats, fashion buying houses and export houses, sustainable and circular fashion, fashion incubation and innovation.
Unit IV: Fashion Branding, Retail and Digital Entrepreneurship
Fashion branding, brand identity development, marketing strategies, fashion merchandising, consumer behaviour in fashion, fashion retail management, visual merchandising, fashion e-commerce, D2C fashion brands, Shopify and marketplace selling, Instagram and social commerce, AI in fashion business, fashion influencer marketing, digital content creation.
Unit V: Fashion Venture Creation and Business Management
Developing a fashion startup, fashion business plan, financial planning for fashion enterprises, costing and pricing of fashion products, inventory management, supply chain in fashion, vendor development, export documentation, franchising, partnership models, fashion entrepreneurship case studies, business scaling strategies, investment pitching, funding opportunities, family-owned fashion businesses.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the fundamental concepts, characteristics, and significance of entrepreneurship.
- **CO2:** Evaluate entrepreneurial opportunities and develop business models for new ventures.
- **CO3:** Analyse the structure, trends, and opportunities within the fashion and lifestyle industry.
- **CO4:** Design branding, retail, and digital marketing strategies for fashion enterprises.
- **CO5:** Develop financial and operational plans for launching and managing fashion ventures.
- **CO6:** Create an innovative and sustainable fashion startup using entrepreneurial, digital, and strategic business practices.

Suggested Readings:

- Kotler, P., Kartajaya, H., & Setiawan, I. (2021). *Marketing 5.0: Technology for humanity*. Wiley.
- Osterwalder, A., Pigneur, Y., Bernarda, G., & Smith, A. (2020). *The invincible company: How to constantly reinvent your organization with inspiration from the world's best business models*. Wiley.
- Posner, H. (2015). *Marketing fashion* (2nd ed.). Laurence King Publishing.
- Kuratko, D. F. (2014). *Entrepreneurship: Theory, process, and practice* (9th ed.). Cengage Learning.
- Ries, E. (2011). *The lean startup: How today's entrepreneurs use continuous innovation to create radically successful businesses*. Crown Business.
- Aaker, D. A. (2010). *Building strong brands*. Simon & Schuster.
- Easey, M. (2009). *Fashion marketing* (3rd ed.). Wiley-Blackwell.
- Manimala, M. J. (2005). *Entrepreneurship theory at crossroads: Paradigms and praxis*. Dreamtech Press.
- Taneja, S., & Gupta, S. L. (2001). *Entrepreneurship development: New venture creation*. Galgotia Publishing Company.
- Bruce, M., & Daly, L. (2006). *Fashion merchandising management*. Palgrave Macmillan.

BDFD602: FASHION RETAIL MANAGEMENT	
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 develop an understanding of the structure and functioning of the fashion retail industry.
- To familiarize students with retail formats, retail operations, and merchandising practices.
- To impart knowledge of consumer behavior, customer relationship management, and retail strategies.
- To develop an understanding of inventory management, pricing, and retail performance.
- To prepare students for managing fashion retail businesses in both physical and digital retail environments.

Detailed Syllabus:

Unit I: Introduction to Fashion Retail
• Fashion retail: concept, scope, importance and evolution • Structure of the fashion retail industry • Organized and unorganized retail • Retail formats: department stores, specialty stores, boutiques, chain stores, factory outlets, e-retail • Roles and responsibilities of fashion retailers
Unit II: Fashion Merchandising and Retail Operations
• Introduction to fashion merchandising • Merchandise planning and assortment planning • Buying process and sourcing • Inventory management • Stock control and replenishment • Pricing strategies and markdown management • Retail store operations
Unit III: Consumer Behaviour and Customer Management
• Consumer buying behavior • Factors influencing purchase decisions • Customer service and customer experience • Customer Relationship Management (CRM) • Loyalty programs • Visual merchandising and its role in sales • Store atmosphere and customer engagement
Unit IV: Digital Fashion Retail and Retail Performance
• E-commerce and omnichannel retailing

- Online fashion retail platforms
- Social commerce and digital retail trends
- Retail performance indicators (Sales, Conversion Rate, Average Transaction Value)
- Retail analytics and business performance
- Future trends in fashion retail

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the structure, functions, and formats of the fashion retail industry.
- **CO2:** Apply merchandising, inventory management, and retail operation principles in fashion retail environments.
- **CO3:** Analyze consumer behavior, customer needs, and retail strategies to improve retail performance.
- **CO4:** Evaluate retail operations, merchandising practices, and customer management strategies in fashion businesses.
- **CO5:** Develop retail solutions by integrating merchandising, customer engagement, and digital retail practices.
- **CO6:** Formulate strategies for managing fashion retail businesses across physical and online retail platforms.

Suggested Readings

- Levy, M., Weitz, B. A., & Grewal, D. (2024). *Retailing management* (11th ed.). McGraw-Hill Education.
- Easey, M. (Ed.). (2023). *Fashion marketing* (5th ed.). Wiley-Blackwell.
- Diamond, J., Diamond, E., & Litt, S. (2022). *Retail buying* (11th ed.). Bloomsbury Visual Arts.
- Jackson, T., & Shaw, D. (2022). *Mastering fashion buying and merchandising management* (3rd ed.). Bloomsbury Visual Arts.
- Posner, H. (2020). *Marketing fashion* (3rd ed.). Laurence King Publishing.
- Frings, G. S. (2018). *Fashion: From concept to consumer* (11th ed.). Pearson

BDFD603: CREATIVE RIGHTS AND DESIGN PROTECTION

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 the concepts and significance of Intellectual Property Rights (IPR) in the fashion and textile industry.
- To develop understanding of copyright, trademark, industrial design, patent, and GI protection.
- To familiarize students with the registration, protection, and enforcement of IPR
- To examine issues related to ownership, licensing, commercialization, and infringement of IPR.
- To promote ethical and legally responsible practices for protecting creativity, innovation, and traditional knowledge in fashion.

Detailed Syllabus:

Unit I: Introduction to Creative Rights and Intellectual Property
Concept and meaning of Intellectual Property Rights (IPR), difference between physical property and intellectual property, characteristics and types of intellectual property, creative rights in the fashion and textile industry, importance of intellectual property and design protection in fashion, overview of Copyright, Trademark, Industrial Design, Patent, and Geographical Indications (GI).
Unit II: Copyright and Trademark Protection in Fashion
Copyright: Introduction to copyright, rights of a copyright owner, categories of copyrighted works, copyright protection for fashion illustrations, textile prints, surface ornamentation, fashion photography, and digital content, digital copyright and social media, Trademark: definition, functions and types of trademarks, trademark protection for fashion brands, logos, labels and trade dress, trademark vs. trade name, trademark registration process, related examples and case studies.
Unit III: Design, Patent and Geographical Indication Protection
Industrial Design Protection: Industrial design and its significance in fashion, protection of garments, accessories and fashion products, filing and registration requirements under Design Law, rights of registered design owners, design piracy and remedies. Patent Protection: Introduction to patents, patent eligibility & patentable inventions, patent protection for textile innovations & fashion technology, patent filing process in India. Geographical Indications: Concept and significance of geographical indications, geographical indications in textiles and handicrafts, registered GIs in India, registration procedures, related examples and case studies.
Unit IV: Intellectual Property Management, Commercialization and Contemporary Issues
Intellectual property audit, IP valuation and due diligence, design ownership and ownership rights, contracts and licensing agreements, trademark licensing and franchising, character merchandising, commercialization of fashion designs and brands, protection of traditional crafts and indigenous

textile knowledge, counterfeiting, infringement and ethical design practices, legal remedies for infringement, contemporary issues in fashion intellectual property, fashion industry case studies.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the concepts, types, and significance of IPR in fashion and textiles.
- **CO2:** Differentiate between copyright, trademark, industrial design, patent, and geographical indication protection.
- **CO3:** Apply IPR principles to protect fashion products, brands, designs, and innovations.
- **CO4:** Analyze issues related to ownership, licensing, commercialization, and infringement of intellectual property.
- **CO5:** Evaluate legal and ethical challenges in fashion intellectual property and suggest appropriate protection strategies.
- **CO6:** Interpret fashion-related case studies involving intellectual property rights and design protection.

Suggested Readings

- Bently, L., Sherman, B., Gangjee, D., & Johnson, P. (2022). *Intellectual property law* (6th ed.). Oxford University Press.
- Cornish, W. R., Llewelyn, D., & Aplin, T. (2019). *Intellectual property: Patents, copyrights, trademarks and allied rights* (9th ed.). Sweet & Maxwell.
- Bainbridge, D. (2018). *Intellectual property* (10th ed.). Pearson Education.
- Pandey, N., & Dharni, K. (2014). *Intellectual property rights*. PHI Learning.
- Ahuja, V. K. (2013). *Law relating to intellectual property rights* (2nd ed.). LexisNexis.
- Russell-Clarke, W. (1999). *Industrial design* (6th ed.). Sweet & Maxwell.
- Groves, P. (1997). *Sourcebook on intellectual property law*. Routledge-Cavendish.
- Wadhera, B. L. (1998). *Law relating to patents, trademarks, copyright, designs and geographical indications*. Universal Law Publishing.

BDFD651: DESIGN IDEATION AND INNOVATION

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 understand design thinking process and user – centric design approaches.
- To enable students to identify design opportunities through research, empathy, and creative problem-solving.
- To develop skills in ideation, prototyping, testing, and iterative design.
- To foster innovation through collaborative projects and practical design solutions.

Detailed Syllabus:

Unit I: Empathize and Define
Introduction to design thinking, design thinking mindset, principles and stages of design thinking, creativity and innovation, empathy mapping, observation techniques, user interviews, surveys and contextual inquiry, persona development, customer journey mapping, identifying user pain points, problem identification, design challenge selection, creative thinking and brainstorming games.
Unit II: Ideate, Prototype and Test
Brainstorming and ideation techniques, mind mapping, SCAMPER, concept screening and selection, sketching and storyboarding, mood boards, low-fidelity prototyping using paper and recycled materials, mock-up development, role play and scenario building, user feedback sessions, prototype testing, design iteration, refinement based on feedback.
Unit III: Innovation and Design Challenge
Frugal innovation (Jugaad Innovation), sustainable and circular design thinking, value proposition development, business model canvas (basic), product positioning, collaborative team project, design solution development for a real-world fashion or textile problem, concept presentation, prototype exhibition, jury evaluation, reflection and documentation of the design thinking process.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the principles, stages, and applications of design thinking.
- **CO2:** Conduct user research to identify design opportunities and define problem statements.
- **CO3:** Generate and evaluate creative solutions using ideation techniques.
- **CO4:** Develop and test prototypes through iterative design processes.
- **CO5:** Apply innovation strategies to address real-world fashion and textile design challenges.
- **CO6:** Present and document collaborative design solutions using appropriate design thinking methodologies.

Suggested Readings

- Lawson, B. (2005). *How Designers Think: The Design Process Demystified* (4th ed.). Architectural Press.
- Fontichiaro, K. (2015). *Design Thinking*. Cherry Lake Publishing.
- Lidwell, W., Holden, K., & Butler, J. (2010). *Universal Principles of Design*. Rockport Publishers.
- Plattner, H. (2016). *Design Thinking Research: Making Design Thinking Foundational*. Springer.
- Balaram, S. (1998). *Thinking Design*. SAGE Publications India.

BDFD652: ADVANCED DRAPING

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: Successful completion of Draping.

Course Objectives:

- To develop advanced draping skills for bodices, dresses, and contemporary silhouettes.
- To apply bias-cut and creative draping techniques in garment development.
- To explore experimental and couture approaches to fashion design and construction.
- To develop and present couture garments through professional draping, fitting, and finishing techniques.

Detailed Syllabus:

Unit I: Dress Foundations
Torso foundation, shift, and princess-line foundation, panel dress foundation, empire foundation, contouring dresses without waistline seams.
Unit II: Advanced Bodice and Dress Draping
Off-shoulder bodice and dress, one-shoulder designs, surplice (wrap) bodice and dress, midriff and waistline variations, development of style variations through draping.
Unit III: Bias and Creative Draping
Properties of bias grain, bias preparation, bias skirts and dresses, draped bodices, neckline cowls, armhole cowls, cowl skirts, creative fabric manipulation.
Unit IV: Experimental and Contemporary Draping
Asymmetrical garments, layered draping, volume manipulation, sculptural draping, draped sleeves, contemporary silhouettes, sustainable and zero-waste draping concepts, design development through experimentation.
Unit V: Couture Techniques and Garment Development
Hand sewing techniques, couture seam and hem finishes, hand-applied facings, lace and trim application, decorative embellishments, fabric manipulation techniques, pressing and shaping, couture finishing techniques, development and construction of a couture garment, fitting and final presentation of the garment.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Develop dress foundations using advanced draping techniques.
- **CO2:** Create bodice and dress variations through draping methods.

- **CO3:** Apply bias-cut techniques in the development of garments.
- **CO4:** Experiment with creative and contemporary draping techniques for innovative silhouettes.
- **CO5:** Apply couture sewing, finishing, and embellishment techniques in garment construction.
- **CO6:** Design, construct, and present a couture garment using advanced draping and fitting techniques.

Suggested Readings

- Karolyi, J. (2023). *Draping for apparel design* (3rd ed.). Fairchild Books.
- Shaeffer, C. B. (2011). *Couture sewing techniques* (Rev. and updated ed.). Taunton Press.
- Joseph-Armstrong, H. (2021). *Draping for apparel design* (4th ed.). Fairchild Books.
- Kiisel, K. (2019). *Draping: The complete course* (2nd ed.). Laurence King Publishing.
- Amaden-Crawford, C. (2006). *The art of fashion draping* (3rd ed.). Fairchild Books.
- Jaffe, H., & Relis, N. (1993). *Draping for fashion design* (2nd ed.). Prentice Hall.
- Hillhouse, M. S., & Mansfield, E. A. (1948). *Dress design: Draping and flat pattern making*. Houghton Mifflin.

BDFD653: ADVANCED PATTERN MAKING – III

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 Advanced Pattern Making – I and Advanced Pattern Making – II.

Course Objectives:

- To develop an understanding of menswear body measurements, sizing systems, and pattern development principles.
- To enable students to develop and adapt basic menswear blocks into casual, formal, ethnic, and nightwear garments.
- To impart knowledge of pattern manipulation techniques for creating diverse menswear silhouettes and garment categories.
- To develop the ability to analyze garment fit, style variations, and functional requirements in menswear.
- To equip students with the skills required to create accurate and industry-ready menswear patterns

Detailed Syllabus:

Unit I: Basic Blocks Development [Menswear]
• Men's body measurements and size charts • Development of basic shirt block • Development of basic sleeve block • Development of basic trouser block
Unit II: Casual Wear Pattern Development
• Upper: Polo T-Shirt/Utility Shirt • Bottoms: Chino Shorts/Cargo Shorts • Dungaree
Unit III: Formal Wear Pattern Development
• Formal Shirt with collar and cuff variations • Formal Trouser • Vest Coat and Blazer
Unit IV: Ethnic Wear Pattern Development
• Upper: Short Kurta/Nehru Jacket • Bottom: Salwar/Straight Pyjama
Unit V: Night Wear Pattern Development
• Classic Pyjama and Shirt / Henley Sleep Top

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the principles of menswear pattern development, sizing systems, and fit requirements for various garment categories.
- **CO2:** Develop basic menswear pattern blocks, including shirt, sleeve, collar, and trouser blocks using standard body measurements.
- **CO3:** Apply pattern manipulation techniques to create casual wear, formal wear, ethnic wear, and nightwear patterns.
- **CO4:** Analyze garment proportions, fit, style variations, and functional requirements while developing menswear patterns.
- **CO5:** Evaluate developed patterns for accuracy, balance, fit, construction feasibility, and suitability for the intended garment category.
- **CO6:** Create production-ready menswear patterns for a range of apparel categories using systematic pattern development and adaptation techniques.

Suggested Readings

- Aldrich, W. (2022). *Metric pattern cutting for menswear* (6th ed.). Wiley-Blackwell.
- Joseph-Armstrong, H. (2021). *Patternmaking for fashion design* (6th ed.). Pearson.
- Kim, M. (2014). *Patternmaking for menswear: Classic to contemporary*. Fairchild Books.

BDFD654: MEN'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 casual, formal, ethnic, and nightwear garments for men.
- To enable students to interpret and utilize patterns developed in Advanced Pattern Making–III for garment construction.
- To familiarize students with garment assembly techniques, fabric selection, fitting requirements, and finishing standards across different menswear categories.
- To develop the ability to analyze garment structure, functionality, and fit for various menswear applications.
- To prepare students for industry-oriented garment development through category-based menswear construction projects.

Detailed Syllabus:

Unit I: Casual Wear Pattern Development
• Construction of: Polo T-Shirt / Utility Shirt • Construction of: Chino Shorts/Cargo Shorts • Construction of Dungaree
Unit II: Formal Wear Pattern Development
• Construction of: Formal Shirt with collar variations & cuff variations • Construction of: Formal Trouser • Construction of: Vest Coat / Blazer
Unit III: Ethnic Wear Pattern Development
• Construction of: Short Kurta/Nehru Jacket • Construction of: Salwar/Straight Pyjama
Unit IV: Night Wear Pattern Development
• Construction of Classic Pyjama and Shirt / Henley Sleep Top

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the construction requirements, functional features, and design characteristics of casual, formal, ethnic, and nightwear garments.
- **CO2:** Apply appropriate construction techniques, sewing methods, and finishing processes to develop menswear garments across various categories.

- **CO3:** Utilize patterns developed in Advanced Pattern Making–III to construct well-fitted and functional menswear garments.
- **CO4:** Analyze garment fit, silhouette, construction details, and material suitability to achieve desired design outcomes.
- **CO5:** Evaluate completed garments based on fit, workmanship, functionality, quality, and aesthetic appeal.
- **CO6:** Construct professionally finished menswear garments by integrating pattern development, garment assembly, fitting, and finishing techniques.

Suggested Readings

- Aldrich, W. (2022). *Metric pattern cutting for menswear* (6th ed.). Wiley-Blackwell.
- Joseph-Armstrong, H. (2021). *Patternmaking for fashion design* (6th ed.). Pearson.
- Kim, M. (2014). *Patternmaking for menswear: Classic to contemporary*. Fairchild Books.
- Flusser, A. (2012). *Dressing the man: Mastering the art of permanent fashion*. HarperCollins.

BDFD655: INCLUSIVE CLOTHING	
Teaching Scheme	Examination Scheme
Lectures: 0 hrs/Week	Class Test - 10 Marks
Tutorials: 2 hrs/Week	Teachers Assessment – 5 Marks
Practicals: 2 hrs/Week	Attendance – 10 Marks
Credits: 3	End Semester Exam – 50 marks

Prerequisite: Successful completion of Women's Wear, Kids Wear and Men's Wear.

Course Objectives:

- To introduce students to the principles of inclusive clothing and user-centered apparel design.
- To develop the ability to design, adapt patterns, and construct functional garments for diverse user groups.
- To familiarize students with plus-size sizing systems, maternity wear, parenting wear, and adaptive clothing requirements.
- To enhance technical skills in pattern manipulation, adaptive garment construction, and the application of functional trims and fasteners.
- To enable students to create garments that combine functionality, comfort, accessibility, aesthetics, and user convenience.

Detailed Syllabus:

Unit I: Introduction to Inclusive Clothing
• Introduction to Inclusive Clothing • Principles of Inclusive Design • User Groups and Clothing Requirements • Adaptive Trims and Fasteners (Velcro, Magnetic Closures, Snap Buttons, Easy-Access Zippers, Elastic Systems)
Unit II: Plus-Size Functional Wear
• Learning Plus-Size Body Measurements and Size Charts • Pattern Development of a Onesie using Wrap and Gather/Drawcord Techniques • Pattern Development of Any One Plus-Size Functional Garment • Construction of Any One Plus-Size Functional Garment.
Unit III: Maternity & Parenting Wear
• Pattern Development of Feeding Gown & Maternity Dress • Pattern Development of Baby Carrier Apron & Parent Utility Vest • Construction of any one Maternity Garment. • Construction of any one Parenting Garment.
Unit IV: Adaptive Clothing
• Pattern Development of Magnetic Closure Shirt • Pattern Development of Wheelchair-Friendly Trouser

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Explain the principles of inclusive clothing and the functional apparel requirements of plus-size users, pregnant women, parents, and persons with disabilities.
- **CO2:** Apply body measurements, size charts, and pattern development techniques to design functional garments for diverse user groups.
- **CO3:** Demonstrate pattern adaptation, garment construction, and the application of appropriate adaptive trims and fasteners in inclusive apparel.
- **CO4:** Analyze user needs, garment functionality, ergonomic requirements, and accessibility considerations while developing inclusive clothing solutions.
- **CO5:** Evaluate inclusive garments based on fit, comfort, functionality, construction quality, accessibility, and user convenience.
- **CO6:** Create innovative functional garments by integrating inclusive design principles, adaptive construction techniques, and user-centered apparel solutions.

Suggested Readings

- McCauley-Bowstead, S., & Twitchen, D. (2024). Foundations of fashion design: Developing a collection for adaptive and inclusive fashion. Fairchild Books.
- Baytar, F. (2023). Adaptive clothing and inclusive design. Bloomsbury Visual Arts.
- Joseph-Armstrong, H. (2021). Patternmaking for fashion design (6th ed.). Pearson.
- Lamb, J. M., & Kallal, M. J. (2022). Functional apparel design: From sportswear to spacesuits. Fairchild Books.
- Goldsberry, E., Shim, S., & Reich, N. (1996). Women with disabilities: Apparel needs and preferences. Clothing and Textiles Research Journal, 14(2), 148–153.

BDFD656: ADOBE INDESIGN

Teaching Scheme	Examination Scheme
Lectures: 0 hrs/Week	Class Test - 10 Marks
Tutorials: 2 hrs/Week	Teachers Assessment – 5 Marks
Practicals: 2 hrs/Week	Attendance – 10 Marks
Credits: 3	End Semester Exam – 50 marks

Course Objectives:

- To develop proficiency in Adobe InDesign for professional page layout and publication design.
- To enable students to create visually effective layouts using typography, grids, and design principles.
- To develop skills in designing fashion publications, portfolios, and presentation materials.

Detailed Syllabus:

Unit I: Introduction to Adobe InDesign
Introduction to the software, interface & workspace, document setup, pages and spreads, rulers and guides, master pages, layers, text frames and image frames, placing and linking images, typography basics, paragraph and character styles, color swatches, gradients, alignment and layout principles.
Unit II: Layout Design and Publication
Grid systems, page composition, use of columns and margins, image and text integration, tables, libraries and assets, text wrap, transparency effects, paragraph formatting, designing brochures, flyers, posters, fashion newsletters, magazine layouts, lookbooks and catalogues.
Unit III: Portfolio and Print Production
Designing fashion portfolios, lookbooks, E-magazine design, catalogues, collection presentation layouts, portfolio branding, portfolio compilation and presentation.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Demonstrate proficiency in Adobe InDesign tools and workspace for layout design.
- **CO2:** Apply typography, grids, and layout principles to create professional publications.
- **CO3:** Design brochures, flyers, posters, magazines, lookbooks, and catalogues.
- **CO4:** Integrate text, images, and graphic elements to produce effective publication layouts.
- **CO5:** Develop professional fashion portfolios and collection presentations using Adobe InDesign.
- **CO6:** Present industry-ready digital publications and portfolios with effective visual communication.

Suggested Readings

- Blatner, D. (2025). *InDesign 2025 essential training* [[Online course](#)]. LinkedIn Learning.
- Adobe Inc. (2025). *Adobe InDesign user guide*. Adobe.

- Anton, K., & Brinkhurst-Cuff, C. (2024). *Adobe InDesign classroom in a book* (2024 release). Adobe Press.
- Ambrose, G., & Harris, P. (2023). *The fundamentals of graphic design* (3rd ed.). Bloomsbury Publishing.

BDFD657: CLO 3D

Teaching Scheme	Examination Scheme
Lectures: 0 hrs/Week	Class Test - 10 Marks
Tutorials: 2 hrs/Week	Teachers Assessment – 5 Marks
Practicals: 2 hrs/Week	Attendance – 10 Marks
Credits: 3	End Semester Exam – 50 marks

Course Objectives:

- To introduce students to 3D fashion design and digital garment visualization using CLO 3D.
- To develop the ability to create, simulate, and modify garments in a virtual 3D environment.
- To familiarize students with digital prototyping, virtual fitting, rendering, and presentation techniques used in the fashion industry.
- To encourage the use of digital fashion technologies for efficient design development, communication, and sustainable product visualization.

Detailed Syllabus:

Unit I: Introduction to CLO 3D and Digital Garment Creation
Introduction to CLO 3D software, interface and workspace, navigation tools, avatar setup and customization, project settings, importing and creating patterns, pattern editing tools, sewing tools and garment assembly, arrangement points, simulation settings, understanding fabric properties, garment fit analysis, virtual draping and garment visualization. Industry applications of 3D fashion design and virtual prototyping.
Unit II: Garment Development and Surface Design
Creating simple garments in CLO 3D, pattern modification, adding darts, pleats and gathers, introduction to collars, sleeves and pockets, seam and topstitch tools, application of colors, prints and graphics, fabric customization, trims and accessories, garment detailing, fit adjustment, basic styling techniques, development of casual wear and fashion garments, digital visualization.
Unit III: Rendering and Digital Fashion Presentation
Avatar styling and posing, scene creation, camera views, lighting and rendering settings, creating high-quality garment renders, collection visualization, export options, integration with Adobe software, preparation of virtual lookbooks, collection presentation boards, documentation of design process, introduction to sustainable fashion practices through digital prototyping.

Course Outcomes:

After completing the course, students will be able to:

- **CO1:** Demonstrate proficiency in the CLO 3D interface, workspace, tools, and navigation for digital garment creation.
- **CO2:** Create, edit, and assemble garment patterns using basic pattern – making, sewing, and simulation tools in a virtual environment.
- **CO3:** Apply fabric properties, colors, prints, trims, and accessories to enhance the visual appearance of digital garments.

- **CO4:** Develop simple fashion garments incorporating design details such as darts, pleats, gathers, collars, sleeves, and pockets using CLO 3D.
- **CO5:** Generate realistic garment visualizations through avatar styling, scene creation, lighting, rendering, and presentation techniques.
- **CO6:** Create professional digital fashion presentations, virtual lookbooks, and collection boards for effective design communication and portfolio development.

Suggested Readings

- CLO Virtual Fashion. (2024). *CLO user manual* (Latest ed.). CLO Virtual Fashion.
- McKinney, E., & Shin, E. (2023). *3D digital fashion design: Virtual clothing and product development*. Fairchild Books.
- Lee, J., & Steen, C. (2022). *Digital apparel design with CLO 3D*. Bloomsbury Visual Arts.
- Jeon, H. (2021). *Digital fashion: 3D garment simulation and virtual prototyping*. Springer.
- Stark, J. (2020). *Digital fashion and virtual prototyping*. Bloomsbury Publishing.