

Bachelor of Design(Fashion Design) –4years Degree Course

1. Course Title

These Regulations shall be cited as University's Regulations governing the Bachelor in Fashion Design Degree Course.

2. Extent of Application

These Regulations shall apply to Bachelor of Design (Fashion Design) Degree Course conducted under the Directorate of University's regulations for B. Des. Course.

3. Eligibility For Admission

A candidate who has passed the two years pre University examination from any recognized Board is eligible for admissions to first semester of Bachelor of Design Degree Course.

4. Intake

The intake for the course shall be as decided by the University from time to time.

5. Course Of Study

- The course of studies shall extend over a period of four years consisting of eight semesters of which semester I & II being the first year shall be taken as a common Foundation Year to proceed for the advance studies of three years in each discipline. Each semester shall be of six months duration including teaching, practical, field work, examination, evaluation and vacation. The medium of instruction shall be in English with exception in case of language papers.
- The maximum period for the completion of the course shall be eight years from the date of admission.
- The course of study shall consist of a combination of subjects and shall also consist of one International language and general studies.
- For conduct of practicals in batches, there shall be one teacher for every batch of 20 students or less.

Details of course of study are as shown below.

Semester – I& II

Paper No.	Paper Title	Credits				Hours			
		L	T	P	Total	L	T	P	Total
FDP101	Language & Soft Skills	1	1	0	2	17.5	17.5	0	35
FDP102	History of Art & Culture	1	1	0	2	17.5	17.5	0	35
FDP103	Digital Representation -1	2	0	2	4	35	0	35	70
FDP104	Drawing – I	2	0	6	8	35	0	105	140
FDP105	Principles & Elements of Design- I	4	0	8	12	70	0	140	210
FDP106	Geometrical Construction & Material Workshop – I	4	0	8	12	70	0	140	210
	Total	14	2	24	40	245	35	420	700

Semester – II

Paper No.	Paper Title	Credits				Hours			
		L	T	P	Total	L	T	P	Total
FDP201	Craft & Culture	1	1	0	2	17.5	17.5	0	35
FDP202	History of Indian Art	1	1	0	2	17.5	17.5	0	35
FDP203	Digital Representation-2	2	0	2	4	35	0	35	70
FDP204	Drawing – II	2	0	6	8	35	0	105	140
FDP205	Principles & Elements of Design- II	4	0	8	12	70	0	140	210
FDP206	Geometrical Construction II & Design Project	4	0	8	12	70	0	140	210
	Total	14	2	24	40	245	35	420	700

Semester - III

Paper No.	Paper Title	Credits				Hours			
		L	T	P	Total	L	T	P	Total
FD301	Fiber to Fabric	2	2	0	4	35	35	0	70
FD302	History of Fashion - I	2	2	0	4	17.5	17.5	0	70
FD303	Garment Study	1	0	1	2	35	0	35	35
FD304	Draping - I	4	0	12	16	35	0	70	280
FD305	Principles & Elements of Fashion - I	4	0	4	8	70	0	70	140
FD306	Fashion Illustration & Presentation-I	2	0	4	6	70	0	210	105
	Total	15	3	22	40	262.5	52.5	385	700

Semester – IV

Paper No.	Paper Title	Credits				Hours			
		L	T	P	Total	L	T	P	Total
FD401	Fiber to Fabric - II	2	2	0	4	35	35	0	70
FD402	Indian Textile Crafts	2	2	0	4	35	35	0	70
FD403	History of Fashion – II	1	1	0	2	17.5	17.5	0	35
FD404	Garment Study – II	4	0	12	16	70	0	210	280
FD405	Principles & Elements of Fashion – II	4	0	4	8	70	0	70	140
FD406	Fashion Illustration & Presentation - II	2	0	4	6	35	0	70	105
	Total	15	5	20	40	262.5	87.5	350	700

Semester – V

Paper No.	Paper Title	Credits				Hours			
		L	T	P	Total	L	T	P	Total
FD501	History of Fashion – III	2	2	0	4	35	35	0	70
FD502	Elements of Fashion & Textile	2	2	0	4	35	35	0	70
FD503	Garment Study - III	4	0	12	16	70	0	210	280
FD504	Principles & Elements of Fashion - III	2	0	8	10	35	0	140	175
FD505	Fashion Illustration & Presentation - III	2	0	4	6	35	0	70	105
	Total	12	4	24	40	210	70	420	700

Semester – VI

Paper No.	Paper Title	Credits				Hours			
		L	T	P	Total	L	T	P	Total
FD601	History of Fashion Design – IV	2	2	0	4	35	35	0	70
FD602	Fabric Studies & Production	2	2	0	4	35	35	0	70
FD603	Elements of Surface Design	2	0	4	6	35	0	70	105
FD604	Advance garment Study	4	0	14	18	70	0	245	315
FD605	Advance Fashion Illustration & Presentation	4	0	4	8	70	0	70	140
	Total	14	4	22	40	245	70	385	700

Semester – VII

Paper No.	Paper Title	Credits				Hours			
		L	T	P	Total	L	T	P	Total
FD701	Fashion Industry Presentation	1	1	0	2	17.5	17.5	0	35
FD702	Research Methodology	1	1	0	2	17.5	17.5	0	35
FD703	Fashion & Craft	2	0	4	6	35	0	70	105
FD704	Advance Design Context	2	0	4	6	35	0	70	105
FD705	Advance Garment Study - II & Industry Experience	12	0	12	24	210	0	210	420
	Total	18	2	20	40	315	35	350	700

Semester – VIII

Paper No.	Paper Title	Credits				Hours			
		L	T	P	Total	L	T	P	Total
FD801	Fashion Design Graduation Project or Design Thesis	4	0	36	40	70	0	630	700
	Total	4	0	36	40	70	0	630	700

6. Attendance, Progress and Conduct:

- a) Each course in the Semester shall be taken as a unit for the purpose of calculating the attendance.
- b) The student shall attend such Theory and practical classes as prescribed by the University during each semester and not remain absent from the class without valid reasons.
- c) A student shall be considered to have completed each course of the Semester if he/she has attended not less than 75% of the total number of the working periods of the course during the said Semester and his/her conduct and progress have been found satisfactory.
- d) A student who fails to complete the course in the manner stated above, shall not be permitted to appear for the end Semester Jury (internal evaluation) of the Semester and subsequently for the semester Examination conducted by the university and he/she shall not become eligible for the next semester course.

7. Scheme Of Examination & Evaluation:

- a) There shall be a University Examination/Jury Evaluation of Practical subjects in presence of University appointed observer/co-ordinator at the end of each Semester.
- b) In all the Semesters, respective theory subject examination shall be conducted by the University in stipulated calendar schedule. Where in the case of Practical Design Subjects, one nominated observer/coordinator of University shall become the member of Semester End Design Jury Process and shall evaluate his/her marks which shall be taken for the tabulation of Semester End University Mark sheet.
- c) Semester VIII, being the Graduation Project, University observer shall attend the Graduation Jury along with expert panel members. Jury evaluation & observer's evaluation marks shall be considered for the tabulation of final mark sheet.
- d) Details of marks in each subject, theory, practical and duration of examination shall be as under:

Scheme of Examination - Semester – I								
Paper Code	Subject Title	Credit Hours	Max. Internal Marks		Uni. Exam Marks		Exam Duration	Total
			Th.	Pr.	Th.	Pr.		
FDP101	Language & Soft Skills	2	20		80		3 hrs	100
FDP102	History of Art & Culture	2	20		80		3 hrs	100
FDP103	Digital Representation -1	4		50		100	3 hrs	150
FDP104	Drawing – I	8		50		100	3 hrs	150
FDP105	Principles & Elements of Design- I	12		50		100	3 hrs	150
FDP106	Geometrical Construction & Material Workshop – I	12		50		100	3 hrs	150
	Total	40	40	200	160	400	18hrs	800

Scheme of Examination - Semester – II								
Paper Code	Subject Title	Credit Hours	Max. Internal Marks		Uni. Exam Marks		Exam Duration	Total
			Th.	Pr.	Th.	Pr.		
FDP201	Craft & Culture	2	20		80		3 hrs	100
FDP202	History of Indian Art	2	20		80		3 hrs	100
FDP203	Digital Representation-2	4		50		100	3 hrs	150
FDP204	Drawing – II	8		50		100	3 hrs	150
FDP205	Principles & Elements of Design- II	12		50		100	3 hrs	150
FDP206	Geometrical Construction II & Design Project	12		50		100	3 hrs	150
	Total	40	40	200	160	400	18hrs	800

Scheme of Examination - Semester – III								
Paper Code	Subject Title	Credit Hours	Max. Internal Marks		Uni. Exam Marks		Exam Duration	Total
			Th.	Pr.	Th.	Pr.		
FD301	Fiber to Fabric	4	20		80		3 hrs	100
FD302	History of Fashion - I	4	20		80		3 hrs	100
FD303	Garment Study	2		50		100	3 hrs	150
FD304	Draping - I	16		50		100	3 hrs	150
FD305	Principles & Elements of Fashion - I	8		50		100	3 hrs	150
FD306	Fashion Illustration & Presentation	6		50		100	3 hrs	150
	Total	40	60	150	240	300	18hrs	800

Scheme of Examination - Semester - IV

Paper Code	Subject Title	Credit Hours	Max. Internal Marks		Uni. Exam Marks		Exam Duration	Total
			Th.	Pr.	Th.	Pr.		
FD401	Fiber to Fabric - II	4	20		80		3 hrs	100
FD402	Indian Textile Crafts	4	20		80		3 hrs	100
FD403	History of Fashion – II	2	20		80		3 hrs	100
FD404	Garment Study – II	16		50		100	3 hrs	150
FD405	Principles & Elements of Fashion – II	8		50		100	3 hrs	150
FD406	Fashion Illustration & Presentation - II	6		50		100	3 hrs	150
	Total	40	60	150	240	300	18hrs	750

Scheme of Examination - Semester – V

Paper Code	Subject Title	Credit Hours	Max. Internal Marks		Uni. Exam Marks		Exam Duration	Total
			Th.	Pr.	Th.	Pr.		
FD501	History of Fashion – III	4	20		80		3 hrs	100
FD502	Elements of Fashion & Textile	4	20		80		3 hrs	100
FD503	Garment Study - III	16		50		100	3 hrs	150
FD504	Principles & Elements of Fashion - III	10		50		100	3 hrs	150
FD505	Fashion Illustration & Presentation - III	6		50		100	3 hrs	150
	Total	40	40	150	160	300	15hrs	650

Scheme of Examination - Semester – VI

Paper Code	Subject Title	Credit Hours	Max. Internal Marks		Uni. Exam Marks		Exam Duration	Total
			Th.	Pr.	Th.	Pr.		
FD601	History of Fashion Design – IV	4	20		80		3 hrs	100
FD602	Fabric Studies & Production	4	20		80		3 hrs	100
FD603	Elements of Surface Design	6		50		100	3 hrs	150
FD604	Advance garment Study	18		50		100	3 hrs	150
FD605	Advance Fashion Illustration & Presentation	8		50		100	3 hrs	150
	Total	40	40	150	160	300	15hrs	650

Scheme of Examination - Semester - VII								
Paper Code	Subject Title	Credit Hours	Max. Internal Marks		Uni. Exam Marks		Exam Duration	Total
			Th.	Pr.	Th.	Pr.		
FD701	Fashion Industry Presentation	2	20		80		3 hrs	100
FD702	Research Methodology	2	20		80		3 hrs	100
FD703	Fashion & Craft	6		50		100	3 hrs	150
FD704	Advance Design Context	6		50		100	3 hrs	150
FD705	Advance Garment Study - II & Industry Experience	24		50		100	3 hrs	150
	Total	40	40	150	160	300	15hrs	650

Scheme of Examination - Semester - VIII								
Paper Code	Subject Title	Credit Hours	Max. Internal Marks		Uni. Exam Marks		Exam Duration	Total
			Th.	Pr.	Th.	Pr.		
FD801	Fashion Design Graduation Project or Design Thesis	40		200		300	3 hrs	500
	Total			200		300	3hrs	500

- e) There shall be twenty marks for internal assessment in case of each one of theory papers. The Internal Assessment marks in each theory paper shall be awarded by the concerned course teacher based on the submissions for theory. In case of Design Practical subjects there shall be 50 marks for internal assessment. The internal assessment marks of each practical paper shall be awarded by concerned course teacher based on continuous evaluation process during various practicals of the respective subject.
- f) The Internal assessment marks awarded shall be carry forwarded for the repeated examination of theory and practical papers.
- g) There shall be Valuation of answer scripts by examiner appointed by the university as per University rules. However, provision for RE- Totaling and Revaluation exits as per prevailing regulations.
- h) The existing ordinances and rules applicable to B.Des. Courses regarding the constitution of -----, preparations of panel examiners/jurors, evaluations and gracing of marks under semester's Scheme are applicable to Bachelor of Design (Fashion Design) Course.
- i) The examination shall be conducted at the end of each semester during November/December month and April/May month. Repeater examination will be with odd and even semester exam.
- j) A Candidate of fifth (5th) semester is allowed to appear for examinations in seventh (7th) semester only, when he /she passes all the subjects of Previous Semesters.
- k) All the contents placed here shall be enforced with immediate effect from the date of approval.

8. Declaration of Results and classification of successful Candidates.

- a) A candidate shall be declared to have passed in a theory / practical paper, if he/she has secured 40% of the maximum marks in the said theory/ practical paper in examination and also 40% of aggregate marks of examination and Internal Assessment (IA) in the respective theory/practical.
- b) The results of eighth semester examination shall not be declared until a candidate passes in all the papers of previous (I to VII) semesters.
- c) The Bachelor of Design(Fashion Design) Course shall not be awarded unless the candidate passes all the semester examination completely for the course.
- d) The classes and ranks shall be declared on the basis of aggregate marks obtained by the candidate in all semester examinations of the course.
- e) The classification shall be
 - 70% and above of the aggregate marks of all the six semesters, shall be declared as passed the B.Des. (Fashion Design) Degree in First Class with Distinction.
 - 60% and above, less than 70% - as First Class
 - 50% and above, less than 60% - as Second Class
 - 40% and above, less than 50% - as Pass Class

9. Claim of Exemption.

A candidate can claim exemption from appearing examination in a theory or practical if he/she passed the said theory or practical.

10. Improvement of performance and reappearance:

- a) The candidates who have passed B. Des.degree course shall only be allowed to improve their performance thereat by appearing at the subsequent examination in all the papers of I/II/III/IV/V/VI/VII/VIII semesters prescribed thereof without keeping fresh terms.
- b) The previous performance for which a candidate seeks improvements shall be deemed to have been surrendered when once the improvement of the performance is obtained by such candidate. In the event of Non improvement of Performance the marks secured in the previous performance prevailed.

11. Removal of difficulties.

Any other issues not envisaged above, shall be resolved by the Academic Council/appropriate body which shall be final and binding

COURSE OVERVIEW
&
GUIDELINES

Bachelor of Design- Fashion & Costume Design

Foundation Design Program - One Year Duration

Semester – 1

Subject Code	Subject Title	Type of Exam	Teaching Hours	Credit Hours	Internal Marks	External Marks	Total
FDP101	Language & Soft Skills	Theory	35	2	20	80	100
FDP102	History of Art & Culture	Theory	35	2	20	80	100
FDP103	Digital Representation -1	Practical	70	4	50	100	150
FDP104	Drawing – I	Practical	140	8	50	100	150
FDP105	Principles & Elements of Design- 1	Practical	210	12	50	100	150
FDP106	Geometrical Construction & Material Workshop – 1	Practical	210	12	50	100	150
	Total		700	40	240	560	800
	Sem End Jury		35				
	Grand Total		735	40	240	560	800

Semester – 2

Subject Code	Subject Title	Type of Exam	Teaching Hours	Credit Hours	Internal Marks	External Marks	Total
FDP201	Craft & Culture	Theory	35	2	20	80	100
FDP202	History of Indian Art	Theory	35	2	20	80	100
FDP203	Digital Representation-2	Practical	70	4	50	100	150
FDP204	Drawing – 2	Practical	140	8	50	100	150
FDP205	Principles & Elements of Design- 2	Practical	210	12	50	100	150
FDP206	Geometrical Construction II & Design Project	Practical	210	12	50	100	150
	Total		700	40	240	560	800
	Sem End Jury		35				
	Grand Total		735	40	240	560	800

Course Title Details - 1

Program: 4-YEAR Bachelor of Design

Course Title :Language& Soft Skills

Credit:2

Months: July to Dec

Start Month: July-Aug.

Area: Foundation Program Design

Code : FDP 101

No. of sessions: 35 Hours (3hrs per Session)

Semester: 1

Type of Subject: Theory

Module Objective:

- Making student understand importance of communication and expression.
- Making students aware of various modes of communication and how to use language to their advantage.

Learning Objectives:

- To understand the problems faced while communicating ideas to the world.
- To understand and explore the possibilities which can enhance design explanation and performance.

Curriculum:

Topic	Activity Structure
<p>Language</p> <p>The usage of language wisely is very important for a design aspirant to be able to communicate their ideas and concepts effectively. It is very important for a designer to be able to articulate their designs so as to gain understanding and acceptance for new ideas.</p>	Audiovisual, Presentations & Practical Base Learning
<p>Soft Skills</p> <p>Communication and body language go hand in hand. Design aspirants need to be aware of various parameters in communication so as to breed confidence in juries, presentations etc.</p>	

Assessment Criteria

Internal Assessment & Evaluation				
DURING COURSE (Internal)	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 20%	Max. Marks Distributed 20
University Examination/Jury Evaluation	End of Semester Marks Obtained	80%	80
Total	Semester Marks	100%	100

Note:

- Subject is Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books :

1. Title: Being Genuine: Stop Being Nice, Start Being Real
Author: Thomas d'Ansembourg
2. Title: How to argue: Powerfully, Persuasively, Positively
Author: Jonathon Herring
3. Spoken English (English Improvement for Success)" by Alison Reid
4. "Word Power Made Easy: The Complete Handbook for Building a Superior Vocabulary" by Norman Lewis
5. "Communication Skills" by Sanjay Kumar and PushpLata

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details - 1

Program: 4-YEAR Bachelor of Design
Course Title : History of Art & Culture
Credit: 2
Months: July to Dec
Start Month: July-Aug.

Area: Foundation Program Design
Code : FDP 102
No. of sessions: 35 Hours (3hrs per Session)
Semester: 1

Type of Subject: Theory

Module Objective:

- Making student understand importance of history, art and culture and timeline development of human society.
- Making students aware of different types of Arts and design expertise achieved by eminent people.

Learning Objectives:

- To understand the influence of society, sociology, culture and integration of art.
- Each subject expert having reached high accord in an individual field is always a milestone. To understand and explore the possibilities which can enhance design understanding and performance.

Curriculum:

Topic	Activity Structure
<p>History of Art & Culture Understanding of Various Art forms like Fine Arts, Architecture, Music, Performing Arts and so on. More stress on the Visual Arts. Understanding can be developed by viewing various art forms in a total cultural context from time to time with their historical development (Western and Indian). Learning through history of time line. Stone age to rainsance era, its development and influence on art and culture. Study will include European countries, Middle East, India and Far East art and culture.</p> <p>Science & Liberal Arts This Science and Liberal Arts will give overall exposer to Aesthetics (related to all design disciplines) approaches to Indian society as well other part of the World which includes Theatre, Time & Space, Contemporary concerns, Science, Society & Culture, Design management, Field study, Self study. In design education, learning means of broadening general study by exposing to community and its environment, cultural background and over all contribution to design education.</p>	<p>Audiovisual, Presentations & Practical Learning Base</p>

Assessment Criteria

Internal Assessment & Evaluation				
DURING COURSE (Internal)	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		20%	20
University Examination/Jury Evaluation	End of Semester Marks Obtained	80%	80
Total	Semester Marks	100%	100

Note:

- Subject is Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books :

- 1 Title: A World History of Art
Author: Hugh Honour, John Fleming Publisher:
- 2 Title: Graphic Design: A New History
Author: Stephen Eskilson
- 3 Title: Art and science
Author: ElianeStrosberg Publisher
- 4 Title: Art + Science now
Author: Stephen Wilson
- 5 Title: A Mathematical Sampler: Topics for the Liberal Arts
Author: William P. Berlinghoff, Kerry E. Grant, Dale Skrien

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details - 1

Program: 4-YEAR Bachelor of Design

Course Title : Digital Representation - 1

Credit: 4

Months: July to Dec

Start Month: July-Aug.

Area: Foundation Program Design

Code : FDP 103

No. of sessions: 70 hours (3hrs per Session)

Semester: 1

Type of Subject: Practical

Module Objective:

- Making student at par with the evolving industry and the digitalization that the world is moving towards.
- Making students aware of different methods and softwares with which they can express creativity and ideas.

Learning Objectives:

- To understand the importance of digitalization of designs in the industry.
- To enable design aspirants to illustrate their ideas with more accuracy and details.

Curriculum:

Topic	Activity Structure
Digital Representation This course will enable students to try their hands at a beginner's level software so that they gain understanding of how to convert ideas on paper to more precise drawings and renders using a software. To enable them to come up with more variations and concepts in a shorter span of time. Design aspirants will also be introduced to nuances for documentation and presentation.	Audiovisual, Presentations & Practical Learning Base

Assessment Criteria

Internal Assessment & Evaluation				
DURING COURSE (Internal)	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 35%	Max. Marks Distributed 50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books :

1. Framed Ink: Drawing and Composition for Visual Storytellers by Marcos Mateu-Mestre, Jeffrey Katzenberg (Foreword)
2. Adobe Photoshop CC Classroom in a Book
3. How Do I Do That in Photoshop?
4. CorelDraw! 5 Professional Reference by Gary David
5. The Art of Typewriting by Marvin and Ruth Sackner

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details - 1

Program: 4-YEAR Bachelor of Design

Course Title : Drawing - 1

Credit: 8

Months: July to Dec

Start Month: July-Aug

Area: Foundation Program Design

Code : FDP 104

No. of sessions: 140hrs (3hrs per Session)

Semester: 1

Type of Subject: Practical

Module Objective:

- Drawing as a basic skill and tool to observe and express creative ideas on paper.
- To understand relation of geometrical grids and linear exploration
- Learning to see plan, elevation and profile for the purpose of technical visualization of 3D.

Learning Objectives:

- Acquiring skills of visual perception & use of pencil and colours as a medium of expressions and importance of the skill.
- Expressing complex ideation and configurations of geometrical movement on plain sheet of paper to justify 2D understanding which can be further taken for 3D visualization.
- Expression of orthographic skills to show 3D simple objects by using basic drawing tools.

Curriculum:

Topic	Activity Structure
<p>Sketching & Drawing Source of learning is immediate environment and learn to draw objects, nature, human, animal & birds, space, and so on. Drawing activates the eyes, the mind and the hand, understanding of form and proportions, quality of lines and detail observations. This skill is to develop a spontaneous and quick expression of ideas. The development of a drawing is a very good example of a design process. Drawing means observing, perceiving, planning, realizing and evaluating. The goal of the Drawing Course is to gain confidence in reference to the different means of drawing, to sensitize visual perception and to strengthen the ability to evaluate quality. Drawing course will be related to Line, Grey Values, Rhythm, and Composition.</p> <p>Analytical Drawing Analytical Drawing is an extension of geometrical grid behavior and exploration of linearity and mass in a desire direction to create various orientations. Several types of configurations are created and analyzed using the strip form, the plane form, the liner form and the solid form.</p> <p>Orthographic Drawing Learning of Visual language is the fundamental requirement for any type of Designer because it is the universal language. Orthographic Drawing is one of the internationally proven visual languages for execution of ideas. It is also used in the field of Architecture as well as Engineering. Learning of Orthographic Drawing is used for converting concept into 3D reality. Fundamental principles of drawing Plan, Elevations, Sections and Isometric will be taught as theory. Student will learn while working on related assignments.</p>	<p>Audiovisual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
DURING COURSE (Internal)	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		35%	50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books :

1. Title: Pencil Drawing: A Complete kit for beginners
Authors: Michael Butkus, William F Powell, Mia Tavoratti
2. Title: Different Strokes: Pencil Drawing: Unique double demonstrations reveal alternative approaches to pencil drawing
Author: David Poxon
3. Title: Fast Sketching Techniques: Capture the Fundamental Essence of Elusive Subjects
Author: David Rankin
4. Title: Sketching (5th printing): Drawing Techniques for Product Designers
Author: KoosEissen, RoselienSteur
5. Title: Drawing for Fashion designers
Author: Angel Fernandez, Gabriel Martin Roig
6. Title : Engineering Drawing And Geometry
Author : Randolph P. Hoelscher, Clifford H. Springer
7. Title: Hand Drafting for Fashion Design
Author: Diana Bennett Wietz
8. Title: Drafting & Design: Basics for Fashion Design
Author: Travis Kelly Wilson

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details - 1

Program: 4-YEAR Bachelor of Design
Course Title : Principles&Elements of Design -1
Credit: 12
Months: July to Dec.
Start Month: July-Aug

Area: Foundation Program Design
Code : FDP105
No. of sessions: 210 Hrs (3hrs per Session)
Semester: 1

Type of Subject: Practical

Module Objective:

- Learning the basic principles and elements of design to achieve progressive development of design ideology.

Learning Objectives:

- Exploring different elements starting from dot to various simple shapes and creating orientation and composition on 2D surface. Expressing skills of basic theory of colour by practical exercises.

Curriculum:

Topic	Activity Structure
Principles & Elements of Design Study of the basic principles of harmony, contrast, rhythm, isolation, movement and texture through simple geometrical forms. Exploration (study) of visual abstraction with help of images, natural forms and understands the value of aesthetics of surfaces, visual counterpoints, optical illusion, motion and symbolic images. Understanding of colour in nature by capturing the richness by using various materials like colour pencils, poster colours, colour inks. Understanding of Basics of colours through working with GREY SCALE & COLOUR WHEEL. Exploring colour as media and understand Monochromatic, Polychromatic, Warm and Cool colours.	Audiovisual, Presentations & Practical Base Learning

Assessment Criteria

Internal Assessment & Evaluation				
DURING COURSE (Internal)	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 35%	Max. Marks Distributed 50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title: The New Munsell Student Color Set, 3rd Edition
Author: Jim Long
2. Title: Color Studies, 2nd Edition
Author: Edith Anderson Feisner

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details - 1

Program: 4-YEAR Bachelor of Design
Course Title : Geometrical Construction-1&
Material Workshop Code : FDP106
Credit: 12
Months: July to Dec.
Start Month: July-Aug.

Area: Foundation Program Design
No. of sessions:210hrs (3hrs per Session)
Semester: 1
Type of Subject: Practical

Module Objective:

- Math and Geometry are technical tools to support and have, to express design ideas.
- Understanding material as a basic tool to implement design ideas and creative thinking.

Learning Objectives:

- Understanding basic geometry and math in 2D. Expression of different explorations from circle to square and triangle to polygons.
- Exploring minimum three different materials. Each having different characteristics like soft and solid, linear materials and 2D flat materials to create 3D forms and volumes.

Curriculum:

Topic	Activity Structure
<p>Basic Math & Geometrical Construction – I Concept of axioms, equality, identity, similarity and constants. Concept of mapping, graphs, groups, harmony, progression, semantic, order, equation, variant, invariant and angle. Basics of combinattonics, probability and matrices. Geometry is science of properties and relationships inherent in space. It includes concrete derivation of abstract mathematical concepts. Understanding of various forms and relationships expressed by using geometry and instruments.</p> <p>Material & Workshop Introduction to various basic materials used by designer in general for communication of their ideas in 3 Dimensions. Theory of materials includes types of wood, metal, plastic, clay, plaster, linear material etc. Basic hand-tools and power operated hand tools to work with these materials will be introduced and demonstrated to students, drawing their attention on safety aspect. Students learn on materials characteristics while working on these materials with the tools as well as power tools under supervision. Learning by doing is the basic principle of this subject. This is the course for the development of hand skill. Students work on assignments and the quality of skill acquired by them through workshop practice will be judged.</p>	<p>Audiovisual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
DURING COURSE (Internal)	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 35%	Max. Marks Distributed 50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books :

1. Title: Basic Mathematics for College Students, 4th edition
Authors: Alan S. Tussy, R. David Gustafson, Diane Koenig
2. Title: Geometry of Design: Studies in Proportion and Composition
Author: Kimberly Elam
3. Title : Engineering Drawing And Geometry
Author : Randolph P. Hoelscher, Clifford H. Springer
4. Title: Architectural Model Building: Tools, Techniques & Materials
Author: Roark T. Congdon
5. Title: Textiles: Concepts and Principles, 3rd Edition
Author: Virginia HenckenElsasser
6. Title: J. J. Pizzuto's Fabric Science, 9th Edition
Author: Allen C. Cohen, Ingrid Johnson
7. Title: Textiles for Residential and Commercial Fashions, 3rd edition
Author: Amy Willbanks, Nancy Oxford, DanaMiller, Sharon Coleman

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details - 1

Program: 4-YEAR Bachelor of Design

Course Title : Craft and Culture

Credit: 2

Months: January to June

Start Month: Jan.

Area: Foundation Program Design

Code : FDP 201

No. of sessions: 35 Hours (3hrs per Session)

Semester: 2

Type of Subject: Theory

Module Objective:

- Making student understand importance of history, art and culture and timeline development of human society.
- Making student aware of different cultures and their impact on design.

Learning Objectives:

- To understand the influence of society, sociology, culture and integration of art and craft.

Curriculum:

Topic	Activity Structure
Crafts & Culture Understanding of Various crafts like Textiles, metal, stone, wood and so on. It is important for a design aspirant to understand the various crafts of India and the world in relation to the culture they come from. This brings about an understanding of aesthetics that vary from place to place. It keeps them informed for design decisions.	Audiovisual, Presentations & Practical Learning Base

Assessment Criteria

Internal Assessment & Evaluation				
DURING COURSE (Internal)	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 20%	Max. Marks Distributed 20
University Examination/Jury Evaluation	End of Semester Marks Obtained	80%	80
Total	Semester Marks	100%	100

Note:

- Subject is Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books :

1. Traditions ; A Complete Book of Indian Arts and Crafts
2. An ABC of Indian Culture – A personal padayatra of half a century into India by Peggy Royalde

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details - 1

Program: 4-YEAR Bachelor of Design

Course Title : History of Indian Art

Credit: 2

Months: January to June

Start Month: Jan.

Area: Foundation Program Design

Code : FDP 202

No. of sessions: 35 Hours (3hrs per Session)

Semester: 2

Type of Subject: Theory

Module Objective:

- Making student understand importance of history, art and culture and timeline development of human society.

Learning Objectives:

- To understand the influence of society, sociology, culture and integration of art.

Curriculum:

Topic	Activity Structure
History of Art & Culture Understanding of Various Art forms like Fine Arts, Architecture, Music, Performing Arts and so on. More stress on the Visual Arts. Understanding can be developed by viewing various art forms in a total cultural context from time to time with their historical development (Western and Indian). Learning through history of time line. Stone age to rainesance era, its development and influence on art and culture. Study will include European countries, Middle East, India and Far East art and culture.	Audiovisual, Presentations & Practical Base Learning

Assessment Criteria

Internal Assessment & Evaluation				
DURING COURSE (Internal)	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 20%	Max. Marks Distributed 20
University Examination/Jury Evaluation	End of Semester Marks Obtained	80%	80
Total	Semester Marks	100%	100

Note:

- Subject is Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title: A World History of Art
Author: Hugh Honour, John Fleming Publisher:
2. Title: Graphic Design: A New History
Author: Stephen Eskilson

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details - 1

Program: 4-YEAR Bachelor of Design

Course Title : Digital Representation - 2

Credit: 4

Months: January to June

Start Month: Jan-Feb

Area: Foundation Program Design

Code : FDP 203

No. of sessions: 70 Hours (3hrs per Session)

Semester: 2

Type of Subject: Practical

Module Objective:

- Making student at par with the evolving industry and the digitalization that the world is moving towards.
- Making students aware of different methods and softwares with which they can express creativity and ideas.

Learning Objectives:

- To understand the importance of digitalization of designs in the industry.
- To enable design aspirants to illustrate their ideas with more accuracy and details.

Curriculum:

Topic	Activity Structure
Digital Representation This course will enable students to try their hands at a beginners level software so that they gain understanding of how to convert ideas on paper to more precise drawings and renders using a software. To enable them to come up with more variations and concepts in a shorter span of time. Design aspirants will also be introduced to nuances for documentation and presentation.	Audiovisual, Presentations & Practical Base Learning

Assessment Criteria

Internal Assessment & Evaluation				
DURING COURSE (Internal)	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 35%	Max. Marks Distributed 50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Framed Ink: Drawing and Composition for Visual Storytellers
by Marcos Mateu-Mestre, Jeffrey Katzenberg (Foreword)
2. Adobe Photoshop CC Classroom in a Book
3. How Do I Do That in Photoshop?
4. CorelDraw! 5 Professional References by Gary David
5. The Art of Typewriting by Marvin and Ruth Sackner

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details - 1

Program: 4-YEAR Bachelor of Design

Course Title : Drawing-2

Credit: 8

Months: Jan to June

Start Month: Jan.

Area: Foundation Program Design

Code : FDP 204

No. of sessions: 140hrs (3hrs per Session)

Semester: 2

Type of Subject: Practical

Module Objective:

- Understanding sketching and drawing as major tool to express design ideas and visual expressions.
- Understanding the principles of perspective and using perceptive drawing skills to express 3D on 2D sketch.

Learning Objectives:

- Learning to draw with different techniques and mediums to master expression and thinking process.
- Expression of understanding various vanishing points, verticals & horizontals , in relation to understanding of how human eye sees things in three dimension.

Curriculum:

Topic	Activity Structure
<p>Sketching & Drawing – II</p> <p>Drawing skill is a very important tool for any designer. Not only is it possible to make visual records of existing designs, but it is also useful to work out new design ideas. Visualization of Object(s), understanding of the part of basic construction, overall proportion and form and Initially, you may want to practice from pictures, and then move on to small objects around you and then to larger spaces. By keeping a sketchbook and adding to it regularly, you will not only quickly develop your ability to draw in 3D but also produce valuable visual records which will be useful in developing your own creative ideas.</p> <p>Perspective Drawing</p> <p>This Course focuses on the subjects of perspective and vanishing points. Understand and demonstrate one and two point linear perspective, which is the most commonly used by designer. In this case both of the vanishing points are inside the sheet of paper. This is not always the case. When drawing, the vanishing points will always be on the horizon. The horizon will always be on the level of the eyes of the observer. Notice how on the sketch all the parallel lines converge to the same vanishing point. Perspective drawing is a drawing technique used to illustrate dimension through a flat surface. There are many forms used under perspective drawing such as, one perspective, two-point perspective, three-point perspective, bird’s eye view, worm’s eye view and others.</p>	<p>Audiovisual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
DURING COURSE (Internal)	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 35%	Max. Marks Distributed 50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

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- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books :

1. Title: Sketching Fashions at the Speed of Thought
Author: Jill Pable
2. Title: Sketching Fashions: From Traditional to Digital
Author: Suining Ding
3. Title : Engineering Drawing And Geometry
Author: Randolph P. Hoelscher, Clifford H. Springer
4. Title: Drawing and Designing with Confidence: A Step-by-Step Guide
Author: Mike W. Lin
5. Title: Basic Perspective Drawing: A Visual Approach
Author: John Montague

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details - 1

Program: 4-YEAR Bachelor of Design
Course Title : Principles&Elements Of Design-2
Credit: 12
Months: Jan to June
Start Month: Jan-Feb

Area: Foundation Program Design
Code : FDP205
No. of sessions: 210 hrs(3 hrs per Session)
Semester: 2

Type of Subject: Practical

Module Objective:

- Learning basic principles and elements of design with the terminology of transformation from shape to form that is 2D to 3D.
- Understanding relationship of form and space with human factor and visual perception.
- To understand and be sensitive to real life situation of common man living and to understand his means of survival and dailyhood.

Learning Objectives:

- Expression of form, space and dynamics of the form with an understanding of an expression and functionality.
- Development of form for the purpose of utility as a design element for human need like for product, for Fashions, for fashion, for lifestyle, for visual communication etc.
- During the visit, identification of individual family or group of cluster, compiling their socio economic data, understanding their means of livelihood and suggesting recommendations which can improve their livelihood from designer's point of view.

Curriculum:

Topic	Activity Structure
<p>Principles&Elements Of Design-2</p> <p>Study of the basic principles of harmony, contrast, rhythm, isolation, movement, texture through simple geometrical forms in the first part of the course, students will have exploration (study) in 3 Dimension form which can be CUBE to Tetra Hadrons. Visual abstractions with help of images, natural forms and understand the value of aesthetics of surfaces in relationship to visual counterpoints, optical illusion, motion and symbolic images. This includes Advance study which to evoke a mood, emotional response. Interaction of interrelationship between colour and form, colour and space. Developing sensitivity towards the use of application of colour on two and three dimensional surfaces.</p> <p>Elements of Form & Space</p> <p>Understanding of physical environment, the factor of change, (through time), the responsible for changing perceptual characteristics of the selected environment. Attitude towards organization of the same. Understanding of a given real life situation and develop ability to understand the fundamentals of Form and Space in visual perception.</p> <p>Environmental Studies</p> <p>This is meant to develop sensitivity towards sensory perception other than visual perception - Simultaneous and Sequential with feeling and associations. Living environment - day to day experiences are very important resource for designer and they help to develop different view points towards learning.</p>	<p>Audiovisual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
DURING COURSE (Internal)	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 35%	Max. Marks Distributed 50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books :

1. Title: Designing with Color: Concepts and Applications
Author: Chris Dorosz, JR Watson
2. Title: Color + Design: Transforming Fashion Space
Author: Ronald L. Reed

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details - 1

Program: 4-YEAR Bachelor of Design
CourseTitle : Geometrical Construction-2 & Design Project

Area: Foundation Program Design
Code: FDP 206

Credit: 12

No. of sessions: 210 hrs (3hrs per Session)

Months: Jan to June

Semester: 2

Start Month: Jan-Feb

Type of Subject: Practical

Module Objective:

- Understanding of Geometrical Shapes into systematic construction of geometrical forms, space and structure.
- To make the students aware of very basic and simple design process thinking by using the education experience they have gone through during the semester 1 and major part of semester 2.
- Understanding photography as a basic tool to observe and document for the purpose of design studies and expressions.

Learning Objectives:

- Expression of different hyperbola and parabola construction from simple geometric forms like cubes, pyramids and tetragons.
- Taking up hypothetical design solving problem and working out systematic problem solving methods arrive at an acceptable hypothetical design solution with mock model.
- To express the understanding of different types of cameras, their exposures and related basic techniques, shutter speed, ISO, focus, depth of focus, composition and rule of nine under relative lighting condition and subject situation.

Curriculum:

Topic	Activity Structure
<p>Geometrical Construction – II</p> <p>This Course focuses Understanding fundamental geometric principles of three dimensional form & space and their structural relationship. It also includes a preliminary introduction to 3D Geometric Drawing System (Orthographic and Isometric), and its application to drawing in given space. It will cover developing model-making skills as a tool to realize 3D geometric principles & forms. Use of conceptual & technical framework of geometry as an effective tool for developing creative interpretive skills in 3-dimensional space and relation. It also includes developing an appreciation of, and sensitization to, the existence of 3-dimensional geometric principles in complex objects of our environment – both man-made and natural.</p> <p>Design Process</p> <p>Understanding of basic steps When starting a new design project, there are steps of the design process to follow that will help you to achieve the best results. Rather than jump right into a graphics software program to try to create a final version, you can save time and energy by first researching the topic, finalizing content, starting with simple sketches and getting several rounds of approval on designs. Using the information collected one need to be able to develop an outline of the content and goal of the project, The Design process, include all of the major sections and the content for each. Include the dimensions and technical specifications. This learning will give basics approach to develop a concept and further detailing methods for the same.</p>	<p>Audiovisual, Presentations & Practical Base Learning</p>

Basic Photography

History of Photography, function of camera and uses, elementary exercise in photography, light ratios, understanding of different type of lenses through outdoor photography and various printing technology of today.

Assessment Criteria

Internal Assessment & Evaluation				
DURING COURSE (Internal)	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		35%	50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books :

1. Title: A Passion for Mathematics: Numbers, Puzzles, Madness, Religion, And The Oquest for Reality
Author: Clifford A. Pickover
2. Title: Drawing Geometry: A Primer of Basic Forms for Artists, Designers and Architects
Authors: Jon Allen, Keith Critchlow
3. Title : Engineering Drawing And Geometry
Author : Randolph P. Hoelscher, Clifford H. Springer
4. Title: The Design Process, 2nd Edition
Author: Karl Aspelund
5. Title: Taking up Space: Exploring the Design Process
Author: TiiuPoldma
6. Title: Shaping Fashion Space, 2nd edition
Author: Roberto J. Rengel
7. Title: Design Portfolios: Moving from Traditional to Digital
Author: Diane Bender

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Advance Studies, Bachelor in Fashion Design 3 years after Design Foundation Year							
Semester - 3							
Subject. Code	Subject Title	Type of Exam	Teaching Hours	Credit Hours	Internal Marks	External Marks	Total
FD301	Fiber to Fabric - I	Theory	70	4	20	80	100
FD302	Indian traditional Costumes	Theory	70	4	20	80	100
FD303	History of Fashion – I	Theory	35	2	20	80	100
FD304	Garment Study – I	Practical	280	16	50	100	150
FD305	Principles & Elements of Fashion – I	Practical	140	8	50	100	150
FD306	Fashion Illustration & Presentation - I	Practical	105	6	50	100	150
	Total		700	40	240	560	800
	Sem End Jury		35				
	Grand Total		735	40	240	560	800

Semester – 4							
Subject. Code	Subject Title	Type of Exam	Teaching Hours	Credit Hours	Internal Marks	External Marks	Total
FD401	Fiber to Fabric - II	Theory	70	4	20	80	100
FD402	Indian Textile Crafts	Theory	70	4	20	80	100
FD403	History of Fashion – II	Theory	35	2	20	80	100
FD404	Garment Study – II	Practical	280	16	50	100	150
FD405	Principles & Elements of Fashion – II	Practical	140	8	50	100	150
FD406	Fashion Illustration & Presentation - II	Practical	105	6	50	100	150
	Total		700	40	210	540	750
	Sem End Jury		35				
	Grand Total		735	40	210	540	750

Semester – 5							
Subject. Code	Subject Title	Type of Exam	Teaching Hours	Credit Hours	Internal Marks	External Marks	Total
FD501	History of Fashion – III	Theory	70	4	20	80	100
FD502	Elements of Fashion & Textile	Theory	70	4	20	80	100
FD503	Garment Study - III	Practical	280	16	50	100	150
FD504	Principles & Elements of Fashion - III	Practical	175	10	50	100	150
FD505	Fashion Illustration & Presentation - III	Practical	105	6	50	100	150
	Total		700	40	190	460	650
	Sem End Jury		35				
	Grand Total		735	40	190	460	650

Semester - 6							
Subject. Code	Subject Title	Type of Exam	Teaching Hours	Credit Hours	Internal Marks	External Marks	Total
FD601	History of Fashion Design – IV	Theory	70	4	20	80	100
FD602	Fabric Studies & Production	Theory	70	4	20	80	100
FD603	Elements of Surface Design	Practical	105	6	50	100	150
FD604	Advance garment Study	Practical	315	18	50	100	150
FD605	Advance Fashion Illustration & Presentation	Practical	140	8	50	100	150
	Total		700	40	190	460	650
	Sem End Jury		35				
	Grand Total		735	40	190	460	650

Semester - 7							
Subject. Code	Subject Title	Type of Exam	Teaching Hours	Credit Hours	Internal Marks	External Marks	Total
FD701	Fashion Industry Presentation	Theory	35	2	20	80	100
FD702	Research Methodology	Theory	35	2	20	80	100
FD703	Fashion & Craft	Practical	105	6	50	100	150
FD704	Advance Design Context	Practical	105	6	50	100	150
FD705	Advance Garment Study - II & Industry Experience	Practical	420	24	50	100	150
	Total		700	40	190	460	650
	Sem End Jury		35				
	Grand Total		735		190	460	650

Semester - 8							
Subject. Code	Subject Title	Type of Exam	Teaching Hours	Credit Hours	Internal Marks	External Marks	Total
FD801	Fashion Design Graduation Project or Design Thesis	Practical	700	40	200	300	500
	Total		700	40	200	300	500
	Sem End Jury		35				
	Grand Total		735	40	200	300	500

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Course Title: Fibre to Fabric - I

Credit:4

Months: July to Dec.

Start Month: July-Aug.

Area: Fashion Design

Code: FD301

No. of Hours:70 Hours (3hrs per Session)

Semester: 3

Type of Subject: Theory

Module Objective:

- Understanding of textile with its various segments. Develop knowledge of different terminology used in textile
- Develop knowledge of various yarn types and its properties

Learning Objectives:

- Establish understanding about textile from yarn to fabric

Curriculum:

Topic	Activity Structure
<ul style="list-style-type: none">• Introduction of textiles• Introduction of fibers, filament and yarns• introduction of man-made and natural and its properties• Complete process from fibers to yarn• Introduction and the looms and its different parts• Introduction of different weaves• Introduction of knitted fabrics• Introduction of non-woven fabrics• Introduction to finishing processes & Types of Finishes• Introduction to different dyeing and printing techniques• Basic knowledge about the fabric testing	Audiovisual, Presentations & Practical Base Learning

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 20%	Max. Marks Distributed 20
University Examination/Jury Evaluation	End of Semester Marks Obtained	80%	80
Total	Semester Marks	100%	100

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title: Textiles
Author: Kadolph
2. Title: Fabric Sciences
Author: Pizzuto

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Area: Fashion Design

Course Title : IndianTraditional Costumes

Code : FD302

Credit: 4

No. of Hours: 70Hours (3hrs per Session)

Months: July to Dec.

Semester: 3

Start Month: July-Aug.

Type of Subject: Theory

Module Objective:

- Understanding of Indian costume with relation of different cultures of India.

Learning Objectives:

- Origin of Indian clothing and costume, and their development through the ages.

Curriculum:

Topic	Activity Structure
<ul style="list-style-type: none">• Origin of Indian clothing from Indus valley civilization.• Clothing of Vedic period.• Clothing of Maurya.• Clothing of Sunga.• Clothing of Kushans.• Clothing of Mughal.• Clothing of Rajput.	Audiovisual, Presentations & Practical Base Learning

Assessment Criteria

Internal Assessment & Evaluation				
DURING COURSE (Internal)	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		20%	20
University Examination/Jury Evaluation	End of Semester Marks Obtained	80%	80
Total	Semester Marks	100%	100

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title: Ancient Indian Costumes
Author: RoshanAlkazi
2. Title: Costumes & Textiles of Royal India
Author: Ritu Kumar
3. Title: Costumes & Textiles Of India
Author: J.Brijbhushan
4. Title: Fashion Styles Of Ancient India
Author: R.P.Mahapatra
5. Title: Costumes, Textile, Cosmetics & Coiffure in Ancient & Medieval India
Author: Dr. MotiChandra

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Course Title: History of Fashion-I

Credit: 2

Months: July to Dec.

Start Month: July-Aug.

Area: Fashion Design

Code: FD303

No. of Hours: 35Hours (3hrs per Session)

Semester: 3

Type of Subject: Theory

Module Objective:

- Understanding the history of clothing and its transition from ancient era and different cultures.

Learning Objectives:

- Expression the purpose of ancient clothing and socio-cultural context. Establishing symbolization of identity in traditional Western costumes.

Curriculum:

Topic	Activity Structure
<ul style="list-style-type: none"> • To provide an overview of the history of fashion, costumes and design movements in reference to fashion from the study of the Tribes of the world, Ancient Middle East – Mesopotamia & Egypt, Ancient Greece, Ancient Rome, and the Byzantine and Roman Catholic Church eras. • To appreciate the nuances of ancient Western clothing and costume as it unfolds through the ages • To initiate the students into the contextual basis of study of art, design and costume history during different civilizations/era. • To create the realization that costume and fashion history lies in the excavated past of archaeology and art. • To understand the reasons of costume evolution from necessity – driven basics to flamboyant styles. • To critically analyze salient features and characteristics of art, design and costumes and to interpret them in the contemporary context. • To do a comparative study between various features and design elements during different civilizations and find a co-relation in art, architecture, design and costume of that period. • To initiate the students into the contextual study of fashion as a socio-cultural phenomenon. • To understand the thought process in fashion in different cultural contexts. 	<p>Audiovisual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 20%	Max. Marks Distributed 20
University Examination/Jury Evaluation	End of Semester Marks Obtained	80%	80
Total	Semester Marks	100%	100

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title: 20,000 years of Fashion-The history of costume and personal adornment
Author: Francois Boucher
2. Title: Tribes
Author: Sunil Janah
3. Title: Costume and Fashion
Author: James Laver
4. Title: Survey of Historic Costumes. A History of the Western Dress
Author: Phyllis G. Tortora& Keith Eubank
5. Title: Fashion in the Western World
Author: DorreenYarwood.
6. Title: Objects of desire: Design and Society since 1750
Author: Adrian Forty
7. Title: Understanding aesthetics Culture and Society
Author: Raymond Williams
8. Title: Design History: A Student's Handbook
Author: H. Conway

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Course Title: GarmentStudy - I

Credit: 16

Months: July to Dec.

Start Month: July-Aug.

Area: Fashion Design

Code: FD304

No. of Hours:280Hours (3hrs per Session)

Semester: 3

Type of Subject: Practical

Module Objective:

- Learning the conversion of 3D body form into 2D flat pattern on fabric.Learning to understand properties of draping values on human body with Fabric. Getting acquainted with the techniques of stitching machine, exploring different stitches.

Learning Objectives:

- Drafting, Cutting & Making of one skirt and top for female garments including all elements of garment. Exploration of Side-seam& Front-seam in relation to enhancement of body figure, with dart manipulation in different types of skirts and top. Performing proficiency on stitching of garments. Implementing garment making thought process into real garment with the help of machinery.

Curriculum:

Topic	Activity Structure
<p>Pattern Making-I Principles Of Pattern making, Comparison of individual figures with standard bodies, Figure analysis, Measuring techniques, Conversion of two dimensional materials into 3-D form, Methods of making patterns, Understanding of human body and how to take measurements, Basic principles of flat pattern making, Basic bodies and its variations, Basic A-line skirt and variations, Basic sleeve and variations, Collar variations, Plackets – basic placket and diamond placket, Necklines and facing, Pockets, Garment analysis from a sketch/photograph.</p> <p>Draping-I To understand the human body proportions and contours, To be able to visualize and create three dimensional patterns directly on the dress form, To be able to drape and manipulate the fabric to achieve the desired fit and style, To study the garment in relation to the body and its structure</p> <p>Garment Study-I Develop Proficiency on the lock stitch machine and its applications, Learn and apply utility of various components in a garment, Explore the different techniques used for quality application in garments, Understand the utility of different techniques used for garment construction which can also be used as design features, Learn various techniques of garment construction, Explore and Experiment fabric as a material, Use garment construction in a creative manner conforming to fashion</p>	<p>Audiovisual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
DURING COURSE (Internal)	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		35%	50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title: Designing Apparel Through The Flat Pattern Author: Kopp, E.Rolfo,V. and Zelin
2. Title: How to Draft Basic Pattern Author: Kopp, E.Rolfo,V. and Zelin
3. Title: Pattern Making For Fashion Design Author: Armstrong, Helen Joseph
4. Title: Draping For Apparel Design Author: Armstrong, Helen Joseph
5. Title: Art of Fashion Draping Author: Connie Amaden
6. Title: Draping For Fashion Design Author: Hidle Jaffe, NurieRelis
7. Title: Practical Sewing Techniques Author: Mary Mathews
8. Title: Book On Practical Construction Author: Mary Mathews
9. Title: Complete Book Of Showing Short-Cuts Author: Claire B. Shaeffer

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Area: Fashion Design

Course Title : Principles&Elements of Fashion - I Code : FD305

Credit:8

No. of Hours: 140Hours (3hrs per Session)

Months: July to Dec

Semester: 3

Start Month: July-Aug

Type of Subject: Practical

Module Objective:

- Learning of different surface development and decoration techniques used by hand for the purpose of fashion. Understanding esthetics and psychology of fashion. Getting familiar with the terminology of fashion.

Learning Objectives:

- Establishing understanding of fashion categorization for specific consumer segment. Establishing understanding of hand crafted techniques on garment to establish value addition and esthetics for fashion.

Curriculum:

Topic	Activity Structure
<p>Techniques & Elements of Textile-1</p> <p>To understand various traditional handcrafted techniques, materials, processes and context, To experiment & explore the application of different fibers/yarns and other unconventional materials, To adapt the technique into fashion products, To harness indigenous and available resources, skill, materials and techniques for contemporary adaptations and applications, To understand the performance characteristics of different fibers & its various segments, To explain how fabrics are produced & its various construction procedures, To understand the importance of finishing Processes, both mechanical and chemical, To understand the constituents of a textile fabric (fiber, yarn & construction techniques), Utilization of the textile material towards fashion needs, To understand the concept fabric processing and finishing, including dyeing and printing, To understand the need for fabric testing and fabric care labeling.</p> <p>Fashion Studies</p> <p>Develop an understanding of the Elements and Principles of Design with reference to Apparel, Develop an understanding of Aesthetic aspects – Identification with reference to products and environment, Nature of Aesthetic experience and its effects on the body and mind, Familiarize with different types of design details, Identify apparel categories and their guidelines, To understand the relevance of forecasting as a tool of business generation in the fashion business & consumer behavior, To observe and analyze factors that can influence trends, To understand the methodology of fashion forecasting, To develop skills in interpretation of forecasting and its application to different levels of fashion business</p>	<p>Audiovisual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		35%	50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title: Textiles- A classification Of Techniques ,Author: Annemarie Seile
2. Title: Indian Printed & Painted Fabric Author: Irwin J. and Hall M.
3. Title: Shibori For Textile Artist Author: Janice Ganner
4. Title: Costumes & Textiles Of India Author: J.Brijbhushan
5. Title: Fashion Styles Of Ancient India, Author: R.P.Mahapatra
6. Title: Costumes, Textile, Cosmetics & Coiffure in Ancient & Medieval India, Author: Dr. MotiChandra

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Area: Fashion Design

Course Title : Fashion Illustration & Presentation - I

Code : FD306

Credit:6

No. of Hours:105 Hours (3hrs per Session)

Months: July to Dec.

Semester: 3

Start Month: July-Aug.

Type of Subject: Practical

Module Objective:

- Human Anatomy as the basis of Drawing & Difference between normal figure and fashion figure. To express blend of Pattern making, Draping, Garment Construction & Surface development Techniques in a garment. Learning to use digital technology and tools to express creative thinking and design solutions.

Learning Objectives:

- Pencil & Colours as a medium of expressions and importance of the skill.
- Expression well composed garment with possible skills and esthetics to enhance fashion values. TO understand implementing of production methodology. Producing expression of illustration and making of digital submission of related subjects of a semester using various techniques of multimedia.

Curriculum:

Topic	Activity Structure
<p>Fashion Illustration & Design-1 Understanding Of the human anatomy as the basis of drawing as a tool of visual communication in fashion, concept of body movement, balance of the body, Differences between a normal figure and a fashion figure proportions, learning front, side & three fourth figures in different postures by using different mediums of drawing tool.</p> <p>Prototype Development-1 To apply one's learning of the basic inputs in the context of fashion, To develop ability to interpret, articulate and represent emotive qualities in visual image as well as garments through application of elements and principles of design, To understand the nuances of visualization and ideation process, To conceptualize and implement design process to create a collection reflecting the technical accomplishments.</p> <p>Digital Presentation To produce multimedia and web based presentation using Adobe Flash. Bringing the awareness of the various tools used for the purpose of making web sites and interactive multimedia presentations. The students develop understanding and command with the comprehensive set of web based and multimedia tools to create animations/presentation & websites. Enable the construction of Vector Illustration and Type effects in order to create customized graphics for a variety of creative solutions through INDESIGN software. Create awareness of the various tools used for the purpose of making advanced design and graphic layouts and presentations. Develop understanding and command over Illustration and graphic software as used in the apparel industry.</p>	<p>Audiovisual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		35%	50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books :

1. Title: Fashion Illustration Today Author: Nicholas Drake
2. Title: Fashion Illustration Techniques Author: Jullian Seaman
3. Title: Fashion Sketchbook Author: BinaAbling
4. Title: Art of Fashion Draping Author: Connie Amaden
5. Title: Fashion Styles Of Ancient India Author: R.P.Mahapatra
6. Title: Integrating Draping, Drafting & Drawing With Patterns Author: BinaAbling, Kathllen Maggio
7. Title: Microsoft Office Manual Publisher: Microsoft
8. Title: Corel Suit Illustrator Manual Publisher: Adobe
9. Title : Adobe Flash Manual Publisher : Adobe

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Area: Fashion Design

Course Title : Fibre to Fabric - II

Code : FD401

Credit: 4

No. of Hours: 70 Hours (3hrs per Session)

Months: Jan. to June

Semester: 4

Start Month: January

Type of Subject: Theory

Module Objective:

- Understanding of different fiber, filament and yarn.

Learning Objectives:

- Identification of fibers and yarn counts, and its finishing process

Curriculum:

Topic	Activity Structure
<ul style="list-style-type: none">• Properties of different yarns.• Testing of different yarns.• Develop understanding of different fabrics and yarns used in it.	Audiovisual, Presentations & Practical Base Learning

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		20%	20
University Examination/Jury Evaluation	End of Semester Marks Obtained	80%	80
Total	Semester Marks	100%	100

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title: Textiles
Author: Kadolph
2. Title: Fabric Sciences
Author: Pizzuto

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Area: Fashion Design

Course Title : Indian Textile Craft

Code : FD402

Credit: 4

No. of Hours: 70Hours (3hrs per Session)

Months: Jan. to June

Semester: 4

Start Month: January

Type of Subject: Theory

Module Objective:

- Understanding of Indian textile with relation of different culture of India.

Learning Objectives:

- Origin of Indian textile and their development over the years.

Curriculum:

Topic	Activity Structure
<ul style="list-style-type: none">• Introduction if Indian textile from its different states.• To appreciate traditional textiles and costumes of India vis-à-vis their material form, texture, color and decoration,• Origin and development of textile with culture - to appreciate the Historical, political, Economic, Socio-Cultural context for the evolution of Indian textiles under the influence of western culture as well as costumes over the ages,• To develop an understanding of techniques and processes used in textiles of India• To familiarize with tools, equipment and technology used• To relate traditional textiles (form, Color, texture) of each period to art, architecture, sculpture, patronage trade and other influences.• Study of textile from all the states.• Presentation on craft on the basis of above study.	Audiovisual, Presentations & Practical Base Learning

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		20%	20
University Examination/Jury Evaluation	End of Semester Marks Obtained	80%	80
Total	Semester Marks	100%	100

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title: Indian Painted & Printed Fabric, Author: Irwin J. and Hall M.
2. Title: Golconda Cotton paintings of the early seventeenth century, Author: Irwin J.
3. Title: Indian Costumes, Author: A Biswas
4. Costume, Textiles, Cosmetics & Coiffure in Ancient and Medieval India - Dr. Moti Chandra.
5. Title: The costumes and Textiles of India, Author: J. BrijBhushan
6. Title: Fashion Styles of Ancient India, Author: R.P. Mohapatra
7. Title: Indian Textiles, Past and present, Author: G.K. Ghosh and ShuklaGhosh
8. Title: Traditional Indian Costumes and Textiles, Author: ParulBhatnagar
9. Title: Textiles, costumes and ornaments of western Himalayas, Author: O.C.Handa
10. Title: Indian Pigment Paintings on cloth, Author: Kay Talwar and Kalyan Krishna
11. Title: Traditions of Textile printing in Kutch, Ajrakh and related techniques, Author: LotikaVaradrajan

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Student

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Course Title : History Of Fashion - II

Credit: 2

Months: Jan. to June

Start Month: January

Semester: 4

Area: Fashion Design

Code : FD403

No. of Hours:35Hours (3hrs per Session)

Type of Subject: Theory

Module Objective:

- Develop an understanding of contemporary fashion, and how trends have developed over the last century and the factors affecting the change.

Learning Objectives:

- To foster an understanding of the various fashion subcultures and youth-related movements, in turn familiarizing the students with the fashion jargon associated to various decades.

Curriculum:

Topic	Activity Structure
<ul style="list-style-type: none"> • Overview of the history of art, design movements in reference to fashion from 19th century till the 1940s, • Contextual study of fashion as a socio-cultural phenomenon, Overview of the crosscurrents between socio-economic/political factors and liberal arts and their influences on fashion, Understand the thought process in fashion in different cultural contexts, • Become aware of the evaluation of 20th century fashion and the dynamics that shaped its existence, • Influence on fashion, Architecture, Sculpture, Culture, Social & political events, Technological Innovations, Movies & Music. • To appreciate clothing and costume between the 1890s the 1940s. Understanding the terminology associated with the following ages: <ul style="list-style-type: none"> • The Arts and Crafts Movement (1850 to 1900) • The Teens & Art Nouveau (Edwardian Era – 1900 to 1919) • The Roaring Twenties/Art Deco/the Machine Aesthetic (1920 to 1929) • The Thirties (1930 to 1939) • The Forties/Age of Streamlining/Consumerism (1940 to 1949) 	<p>Audiovisual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
DURING COURSE (Internal)	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		20%	20
University Examination/Jury Evaluation	End of Semester Marks Obtained	80%	80
Total	Semester Marks	100%	100

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title: Design Source Book, Author: Penny Sparke, Felice Hodges, Anne Stone, Emma Dent Coad
2. Title: Survey of Historic Costumes. A History of the Western Dress, Author: Phyllis G. Tortora & Keith Eubank
3. Title: A Century of Design: Design Pioneers of the Twentieth Century, Author: Penny Sparke
4. Title: Look of the Century, Author: M. Tombini
5. Title: The Thames and Hudson Dictionary of 20th Century and Designers, Author: Guy Julier.
6. Title: Objects of Desire: Design and Society since 1750, Author: Adrian Forty
7. Title: Culture and Society, Author: Raymond Williams
8. Title: Encyclopaedia Articles on the Artist, Craftsman and Designer
9. Title: Twentieth century Design, Author: J.M. Woodham
10. Title: Design History : A Student's Handbook, Author: - H. Conway
11. Title: Designing Modernity : The Arts of Reform and Persuasion 1885-1945, Author: Wendy Kaplan
12. Title: Clothing Matters, Author: Emma Tarlo
13. Title: Street style, Author: Ted Polhemus
14. Title: Fashion & Surrealism, Author: Richard Martin
15. Title: Understanding Aesthetics for the Merchandising and design professional, Author: Anne Marie Fiore and Patricia Anne Kimle

16. Title: Art Deco 1910 – 1939, Author: Charlotte Benton, Tim Benton & Ghislaine Wood
17. Title: Fashion-ology: An Introduction to Fashion Studies, Author: Yuniya Kawamura
18. Title: Fashion Theory , A Reader, Author: Malcolm Barnard
19. Title: Fashion & Anti-Fashion: anthropology of Clothing and Adornment, Author: Ted Polhemus, Lynn Procter
20. Title: Fashion Forever: 30 years of subculture, Author: Iain McKell and Liz Farrelly (Imprint Publication)

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Course Title : GarmentStudy - II

Credit:16

Months: Jan to June

Start Month: January

Area: Fashion Design

Code : FD404

No. of Hours: 280 Hours (3hrs per Session)

Semester:4

Type of Subject: Practical

Module Objective:

- Understand advance garment construction techniques and finishing techniques.
- Understanding in detail body torso and lower west in pattern making.
- Principles of neckline, armhole and dart manipulation.
- Visualization of complex, design and style with handling of sheer and soft fabrics.

Learning Objectives:

- Developing proficiency in combing and assembling different components of garment and creative stylization. Making of one top and one trouser along with flat patterns.
- Expressing material handling, Grain adjustment in fabric and establishing comfort and style in garment.

Curriculum:

Topic	Activity Structure
<p>Garment Study-II To understand the importance and technicality of Necklines – Variations & Finishes, Collars and Collar application, Types of Plackets and fasteners/closures, Sleeves – Construction and Finish, Cuff-Construction and finish, Pockets and flaps, Hem finishes & application, Assemble of the concept garment.</p> <p>Pattern Making-II Understanding of more advanced and complex concepts in pattern making, Basic principles of Torso patterns, Draft Torso block, Torso sloper and its variations, Change sleeve block to accommodate ease in the armhole, Principles of Kimono Sloper, Basic Kimono Sloper, Comparison between set-in-Sleeves, Kimono and dolman sleeve, Basic Raglan Sleeve, Raglan – Basic & with shoulder dart, Principles of bifurcated garments, Basic trouser sloper, Trouser sloper from skirt block, Jeans block.</p> <p>Draping-II To understand Advanced and Creative concepts of draping, To create innovative patterns, To develop one-piece garments, To develop bifurcated garments, To inculcate the concept of volume and folds in relation to fabric type like soft and fluid to firm and heavy.</p>	<p>Audiovisual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 35%	Max. Marks Distributed 50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title: Teach Yourself Visually – Sewing Author: Debbie Colgrove
2. Title: Basics: Fashion Design 03 –Construction Author: Anette Fischer
3. Title: Book On Practical Construction Author: Marry Mathew
4. Title: Designing Apparel through the Flat Pattern Author: Kopp, E. Rolfo, V & Zelin
5. Title: How To Draft Basic Patterns Author: Kopp, E. Rolfo, V & Zelin
6. Title: Pattern Cutting & Making a – The Professional Approach Author: Martin M. Shoben & Janet P. Ward
7. Title: Draping For Apparel Design Author: Armstrong, Helen Joseph
8. Title: Art Of Fashion Draping Author: Connie Amaden
9. Title: Dress Fitting Author: Natalie Bray

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Area: Fashion Design

**Course Title : Principles&Elements of
Fashion Design-II**

Code : FD405

Credit:8

No. of Hours: 140Hours (3hrs per Session)

Months: Jan to June

Semester:4

Start Month: January

Type of Subject: Practical

Module Objective:

- Understanding of basic dyeing printing and processing techniques practice by hand.

Learning Objectives:

- Establishing step by step development of textiles for fashion under the influence of changing cultural scenario. To establish various techniques for style and fashion in a garment.

Curriculum:

Topic	Activity Structure
<p>Techniques Elements of Textile-II</p> <p>To Introduce Surface Design as an significant design component, To understand concept of dyeing, printing & processing (sand wash, enzyme, bleach) techniques, To explore and adopt various styles, types and stages of dyeing, printing & wet processing for creation of innovative textile surfaces and finishes, To understand tools, equipment & technology of dyeing, printing & wet processing, To stimulate sensitivity to colour in textile design, To appreciate fabric qualities for end use in fashion, To understand methodology of techniques (e.g. Tie & Dye, Batik, Stencil, Block & Screen printing), To understand the industrial processes involved in various surface developments of fabrics.</p>	<p>Audiovisual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		35%	50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title: Indian Textiles, Past & Present
Author: G.K.Ghosh&ShuklaGhosh
2. Title: Traditional Indian Costumes & Textiles
Author: ParulBhatnagar
3. Title: The Costumes & Textiles Of Royal India
Author: Ritu Kumar
4. Title: Colour For Textiles A User's Handbook
Author: Wilfred Ingamells
5. Title: Basics: Handbook Of Indio Dying
Author: Vivien Prideaux
6. Title: Batik Design
Author: Pepin Van, Roojen Pepin

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Area: Fashion Design

Course Title :Fashion Illustration &Presentation -2 Code : FD406

Credit:6

No. of Hours: 105 Hours (3hrs per Session)

Months: Jan to June

Semester:4

Start Month: Jan

Type of Subject: Practical

Module Objective:

- Learning to express fashion design ideas with various mediums on paper. Expression of different textures and getting acquainted with computer software skills for illustration.
- Learning the design process for creating and understanding needs, desire and roll of fashion design to cater the fashion market. Application of garment making skills and creative thinking in order to arrive at a manufacturing process of fashion product.
- Photo documentation as a means of expression for fashion design.

Learning Objectives:

- Expressing theme based hypothetical design concepts on paper. Differentiation of process in different terminology in fashion like haut couture / avant guard etc.
- Establishing step by step process of creative thinking to final production of a garment design.
- Photography as a key tool for fashion design to enhance documentation value of a garment and fashion model with various techniques

Curriculum:

Topic	Activity Structure
<p>Fashion Illustration & Design-II</p> <p>To develop advanced skills in Fashion Model Drawing, To develop a uniquely individual style of illustration to integrate design, style and detailing, To understand the need of fashion sketches as means of communicating concepts and the design process, To develop skills necessary for portrayal of design conceptualization, exploration & final ideation, To represent garments through flat working drawings, To inculcate integrative learning incorporating other subjects being taught simultaneously, To exhibit work through contemporary layouts and suitable presentation techniques, To use the tools offered by ADOBE Illustrator and ADOBE Photoshop in developing fashion illustration and communication design.</p> <p>Design Process</p> <p>Realize to Design is to plan, To understand a design article (a fashion apparel article) and develop an ability of ‘analysis’ of the design in detail, To understand the role of primary and secondary research, To understand the aspect of ‘need’ and ‘desire’ and how design of any article evolves from the need. That it is required to fulfill efficiently, To understand the aspect of intangible needs that a ‘fashion’ article may fulfill, To understand how a design process may lend to the aesthetics of a fashion product, To understand the efficiency of a design process with lateral & literal aspects.</p>	<p>Audiovisual, Presentations & Practical Base Learning</p>

Prototype Development-II

Learning of the basic inputs in the context of fashion, To develop ability to interpret, articulate and represent emotive qualities in visual image as well as garments through application of elements and principles of design, To understand the nuances of visualization and ideation process, To conceptualize and implement design process to create a collection reflecting the technical accomplishments.

Photography

To understand the basic principles of photography as a skill and medium for effective documentation and communication, To appreciate, articulate, manipulate and apply the visual image existing in natural and human-made environments, To learn the essential techniques of visual/graphic documentation and presentation, Learning basic principles of photography, camera techniques, shutter speed, aperture, Lighting & rule of nine

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		35%	50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title: Advance Fashion Sketch Book Author: Bina Abling
2. Title : Designing Apparel Through The Flat Pattern Author : Kopp, E. Rolfo, V. and Zelin
3. Title : Draping Of Fashion Design Author : Hidle Jaffe, Nurie Relis
4. Title : Fashion Styles Of Ancient India Author : R.P. Mahapatra
5. Title: Figure Drawing For Fashion I & II Author: Iso Yajima
6. Title: Fashion Design in Vogue Author: William Packer
7. Title : Creative Photography Workbook Author : John Hedgecoe, Collins & Brown
8. Title : Pro Techniques Of People Photography Author : Gray Bernstein
9. Title : Collins Complete Guide to Photography Author : Machael Freeman & Harper Collins
10. Magazines & Journals - Elle International, Promostyl, Fashion Forecast, Sportswear International Vogue

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Course Title : History of Fashion - III

Credit: 4

Months: July to Dec.

Start Month: July-Aug.

Area: Fashion Design

Code : FD501

No. of Hours: 70Hours (3hrs per Session)

Semester:5

Type of Subject: Theory

Module Objective:

- Understanding art, design and costumes history of different civilization and era outside India.

Learning Objectives:

- Understanding evolution of clothing, as form of art and style for fashion

Curriculum:

Topic	Activity Structure
<ul style="list-style-type: none">• Study of Art, design and costumes history during The Medieval (Early Middle Ages), Renaissance, Baroque & Rococo, Neo Classicism (The Directories to the Bustle Period) eras, until the advent of Industrial Revolution and Colonialism (referred to as the coming of modernity)• To understand the reasons of costumes evolution from necessity – driven basics of flamboyant styles• Analyze salient features and characteristic of Art, design and costumes and to interpret them in the contemporary context, Contemporary / Contextual outfits based on inspiration of period costumes• Comparative study between various features and design elements during different eras and find a co-relation in art, architecture, design and costumes of that period	Audiovisual, Presentations & Practical Base Learning

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		20%	20
University Examination/Jury Evaluation	End of Semester Marks Obtained	80%	80
Total	Semester Marks	100%	100

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books

1. Title : A History Of Costume In The West
Author: Francois Boucher
2. Title : 400 Years Of Fashion
Author: Rothstein Natali
3. Title : History Of 20th Century Fashion
Author: Elizabeth Ewing

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design
Course Title : Elements of Fashion& Textile
Credit: 4
Months: July to Dec.
Start Month: July-Aug.

Area: Fashion Design
Code : FD502
No. of Hours: 70 Hours (3hrs per Session)
Semester:5
Type of Subject: Theory

Module Objective:

- Understanding art of hand embroidery techniques, ancient and current, on the Indian sub-continent.

Learning Objectives:

- Application of hand embroidery and ideation of concept development for new trend of fashion.

Curriculum:

Topic	Activity Structure
<ul style="list-style-type: none">• To understand various hand embroidery techniques of different cultures as a surface embellishment technique• Traditional embroidered textiles of India vis-à-vis their material, form, texture, color and relate it to art, architecture, patronage trade and other influences• To develop an understanding of techniques and processes used in textiles of• To understand various influences on evolution of textiles of India and understand the development technology over the ages	Audiovisual, Presentations & Practical Base Learning

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 20%	Max. Marks Distributed 20
University Examination/Jury Evaluation	End of Semester Marks Obtained	80%	80
Total	Semester Marks	100%	100

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books

1. Title : A Perfect Word in Ribbon Embroidery Stump Work
Author: Di Van Niekerk
2. Title : The Encyclopedia Of Stitches
Author: Karen Hemingway
3. Title : The Techniques Of Indian Embroidery
Author: Anne Morrill

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Course Title : GarmentStudy – III

Credit: 16

Months: July to Dec.

Start Month: July-Aug.

Area: Fashion Design

Code : FD503

No. of Hours:280Hours (3hrs per Session)

Semester:5

Type of Subject: Practical

Module Objective:

- To learn and apply function of various components in a garment and techniques.
- Understanding anatomical variation of body proportions of children to teen age.
- Understanding advance & creative concepts of draping to manipulate fabric and achieve desired fit.

Learning Objectives:

- Making of well finished women skirt and trouser with waist coat.
- Mitring of checks, strips and prints.
- Expressing different body postures and styles of children of different groups as well as menswear and styles. Conversion of desired sketch into actual garment with exploration of draping methodology.

Curriculum:

Topic	Activity Structure
<p>Pattern Making-III Understand & Develop outerwear pattern, Develop two piece sleeves, Principles of complex patterns, Understanding of Outerwear, Understanding of contoured, fitted garment, Understanding draped garments, Basic principles of jacket patterns, Jacket and its variations, Principle of contouring.</p> <p>Draping-III To develop one piece contoured garments, To understand the characteristics of sheers and knit fabrics (stretch and recovery factors), Concept of volume and folds in relation to fabric type i.e. soft and fluid to firm and heavy, To understand and visualize design, proportions and styling, To learn material handling and its impact on the design, To understand the concept of 3 dimensionality, To understand all the various applicable garment components which form the basis for newer creations, Hands on experience of material handling and converting a design sketch in actual garment.</p> <p>Garment Study-III To develop one piece contoured garments, To understand the characteristics of sheers and knit fabrics (stretch and recovery factors), Concept of volume and folds in relation to fabric type i.e. soft and fluid to firm and heavy, To understand and visualize design, proportions and styling, To learn material handling and its impact on the design, To understand the concept of 3 dimensionality, To understand all the various applicable garment components which form the basis for newer creations, Hands on experience of material handling and converting a design sketch in actual garment</p>	<p>Audiovisual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		35%	50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books :

1. Title : Comprehensive Study On Pattern Making For Fashion Design Author : Sylvia Rosel
2. Title : Fabric, Form & Flat Pattern Cutting Author : Winifred Albrich
3. Title : Pattern Drafting For Dress Making Author : Helen Stringer
4. Title : Draping Of Apparel Design Author : Armstrong Helen Joseph
5. Title : The Art Of Fashion Draping Author : Connie Amaden
6. Title : Integrating Draping, Drafting & Drawing [With Patterns] Author : Bina Abling, Cathleen Maggio
7. Title : A Guide To Fashion Sewing Author : Connie Amaden
8. Title : Encyclopedia of Dress Making Author : Jewel.R
9. Title : Book on Practical Construction Author : Marry Mathews

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design
Course Title : Principles&Elements of Fashion
Design –III

Area: Fashion Design
Code : FD504

Credit: 10
Months: July to Dec.
Start Month: July-Aug.

No. of Hours: 175 Hours (3hrs per Session)
Semester:5
Type of Subject: Practical

Module Objective:

- Understanding fiber to fabric and fabric specific knowledge for fashion.
- Understanding art of hand embroidery techniques, ancient and current, on the Indian sub-continent.
- Understanding art, design and costumes history of different civilization and era outside India.

Learning Objectives:

- Importance of textile technology and current manufacturing techniques and materials for fashion.
- Application of hand embroidery and ideation of concept development for new trend of fashion.
- Understanding evolution of clothing, as form of art and style for fashion

Curriculum:

Topic	Activity Structure
<p>FABRIC STUDIES Correlate specific characteristics of fabrics with the layouts, cutting, construction and finishing techniques, To be familiar with textile terminology in commercial use, Application of various trims, fasteners, facing, interlinings and interfacing, Application of appropriate finishes (seam & hem) in relation to the silhouette and fabric, Correlation of needle size & type, sewing thread and stitch length to the different types of fabrics, Identification of various fabrics and their properties, Develop proficiency in handling lockstitch, over lock, flat lock machines and threading techniques, Handling of various fabrics-layout, cutting, sewing, pressing and finishing, Application of seams, seam finishes and hems.</p> <p>TECHNIQUES & ELEMENTS OF TEXTILE To understand and practice various hand embroidery techniques of different cultures as a surface embellishment technique, Traditional embroidered textiles of India vis-à-vis their material, form, texture, colour and relate it to art, architecture, patronage trade and other influences, To develop an understanding of techniques and processes used in textiles of India and modify the traditional embroidery for contemporary adaptations and applications, To assimilate and adapt traditional embroidered textiles knowledge for design ideation and inspiration and adapt the techniques into fashion products (Course blends theory with hands on practices), To understand various influences on evolution of textiles of India and understand the development technology over the ages, Usage of appropriate materials & techniques towards product development and innovation.</p>	<p>Audiovisual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		35%	50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books

1. Title : Encyclopedia of Dress Making
Author: Raoul Jewel
2. Title : Fabric Sewing Guide
Author: Shaeffer
3. Title : A Perfect Word in Ribbon Embroidery Stump Work
Author: Di Van Niekerk
4. Title : The Encyclopedia Of Stitches
Author: Karen Hemingway
5. Title : The Techniques Of Indian Embroidery
Author: Anne Morrill
6. Title : A History Of Costume In The West
Author: Francois Boucher
7. Title : 400 Years Of Fashion
Author: Rothstein Natali
8. Title : History Of 20th Century Fashion
Author: Elizabeth Ewing

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Area: Fashion Design

Course Title : Fashion Illustration & Presentation- III

Code : FD505

Credit: 6

No. of Hours: 105 Hours (3hrs per

Months: July to Dec.

Semester: 5

Start Month: July-Aug

Type of Subject: Practical

Module Objective:

- Understanding anatomical variation of body proportions of children to teen age.
- Importance of packaging as a design and function to promote and enhance value of product.
- Learning to make series of different size that is S, M, L, and ideating of the concept to manufacturer.

Learning Objectives:

- Expressing different body postures and styles of children of different groups as well as menswear and styles. Establishing explorations of different packaging materials, its visual appeal, and manufacturability in the context of industry environment.
- Justification of a package in relation to product packed. Ideation of 3 variations of garments and try to understand different size.

Curriculum:

Topic	Activity Structure
<p>FASHION ILLUSTRATION & DESIGN - III To realize anatomical variations & the body proportions of children of various age groups, To define attitude & style pertaining to Children's wear, To understand the symbiotic relationship between market reality, client & design, To interpret trends in line planning, To understand the dynamics of the of range development for children wear pertaining to style, trend & utility children wear and menswear markets, To co-relate market requirements & trends in designing a range, To understand and interpret the specifics.</p> <p>PACKAGING DESIGN Students will explore various materials which can be use in constructing package for various products. First they need to do basic study of crating 3D form in simple paper and once they would explore various ideas towards workable construction, keeping in mind the volume and weight of selected product. Once card board / paper mockup model is done, students will think about the surface graphic which contain brand name, images, typography and colours . These overall exposures will give experiences of 3D form, Typography, Colour and the understanding and need of esthetic value to the product which is going to be marketed which involves considerations of use of available material for making package with the understanding of system of construction (production), surface graphic (use of typo-colour-image) as per the selected content (product) and ability to test the concept model.</p> <p>PROTOTYPE DEVELOPMENT –III To apply one's learning of the basic inputs in the context of fashion, To develop ability to interpret, articulate and represent emotive qualities in visual image as well as garments through application of elements and principles of design, To understand the nuances of visualization and ideation process, To conceptualize and implement design process to create a collection reflecting the technical accomplishments.</p>	<p>Audiovisual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
DURING COURSE (Internal)	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 35%	Max. Marks Distributed 50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title : Fashion Design Illustration Of Children
Author : P. J. Ireland
2. Title : Advance Fashion Sketch Book
Author :BinaAbling
3. Title : Fashion Illustration Today
4. Title : Fashion Merchandising & Buying
Author :Siidney Packard
5. Title : Supply Chain Management
Author :B.S.Sahay
6. Title : Designing Apparel Through The Flat Pattern
Author : Kopp, E. Rolfo, V. and Zelin
7. Title : Draping Of Fashion Design
Author :Hidle Jaffe, NurieRelis
8. Title : Fashion Styles Of Ancient India
Author :R.P.Mahapatra

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Course Title : History of Fashion - IV

Credit: 4

Months: Jan. to June

Start Month: January

Area: Fashion Design

Code : FD601

No. of Hours: 70 Hours (3hrs per Session)

Semester: 6

Type of Subject: Theory

Module Objective:

- History of fashion in relation to the transition movement form 19th Century to 20th Century

Learning Objectives:

- Understanding evolution of clothing, as form of art and style for fashion

Curriculum:

Topic	Activity Structure
<p>HISTORY OF FASHION & DESIGN-IV</p> <ul style="list-style-type: none"> • Overview of the history of art, design movements in reference to fashion from 20th century (1950s) till date, • Contextual study of fashion as a socio-cultural phenomenon, • Overview of the crosscurrents between socio-economic/political factors and liberal arts and their influences on fashion, • Understand the thought process in fashion in different cultural contexts, • Become aware of the evaluation of 20th century fashion and the dynamics that shaped its existence, • Influence on fashion, Architecture, Sculpture, Culture, Social & political events, Technological Innovations, Movies & Music for the following periods: <ul style="list-style-type: none"> • The Fifties/Age of Affluence (1950 to 1959) • The Swinging Sixties (1960 to 1969) • The Seventies/Post Modernism/Retro & Vernacular (1970 to 1979) • The Eighties (1980 to 1989) • The Nineties (1990 to 1999) • The 21st Century – Contemporary thoughts in Design (2000 to present) 	<p>Audio-visual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 20%	Max. Marks Distributed 20
University Examination/Jury Evaluation	End of Semester Marks Obtained	80%	80
Total	Semester Marks	100%	100

Note:

- Subject is Practical/Theory based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books

1. Title : The New Design Source Book
Author: Penny Sparke ET
2. Title: 20th Century Design
Author: Catherine Macdermott
3. Title : Design & Form The Basic Course At The Bauhaus
Author: Johannes Itten

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design
Course Title : FabricStudies& Production
Credit: 4
Months: Jan. to June
Start Month: January

Area: Fashion Design
Code : FD602
No. of Hours: 70 Hours (3hrs per Session)
Semester: 6
Type of Subject: Theory

Module Objective:

- To understand different fabric manufacturing process and relating it to fashion design.

Learning Objectives:

- Expression of different technology and its end product use. Production logistic of fabric manufacturing.

Curriculum :

Topic	Activity Structure
FABRIC STUDIES & MANUFACTURING PROCESS To be able to co-relate design and manufacturing interface, To understand different manufacturing processes, Understanding fashion trends and styles of various dominating brands in market & study from mass production point of view, Co-relation between design and production, Production logistics, Technological nuances in apparel production, Production process, Quality control, Viability factors in production	Audiovisual, Presentations & Practical Base Learning

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 20%	Max. Marks Distributed 20
University Examination/Jury Evaluation	End of Semester Marks Obtained	80%	80
Total	Semester Marks	100%	100

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title : Technology Of Clothing Manufacturer
Author:Carr& Latham
2. Title: Introduction Of Clothing Manufacturer
Author: Gerry Cooklin
3. Title : Managing Quality In Apparel Industry
Author :P.V.Mehta&S.K.Bharadwaj

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design
Course Title: Elements of Surface Design
Credit: 6
Months: Jan to June
Start Month: January

Area: Fashion Design
Code : FD603
No. of Hours: 105 Hours (3hrs per Session)
Semester:6
Type of Subject: Practical

Module Objective:

- Understanding the transformation of hand crafted techniques to mechanical techniques.

Learning Objectives:

- Conceptualizing and innovating creative exploration on textiles and expressing the difference between hand craft v/s mechanical craft. Expression on identification of different elements of fashion and its transition like costume, hair, head dress, jewellery, foot-wear etc.

Curriculum:

Topic	Activity Structure
Elements of Surface Design Exploration of surface techniques on fabrics/alternative material with end use in apparel, Application of hand crafting and machine techniques to continually expanding boundaries and possibilities for value addition, Exposure to industry oriented surface techniques through industry visits, Reconciliation of craft and 'look' of hand made within a rapidly changing technological society that depends on mass production, Crossover application between design, craft & industry, Experiment the application of various techniques on conventional and unconventional/alternate/non-woven materials, Understand the importance of collaboration between fashion designers and weaver, printers, dyers, embroiders and resurgence in textile innovation and surface design due to the desire for the human 'hand'	Audiovisual, Presentations & Practical Base Learning

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 35%	Max. Marks Distributed 50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title : Managing Quality In Apparel Industry
Author:P.V.Mehta&S.K.Bharadwaj
2. Title : Experimental Textile (A Journey Through Design, Interpretation & Inspiration)
Author: Kim Thittichai
3. Title: The New Textiles (Trends & Traditions)
Author: Chloe Colchester
4. Title : Felt To stitch (Creative Felting For Textile Artists)
Author: Sheila Smith

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Course Title: AdvanceGarmentStudy

Credit: 18

Months: Jan to June

Start Month: January

Area: Fashion Design

Code : FD604

No. of Hours: 315 Hours (3hrs per Session)

Semester:6

Type of Subject: Practical

Module Objective:

- Understanding different components of Indian women’s wear.
- Understanding concept of sizing patterns, principle of grading for Indian garments.
- Understanding knitwear and its tools and machinery as well as raw materials for fashion and apparel.
- To understand help of computer aided design software at an advantage over manual work for fashion industry.

Learning Objectives:

- Producing patterns according to different sizing grades of Indian garment.
- Expression of Indian women’s wear by ideating of concept development to final product.
- Expression & Exploration of knitwear for the purpose of styling in fashion garment. Pattern making grading and marker making on CAD.

Curriculum:

Topic	Activity Structure
<p>GARMENT STUDY –IV Understand and appreciate different components of Indian women’s wear, Application of different techniques used for garment construction and explore creative application, Advanced garment construction techniques in Indian wear, Utility and construction of different components in a garment, Stitching of darts in blouse, Pleating/gathering in the garment, Using the canvas, Neck blinding, Blouse placket finishing, Finishing of guests, Finishing of ‘pauncha’ (salwar bottom)</p> <p>PATTERN MAKING-IV Understand the concept of sizing patterns, Principles of grading, different standard measurement systems, Concept of drafting based on individual body measurements, Produce patterns for Indian garment styles.</p> <p>KNITWEAR Introduce knits for fashion and apparel, Understand the tools, machinery, yarns as used in a knitted fabric, Understand the basic technology of knitting, To identify, appreciate and understand various kinds of knit fabric qualities for its appropriate application of its end use, Creation of a knitted garment through pattern or draping with knowledge of its garment construction techniques, Pattern development for Knits, Creative exploration with knit structure development and knitted fabric.</p> <p>C A D Concept of pattern making, Grading & Marker Making on Computers through CAD Software Familiarizes the students with common terminology and tools of CAD S/W for Pattern Making and analyze of the reasons why CAD is faster, more consistent, accurate and manageable than manual methodology.</p>	<p>Audiovisual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		35%	50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title : Pattern Cutting & Making Up: The Professional Approach Author : Martin M. Shoben& Janet P. Ward
2. Title: More Dress Pattern Designing Author : Natalie Bray
3. Title : New Fashion Area For Designing Through The Flat PatternAuthor : Kopp, E., Rolfo, V.,&Zelin
4. Title : Design Apparel Through Flat Pattern Author:Koppe,E.Rolfo,V. and Zelin
5. Title: Pattern Making For Fashion DesignAuthor : Armstrong, Helen Joseph
6. Title : Metric Pattern Cutting Author: Aldrich Winifred
7. Title : Knitting Technology Author :Samul Raj
8. Title: Knitting Around The World From Threats Author:Yanagi, Amy
9. Title : History Of Fashion & Great Knitting YarnsAuthor :Wacker, Jill
10. Title : Fashion CAD Manual Publisher: Software Company

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audio-visual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Area: Fashion Design

Course Title: AdvanceFashion

Code : FD605

Illustration & Presentation

Credit:8

No. of Hours: 140Hours (3hrs per Session)

Months: Jan to June

Semester:6

Start Month: January

Type of Subject: Practical

Module Objective:

- Understanding illustrative methods for branding and fashion design methodology for client presentation.
- To understand design as a professional and implementing professional ethics.
- Ideating of design brief, theme, range and co-relation of sourcing fabric to implement design idea.

Learning Objectives:

- Ideating brand, making of mood board, colour board, fabric board, Illustration of design range. Case studies of different design professional companies and their ideology.
- Ideation of 3 variations of garments in different quality of fabrics.

Curriculum:

Topic	Activity Structure
<p>FASHION ILLUSTRATION & DESIGN-IV To research the profile, brand equity, market and customer profile of the brand/label (both domestic and international), To understand the look of a brand/label and design accordingly, Understanding of the design process through mood board, colour board, fabric board, range plan, illustrations and specification drawings for client presentations, Integrated learning across subjects to establish grasp of design and market parameters, To develop a body of work to display individual design inclination and aptitude, To make a comprehensive presentation for a specific session/country/label/client incorporation mood board, colour boards, fabric board, design range plan, illustrations and specification drawing for client presentations using both hand and computer skills</p> <p>PROFESSIONAL PROCEDURES To learn how to protect their own rights and how to respect others' rights. An important aspect is leveraging one's IP in business. Sufficient inputs have been added in the curriculum to show students how IP is and can be used for commercial benefits. Students are expected to learn about Procedures of handling financial management, Establishment methodologies commercial practices.</p> <p>PROTOTYPE DEVELOPMENT –IV To apply one's learning of the basic inputs in the context of fashion, Ability to interpret, articulate and represent emotive qualities in visual image as well as garments through application of elements and principles of design, To understand the nuances of visualization and ideation process, To conceptualize and implement design process to create a collection reflecting the technical accomplishments</p>	<p>Audio-visual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		35%	50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title : Fashion Illustration Techniques
Author: Jullian Seaman
2. Title: Encyclopedia Of fashion Retails
Author: Patrick John Ireland
3. Magazines- Promostyl, Textile View, Collezioni
4. Title : Social Research Methods – Qualitative And Quantitative Approaches
Author: W. Lawrence Newman

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Area: Fashion Design

Course Title : FashionIndustryPresentation

Code : FD701

Credit: 2

No. of Hours: 35Hours (3hrs per Session)

Months: July to Dec.

Semester: 7

Start Month: July – Aug.

Type of Subject: Theory

Module Objective:

- To get acquainted with industry environment and production methodology in industry by practical experience.

Learning Objectives:

- To understand industry and creating range of design garment to satisfy industry in which a student has completed summer internship.

Curriculum:

Topic	Activity Structure
Industry Internship Presentation To gain a depth understanding of how things work in the industry, How the various departments work together to achieve the targets & objectives of an organization, Understanding policies of an industry and market process and making Audio Visual Presentation along with the range of design experienced at the industry.	Audiovisual, Presentations & Practical Base Learning

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		20%	20
University Examination/Jury Evaluation	End of Semester Marks Obtained	80%	80
Total	Semester Marks	100%	100

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books

1. Title : Social Research Methods – Qualitative And Quantitative Approaches
Author: W. Lawrence Newman
2. Title: Research Methodology
Author: Ranjeet Kumar
3. Title : Research Methodology – Methods & Techniques
Author: C.R. Kothari

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Course Title : ResearchMethodology

Credit: 2

Months: July to Dec.

Start Month: July – Aug.

Area: Fashion Design

Code : FD702

No. of Hours: 35Hours (3hrs per Session)

Semester: 7

Type of Subject: Theory

Module Objective:

- Understanding the methodology of research in relation to design.

Learning Objectives:

- Scrutinizing or Data, observation, Questionnaire, Rating and validation tools to arrive the conclusive research methodology in design.

Curriculum:

Topic	Activity Structure
RESEARCH METHOD IN DESIGN Students need to understand methods & methodology. The concept of primary and secondary research as well as sampling and data collection need to be completely understand by students, A clear know how about qualitative research, Case studies, Historical studies, Philosophical studies, Quantitative research, Experimental research, Quasi-experimental research and surveys needs to be taught. Format of research proposal, meaning and Types of hypothesis, tools and techniques of data collection.	Audiovisual, Presentations & Practical Base Learning

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		20%	20
University Examination/Jury Evaluation	End of Semester Marks Obtained	80%	80
Total	Semester Marks	100%	100

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books

1. Title : Social Research Methods – Qualitative And Quantitative Approaches
Author: W. Lawrence Newman
2. Title: Research Methodology
Author: Ranjeet Kumar
3. Title : Research Methodology – Methods & Techniques
Author: C.R. Kothari

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Area: Fashion Design

Course Title : Fashion&Craft Code : FD703

Credit:6

No. of Hours: 105Hours (3hrs per Session)

Months: July to Dec

Semester: 7

Start Month: July-Aug.

Type of Subject: Practical

Module Objective:

- Learning to implement and promote handicraft for the purpose of fashion design.

Learning Objectives:

- To express implementation of craft in fashion garment and ideation of teaching value added design concepts to cluster of artisans

Curriculum:

Topic	Activity Structure
Craft Based Product Development To orient the students of the concept of organized sector, The cluster of Artisans working in a traditional work environment. Collection of information from Secondary data such as diagnostic study report, books, periodicals & museums etc. To develop the ability comprehended limitations of crafts skills & to maximize the potential of the specific crafts	Audiovisual, Presentations & Practical Base Learning

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage 35%	Max. Marks Distributed 50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title: Indian Printed & Painted Fabric
Author: Irwin J. & Hall M.
- 2 Title : GolConda Cotton Printings Of Early Seventeenth Century
Author: Irwin J
- 3 Title : Fashion Styles Of Ancient India

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design
Course Title : Advance Design Context
Credit: 6
Months: July to Dec.
Start Month: July-Aug.

Area: Fashion Design
Code : FD704
No. of Hours: 105Hours (3hrs per Session)
Semester:7
Type of Subject: Practical

Module Objective:

- To understand importance of fashion forecast in fashion business with the deeper understanding of Indian market and consumer behavior.
- To understand principles of Menswear in context of fashion design. Knowing of retail environment and concepts of brand identity and brand building.

Learning Objectives:

- Study the growing Indian market, Observation on existing trends and Study on various tools of fashion forecasting.
- To express range of Menswear in different segments as casual, formal, corporate and relative occasions for men's activity.
- Case study of existing brands and ideating hypothetical exercise on merchandising and branding.

Curriculum:

Topic	Activity Structure
<p>Fashion Forecast For Indian Retail</p> <p>To understand the relevance of Fashion Forecast in fashion business, to understand the relevance of fashion forecasting in Indian Market. To comprehend fashion forecasting as a tool to understand consumer behavior in the Indian scenario. To develop skills to interpret and apply forecasting at various levels in fashion business in India. Study on consumer groups Psychographic trends, demographic values and lifestyle</p>	<p>Audiovisual, Presentations & Practical Base Learning</p>
<p>Menswear Design Development</p> <p>To understand design concept in Menswear through market survey and analysis as well as research of books periodically, internet etc. To understand the fit & cuts of Menswear and principles of pattern making. To conceptualize and implement a design process to create collection reflecting technical competence and to explore creative application and quality parameters in Garment construction.</p>	
<p>Visual Merchandising</p> <p>An In-depth study of retail environment, the different format & the factors which govern design in each of these formats, Acquainting the students with the concept of brand identity and how one can reflect this in the various areas of VM – show window, In-store display, POP, Display Graphics both of Exterior & Fashion of a store. The Objective of the course is to expand the definition of VM from a one store activity to developing an industry for the client across their cities. This will require mature understanding of business and how VM can be important area of brand building. The course will feature of consumer behavior gained in the earlier semester. Here the students will learn how VM can be instrumental in creating sustained recall value for a brand</p>	

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		35%	50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

- **Magazines Reference :**
 1. Apparel Online
 2. Apparel India
 3. Vogue India
 4. Femina
 5. The Stitch Times
- 1. Title : Dress Casually For Success For Men Author : Weber, Mark
- 2. Title : Fundamentals Of Men's Fashion Design : A Guide To Tailored Clothes
- 3. Title : Confessions Of Window Dresser Author : Simon Doona
- 4. Title : Designing Commercial Fashions Author : Christine M. Piorowski & Elizabeth A. Rogers
- 5. Title : The Power Of Display : A History Of Exhibition Installation At MoMa Author : Mary Anne Staniszewski
- 6. Fashion Brand – Branding Style From Armani To Zara Author : Nicholas Coleridge

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design

Area: Fashion Design

Course Title : Advance Garment Study-II & Code : FD705

Industry Experience

Credit: 24

No. of Hours: 420 Hours (3hrs per Session)

Months: July to Dec.

Semester: 7

Start Month: July-Aug.

Type of Subject: Practical

Module Objective:

- To understand the dynamics of image making industry and changing cultural scenario and modern visual idiom. Conceptualization of experimental interpretations and explorations of pattern making in coherence with conventional pattern making.
- Learning to make composite effort to select various surface development techniques and use them at advantage of fashion design.

Learning Objectives:

- To develop and express skills needed to be part of creativity along with designer, photographer, art director and relative creative group associated with fashion world.
- Expressing innovative concepts in fashion design to styling, detailing and pattern making.
- Exploration of innovative materials and using them with surface development craft in a garment.

Curriculum:

Topic	Activity Structure
<p>Fashion Styling</p> <p>Analysis and Use of historical and contemporary imagery to develop fashion design that are fresh/innovative reflective of society and an original vision of future trends. It would also encompass a wide spectrum of styling assignments- from revamping a celebrity's image/styling and designing a magazine fashion shoot/coordinate several aspect pertaining designer's catalogue collection.</p> <p>Creative Pattern Making</p> <p>To conceptualize experimental interpretation and exploration of design, To innovative conventional percept of pattern making by radically differentiating apparel styling and detailing by manipulating basic pattern, To stimulate development of individual and original design from concept to finish garment.</p> <p>Advance Surface Development</p> <p>The subject will bridge the gap that exists between the hard aspect [object] and the soft aspect [communication]. This is to be done by balancing between the imaged and achieved surfaces through explorations using various techniques, method & materials [Textile / Non-Textile].</p>	<p>Audiovisual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		35%	50
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	100
Total	Semester Marks	100%	150

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

1. Title : The Triumph Of Individual Style
Author: Carla Mason Mathis & Helen Villa Connor
2. Title: Style
Author: Elsa Klensch
3. Title : Black Style
Author: Carol Tulloch
4. Title : Textiles – A Classification Of Techniques
Author: Annenarie Seiler
5. Title : Fashion Styling Of Ancient India
Author: R. P. Mahapatra
6. Title : The Costumes & Textile Of Royal India
Author: Ritu Kumar

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audiovisual, Presentations
- Consumable Stationary & Materials to be bought by Students

Course Title Details – 1

Program: 4-YEAR Bachelor of Design
Course Title :Final Design Graduation Project or
Design Thesis

Area: Fashion Design
Code : FD801

Credit: 40
Months: Jan to June
Start Month: Jan

No. of Hours: 700 Hours (3hrs per Session)
Semester:8
Type of Subject: Practical

Module Objective:

- Learning to express confidence in the professional design field under the mentorship by making of graduation design collection.

Learning Objectives:

- Conceptualization of theme, Transformation into garmenting, Using all the previous experiences and research projects to come out with Final Design Collection

Curriculum:

Topic	Activity Structure
<p>Design Collection</p> <p>The design collection is the curriculum of various inputs imbibed over 7 semesters ranging from creative exposure and sensitization to technical expertise. In upholding standards of both national & international benchmarking in fashion design, the collection should reflect originality, creative flair with in-depth conceptualization and implementation of the design process combined with technical strength. The focus should be on good design that is an ideal blend of creativity with function.</p> <p>* Entire Range Of Collection With Marketing Strategy And Fashion Show</p>	<p>Audio-visual, Presentations & Practical Base Learning</p>

Assessment Criteria

Internal Assessment & Evaluation				
	MODE OF ASSESSMENT	FREQUENCY	FOCUS AREAS	MARK DISTRIBUTION
DURING COURSE (Internal)	Evaluation Of Submissions & Exercise	At Six Intervals	Step by Step Understanding	60
END TERM JURY EVALUATION	Comprehensive Subject Understanding	Once at End Of Semester	Evaluation by External Jury Members of Subject Experts	40
GRAND TOTAL				100

University Semester End Degree Examination			
Internal (From above)	End of Semester Marks Obtained	Weightage	Max. Marks Distributed
		35%	250
University Examination/Jury Evaluation	End of Semester Marks Obtained	65%	400
Total	Semester Marks	100%	650

Note:

- Subject is Theory/Practical based learning and personal interactions & guided learning with Subject Expert.
- Subject Expert decides the teaching pedagogy to ensure the step by step learning of subject.
- End term Evaluation Jury is composed of two external members of relative field and two Internal Faculties. Each of them evaluate students work independently from respective marks which are then averaged out by the total divided into no. of jury members and the same are added to the total of internal marks. This results into total marks earned by a student in a semester subject wise.

Reference Books:

Apart from the ones mentioned with the course curriculum, as per the requirement of the student's project

Resource Requirement

- Staff: RA, Faculty members & Guest Faculty
- Library: Books & Periodicals, Online Journals
- Studio Facilities, Tables, Audio-visual, Presentations
- Consumable Stationary & Materials to be bought by Students