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| **Course Title** | | B.Des /B.voc / Diploma in Fashion Design | | | | | | | | |
| **Semester Code** | | 2nd Semester | |  |  |  |  |  |  |  |
| **S.No** | **Paper Code** | **Paper Title** | **Paper Category** | **Credits** | | | **Total Credits** | **EOSE Duration (Hrs.)** | | |
| **Theory** | **Practical** | **Self/Project/Industry** | **T** | **P** | **S** |
| General Education | | | | | | | | | | |
| 1 |  | General Education - 1 | GE | - | - | - | 4 |  |  |  |
| 2 |  | General Education - 2 | GE | - | - | - | 4 |  |  |  |
| 3 |  | General Education - 3 | GE | - | - | - | 4 |  |  |  |
| Skill Education | | | | | | | | | | |
| 4 |  | Basics of Fashion Design and Illustration | SC | 0 | 4 | 0 | 4 | 0 | 1hour | 0 |
| 5 |  | Materials Explorations II | SC | 0 | 4 | 0 | 4 | 0 | 1hour | 0 |
| 6 |  | Pattern Making & Garment Construction 1 | SC | 0 | 4 | 0 | 4 | 0 | 1hour | 0 |
| 7 |  | Fashion Project I | SC | 0 | 0 | 6 | 6 | 0 | 0 | 1hour |
| **Total** | | | | **0** | **12** | **6** | **18** |  |  |  |
| **Total Credit Skill Course** | | | 18 |  |  |  |  |  |  |  |
| **Total Credit General Course** | | | 12 |  |  |  |  |  |  |  |
|  |  |  | Exit- 1 Basic Diploma In Fashion Design | | |  |  |  |  |  |

**Basics of Fashion Design and Illustration**

## Course Code:

**Course Name: Basics of Fashion Design and Illustration**

**Credits: 4**

**Pre-Requisite**: NIL

**Hours**: 90

**Aim –** Fashion illustration step by step guide is established in this module, which covers the fashion figure and garment interpretation. Students study and develop the basic structure unique to the fashion figure and its characteristics, history, stylization, influence, and use in fashion illustration. Students will learn to interpret silhouettes and surface texture of fabric.

This module incorporates the software’s used in fashion industry and enables students to learn the design process through computer aided design software’s.

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| **Units** | **Course Contents** | **No. of hours** |
| **Unit I** | **Introduction to Fashion**   * Fashion Terminology * Fashion cycles * Fashion Theory * Fashion cultural theory | 10 |
| **Unit II** | **Basics of fashion**   * Prehistoric to present till 19th century. * 20th century fashion * Fashion Evolution * Elements/components of the Fashion (Silhouette, details, color medium, fabric, texture) | 20 |
| **Unit III** | **Introduction to fashion illustration**   * Basic understanding of the human figure * Understanding of the fashion figure * Basic croqui’s -Male, Female along with flashing * Accessories drawing and rendering. | 25 |
| **Unit IV** | **Introduction to CAD Illustration**   * What is the role of CorelDraw/Illustrator in Computer Designing * Understand basic and commonly used Corel Draw tools and palettes. * Understand basic and commonly used Illustrator tools and palettes | 35 |

# 

# **Learning Outcome**

* Students will acquire knowledge about various fashion terminologies, fashion cycle, fashion theory and design movements that will lead them to better understanding of movement of Fashion in relation to other factors.
* Students will learn to draw fashion figures by understanding body proportions.
* Students will be able to conceptualize their ideas and amalgamation of different accessories, Silhouette, Necklines and Skirts etc.
* Students understand the role of CAD in fashion illustration by using software like Corel Draw/ Illustrator.

**Assessment 1 (70%)- Portfolio**

* All activities done under the Topic Introduction to Fashion and Basics of fashion Design (Fashion Terminology, cycles, theory and evolution of fashion etc.)
* Elements/components of the Fashion (All Body shapes along with their suitable Silhouette, Necklines, Skirts, Sleeves, collars, Fabric, Texture etc. with different color medium).
* Basic croqui’s –Male (10-Front, Back & Side) Female(10.5 & 12.5 - Front, Back & Side) along with flashing
* Accessories drawing and rendering- Caps, Shoes, Handbags, Jewellery etc.
* CAD Illustration – Object Drawing, Basic Croqui’s along with Silhouette including Motif Development & Print placement.

**Assessment 3 (30%)** – Practical and Viva Voce

**Learning and Teaching Strategy**

The course is delivered via face-to-face mode; Classes will consist of lectures, demonstrations or tutorials, workshops, field visits, presentations.

## References

* + Bhargav R. 2005. Design Ideas & Accessories. Jain Publ.
  + Comdex Fashion Design, Vol I, Fashion Concepts
  + Elaine Stone-The Dynamic of Fashion, Fairchild Publications, New York
  + Scott Robertson “How to Draw: Drawing and Sketching Objects and Environments from Your Imagination” design studio press Pub.
  + Fashion Sketch Book by Beena Abling
  + Model Drawing by Beena Abling
  + Innovative Fashion Sketching by Rita Gersten
  + The Use of Markers in Fashion Illustration by Modezcichnen Mit MarkernAn
  + Coreldraw X4 (Lawpoint Publications).

**Materials Explorations 2**

**Course Code:**

**Course Name:** Materials Explorations 2

**Credits:** 4

**Pre-Requisite**: NIL

**Hours:** 90

**Aim** – In this Module, the students will be introduced to the concepts of recycling, reusing, and reducing, as well as working towards creating new inventive solutions to address the various aspects of sustainability. They will also have the opportunity to further explore other environmentally friendly techniques such as deconstruction, weaving, yarn craft, natural dyeing, and eco-printing. Students are required to take thorough photographs documenting the full process of upcycling the product, from the beginning stages of product building all the way through to the finished product.

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| **Units** | **Course Contents** | **No. of hours** |
| **Unit I** | * Introduction to the 3R theory of Design * Fundamentals of Sustainability and its role in design * Impact of the linear design and circular design on environment | 10 |
| **Unit II** | * Understanding of Sustainable techniques and sample development of the same * Dyeing process of the fabrics – chemical process as opposed to natural dying process. * Developing the patterns using natural dyes using varied techniques * Developing swatches using eco printing method * Yarn craft from garment waste materials * Deconstruction techniques in clothing | 20 |
| **Unit III** | * Project- Student have to select an old, discarded piece of clothing and re-fashioning it by applying the many skills acquired throughout the Material Exploration 1 Module and Material exploration 2. | 50 |
| **Unit IV** | * Compilation of the swatches of learnt techniques and process documentation of the Project from ideation to product. | 10 |

**Learning outcomes**

* Understanding of 3R theory of design and the fundamentals of sustainable design.
* Develop understanding of the impact of materials and techniques on the environment.
* Basic understanding of Sustainable techniques and application of the same.
* Develop understanding of the process of upcycling of discarded or old

product with sustainable techniques

**Assessments:**

**Assessment 1:** 30% - Sample file of all the explorations and samples developed in the class.

**Assessment 2A**: 40% - Sustainable Project (Upcycling of the Product)

**Assessment 2B:** 30% - Practical and Viva voce

**Learning and Teaching Strategy**

The course is delivered via face-to-face mode; Classes will consist of lectures, demonstrations or tutorials, workshops, field visits, presentations.

**References:**

Braungart, Michael & McDonough, William, (author.) 2019, Cradle to cradle : remaking the way we make things, Vintage Classics, London

**Deconstructing product design**

Lidwell, William & Manacsa, Gerry & Safari, an O'Reilly Media Company 2011, Deconstructing product design : exploring the form, function, usability, sustainability, and commercial success of 100 amazing products, 1st edition, Rockport Publishers

**Pattern making and Garment construction.**

**Course Code:**

**Course Name:** Pattern making and Garment construction.

**Credits:** 4

**Pre-Requisite:** NIL

**Hours:** 90

**Aim –** Through this module the students will be leaning about various types of patterns. The learners will also develop understanding of various types of Basic Blocks and drafting of the same. They would further learn developing patterns for Skirt and Top. The learners would also learn Basics of Garment Construction.

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| **Units** | Course content |  | **No. of hours** |
| **Unit I** | * Introduction to pattern making. * Drafting of basic skirt * Skirt variations * Pattern development of the above |  | 15 |
| **Unit II** | * Drafting of basic bodice and sleeve * Pattern development of the same * Dart Manipulation |  | 15 |
| **Unit II** | **Garment construction**  Components of Skirt-  Make a skirt using below components-   * Stitching pocket (Patch pocket and inseam pocket) * Plackets Waistband attachment   Straight and shaped   * Zipper attachment |  | 30 |
| **UNIT III** | * Stitch a bodice using below components- * Necklines (any learned facings) * Dart stitching * Sleeve attachment |  | 30 |

**Learning Outcome:**

* + - Develop an understanding of the pattern making and its importance.
    - Develop an understanding and drafting of Bodice and Skirt Block.
    - Develop an understanding of Dart manipulation.
    - Develop an understanding and practicing Garment construction Techniques.
    - Develop a Set of Skirt-top, where they would be using the learnt garment construction Techniques.

## Assessments

**Assessment 1A- 30%:** – Pattern making file. (Compilation of all the class exercises of Pattern Making in A3 ring binder)

**Assessment 1B- 40%:** Garment Construction File (Compilation of all the class exercises of Garment Construction in A3 ring binder).

**Assessment 2- 30%**: - Practical and Viva voce

## Learning and Teaching Strategy

The course is delivered via face-to-face mode; Classes will consist of lectures, demonstrations or tutorials, workshops and practicing by self.

**References**

- H.J Armstrong (2009) Pattern Making for Fashion Design, Prentice Hall , New York.

- K.R .Zarapkar .(2005) Zarapkar, System of cutting Navneet Publication , India

- W Aldrich,(2008), Metric Pattern Cutting for Women’s Wear, Wiley Blackwell Publication

<https://www.slideshare.net/thyrine/dart-manupulation>,

<http://isntthatsew.org/dart-manipulation/>,

<https://www.thecuttingclass.com/patternmaking-cut-and-spread-darts/>,

<https://www.thecuttingclass.com/princess-panel-lines/>,

**Fashion Project**

## Course Code:

**Course Name:** Fashion Project

## Credits: 6

**Pre-Requisite**: NIL

**Hours**: 180

**Aim –** To understand current scenario in fashion forecasting and movement of fashion on local and global level, this module will approach the formulation of a collection with consideration for an intended customer or target market in relation to season, price and product assortment. Through this subject, students will be able to understand the complete process of making a collection- from conceptualization to realization. Students will also understand how to execute the final ensemble exactly according to the final range and flat sketch. They will be able to present their garments through the photo-shoot and portfolio for industry or proper customers.

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| **Units** | **Course Contents** | **No. of hours** |
| **Unit I** | **Introduction to Design Process.**   * Fashion Project brief * Trend and Market research * Trend forecasting * Understand the market for research for trend and forecasting. * Market segment or categories | 25 |
| **Unit II** | **Design Boards**   * Inspiration board * Concept board * Color board * Surface and texture board * Range Development | 45 |
| **Unit III** | **Surface and Silhouette Explorations**   * Rendered Final range * Flat drawing | 60 |
| **Unit IV** | **Final Garment Design**   * Pattern making along with Toile making * Realization of one garment in actual fabric from final range * Portfolio Development * Process Documentation * Photo shoot | 50 |

# **Learning Outcome:**

# Students are able to identify a trend (through trend research forecast) and recognize its movement in local markets as affected by global market.

# Ability to create theme relevant board, do explorations of surfaces and silhouette which are essential to the design process.

# Students can perform independent research of small scale and apply them in design project.

# Students will be able to demonstrate the ability to make final range- according to visual board and client brief and Display ability to realize one garment in actual fabric and surface out of the range.

# Display the ability to present the final product for commercial purposes along with portfolio development and product shoot.

# **Assessments**

**Assessment 1 (70%) –** Portfolio work include: -

* Students will have to create questionnaires and conducting client survey that empowers them in understanding client requisites and mindset.
* Students have to make all boards in proper format and Range development according to the trend and forecast. (Range Development of at least 5-7 sketches)
* Technical sheet of final garment design
* Final garment design should be based on technical input PM and GC.
* Toile making of one final garment on muslin for fit and design approval.
* Stitching of toile garment in actual fabric.
* Design process which lays foundation for creating a designer’s portfolio along with photo shoot.

**Assessment 2 (30%) –** Viva Voce

# **Learning and Teaching Strategy**

The course is delivered via face-to-face mode; Classes will consist of lectures, demonstrations or tutorials, workshops, field visits, presentations.

## References

* Basics Fashion Design C4 Developing A Collection –Elinor Renfrew and Colin Renfrew
* Design Your Fashion Portfolio –Steven Faerm