

Curriculum For

SIX SEMESTER DIPLOMA COURSE IN

APPAREL DESIGN AND FASHION TECHNOLOGY

For The State of Uttar Pradesh



PREPARED & COMPLIED BY:
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CONTENTS

Sr. No	Particulars	Page No.
-	Preface	4
-	Acknowledgement	5
1.	Salient Features of the Diploma Programme	6
2.	Employment Opportunities	7
3.	Learning Outcomes of Diploma Programme in Mechanical Engineering	8
4.	Deriving Curriculum Areas from Learning Outcomes of the Programme	9-15
5.	Study and Evaluation Scheme	16-21
6.	Guidelines (for Assessment of Student-Centered Activities and Internal Assessment)	22
7.	Detailed Contents of various Subjects	23-102

FIRST SEMESTER

1.1	Computer Application in Fashion Industry-I	23-24
1.2	Flat Pattern Making -I	25-26
1.3	Introduction to Global Fashion & Textile Industry	27-28
1.4	Fashion Art Illustration I	29-30
1.5	Element of Design I	31-32
1.6	Fashion Model Drawing I	33-34
1.7	Environmental Studies	35-37

SECOND SEMESTER

2.1	Computer Applications in Fashion Industry – II	38-39
2.2	Flat Pattern Making-II	40-41
2.3	Introduction to Garment Manufacturing Techniques	42-43
2.4	Element of Design II	44-45
2.5	Fashion Model Drawing II	46-47
2.6	Fashion Art Illustration II	48-49
2.7	Introduction to Communication Skills	50-51

THIRD SEMESTER

3.1	Advanced Pattern Making	52-53
3.2	Computer Application in Fashion Industry-III	54
3.3	Fashion Forecasting- I	55-56
3.4	Fashion Marketing & Merchandising -I	57-58
3.5	Garment Construction-I	59-60
3.6	Pattern Grading	61-62
3.7	Visual Merchandising & Presentation	63-64
3.8	Introduction to French Culture & Language	65-66
-	Summer Training	67

FOURTH SEMESTER

4.1	Computer applications in fashion industry IV	68-69
4.2	Fashion Forecasting II	70-71
4.3	Fashion Marketing & Merchandising II	72-73
4.4	Quality Control for Garment Industry	74-75
4.5	French Grammar Basics	76-77
4.6	Draping	78-79
4.7	Garment Construction II	80-81

FIFTH SEMESTER

-	Industry internship	82
5.1	Computer Application in Fashion Industry V	83-84
5.2	Creative Draping and Pattern Making – Menswear / Women Wear	85-86
5.3	Traditional Embroideries	87-88
5.4	Garment Construction-III	89-90
5.5	Portfolio Development for Fashion	91-92
5.6	Fashion Appreciation	93-94

SIXTH SEMESTER

6.1	Creative Advertising & Media Planning	95-96
6.2	Garment Construction-IV	97-98
6.3	Range Development & Presentation	99-100
6.4	Professional Ethics and Social Responsibility	101-102
10.	Resource Requirement	103-109
11.	Evaluation Strategy	110-112
12.	Recommendations for Effective Implementation of Curriculum	113-115
13.	List of Participants	116

PREFACE

An important issue generally debated amongst the planners and academician's world over is how technical education can contribute to sustainable development of the societies struggling hard to come in the same bracket as that of the developed nations. The rapid industrialization and globalization have created an environment for free flow of information and technology through fast and efficient means. This has led to shrinking of the world, bringing people from different culture and environment together and giving rise to the concept of world turning into a global village. In India, a shift has taken place from the forgettable years of closed economy to knowledge based and open economy in the last few decades. In order to cope with the challenges of handling new technologies, materials and methods, we have to develop human resources having appropriate professional knowledge, skills and attitude. Technical education system is one of the significant components of the human resource development and has grown phenomenally during all these years. Now it is time to consolidate and infuse quality aspect through developing human resources, in the delivery system. Polytechnics play an important role in meeting the requirements of trained technical manpower for industries and field organizations

In order to meet the requirements of future technical manpower, we will have to revamp our existing technical education system and one of the most important requirements is to develop outcome-based curricula of diploma programmes. The curricula for diploma programmes have been revised by adopting time-tested and nationally acclaimed scientific method, laying emphasis on the identification of learning outcomes of diploma programme.

The real success of the diploma programme depends upon its effective implementation. However best the curriculum document is designed, if that is not implemented properly, the output will not be as expected. In addition to acquisition of appropriate physical resources, the availability of motivated, competent and qualified faculty is essential for effective implementation of the curricula.

It is expected from the polytechnics to carry out job market research on a continuous basis to identify the new skill requirements, reduce or remove outdated and redundant courses, develop innovative methods of course offering and thereby infuse the much-needed dynamism in the system.

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1. SALIENT FEATURES OF DIPLOMA IN APPAREL DESIGN AND FASHION TECHNOLOGY

- 1) Name of the Program : Diploma in Apparel Design and Fashion Technology
- 2) Duration of the Program : 3 Years (Six Semesters)
- 3) Entry Qualification : Matriculation or equivalent NSQF Level as Prescribed by State Board of Technical Education, UP (in any Discipline)
- 4) Intake : 60 (or as prescribed by the Board)
- 5) Pattern of the Program : Semester Pattern
- 6) NSQF Level : Level- 5
- 7) Ratio between theory and Practical : 1:2 (Approx.)

9) Student Centered Activities:

A provision of 1-4 periods per week has been made for organizing Student Centered Activities for overall personality development of students. Such activities will comprise of co-curricular activities such as expert lectures, self-study, games, hobby classes like photography, painting, singing etc. seminars, declamation contests, educational field visits, other cultural activities, disaster management and safety etc.

10) Internship & Project

- After completion of First Year students are supposed to go for the industry internship in the FashionRetail Sector for 45 days in summers.
- After completion of the Second Year, students are supposed to go for the Garment Export House/ Design House/Buying Houses, internship for 45 days in summers.
- After completion of Summer Internship, students are supposed to prepare a detailed project report based on the work they have done in the industry and as per the industry guide's instructions.

2. EMPLOYMENT OPPORTUNITIES OF DIPLOMA HOLDERS IN APPAREL DESIGN AND FASHION TECHNOLOGY

A. Employment Opportunities:

1. Teaching Institute
2. Examiners for skill development programs.
3. Subject Expert/Resource Person
4. Modelling and Fashion shows.
5. Garment manufacturing units, export houses.
6. French language expert/ Teacher
7. Buying and Design house.
8. Sales and promotions of garments and accessories.
9. Stylist, Quality inspectors/coordinator, fashion illustrators, merchandisers.
- 10 Pattern makers /Grading expert and Designers.

Industry:

1. Fashion Industry
2. Textile Industry
3. Garment Industry
4. Leather and Goods Industry
5. Accessory Industry
6. Boutiques
7. Online E-Commerce
8. Fashion Journalism
9. Retail Market of the Fashion Industry

Self-Employment:

1. Job Work/ Free lancer
2. Boutiques
3. Exhibition and sales
4. Small scale cottage industry for making garments and accessories.
5. Project work like Uniforms for Schools, Dresses for functions, Linen for Hospitals etc.

3. LEARNING OUTCOMES OF THE PROGRAMME

Sr. No.	Learning Outcomes
After due completion of the course, a Diploma holder in Apparel Design and Fashion Technology will be able to:	
1.	Understands the concept of developing patterns by different methods e.g., measuring the body form and referring to a given size chart
2.	Able to apply basic elements of designs.
3.	Able to apply basic principles of designs.
4.	Prepare designs for clients.
5.	Design outfits based Various category
6.	Designing for ramp show & portfolio
7.	Appropriate knowledge of color schemes according to occasions.
8.	Able to draft garments according to design.
9.	Able to construct garments according to designs.
10.	Able to design fashion accessories.
11.	Able to learn various manipulation technique
12.	A knowledge of different embroidery of Indian states and their application.
13.	Knowledge of embroidery stitches and their variations.
14.	Designing variation of outfits and different stages of life.
15.	Construction techniques of Kids, Women & Men's Wear
16.	Quality control of garments
17.	knowledge of fabric identification.
18.	knowledge of fabric dyeing.
19.	knowledge of fabric printing techniques.
20.	knowledge of fabric yarn and fabric constructions.
21.	knowledge of fabric stain removals.
22.	Knowledge of pattern size grading
23.	Elementary knowledge of an additional language -French
24.	knowledge of computer and its importance in the present world.
25.	Knowledge of Fashion Marketing & Merchandising

4. DERIVING CURRICULAM AREAS FROM LEARNING OUTCOMES OF THE PROGRAMME

The following curriculum are subjects have been derived from learning outcomes-

SL. NO	CURRICULAM AREAS/ SUBJECTS	LEARNING OUTCOME
1.	Flat Pattern Making-I	<ul style="list-style-type: none"> • The student understands- • Concept of developing patterns by different methods • Measuring the body form. • Developing complex patterns a later stage.
2.	Introduction to Global Fashion and Textile Industry	<ul style="list-style-type: none"> • Overview of today's global fashion & textile industry. • Provides an overview of fashion design, production, distribution, and merchandising • Understanding of the fashion industry.
3.	Fashion Art Illustration I	<ul style="list-style-type: none"> • Student's ability to visualize the ideas and putting them in concepts for fashion garments. • Different illustration techniques • Concept Creation
4.	Element of Design – I	<p>The study of different forms, structures, and their relation.</p> <ul style="list-style-type: none"> • Aim is focused to provide manipulation, imagination through different shapes, forms, and designs. • Students will understand the basic elements of design and creating composition.
5.	Fashion Model Drawing I	<ul style="list-style-type: none"> • Concept of drawing normal figures in movement and differing postures. • Fashion drawing and figures • Proportions and movements.
6.	Environmental Studies	<ul style="list-style-type: none"> • To understand how the Earth works and how we, as human beings, fit into that. • Identify and analyze environmental problems and risks associated with these.
7.	Computer Applications in Fashion Industry – II	<ul style="list-style-type: none"> • Identify and apply different tools of Vector Based Application software • Develop fashion croquis using software draw tools • Create different prints for fabric based on different themes and render the same on developed fashion croquis • Explore computer aided design techniques and processes and applied them in the creation of design solutions in response to given briefs.
8.	Flat Pattern Making-II	<ul style="list-style-type: none"> • Skills of developing the ideas into real garments by pattern making • Understanding the required style, shape and fit. • Interpret designs and learn to create the patterns for those designs.

9.	Introduction to Garment Manufacturing Techniques	<ul style="list-style-type: none"> • Execute and choose various seams according to the nature of fabric and design • Demonstrate better skills at controlling sewing machine. • Acquire better knowledge and manual dexterity at hand stitches • Acquire knowledge of sewing terminology and its application to garment construction
10.	Element of Design– II	<ul style="list-style-type: none"> • Identify different principles of design • Create artwork using their acquired imaginative skills. • Analyse basic principles and create their own designs • Ability to apply principles of composition, cropping, the negative space, and effective use of colours.
11.	Fashion Model Drawing II	<ul style="list-style-type: none"> • Understanding and drawing male fashion figures • Drape male fashion croqui using various colour mediums • Illustrate and drape fashion croqui of male • Design stylized fashion croqui.
12.	Fashion Art Illustration – II	<ul style="list-style-type: none"> • Translate idea into design • Identify customers, their needs and design accordingly • Design analysis and develop working sketches for the same • Develop a broad foundation of illustration abilities which includes drawing, rendering, and conceptualizing in combination with essential related design skills
13.	Introduction to Communication Skills	<ul style="list-style-type: none"> • To understand the different aspects of communication using the four macro skills – LSRW(Listening, Speaking, Reading, Writing) • Apply Verbal and Non-Verbal Communication Techniques in the Professional Environment
14.	Visual Merchandising & Presentation –I	<ul style="list-style-type: none"> • Analyse and Discuss and understand the basics of Design elements and principles in regard to functional nature of visual design. • Categorize and interpret the elements practically for creation of designed spaces for display and related purposes. • Justify and understand the customer’s perception and behaviour towards visual appeal of a space.
15.	Advanced Pattern Making	<ul style="list-style-type: none"> • Acquire the skills necessary for the construction of menswear blocks and creation of patterns

		<ul style="list-style-type: none"> • Understand & apply the pattern manipulation techniques required for creative patterncutting. • Recognize & analyse the importance of pattern making for both men's and women's wear in the fashion industry. • Identify & evaluate the key differences in the measurements and techniques of male and female patterns.
16.	Computer Application in Fashion Industry– III	<ul style="list-style-type: none"> • Understanding different tools used in SOFTWARE. • Remembering various design software's and use of various tools for designing in them • Applying the learnt skills in developing presentation and documents. • Analysing digital software applications for fashion business presentations
17.	Fashion Forecasting- I	<ul style="list-style-type: none"> • Remembering and demonstrating a clear understanding of the critical thinking skills as they relate to trend forecast. • Apply ideas clearly both orally and in written form. • Analyse new forecasting trends from publications and cultural events. • Be able to evaluate their knowledge to construct professional trend presentation boards suitable for a potential client's needs. • Demonstrate appropriate skills to create future style direction.
18.	Fashion Marketing and Merchandising I	<ul style="list-style-type: none"> • Demonstrate a clear understanding of the concepts related to fashion marketing and merchandising. • Analyse risks involved in fashion marketing and merchandising. • Able to integrate the impact on the organization. • Able to apply their understanding of comparative fashion marketing and merchandising to a company.
19.	Garment Construction- I	<ul style="list-style-type: none"> • Analyse & identify cutting, sewing, and pressing skills appropriate to a range of fabric types • Understand the processes involved in garment construction • Evaluate the use of various pattern layouts to minimize wastage of fabrics. • Identify and apply the knowledge of the seams learnt according to the nature of garment and design and create styles
20.	Pattern Grading	<ul style="list-style-type: none"> • Understand the differences between the various grading techniques • Apply the different grading techniques as per the need of the garment.

		<ul style="list-style-type: none"> • Evaluate the sizing system used in mass market. • Create graded patterns both manually and digitally as required by the industry
21.	Introduction to French Culture & Language	<ul style="list-style-type: none"> • Understand and express the basic French and familiarizes them with the Present tense. • Able to engage in basic conversation in French • Able to frame sentences using negation, interrogation, etc.
22.	SUMMER Training	Summer Training is an integral part of the academic curriculum. It aims at widening the student's perspective by providing an exposure to real life organizational and environmental situations. This enables the students to explore an industry/organization, build a relationship with a prospective employer, or simply enhance their skills in a familiar field.
23.	Computer Application in Fashion Industry – IV	<ul style="list-style-type: none"> • Understanding software used within textile, fashion, and merchandising contexts. • Remembering various design software's and use of various tools for designing • Applying software to produce digital graphic formats that effectively communicate information across fashion and textiles supply chain • Analysing computer aided design techniques and processes and applying computer aided design techniques in the creation of design solutions in response to given briefs.
24.	Title Fashion Forecasting II	<ul style="list-style-type: none"> • Research historical periods to translate and develop these ideas into current trends. • Demonstrate a clear understanding of the critical thinking skills as they relate to trend forecast. • Apply ideas clearly both orally and in written form. • Analyse new forecasting trends from publications and cultural events. • Able to evaluate their knowledge to construct professional trend presentation boards suitable for a potential client's needs.
25.	Fashion Marketing and Merchandising–II	<ul style="list-style-type: none"> • Able to demonstrate a clear understanding of the concepts related to the principles of management and marketing and retailing mix. • Be able to apply their understanding of elements of Location parameters for retail stores and spaces. • To able to analyse brand positioning • To be able to create a launch strategy for a brand
26.	Quality Control for Garment Industry	<ul style="list-style-type: none"> • Identify various approaches to achieve quality control in garment industry • Characterize and evaluate quality of garment by testing and inspection • Apply statistical quality control techniques

		<ul style="list-style-type: none"> • Define and identify various quality standards
27.	French Grammar Basics	<ul style="list-style-type: none"> • To develop the ability of constructing sentences with possessive and demonstrative adjectives in French • Be proficient in formulating meaningful sentences • Applying their knowledge of all the irregular verbs they have learnt. • To get an idea of French culture by studying about various French festivals.
28.	Draping	<ul style="list-style-type: none"> • Apply the skill of the draping method of pattern making to create various patterns. • Identify grain and understand to follow the grain to achieve perfect fit and design • Design and create various silhouettes by draping • Analyse & evaluate different methods to produce a flat pattern from a basic drape.
29.	Garment Construction II	<ul style="list-style-type: none"> • Understand to construct and handle different kinds of fabric. • Demonstrate proficiency in construction skills required to create a high-quality tailored garment. • Apply professional garment construction techniques. • Analyse & evaluate the use appropriate fusing, interfacings, linings, buttons, zips, trims for the garments being constructed.
30.	COMPUTER APPLICATIONS IN FASHION INDUSTRY– V	<ul style="list-style-type: none"> • Understanding software use within textile, fashion, and merchandising contexts. • Remembering various design software's and use of various tools for designing in them • Applying the learnt skills in developing presentation and documents. • Analysing computer aided design techniques and processes and applying computer aided design techniques in the creation of design solutions in response to given briefs.
31	Creative Draping and Pattern Making – Menswear / Women Wear	<ul style="list-style-type: none"> • Understand & acquire the skills necessary for the drafting patterns for menswear and women's wear • Analyse & evaluate the importance of pattern making for both children and men's wear in the fashion industry. • Identify the key differences in the measurements and techniques of men and female patterns • Apply the acquired skills and create patterns for menswear and women's wear.
32	Traditional Embroideries	<ul style="list-style-type: none"> • Research, source appropriate material, record and utilise

		<p>information to develop embroidery sample</p> <ul style="list-style-type: none"> • Demonstrate appropriate and relevant knowledge and understanding. • Analyse and evaluate information, materials and research findings. • Generate ideas and concepts in response to set or personally initiated briefs.
33	Garment Construction-III	<ul style="list-style-type: none"> • Understand to construct and handle different kinds of fabric • Demonstrate proficiency in construction skills required to create a high quality tailored garment. • Apply professional garment construction techniques • Analyse & evaluate the use appropriate fusing, interfacings, linings, buttons, zips, trims for children wear
34	Portfolio Development for Fashion	<ul style="list-style-type: none"> • Apply analytical, creative, and intellectual competencies when creating solutions for design projects and assignments. • Demonstrate an advanced ability to create complex design ideas and analyse the skills required to produce work that meets professional criteria and standards of excellence. • Evaluate critical thinking skills when developing solutions to design projects and assignments. • Understand, identify, explain and apply advanced skill sets to design range that meet the needs of specialized industry market categories
35	Industry internship	Industry internship is an integral part of the academic curriculum. It aims at widening the student's perspective by providing an exposure to real life organizational and environmental situations.
36	Creative Advertising & Media Planning	<ul style="list-style-type: none"> • To Remember and understand advertising industry; what it does, how it works and how it is changing in relation to the environment in which it is situated: cultural, social and technological. • To evaluate and create advertisement via taking part in media production and practical creativity, through a range of approaches related directly to advertising and those used more widely within the culture industries
37	Garment Construction-IV	<ul style="list-style-type: none"> • Construct and handle different kinds of fabric ideal for women's wear • Demonstrate proficiency in construction skills required to produce a fine quality tailored garment.

		<ul style="list-style-type: none"> • Apply professional garment construction techniques • Identify and use appropriate fusing, interfacings, linings, buttons, zips, trims for women'swear
38	RANGE DEVELOPMENT AND PRESENTATION	<ul style="list-style-type: none"> • Apply analytical, creative, and intellectual competencies when developing solutions for design projects and assignments. • Demonstrate an advanced ability to realize complex design ideas and utilize the skills required to produce work that meets professional criteria and standards of excellence. • Apply critical thinking skills when developing solutions to design projects and assignments. • Identify, explain and apply advanced skill sets to design range that meet the needs of specialized industry market categories
39	Professional Ethics and Social Responsibility	<ul style="list-style-type: none"> • Relate code of ethics with appropriate profession. • Comprehend the concept of professional ethics. • Analyse various ethical issues at workplace. • Interpret theories of ethics and their implications.

STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME IN APPAREL DESIGN AND FASHION TECHNOLOGY

FIRST SEMESTER

Sr. No.	SUBJECTS	STUDY SCHEME			Credits	MARKS IN EVALUATION SCHEME								Total Marks of Internal & External
		Periods/Week				INTERNAL ASSESSMENT			EXTERNAL ASSESSMENT					
		L	T	P		Th	Pr	Tot	Th	Hrs	Pr	Hrs	Tot	
1.1	Computer Application in Fashion Industry-I	0	0	10	4	-	40	40	-	-	60	3	60	100
1.2	Flat Pattern Making -I	0	0	10	4	-	40	40	-	-	60	3	60	100
1.3	Introduction to Global Fashion & Textile Industry	5	0	0	4	40	-	40	60	2 ½	-	-	60	100
1.4	Fashion Art Illustration I	0	0	6	4	-	40	40	-	-	60	3	60	100
1.5	Element of Design I	2	0	4	4	20	10	30	50	2 ½	20	3	70	100
1.6	Fashion Model Drawing I	2	0	3	4	20	10	30	50	3	20	3	70	100
1.7	*Environmental Studies	3	-	2	3	20	10	30	50	2 ½	20	3	70	100
#Student Centred Activities (SCA)		-	-	1	1	-	30	30	-	-	-	-	-	30
Total		12	0	36	28	100	180	280	210	-	240	-	450	730

* Common with other diploma programmes

Student Centred Activities will comprise of co-curricular activities like extension lectures, self-study, games, hobby clubs e.g., photography etc., seminars, declamation contests, educational field visits, N.C.C., NSS, Cultural Activities, disaster management and safety etc.

**STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME IN APPAREL DESIGN AND FASHION TECHNOLOGY
SECOND SEMESTER**

Sr. No.	SUBJECTS	STUDY SCHEME Periods/Week			Credits	MARKS IN EVALUATION SCHEME								Total Marks of Internal & External
		L	T	P		INTERNAL ASSESSMENT			EXTERNAL ASSESSMENT					
						Th	Pr	Tot	Th	Hrs	Pr	Hrs	Tot	
2.1	Computer Applications in Fashion Industry – II	-	-	6	4	-	40	40	-	-	60	3	60	100
2.2	Flat Pattern Making-II	-	-	8	5	-	40	40	-	-	60	3	60	100
2.3	Introduction to Garment Manufacturing Techniques	2	-	4	4	20	10	30	50	2 ½	20	3	70	100
2.4	Element of Design II	2	-	4	3	20	10	30	50	2 ½	20	3	70	100
2.5	Fashion Model Drawing II	2	-	4	4	20	10	30	50	2 ½	20	3	70	100
2.6	Fashion Art Illustration II	2	-	4	4	20	10	30	50	2 ½	20	3	70	100
2.7	Introduction to Communication Skills	6	-	-	4	20	-	20	50	2 ½	-	-	50	70
#Student Centred Activities (SCA)		-	-	2	1	-	30	30	-	-	-	-	-	30
Total		14	-	32	29	100	150	250	250	-	200	-	450	700

- After completion of First Year students are supposed to go for the Summer Training in the FashionRetail Sector for 45 days in summers.
- # Student Centred Activities will comprise of co-curricular activities like extension lectures, self-study, games, hobby clubs e.g. photography etc., seminars, declamation contests, educational field visits, N.C.C., NSS, Cultural Activities, disaster management and safety etc.

STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME IN APPAREL DESIGN AND FASHION TECHNOLOGY(corrected)

THIRD SEMESTER

From session 2023-24

Sr. No.	SUBJECTS	STUDY SCHEM E			Credits	MARKS IN EVALUATION SCHEME										Total Marks of Internal & External
		Periods/Week				INTERNAL ASSESSMENT			EXTERNAL ASSESSMENT							
		L	T	P		Th	Pr	Tot	Th	Hrs	Pr	Hrs	Tot			
-	Summer Training	-	-	-	1	-	50	50	-	-	-	-	-	-	50	
3.1	Advanced Pattern Making	2	-	4	4	20	10	30	50	2 ½	20	3	70	100		
3.2	Computer Application in Fashion Industry-III	-	-	6	4	-	40	40	-	-	60	3	60	100		
3.3	Fashion Forecasting- I	2	-	4	4	20	10	30	50	2 ½	20	3	70	100		
3.4	Fashion Marketing & Merchandising -I	4	-	-	4	20	-	20	50	2 ½	-	-	50	70		
3.5	Garment Construction-I	-	-	6	4	-	40	40	-	-	60	3	60	100		
3.6	Pattern Grading	1	-	5	5	20	40	60	50	2 ½	60	3	110	170		
3.7	Visual Merchandising & Presentation	-	-	6	4	-	40	40	-	-	60	3	60	100		
3.8	Introduction to French Culture & Language	4	-	-	4	20	-	20	50	2 ½	-	-	50	70		
#Student Centred Activities (SCA)		-	-	2	1	-	30	30	-	-	-	-	-	30		
Total		13	-	33	35	100	260	360	250	-	280	-	530	890		

Student Centred Activities will comprise of co-curricular activities like extension lectures, self study, games, hobby clubs e.g. photography etc., seminars, declamation contests, educational field visits, N.C.C., NSS, Cultural Activities, disaster management and safety etc.

**STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME IN APPAREL DESIGN AND FASHION TECHNOLOGY
FOURTH SEMESTER**

Sr. No.	SUBJECTS	STUDY SCHEME Periods/Week			Credits	MARKS IN EVALUATION SCHEME									Total Marks of Internal & External
		L	T	P		INTERNAL ASSESSMENT			EXTERNAL ASSESSMENT						
						Th	Pr	Tot	Th	Hrs	Pr	Hrs	Tot		
4.1	Computer applications in fashion industry IV	-	-	6	4	-	40	40	-	-	60	3	60	100	
4.2	Fashion Forecasting II	-	-	6	4	-	40	40	-	-	60	3	60	100	
4.3	Fashion Marketing & Merchandising II	6	-	-	4	20	-	20	50	2 ½	-	-	50	70	
4.4	Quality Control for Garment Industry	6	-	-	4	20	-	20	50	2 ½	-	-	50	70	
4.5	French Grammar Basics	6	-	-	4	20	-	20	50	2 ½	-	-	50	70	
4.6	Draping	-	-	6	4	-	40	40	-	-	60	3	60	100	
4.7	Garment Construction II	-	-	6	4	-	40	40	-	-	60	3	60	100	
#Student Centred Activities (SCA)		-	-	2	1	-	30	30	-	-	-	-	-	30	
Total		18	-	26	29	60	190	250	150	-	240	-	390	640	

Student Centred Activities will comprise of co-curricular activities like extension lectures, self study, games, hobby clubs e.g. photography etc., seminars, declamation contests, educational field visits, N.C.C., NSS, Cultural Activities, disaster management and safety etc.

Note: ** Four Weeks of Industry Internship to be assessed in fifth Semester. ** Student will be required to complete four-week Industry Internship after the completion of 4th semester.

**STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME IN APPAREL DESIGN AND FASHION TECHNOLOGY
FIFTH SEMESTER**

Sr. No.	SUBJECTS	STUDY SCHEME Periods/Week			Credits	MARKS IN EVALUATION SCHEME									Total Marks of Internal & External
		L	T	P		INTERNAL ASSESSMENT			EXTERNAL ASSESSMENT						
						Th	Pr	Tot	Th	Hrs	Pr	Hrs	Tot		
	Industry internship	-	-	-	2	-	-	-	-	-	50	-	50	50	
5.1	Computer Application in Fashion Industry V	2	-	6	4	20	10	30	50	2 ½	20	3	70	100	
5.2	Creative Draping and Pattern Making – Menswear / Women Wear	-	-	6	4	-	40	40	-	-	60	3	60	100	
5.3	Traditional Embroideries	-	-	6	4	-	40	40	-	-	60	3	60	100	
5.4	Garment Construction-III	-	-	6	4	-	40	40	-	-	60	3	60	100	
5.5	Portfolio Development for Fashion	2	-	6	4	20	10	30	50	2 ½	20	3	70	100	
5.6	Fashion Appreciation	6	-	-	4	20	-	20	50	2 ½	-	-	50	70	
#Student Centred Activities (SCA)		-	-	4	1	-	30	30	-	-	-	-	-	30	
Total		10	-	34	27	60	170	230	150	-	270	-	420	650	

Student Centred Activities will comprise of co-curricular activities like extension lectures, self study, games, hobby clubs e.g. photography etc., seminars, declamation contests, educational field visits, N.C.C., NSS, Cultural Activities, disaster management and safety etc.

**STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME IN APPAREL DESIGN AND FASHION TECHNOLOGY
SIXTH SEMESTER**

Sr. No.	SUBJECTS	STUDY SCHEME Periods/Week			Credits	MARKS IN EVALUATION SCHEME									Total Marks of Internal & External
		L	T	P		INTERNAL ASSESSMENT			EXTERNAL ASSESSMENT						
						Th	Pr	Tot	Th	Hrs	Pr	Hrs	Tot		
6.1	Creative Advertising & Media Planning	4	-	6	4	20	10	30	50	2 ½	20	3	70	100	
6.2	Garment Construction-IV	-	-	8	4	-	40	40	-	-	60	3	60	100	
6.3	Range Development & Presentation	-	-	12	8	-	40	40	-	-	60	3	60	100	
6.4	Professional Ethics and Social Responsibility	8	-	-	4	20	-	20	50	2 ½	-	-	50	70	
#Student Centred Activities (SCA)		-	-	2	1	-	30	30	-	-	-	-	-	30	
Total		12	-	28	21	40	120	160	100	-	140	-	240	400	

Student Centred Activities will comprise of co-curricular activities like extension lectures, self study, games, hobby clubs e.g. photography etc., seminars, declamation contests, educational field visits, N.C.C., NSS, Cultural Activities, disaster management and safety etc.

6. GUIDELINES FOR ASSESSMENT OF STUDENT CENTRED ACTIVITIES (SCA)

It was discussed and decided that the maximum marks for SCA should be 30 as it involves a lot of subjectivity in the evaluation. The marks may be distributed as follows:

- A) i. 10 Marks for general behavior and discipline
(by HODs in consultation with all the teachers of the department)
- ii. 5 Marks for attendance as per following:
(by HODs in consultation with all the teachers of the department)
 - a) 75 - 80% 2 Marks
 - b) 80 - 85% 4 Marks
 - c) Above 85% 5 Marks
- iii. 15 Marks maximum for Sports/NCC/Cultural/Co-curricular/ NSS activities as per following:
(by In-charge Sports/NCC/Cultural/Co-curricular/NSS)
 - a) 15 - State/National Level participation
 - b) 10 - Participation in two of above activities
 - c) 5 - Inter-Polytechnic level participation

Note: There should be no marks for attendance in the internal sessional of different subjects.

1.1 COMPUTERAPPLICATIONS IN FASHION INDUSTRY-I

L	T	P
0	0	10

Course Objectives: This course introduces students with computer and its importance in the present world. Fundamentals of computers are learnt through lectures and practical assignment to develop an intuitive sense of how computers can be used efficiently.

Course Contents/Syllabus:

Name of Module	No. of Sessions (Theory/Practical)
Module I History of computers and it emergence	25
Descriptors/Topics Includes Emergence of computers, generation of computers, classification of computers etc.	
Module II Overview of the working of a computer	25
Descriptors/Topics Working knowledge of Basic concepts in stored program execution, Input, output, storage devices, RAMS, ROM etc	
Module III Document Creation and spread sheet	35
Descriptors/Topics Working knowledge of document type, make and save documents, Inserts pictures in documents, brochures, letters, create and edit spread sheet through available software, graphical presentation	
Module IV Presentation Preparation	30
Descriptors/Topics Working knowledge of File Extension, Slides making, Slide shows, Text images, inserting sound and video in presentation	
Module V Use of Digital tools	25
Descriptors/Topics Working knowledge and function of e-mail, Use of social media platforms for professional development	

Student Learning Outcomes:

At the end of the course the students will be able to:

- Accomplish creating basic documents, worksheets, presentations, and databases
- Apply the learnt skills in developing presentation and documents
- Analyze and compare numerical problems.
- Gain an understanding of the impact and use of technology

Pedagogy for Course Delivery:

- Blended Learning
- Informed Learning
- Demonstrations

E- Links & Tutorials

www.tutorialspoint.com › basics of computers

<https://www.youtube.com/watch?v=DZImAdLpl6U>

Lab/ Practical's details, if applicable:

- Experiments will be conducted according to the module content.

Text & References:

Texts:

- Introduction to Computers, B.B Publications,

References:

- Triedman and Cullan, Colour Graphic

1.2 FLAT PATTERN MAKING-I

L	T	P
0	0	10

Course Objectives:

The student understands the concept of developing patterns by different methods e.g. measuring the body form and referring to a given size chart. This course lays the foundation for developing complex patterns at a later stage.

Pre-requisites:

Students should have an aptitude for understanding proportions of human

body.Course Contents/Syllabus:

	No. of Sessions (Theory/Practical)
Module I : Basic elements for Master Patterns	
Descriptors/Topics Pattern making tools; workroom terminology- Name of each section- Symbol key, Pattern making term, Fabric terms. Accurate measurements – How to take measurements; Pattern making methods. Types of patterns; Standard body measurements; Completing the pattern. Giving details like grain, notches, style marks, dart marks, balance marks, seam allowances, turnings etc.	25
Module II : Child’s bodice & sleeve block	
Descriptors/Topics <ul style="list-style-type: none"> • Form fitted bodice block for kids • Basic Sleeve block for kids 	25
Module III: Collars for kids	
Descriptors/Topics <ul style="list-style-type: none"> • Introduction, Collar terms and classifications • Flat Peter Pan collar • Flat sailor’s collar • Shawl collar 	30
Module IV: Tailored skirt block for kids	
Descriptors/Topics Basic Skirt, Skirt with darts and slit	25

Module V: Pattern Making for Children Wear	
Descriptors/Topics Descriptors/Topics <ul style="list-style-type: none"> • Dress Blocks • Jump suit • Kura- Pajama • Shorts • Denim • Shirt • Skirts 	35

Student Learning Outcomes:

By the end of this course, students will be able to

- Acquire knowledge and skills to develop basic patterns.
- Define pattern-making tools, terms and processes
- Apply the skill of taking body measurements to develop custom patterns
- Apply pattern making skills to test fit patterns in muslin to standard dress form

Lab/ Practical's details, if applicable:

- **Experiments will be conducted according to the module content.**

E- Links & Tutorials

- [https://techpacker.com › blog › design › how-to-create-...](https://techpacker.com/blog/design/how-to-create-...)
- <https://www.fibre2fashion.com/industry-article/5658/basics-of-pattern-making>

1.3 INTRODUCTION TO GLOBAL FASHION AND TEXTILE INDUSTRY

L	T	P
5	0	0

Course Objectives: This course is an overview of today’s global fashion & textile industry. It introduces the process of how the fashion business works from concept to the consumer. It provides an overview of fashion design, production, distribution, and merchandising and will give an understanding of the fashion industry.

Course Contents/Syllabus:

Course Contents/Syllabus	No. of Sessions (Theory/Practical)
Module I Introduction to fashion	
Descriptors/Topics Meaning and importance of fashion; Terminology; components of fashion; Intangibles of fashion; principles of fashion: misconceptions about fashion	15
Module II Fashion Development	
Descriptors/Topics Fashion life cycle; predicting the movement of fashion; fashion adaptation; fashion consumers; fashion leaders and followers	15
Module III The environment of Fashion	
Descriptors/Topics Demographic and geographic environment; economic environment. Domestic to International Fashion Trends.	10
Module IV The Textile Industry	
Descriptors/Topics Introduction to textiles, major segments of the textile industry, market planning for apparels, Primary and secondary sources of fabric buying and selling of finished fabric	15
Module V: Ready – to- wear and custom tailoring;	
Descriptors/Topics Couture Collection, Global scenario, status, economic importance	15

Student Learning Outcomes:

At the end of the course the students will develop ability to:

- Recognize different terminologies used in fashion and identify fashion markets
- Interpret work of national and international fashion designers
- Explain and analyze fashion life cycle of any fashion product...

Pedagogy for Course Delivery:

- Power point presentations
- lectures
- informed learning
- peer-led discussions

E Link & Tutorials

https://www.researchgate.net/publication/267981388_Introduction_Trends_in_the_global_textile_industry
<http://egyankosh.ac.in/bitstream/123456789/61758/1/Unit-3.pdf>

Text Reading:

- Clodfelter Richard, Retail buying from Basics to Fashion.
- Burns Leslie Davis & Bryant Nancy O, The business of Fashion
- Kelvey Kathryn Mc, Fashion Design Process: Innovation and Practice

References:

- M/s AEPC ,Apparel Fortnightly
- Apparel online, Contact Communications, New Delhi.
- M/s Apparel views Pvt. Ltd, Delhi, Apparel views
- M/s EBSCO, Hyderabad , Journal of Fashion Marketing & Mgt,

1.4 Fashion Art Illustration I

L	T	P
0	0	6

Course Objectives:

The study of this course develops the student's ability to visualize the ideas and putting them in concepts for fashion garments. However, the course begins with the introduction to different style features that would help develop innovative and visually appealing designs. It gives an understanding to different illustration techniques and explores other media for creating concepts through lectures and practical assignments.

Course Contents/Syllabus:

	No of Sessions (Theory/ Practical)
Module I: Characters of a Good Design	15
Descriptors/Topics Consideration of aesthetic, structural and functional aspects, General principles of fashion illustration, unique selling proposition, concept development, Categories of fashion apparels	
Module II: Detailed Drawing of Basic styles	15
Descriptors/Topics Styles of necklines and collars; sleeves, silhouettes; skirts and trousers; yokes & waistlines and its details; tucks, frills and pleats; cuffs and construction; pockets; neckwear; seams, finishes and fastenings.	
Module III: Introduction to garment drawing	14
Descriptors/Topics Drawing of basic tops, skirts, dresses, lingerie, coats and waistcoats.	
Module IV: Rendering of prints into flat illustration	20
Descriptors/Topics Rendering prints with different color mediums as per the requirement	
Module V Accessory Design	20
Drawing of basic fashion Accessory, Hand bags, Footwears, Neck pieces, Armlet, Anklet, Belts, handcap, gloves, wallets, watches, tie, boot etc	

Course Learning Outcomes:

At the end of the course the students will develop the ability to:

- Recognize, analyse & evaluate the basic details of fashion garment apply the same in illustration of garments
- Translate & apply acquired skills into designs
- Design garment sketches with understanding of details playing with color mediums to render prints in garments.

Pedagogy for Course Delivery:

- Blended learning
- Informed learning
- presentations and lecture
- Demonstrations
- Market survey

Lab/ Practical's details, if applicable:

- **Experiments will be conducted according to the module content.**

E Link & Tutorials

<https://www.booktopia.com.au/fashion-illustration-anna-kiper/ebook/9781446354070.html>

<https://www.youtube.com/watch?v=7JJbIkxb3rI>

Text Reading:

- Kelvey Kathryn Mc, Fashion Source Book
- Ireland Patrick John, Encyclopedia of fashion detail

References:

- Ireland Patrick John, Introduction to Fashion Design
- Tate Sharon Lee, Inside Fashion Design
- Kelvey Kathryn Mc., Illustrating Fashion

1.5 ELEMENTS OF DESIGN – I

L T P
2 0 4

Course Objectives: The study of different forms, structures and their relationship with each other. Aim is focused to provide manipulation, imagination through different shapes, forms and designs. Course makes the students understand the basic elements of design and creating composition. Use of different patterns, structures, forms and developing them together into a design. Students are encouraged to play with different materials, forms and explore different method of creating design and manipulation. This subject helps the students to get acquainted to the basic terminology of fashion, also the areas that relate to its application. The students understand the elements and principles of design and then apply them practically in the rest of their subjects. A simple preview of customer types given that would be useful later in the market segmentation and retailing processes.

Course Contents/Syllabus:

	No of Sessions (Theory/Practical)
Module I Elements of Design- Introduction	
Descriptors/Topics Meaning, applications & Classification of elements of design Line & form, Colour, Texture, Silhouette and Details Pattern, shape, balanced typography	14
Module II Line	
Descriptors/Topics Types, directions & applications. Relevance of line as an important element of structure to determine visual interest of a design. Optical illusions with Lines	20
Module III Silhouettes	
Descriptors/Topics Shapes & forms. Creation of silhouettes, Optical illusions with Silhouettes Types of textures, use & Creation of different textures, Optical illusions with Textures	20
Module IV Color	
Descriptors/Topics Primary, Secondary and Tertiary colors; Process and Pigment color wheels; Color intensity wheel; Color chart; Spectrum colors	15

Use of color ring, Monochromatic color scheme; polychromatic color scheme; Analogous color scheme; achromatic color scheme; Complementary color scheme. Optical illusions with Colors	
Module V Texture	
Module VI Placements of Designs	
Descriptors/Topics Horizontal, Vertical, Diagonal, All over, Full Drop, Half Drop, Mirror Repeat, Brick Laying, Checks, Twill, Satin, Turn Over, Ogees, Random	15

Student Learning Outcomes:

At the end of the course the students will develop ability to:

- Identify different elements used in any design
- Create art work using their acquired imaginative skills.
- Analyse basic elements and create their own designs

Pedagogy for Course Delivery:

- Power point presentations
- lectures
- informed learning
- small-group work/discussion

Lab/ Practical's details, if applicable:

- Experiments will be conducted according to the module content.

E Link & Tutorials

https://en.wikipedia.org/wiki/Visual_design_elements_and_principles
<https://xd.adobe.com/ideas/process/ui-design/6-elements-design/>

Text & References

- Jones Sue Jenkyn, Fashion design
- Ellinwood Janice G, Fashion by Design
- Hannah Gail Greet, Elements of design
- Stecker Pamela, The fashion design manual
- Wong Wucius, Principles of Form and Design
- Riley Noël, Bayer Patricia, The *elements of design*
- Lidwell William, Holden Kritina, Butler Jill, Universal principles of design: 100 ways to enhance usability

1.6 Fashion Model Drawing I

L	T	P
2	0	3

Course Objectives:

The subject is introduced with the concept of drawing normal figures in movement and differing postures. Then the concept of fashion figures – 8 head block and then the 10 head block. This course provides guidelines for fashion drawing and figures with proportions and movements. It focuses on figure movements, figure angles and different poses of male and female croquies.

Course Contents/Syllabus:

	No of sessions(Theory / Practical)
Module I Study of human anatomy in relation to fashion proportions	
Descriptors/Topics Stick figure, Introduction to the basic 8 head figures,10 Head figures ,12.5 head figure-drawing through observation	10
Module III Sketching of block and Flesh Figures	
Descriptors/Topics Front view, Back view, 3/4 th view and Side view	08
Module II Photo drawing	
Descriptors/Topics Collection of photographs and then drawing them	08
Module IV Tilted figures	
Descriptors/Topics The basic block and flesh figures, Sketching of nude figures with pencil- front pose , back pose , one fourth turned , half turned , three- fourth turned etc	10
Module V Movement fashion figures	
Descriptors/Topics Concept of movement in figures- Arms and legs	08
Module VI: Faces and hairstyles	
Descriptors/Topics Drawing of various facial features & hairstyles in relation to garments	08
Module VII: Draping of garments (female)	
Descriptors/Topics Draping various categories/ styles of garments on female croquis	08
Module VIII: Use of Different Color Mediums (female)	
Descriptors/Topics Study in pencil with light and shade of different types of folds and gathers; use of different color mediums- shading pencils, oil and dry pastels, pencil colors and Staedtler's, water and poster colors, charcoal pencil ,water proof inks & innovative color mediums	10

Student Learning Outcomes:

At the end of the course the students will develop ability to:

- Translate a three-dimensional body on two-dimensional paper.
- Apply knowledge of the human body (life drawing) in order to draw fashion figures.
- Analyse and interpret photo into a fashion croqui
- Provide a complete look to the Fashion figure by draping and incorporating facial features & hairstyles

Pedagogy for Course Delivery:

- Blended learning
- Informed learning
- PowerPoint presentations and lectures
- Demonstrations

Lab/ Practical's details, if applicable:

List of Experiments:

- Drawing through observation
- Photo analysis (female)
- Sketching of block and Flesh Figures (female)
- Sketching Movement fashion figures (female)
- Draping of female croqui with various styles of fashion garments
- Sketching Faces and hairstyles (female)
- Use of variety of color mediums

E Link & Tutorials

<https://www.youtube.com/watch?v=U68FvwHaOoE>

<https://www.masterclass.com/articles/step-by-step-fashion-drawings-how-to-draw-a-fashion-figure-in-10-steps#quiz-0>

Text Reading:

- Abling Bina , Fashion sketch book
- Ireland . J Partick , Introduction to fashion design
- Allen , Fashion Drawing – The Basic Principles

Additional Reading:

- Basic figure drawing and sketching
- Gersten Rita, Innovative fashion sketching
- Abling Bina, Model drawing
- Pepin Press, Figure Drawing for Fashion Design
- Hudsan Thames, Rendering with Pen & Ink
- Packer, William Fashion Drawing in Vogue
- Abling Bina , Advanced Fashion sketch book

1.7 ENVIRONMENTAL STUDIES
(Common with Other Diploma Courses)

L T P
3 0 2

Course Objectives:

A diploma holder must have knowledge of different types of pollution caused due to industries and constructional activities so that he may help in balancing the ecosystem and controlling pollution by various control measures. He should also be aware of environmental laws related to the control of pollution. He should know how to manage the waste. Energy conservation is the need of hour. He should know the concept of energy management and its conservation.

Course Content:

Modules	No. of Sessions (Theory)
1. Introduction 1.1 Basics of ecology, eco system- concept, and sustainable development, Resources renewable and non renewable.	(04 Periods)
2. Air Pollution 2.1 Source of air pollution. Effect of air pollution on human health, economy, plant, animals. Air pollution control methods.	(04 Periods)
3. Water Pollution 3.1 Impurities in water, Cause of water pollution, Source of water pollution. Effect of water pollution on human health, Concept of dissolved O ₂ , BOD, COD. Prevention of water pollution- Water treatment processes, Sewage treatment. Water quality standard.	(08 Periods)
4. Soil Pollution 4.1 Sources of soil pollution 4.2 Types of Solid waste- House hold, Hospital, From Agriculture, Biomedical, Animal and human, excreta, sediments and E-waste 4.3 Effect of Solid waste 4.4 Disposal of Solid Waste- Solid Waste Management	(06 Periods)
5. Noise pollution Source of noise pollution, Unit of noise, Effect of noise pollution, Acceptable noise level, Different method of minimize noise pollution.	(06 Periods)

6. Environmental Legislation Introduction to Water (Prevention and Control of Pollution) Act 1974, Introduction to Air (Prevention and Control of Pollution) Act 1981 and Environmental Protection Act 1986, Role and Function of State Pollution Control Board and National Green Tribunal (NGT), Environmental Impact Assessment (EIA).	(08 Periods)
7. Impact of Energy Usage on Environment Global Warming, Green House Effect, Depletion of Ozone Layer, Acid Rain. Eco-friendly Material, Recycling of Material, Concept of Green Buildings.	(06 Periods)

LIST OF PRACTICALS

1. Determination of pH of drinking water
2. Determination of TDS in drinking water
3. Determination of TSS in drinking water
4. Determination of hardness in drinking water
5. Determination of oil & grease in drinking water
6. Determination of alkalinity in drinking water
7. Determination of acidity in drinking water
8. Determination of organic/inorganic solid in drinking water
9. Determination of pH of soil
10. Determination of N&P (Nitrogen & Phosphorus) of soil
11. To measure the noise level in classroom and industry.
12. To segregate the various types of solid waste in a locality.
13. To study the waste management plan of different solid waste
14. To study the effect of melting of floating ice in water due to global warming

Student Learning Outcomes:

After undergoing the subject, the student will be able to:

- Comprehend the importance of ecosystem and sustainable
- Demonstrate interdisciplinary nature of environmental issues
- Identify different types of environmental pollution and control measures.
- Take corrective measures for the abatement of pollution.
- Explain environmental legislation acts.
- Define energy management, energy conservation and energy efficiency
- Demonstrate positive attitude towards judicious use of energy and environmental protection
- Practice energy efficient techniques in day-to-day life and industrial processes.
- Adopt cleaner productive technologies
- Identify the role of non-conventional energy resources in environmental protection.
- Analyze the impact of human activities on the environment

Pedagogy for Course Delivery:

In addition to theoretical instructions, different activities pertaining to Environmental Studies like expert

lectures, seminars, visits to green house, effluent treatment plant of any industry, rain water harvesting plant etc. may also be organized.

E Links & Tutorials

https://en.wikipedia.org/wiki/Environmental_ethics

<https://www.conserve-energy-future.com/environmental-ethics.php>

RECOMMENDED BOOKS

1. Environmental and Pollution Awareness by Sharma BR; Satya Prakashan, New Delhi.
2. Environmental Protection Law and Policy in India by Thakur Kailash; Deep and Deep Publications, New Delhi.
3. Environmental Pollution by Dr. RK Khitoliya; S Chand Publishing, New Delhi
4. Environmental Science by Deswal and Deswal; Dhanpat Rai and Co. (P) Ltd. Delhi.
5. Engineering Chemistry by Jain and Jain; Dhanpat Rai and Co. (P) Ltd. Delhi.
6. Environmental Studies by Erach Bharucha; University Press (India) Private Ltd., Hyderabad.
7. Environmental Engineering and Management by Suresh K Dhamija; S K Kataria and Sons, New Delhi.
8. E-books/e-tools/relevant software to be used as recommended by AICTE/UBTE/NITTTR, Chandigarh.

**2.1 Computer Applications in Fashion
Industry – II**

L T P
0 0 6

Course Objectives: This course focuses on the usage of Usage of computers in Fashion & Apparel Industry

Course Contents/Syllabus:

	No. of Sessions (Theory/Practical)
Module I Design software	10
Descriptors/Topics Introduction to the design software, tool introduction and its usage	
Module II Introduction to tool bar and its usage	15
Descriptors/Topics Functions of tools and its usage.	
Module III Figure Drawing	15
Descriptors/Topics Block figure and Flesh figure	
Module IV Working with layouts	15
Descriptors/Topics Creating Backgrounds, i m p o r t i n g images, creating texts etc.	
Module V Creating Prints and textures	15
Descriptors/Topics Creating motifs, mesh with color, using brushes, fills, outlines etc.	
Module VI Draping and rendering	14
Descriptors/Topics To render the developed prints on draped fashion croqui	

Student Learning Outcomes:

At the end of the course the students will develop ability to :

- Identify and apply different tools of Vector Based Application software
- Develop fashion croquis using software draw tools
- Create different prints for fabric based on different themes and render the same on developed fashion croquis
- Explore computer aided design techniques and processes and applied them in the creation of design solutions in response to given briefs.

Pedagogy for Course Delivery:

- Blended Learning
- Informed Learning
- Demonstrations

E Links & Tutorials

<https://www.computerhope.com/jargon/t/toolbar.htm>

<https://www.youtube.com/watch?v=54DBUIFJoUw>

<https://www.youtube.com/watch?v=gpH8T2CRILI>

List of Experiments:

- Develop prints for women wear, kids wear and men wear using design software
- Develop Technical Drawings of garments for women ,men and kids using design software
- Develop well-rendered draped fashion croqui using design software

Reference Textbooks :

- Aldrich Winifred, CAD in Clothing and Textiles
- Triedman and Cullan ,Colour Graphic

2.2 Flat Pattern Making-II

L **T** **P**
0 **0** **8**

Course Objectives:

The course makes students understand the skills of developing the ideas into real garments by pattern making to get the required style, shape and fit. The students now learn to interpret designs and learn to create the patterns for those designs

Course Contents/Syllabus:

	No. of Sessions (Theory/ Practical)
Module I Women Bodice and sleeve block	
Descriptors/Topics <ul style="list-style-type: none"> • Basic fitted bodice block • Easy fitting bodice block • Dart less bodice block 	14
Module II Torso Draft	
Descriptors/Topics <ul style="list-style-type: none"> • Combined bodice and skirt to produce torso draft • Torso Front and Torso Back. 	15
Module III: Dresses without waistline seams	
Descriptors/Topics : <ul style="list-style-type: none"> • Close fitting dress block (Sheath silhouette) • Semi fitted dress block (Shift silhouette) • Straight line dress block (Box fitting silhouette) 	20
Module IV Dart manipulation and yokes	
Descriptors/Topics <ul style="list-style-type: none"> • Other forms of suppression dart folds, dart tucks, gathers, pleats, flares etc. • Development of styles through dart manipulation • Connecting darts to create seam lines e.g. princess line and other style developments • Shoulder, midriff & hip yoke 	25
Module V Types of skirts :	
Descriptors/Topics <ul style="list-style-type: none"> • Low waist skirts; High waist skirts; • Flared skirts based on basic patterns (darts converted into flares) • Skirts with gathered waistline; Gored skirts; Godet skirt • Pleated skirt – Knife and box pleats, • Circular skirts – Full circular skirt, half circular skirt 	20
Module VI Categories and types of sleeves	18
<ul style="list-style-type: none"> • Regular sleeve, Magyar sleeve, melon sleeve, lantern sleeve • Set in sleeves-Puff , Lantern, Bishop, Leg-o- mutton • Grown on sleeves-Kimono, Dolman ,Raglan 	

Student Learning Outcomes:

By the end of this course, students will be able to:

- Acquire knowledge and skills to develop advance patterns using basic slopers.
- Apply pattern making skills to test fit patterns in muslin to standard dress forms.
- Demonstrate an understanding of creating accurate blocks in line with current industry practice
- Apply the knowledge of basic pattern making to develop creative patterns

Pedagogy for Course Delivery:

- **Tutorial and Practical**
- **Demonstration**

E Links & Tutorials

<https://www.muellerundsohn.com/en/allgemein/pattern-construction-for-baby-basics/>
<https://www.sewmucheasier.com/the-childrens-pattern-drafter-6mths-to-age-16>
<https://www.youtube.com/watch?v=OkmPOaWkcrE>

Lab/ Practicals details, if applicable:

List of Experiments:

Developing Patterns using Flat Pattern Technique:

- Adult Dress without waistline seam
- Child's Dress Block with Sleeve
- Development of styles through dart manipulation
- Patterns of skirts
- Patterns of sleeves

Text Reading:

- Aldrich Winifred, Metric pattern Cutting for Children's Wear and Babywear
- Holman Gillian, Pattern cutting made easy
- Cooklin Gerry, Pattern cutting for women's outerwear
- Armstrong, Pattern making for fashion design

References:

- Zarapkar, Pattern Cutting
- Carolyn Norma, Pattern- Making
- Mortimer Gloria, Pattern designs for children clothes
- Cloake, Cutting & Draping special occasion clothes
- Brooks Lark, Every sewer's guide to perfect fit

2.3 Introduction to Garment Manufacturing Techniques

L	T	P
2	0	4

Course Objectives: The study of this course develops understanding of sewing techniques in relation to the garment construction.

Course Contents/Syllabus:

	No. of Session
Module I Introduction to sewing machine and machine practice	14
Descriptors/Topics Sewing tools and equipment- Introduction to sewing machine, Machine parts, their function, oiling, Machine maintenance, Machine defects and remedies. Threading of Machine. Other sewing tools - Needles, Pins, thimble, Ruler, Measuring tape, Machine practice on paper and fabric.	
Module II Basic hand stitches and Seams	14
Basic hand stitches Decorative stitches, Temporary and Permanent Basting, Hemming - visible and invisible, Running, Buttonhole, Backstitches –full, half, prick, Slip stitch Seams: Superimposed seam, Lapped seam, French seam, Run and fell seam, Bound seam	
Module III Fabric manipulation like gathers, pleats, and tucks	14
Descriptors/Topics Cutting of fabric and creation of- <ul style="list-style-type: none"> • Gathers • Pleats – Knife, Box, Kick pleats • Tucks- Pin, Space, Cross, Shell and Release 	
Module IV Necklines	14
Descriptors/Topics Cutting of fabric and creation of- <ul style="list-style-type: none"> • Various kinds of necklines, stitches and trimmings used for various shapes. • Use and differences between the basic methods used for finishing necklines • Shaped facing, Bias facing and Piping. 	
Module V Plackets & Pockets	14
Descriptors/Topics Cutting of fabric and creation of- <ul style="list-style-type: none"> • Plackets -Shirt Placket, Wrap and projection placket, Continuous placket, • Pockets– Construction and size specifications; Flap pocket, Welt pocket, Side seam pocket and cross pockets. 	
Module VI Construction of collars	14
Cutting of fabric and creation of- Descriptors/Topics Gents shirt collar, Shawl collar, sailor collar, roll collar, band collar, peter pan collar	

Student Learning Outcomes:

By the end of this course, students will be able to:

- Execute and choose various seams according to the nature of fabric and design
- Demonstrate better skills at controlling sewing machine.
- Acquire better knowledge and manual dexterity at hand stitches
- Acquire knowledge of sewing terminology and its application to garment construction

Pedagogy for Course Delivery:

- Demonstrations Informed learning
- Blended learning

E Links & Tutorials

<https://ncert.nic.in/vocational/pdf/ivsm102.pdf>
<https://www.youtube.com/watch?v=xvxqc8thRg>
<https://sewguide.com/easy-hand-stitches/>
<https://sewguide.com/different-types-of-necklines/>

Lab/ Practicals details, if applicable:

List of Experiments:

- To prepare paper practice samples on sewing machine
- To prepare samples of Basic Hand Stitches
- To construct sample with Gathers, Pleats and Tucks
- To construct necklines with different finishing methods
- To construct various types of plackets & pockets
- To construct different types of collars

Text Reading:

Text & References:

Text:

- Complete Guide to Sewing , Reader's Digest
- Wood Dorothy, The Practical Encyclopedia of Sewing

References:

- Aitken Leila, Step by step dress making course
- Crawford Amaden, - A Guide to Fashion Sewing
- Gordan, Ultimate sewing book

2.4 ELEMENTS OF DESIGN – II

L	T	P
2	0	4

Course Objectives: The students understand the elements and principles of design and then apply them practically in the rest of their subjects. Aim of the course is to make students aware of the Principles to arrange the elements of design. As Principles of design can be used to describe and enhance the visual qualities of an artwork.

Course Contents/Syllabus:

	No. of Sessions (Theory/Practical)
Module I Using the elements of Design with Principles of Design	
Descriptors/Topics	12
Principles of Design - Meaning, Classification & Application.	
Module II Balance symmetrical, asymmetrical, and radial balance	
Descriptors/Topics Meaning classification and theoretical and practical application of balance	10
Module III Proportion good and bad proportion	
Descriptors/Topics Meaning classification and theoretical and practical application of Proportion	12
Module IV Rhythm Three properties of rhythm, regular, flowing and progressive.	
Descriptors/Topics Meaning classification and theoretical and practical application of Rhythm	12
Module V Emphasis (with the help of elements line, shape, color)	
Descriptors/Topics Meaning classification and theoretical and practical application of Emphasis	12
Module VI: Harmony (unity, variety)	
Meaning classification and theoretical and practical application of Harmony	12
Module VII: Different types of designs	
Descriptors/Topics	14
Traditional & Contemporary, Stylized & Naturalistic, Floral & Geometrical, Abstract & Replicas.	
Meaning, theoretical and practical application of different types of designs.	

Student Learning Outcomes:

- Identify different principles of design
- Create art work using their acquired imaginative skills.
- Analyze basic principles and create their own designs
- Ability to apply principles of composition, cropping, the negative space, and effective use of color when drawing.

Lab/ Practical's details, if applicable:

- **Experiments will be conducted according to the module content.**

E Links & Tutorials

<https://www.kimp.io/balance-in-design/>

[https://in.video.search.yahoo.com/search/video?fr=mcafee&ei=UTF-](https://in.video.search.yahoo.com/search/video?fr=mcafee&ei=UTF-8&p=principle+of+design+balance&vm=r&type=E211IN1316G0#id=2&vid=41578fa5a3ec194e5621b16)

[8&p=principle+of+design+balance&vm=r&type=E211IN1316G0#id=2&vid=41578fa5a3ec194e5621b16](https://in.video.search.yahoo.com/search/video?fr=mcafee&ei=UTF-8&p=principle+of+design+balance&vm=r&type=E211IN1316G0#id=2&vid=41578fa5a3ec194e5621b16)

Pedagogy for Course Delivery:

- Lecture
- Studio work
- Power Point Presentations

Text

- Jenkyn Jones Sue, Fashion design
- Ellinwood Janice G, Fashion by Design
- Gail Greet Hannah, Elements of design
- Wong Wucius, Principles of Form and Design
- Riley Noël, Bayer Patricia, The elements of design.
- Lidwell William, Holden Kritina, Butler Jill, Universal principles of design: 100 ways to enhance usability

References:

- Anderson Donald M., Elements of design
- Kostellow Rowena Reed, Elements of design
- Oei Loan, Cecile Kegel De, The elements of design: rediscovering colors, textures, forms, and shapes
- Wolfe Mary Gorgen, Fashion
- Strazzari Suzanne, Trevallion Deborah, Design and technology

2.5 Fashion Model Drawing II

L	T	P
2	0	4

Course Objectives:

After the students learn the basic skills of figure drawing and proportions, they now start working on stylized sketches and experimenting with different color mediums to exhibit the desired fabric texture.

Course Contents/Syllabus:

	No. of Sessions (Theory/ Practical)
Module I Stylized Sketches	
Descriptors/Topics Stylized Sketches of Models in Pencil Shading and Black Ink	12
Module II Working with various Postures	
Descriptors/Topics Drawing of various story postures-S X & T poses and their suitability to the garment	12
Module III Draping of different types of Dresses in Varying Silhouettes	
Descriptors/Topics Draping of casual and formal dresses using various silhouettes like triangular, invertedtriangular, bouffant, square or rectangular	12
Module IV Use of textures & colour Mediums	
Descriptors/Topics Use of textures and its use in illustrating different fashion garments .e.g. Silk, Satin,Cottons, Denims, Chiffons, Crepes, Georgettes, Organza, Jute etc. Different dresses using different colour mediums – pencil colours, steadtlers, water andposter colours, dry and oil pastels, water proof inks, colour pens and charcoal pencils	12
Module V Sketching of male block/ Flesh figures	
Descriptors/Topics Front view, Back view, 3/4 th view and Side view	12
Module VI: Male Tilted figures	
Descriptors/Topics Basic block and flesh figures, Sketching of male figures with pencil- front pose , backpose , one fourth turned , half turned , three- fourth turned etc	12
Module VII: Draping of Male figures	
Descriptors/Topics	12

Student Learning Outcomes:

At the end of the course the students will develop ability to:

- Understanding and drawing male fashion figures
- Drape male fashion croqui using various color mediums
- Illustrate and drape fashion croqui of male
- Design stylized fashion croqui.

E Links & Tutorials

<https://gfx.cs.princeton.edu/proj/sg05lines/course7-8-style.pdf>

<https://in.video.search.yahoo.com/search/video?fr=mcafee&ei=UTF-8&p=stylized+sketching&vm=r&type=E211IN1316G0#id=3&vid=8a9bd97c6f2e0f06cddd4fb6a813f589&action=click>

Pedagogy for Course Delivery:

- Studio work
- Power Point Presentations

List of Experiments:

- Drawing Quick Sketches
- Drawing various Postures
- Draping of different types of Dresses in Varying Silhouettes
- Use of textures & colour Mediums on various fashion figures
- Sketching of male block/ Flesh figures
- Sketching of male movement / tilted figures
- Draping of male croqui with various styles of fashion garments

Text Reading:

Text:

- Abling Bina , Fashion sketch book
- Ireland . J Partick , Introduction to fashion design
- Allen , Fashion Drawing – The Basic Principles

References:

Additional Reading:

- Basic figure drawing and sketching
- Gersten Rita, Innovative fashion sketching
- Abling Bina, Model drawing
- Pepin Press, Figure Drawing for Fashion Design
- Hudsan Thames, Rendering with Pen & Ink
- Packer, William Fashion Drawing in Vogue
- Abling Bina , Advanced Fashion sketch book

2.6 FASHION ART ILLUSTRATION – II

L T P
2 0 4

Course Objectives:

This course deals with the study of the basic styles and the optical illusion they create is the identification of styles – when, where and how to use. The students need to refer to the fashion styles of the previous years and their retro nature. They must understand the relevance of working drawings and learn to use them appropriately. The students start with market surveys and research to collect various fabrics and trimmings and learn to draw and use them effectively

Course Contents/Syllabus:

	No. of Session
Module I DESIGNING OF CASUAL WEAR	16
Descriptors/Topics It includes casual skirt, casual top, casual trouser and casual dress All the drawings should be made as working sketches with proper details, design description, costing sheet and swatches fixed along with. The designs should be made in accordance with the Forecast and the selected segment.	
Module II DESIGNING OF FORMAL WEAR	14
Descriptors/Topics It includes formal skirt, formal top, formal trouser and formal dress All the drawings should be made as working sketches with proper details, design description, costing sheet and swatches fixed along with. The designs should be made in accordance with the Forecast and the selected segment	
Module III DESIGNING OF UNIFORMS	20
Descriptors/Topics All the drawings should be made as working sketches with proper details, design description, costing sheet and swatches fixed along with. The designs should be made in accordance with the Forecast and the selected segment	
Module IV: RUFF & TUFF DENIM WEAR	18
Descriptors/Topics All the drawings should be made as working sketches with proper details, design description, costing sheet and swatches fixed along with. The designs should be made in accordance with the Forecast and the selected segment	
Module V: DESIGNING OF NIGHT WEAR	16
Descriptors/Topics All the drawings should be made as working sketches with proper details, design description, costing sheet and swatches fixed along with. The designs should be made in accordance with the Forecast and the selected segment	

Student Learning Outcomes:

At the end of the course the students will develop the ability to:

- Translate idea into design
- Identify customers, their needs and design accordingly
- Design analysis and develop working sketches for the same
- Develop a broad foundation of illustration abilities which includes drawing, rendering and conceptualizing in combination with essential related design skills

Pedagogy for Course Delivery:

- Blended learning
- Informed learning
- Power point presentations and lecture
- Demonstrations
- Market survey

E Links & Tutorials

<https://medium.com/iskn/fashion-illustration-basics-5be0b2216da6>

<https://www.digitalartsonline.co.uk/features/illustration/22-fashion-illustration-techniques/>

<https://www.youtube.com/watch?v=0orqkmOGamk>

https://www.youtube.com/watch?v=b_IC9Mj8I-4

<https://www.youtube.com/watch?v=jQa9broApIk>

List of Experiments:**Students learn to design the following:**

- Casual and formal wear
- Uniforms
- Denim wear
- Night wear

Text Reading:

- Kelvey Kathryn Mc, Fashion Source Book
- Ireland Patrick John, Encyclopedia of fashion detail

References:

- Ireland Patrick John, Introduction to Fashion Design
- Tate Sharon Lee, Inside Fashion Design
- Bhargava Ritu , Design Ideas and Accessories
- Kelvey Kathryn Mc., Illustrating Fashion
- Tortora Phyllis, The Fairchild Encyclopedia of Fashion
- Femina, Elle, FNL, Apparel views to consult Simplicity

2.7 Introduction to Communication Skills

L	T	P
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Course Objectives:

To understand the different aspects of communication using the four macro skills – LSRW (Listening, Speaking, Reading, Writing)

Course Contents / Syllabus:

	No. of Sessions (Theory/Practical)
Module I: Communication	
Process and Importance	20
Models of Communication (Linear & Shannon Weaver) Role and Purpose Types & Channels Communication Networks Principles & Barriers	
Module II: Verbal Communication	
Oral Communication: Forms, Advantages & Disadvantages Written Communication: Forms, Advantages & Disadvantages Introduction of Communication Skills (Listening, Speaking, Reading, Writing)	24
Module III: Non-Verbal Communication	
Principles & Significance of Nonverbal Communication KOPPACT (Kinesics, Oculistics, Proxemics, Para-Language, Artifacts, Chronemics, Tactilics) Visible Code	20
Module IV: Prose	
TEXT: APJ Abdul Kalam and Arun Tiwari. <i>Wings of Fire: An Autobiography</i> , Universities Press, 2011	20

* **Comprehension Questions will be set in the End-Semester Exam**

Student Learning Outcomes:

The students should be able to :

- Apply Verbal and Non-Verbal Communication Techniques in the Professional Environment

Pedagogy for Course

Delivery:

- Workshop
- Extempore
- Presentations
- Lectures

Text & References:**Text:**

- Rosenblum, M. How to Build Better Vocabulary, London: Bloomsbury Publication. Verma, Shalini.
- Word Power made Handy, S. Chand Publications.

Reference:

- K.K.Sinha, Business Communication, Galgotia Publishing Company.
- Alan Pease : Body Language

3.1 Advanced Pattern Making

L **T** **P**
2 **0** **4**

Course Objectives:

This part of pattern making enables students to learn about details of construction of patterns for important and most worn women's garments like saree blouse and its variations, kurta, churidar, bridal wear, evening wear etc. Commonly worn men's wear outfits like jeans and trousers have also been included in the course.

Course Contents/Syllabus:

	No of Sessions (Theory/ Practical)
Module I: Advance Pattern Making for Women's Wear	
Descriptors/Topics Princes Line top	15
Module II: Sari Blouses	
Descriptors/Topics Pattern plotting and development Different styles of sari blouses	15
Module III: Kameez, Salwar, Churidaar	
Descriptors/Topics Pattern plotting and development Different styles of kurta and salwar	20
Module IV: Western formals for Women / Men	
Descriptors/Topics Shirt/ Waste Coat	20
Module V: Jeans and trouser block for Women /Men	
Descriptors/Topics Shaping and adaptation of the block for different fits	14

Course Learning Outcomes:

At the end of the course the students will develop the ability to:

- Acquire the skills necessary for the construction of menswear blocks and creation of patterns
- Understand & apply the pattern manipulation techniques required for creative pattern cutting.
- Recognize & analyze the importance of pattern making for both men's and women's wear in the fashion industry.
- Identify & evaluate the key differences in the measurements and techniques of male and female patterns.

APPROVED IN CDC COMMITTEE MEETING OF BTE, UP, LKO DATED: 26-09-2021

Pedagogy for Course Delivery:

- Lecture
- Demonstration

E Links & Tutorials

<https://www.thecreativecurator.com/pattern-making/>

<https://www.fibre2fashion.com/industry-article/5658/basics-of-pattern-making>

<https://www.youtube.com/watch?v=BOFx1LB9IFY>

<https://www.youtube.com/watch?v=bbhlvYjDMg8>

Lab/ Practicals details, if applicable:**List of Experiments:**

- Children's Jumpsuit
- Kurta Pyjama
- Sari Blouses
- Kameez, Salwar, Churidaar
- Western Formals for Men

Text Reading:

- By Gillian Holman, Pattern cutting made easy
- By Winifred Aldrich, Metric Pattern Cutting

References:

- By Gerry Cooklin, Pattern cutting for women's outerwear
- By Armstrong, Pattern making for fashion design
- By Gloria Mortimer, Pattern designs for children's clothes
- By Cloake, Cutting & Draping special occasion clothes

3.2 COMPUTER APPLICATIONS IN FASHION INDUSTRY III

L **T** **P**
0 **0** **6**

Course Objectives: Students will learn how to apply traditional and digital design techniques to create polished graphic design pieces, utilizing the most popular graphic editing software.

Course Content/ Syllabus:

	No of Sessions
Module I Design software	14
Descriptors/Topics Introduction to Toolbar and its functions	
Module II Shading and Blending	15
Descriptors/Topics Managing transparency and opacity, various filter effects, retouching etc.	
Module III Concept of layers	
Descriptors/Topics Managing layers, unlock layer, add layer, flatten image, merge layer etc.	20
Module IV Color Management and distribution	15
Descriptors/Topics Color Management, Adjusting levels and curves, hue and saturation etc.	
Module V Masking and Compositing, Mastering the Pen Tool	20
<ul style="list-style-type: none"> • Descriptors/Topics Preparing elements from your source images, adjusting color, tone, balance, and perspective, Mastering the Pen tool, Unifying with texture, focus, leading lines, and structure. 	

Course Learning Outcomes:

At the end of the course the students will develop ability to:

- Understanding different tools used in SOFTWARE.
- Remembering various design software's and use of various tools for designing in them
- Applying the learnt skills in developing presentation and documents.
- Analyzing digital software applications for fashion business presentations
- Evaluating interactive digital design concepts through image editing
- Creating projects that can be applied in a fashion design and business platform.

Lab/ Practical's details, if applicable:

- **Experiments will be conducted according to the module content.**

Pedagogy for Course Delivery:

- Blended Learning
- Informed learning
- Demonstrations

Text & References:

Text:

- Chastain Sue, your guide to Graphics software
- Dayton Linnea, Cristen Gillespie The Photoshop Cs/Cs2 Wow! Book
- Triedman and Cullan ,Colour Graphic

3.3 Fashion Forecasting- I

L T P
2 0 4

Course Objectives: The students are required to understand the basics of fashion forecasting, trend analysis, interpretation.

Course Contents/Syllabus:

	No of Sessions (Theory/ Practical)
Module I : CONCEPT OF FASHION FORCASTING	
Descriptors/Topics Elements of fashion forecasting Awareness of fashion fairs and International fashion centers	20
Module II: STUDY OF TRENDS	
Descriptors/Topics Knowledge of creative writing, Fashion forecast magazine, Sources of information for Fashion Trade	22
Module III :INTERPRETATION OF FASHION TRENDS AND FORECAST	
Descriptors/Topics The movement of Fashion; influential factors, importance of timing Fashion shows, trade shows, World's fashion centers	22
Module IV :STEPS IN FASHION FORECASTING	
Descriptors/Topics Preparation of target market visual board Forecasting Color, fabric, Trims & silhouettes Preparation of Fashion Forecast for their target segment	20

Course Learning Outcomes:

At the end of the course the students will develop ability to:

1. Remembering and demonstrating a clear understanding of the critical thinking skills as they relate to trendforecast.
2. Apply ideas clearly both orally and in written form.
3. Analyze new forecasting trends from publications and cultural events.
4. Be able to evaluate their knowledge to construct professional trend presentation boards suitable for apotential client's needs.
5. Demonstrate appropriate skills to create future style direction.
6. Demonstrate appropriate skills to guide clients in assessing the areas of strength in their product line.

E Links & Tutorials

<https://www.fibre2fashion.com/industry-article/83/fashion-forecasting>

<https://www.wgsn.com/en/products/fashion/>

<https://www.youtube.com/watch?v=YgULwfUwA-s>

Pedagogy for Course Delivery:

- Informed learning
- Blended learning
- Demonstrations

List of Experiments:

- To study the concepts and elements of fashion forecasting
- To study the trends through various sources
- To interpret the fashion trends and forecast

Text Reading:

- Diane Tracy and Cassidy Tom, Color Forecasting
- Kelvey Kathryn Mc, Fashion Design Process, Innovation and Practice

3.4 FASHION MARKETING AND MERCHANDISING- I

L T P
4 0 0

Course Objectives: This course deals with the basic applications and principles of management with examples & cases from fashion & textiles industry. The course also forms the base for the inputs regarding marketing & merchandising.

Course Contents/Syllabus:

	No of Sessions (Theory/ Practical)
Module I	
MEANING & PRINCIPLES OF MANAGEMENT	10
Definition of management, its importance, functions & principles	
Module II	
PROFESSIONAL ETHICS	10
Concept of ethics & professionalism, need and code of professional ethics, professional bodies & its role	
Module III	
LEADERSHIP AND MOTIVATION	10
Need for leadership, functions of a leader, Importance of motivation	
Module IV MARKETING	
Definition & introduction, Product, Price, Place, Promotion-The 4Ps of Marketing	10
Module V MERCHANDISING	
Definition & introduction, 4 Rs of Merchandising, Important terms like SKU,Buyer, Merchandise	10
Module VI	
MARKETING V/S MERCHANDISING	10
Differences & link between Marketing & Merchandising	

Course Learning Outcomes:

After the completion of this course the students will be able to-

- demonstrate a clear understanding of the concepts related to fashion marketing and merchandising.
- analyze risks involved in fashion marketing and merchandising.
- be able to integrate the impact on the organization.
- be able to apply their understanding of comparative fashion marketing and merchandising to a company.

E Links & Tutorials

<https://www.fanshawec.ca/programs/fmc3-fashion-marketing-and-management/next>

<https://www.northwood.edu/academics/fashion-marketing-and-management>

<https://www.youtube.com/watch?v=KRzuyEJGTvO>

<https://www.mercyhurst.edu/academics/fashion-merchandising>

Reference Book

- Koontz & Heinz, Principles of Management
- Easey Mike; Fashion Marketing
- Kotler Philip; Marketing Management
- Constantino Maria; Fashion Marketing & PR
- Nicholas Alexander; International Retailing

3.5 Garment Construction-I

L T P
0 0 6

Course Objectives:

The study of this course develops application of sewing techniques in relation to the garment construction. This course gives the idea of converting two-dimensional pattern into a three-dimensional garment.

Course Contents/Syllabus:

	No. of Sessions (Theory/Practical)
Module I: Tailored Skirt	22
Descriptors/Topics Fitted Skirt with a slit, back or side zipper & belt	
Module II: Waistcoat	20
Descriptors/Topics Waist coat with darts	
Module III: Kameez with salwar/ chudidar	22
Descriptors/Topics Any design element in kameez with either salwar or chudidar	
Module IV: Sari Blouse	20
Descriptors/Topics Four Dart sari blouse	

Course Learning Outcomes:

At the end of the course the students will develop the ability to:

- Analyze & identify cutting, sewing and pressing skills appropriate to a range of fabric types
- Understand the processes involved in garment construction
- Evaluate the use of various pattern layouts to minimize wastage of fabrics.
- Identify and apply the knowledge of the seams learnt according to the nature of garment and design and create styles

Lab/ Practical's details, if applicable:

- Experiments will be conducted according to the module content.

Pedagogy for Course Delivery:

- Blended Learning
- Informed learning

- Demonstrations

Text Reading:

- Wood Dorothy, The Practical Encyclopedia of Sewing
- FischeAnetteBasics Fashion Design 03: Construction

References:

- Aitken Leila, Step by Step Dress Making
- Chuter A J, Introduction to Clothing Production Management
- Armstrong Helen Joseph , Pattern making for fashion design
- Aldrich Winifred, Metric Pattern Cutting for Women

3.6 Pattern Grading
(Common with Diploma In Costume Design And Garment Technology)

L T P
1 0 5

Course Objectives:

This study makes the students understand how to proportionately increase or decrease the size of a pattern, while maintaining fit, shape and the style details.

Course Contents/Syllabus:

	No. of Sessions (Theory+ Practical)
Module I: Introduction to Grading	
Descriptors/Topics	
History and the measurement sizing according to the national and international standards and the product type.	14
Importance of grading, Methods of grading- Stack and Track methods, Different types of grading- horizontal, vertical and diagonal	
Module II: The Master Grades	
Descriptors/Topics	
Grading of adult bodice block and Basic sleeve block-Front & back using the method of grading	14
Module III: Grading of collars	
Descriptors/Topics	14
Grading of Gents Collar, Shawl Collar with facing	
Module IV: Grading of skirt	
Descriptors/Topics	14
Grading of Basic skirt block & flared skirt –Front & back with the methods of grading	
Module V: Grading of Sheath Block	
Descriptors/Topics	14
Grading of Sheath dress Block -Front and back using the methods of grading	
Module VI: Grading of Trouser Block	
Descriptors/Topics	14
Grading of basic trouser Block Front and back using the methods of grading	

Course Learning Outcomes:

At the end of the course the students will develop the ability to:

- Analyse & understand the differences between the various grading techniques
- Apply the different grading techniques as per the need of the garment.
- Evaluate the sizing system used in mass market.
- Create graded patterns both manually and digitally as required by the industry

E Links & Tutorials

<https://techpacker.com/blog/design/pattern-grading-in-the-fashion-garment-industry/>
https://www.youtube.com/watch?v=3cPh_bKt1Lw

Lab/ Practical's details, if applicable:

- Experiments will be conducted according to the module content.

Pedagogy for Course Delivery:

- Theory & Concept Explanation
- Tutorial
- Practical
- Demonstrations

Text Reading:

- Holman Gillian, Pattern cutting made easy
- Carolyn Norma, Pattern Making

References:

- Cooklin Gerry, Pattern cutting for women's outerwear
- Armstrong, Pattern making for fashion design
- Mortimer Gloria, Pattern designs for children clothes
- Zarapkar, Pattern Cutting

3.7 Visual Merchandising & Presentation –I

L T P
0 0 6

Course Objectives: This course equips the students to understand and practically use the principles and techniques of visual merchandising. This course details on visual display fixtures and mannequins

Course Contents/Syllabus:

	No of Sessions (Theory/Practical)
Module I	
INTRODUCTION TO VISUAL MERCHANDISING Importance of VM for a retail store including designer wear retail Store Image and Visual merchandising Consumer behavior & VM enhancing sales	18
Module II	
DESIGN ELEMENTS Design Elements relevance in visual merchandising. Understanding their visual language for displays and exhibits	18
Module III	
DESIGN PRINCIPLES Design Principles relevance in visual merchandising. Understanding their visual language for displays and exhibits	15
Module IV	
CREATIVE THINKING SKILLS Usage of objects, music, surface textures, colors, light creatively in displays	15
Module V	18
DISPLAY BASICS ·Store exteriors and store interiors, Store atmospherics Elements of Display in a department store, specialty store, discount store and a designer gallery or design house. Types of Displays & Display Settings	

Course Learning Outcomes:

By the end of this course, students will be able to

- Analyze and Discuss and understand the basics of Design elements and principles in regards to functional nature of visual design.
- Categorize and interpret the elements practically for creation of designed spaces for display and related purposes.
- Justify and understand the customer’s perception and behavior towards visual appeal of a space.

Lab/ Practical's details, if applicable:

- Experiments will be conducted according to the module content.

Pedagogy for Course Delivery:

Blended Learning
Informed learning
Demonstrations

E Links & Tutorials

<https://www.youtube.com/watch?v=em7dqAHhgRY>

<https://study.com/academy/lesson/what-is-visual-merchandising-definition-objectives-types.html>

<https://www.rmsservicing.com/articles/what-is-visual-merchandising/#:~:text=Visual%20merchandising%20is%20a%20marketing,the%20person%20behind%20the%20magic.>

<https://www.marketing91.com/visual-merchandising/>

Text & References:

- Diamond, Joy, Ellen, Contemporary Visual Merchandising
- Judith, Merchandise Presentation
- Portal, Mary, The Art of Retail Display
- Horton, Tony, Pegler, The Power of Visual Presentation

3.8 Introduction to French Culture & Language

L T P
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Course Objectives: This course examines major social and political trends, personalities which help place aspects of contemporary French culture in their historical perspective through fiction, films, essays, newspaper articles, and television.

Course Contents/Syllabus:

	No. of Sessions (Theory/Practical)
Module I Introduction to French Language	15
Descriptors/Topics Brief introduction of French and Francophone countries • Presenting oneself • Getting information about someone else • Greeting and taking leave • Asking/giving personal information	
Module II A rendezvous	15
Descriptors/Topics Pronouncing and writing numbers in French • Spell and count numbers • Telling the time • Temporal expressions • Communicating in class • Fixing an hour, place for a meeting.	
Module III: Visiting a place	10
Descriptors/Topics Describing a person. • Identifying a person, object and place • Describing relation in a family • A specific person, object and place	
Module IV: An interview	10
Descriptors/Topics • Description of objects, people and places • Nationalities • Speaking about one's professions • Expressing Actions using –er ending verbs • Explanation of the usage & conjugation of pronominal (reflexive) verbs in present tense • Interview of celebrity	
Module V: At the discotheque	
Descriptors/Topics Portrait by a journalist • Giving a positive or negative reply • Asking questions • Discussion with a person • Activities in day	10

Student Learning Outcomes:

APPROVED IN CDC COMMITTEE MEETING OF BTE, UP, LKO DATED: 26-09-2021

At the end of the course the students will be able to:

Express themselves in writing and orally in basic French. This course content focuses on the speech of the students in a lucid and a concurrent manner using appropriate vocabulary and pronunciation techniques. Extra stress will be given on their understanding of grammatical structures and the foreign accent of the language.

Pedagogy for Course Delivery:

- **Interactive lectures, conversation, and translation**
- Communicative, interactive Lectures, including project work, role play, conversation, text translations and practice exercises.

Text & References:

- A Propos - A1, Livre de l'élève et Cahier d'exercices

SUMMER TRAINING

Course Objectives:

Summer training is an integral part of the academic curriculum. It aims at widening the student's perspective by providing an exposure to real life organizational and environmental situations. This enables the students to explore an industry/organization, build a relationship with a prospective employer, or simply enhance their skills in a familiar field. The training also provides invaluable knowledge and networking experience to the students.

GUIDELINES

- After completion of First Year students are supposed to go for the Summer Training in the Fashion Retail Sector for 45 days in summers.
- After completion of Summer Training, students are supposed to prepare a detailed project report based on the work they have done in the industry and as per the industry guide's instructions.

PLAGIARISM

The project report must be written in students' own words. However, if required to cite the words of others, all the debts (for words, data, facts, and ideas) must be appropriately acknowledged. It is mandatory that each project report shall be checked for plagiarism by the plagiarism check software before submission.

4.1 COMPUTER APPLICATIONS IN FASHION INDUSTRY – IV

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Course Objectives: This module will make the student understand Computer Applications in the fashion & Apparel Industry. Students will learn how to develop graphic design work, create layouts and concepts based on professional creative approaches and techniques and begin to develop quality pieces for your portfolio.

Course Contents/Syllabus:

	No. of Sessions (Theory/ Practical)
Module: Introduction to Design Software	20
Descriptors/Topics Introduction to the software Toolbar and its functions	
Module II Illustration and figure draping	18
Descriptors/Topics Developing fine fashion Illustrations and fashion figures.	
Module III Shading and Blending	16
Descriptors/Topics Color merging, color blending, using various filter plug-Ins etc.	
Module IV Setting up artwork:	15
Descriptors/Topics Transparency, Gradients and patterns	
Module V Compositing and masking	15
Descriptors/Topics Clipping masks and Duplicating layers	

Course Learning Outcomes:

At the end of the course the students will develop ability to:

- Understanding software used within textile, fashion, and merchandising contexts.
- Remembering various design software’s and use of various tools for designing in them
- Applying software to produce digital graphic formats that effectively communicate information across fashion and textiles supply chain
- Analyzing computer aided design techniques and processes and applying computer aided design techniques in the creation of design solutions in response to given briefs.
- Evaluating software to produce digital graphic formats that effectively communicate information across fashion and textiles supply chain.
- Creating projects that can be applied in a fashion design and business platform

Lab/ Practical’s details, if applicable:

Experiments will be conducted according to the module content.

Pedagogy for Course Delivery:

- Blended Learning, informed learning, Demonstrations

Text:

- Chastain Sue, your guide to Graphics software
- Triedman and Cullan ,Colour Graphic
- Dayton Linnea, Cristen Gillespie The Photoshop Cs/Cs2 Wow! BookAdobe creative Team Adobe Illustrator CS5 Classroom in a Book

References:

- Femina
- Elle
- Scott -Jack Cassin-, Illustrated Encyclopedia of Costume and Fashion

4.2 Fashion Forecasting II

L T P
0 0 6

Course Objectives: The students are required to present forecast for brand/ client based upon research and understanding of elements of forecast

Course Contents/Syllabus:

	No. of Sessions (Theory/ Practical)
Module I Preparation of boards for specific target	28
Descriptors/Topics – Preparation of Inspiration board , Mood Board, Story board, color & swatch Board, client Board for select category	
Module II Preparation of fashion forecast for different seasons	28
Descriptors/Topics Preparation of fashion forecast Boards after study of trend Forecasts of various Fashion Forecasting agencies &	
Module III Presentation of designs	28
Descriptors/Topics Presentation of designs & development of Style Books on the basis of Fashion Forecast & Trend analysis	

Course Learning Outcomes:

At the end of the course the students will develop ability to:

1. Remembering the Research historical periods to translate and develop these ideas into current trends.
2. Demonstrate a clear understanding of the critical thinking skills as they relate to trend forecast.
3. Apply ideas clearly both orally and in written form.
4. Analyze new forecasting trends from publications and cultural events.
5. Be able to evaluate their knowledge to construct professional trend presentation boards suitable for a potential client's needs.
6. Demonstrate computer technology in the creation of forecasts and boards.

E Links & Tutorials

<https://fashioninsiders.co/toolkit/how-to/what-is-fashion-moodboard-and-how-to-create-one/>

<https://www.fashionistasketch.com/create-fashion-design-mood-board/>

<https://www.youtube.com/watch?v=EwikHulIB40>

<https://www.youtube.com/watch?v=OLTbT2bqsi0>

Pedagogy for Course Delivery:

- Blended Learning
- Interactive Lecture
- Demonstrations
- Powerpoint presentations

Lab/ Practical's details, if applicable:

- Preparation of Inspiration board , Mood Board, Story board, color & swatch Board, client Boardfor select category
- **Preparation of fashion forecast for different seasons**
- Presentation of designs & development of Style Books on the basis of **Fashion Forecast &Trend**

4.3 FASHION MARKETING AND MERCHANDISING –II

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Course Objectives: The course is an advancement of the previous course. The objective is to impart knowledge about the finer aspects of Marketing and provide a basic introduction to Retail and Brand Management.

Course Contents/Syllabus:

	No. of Sessions (Theory/Practical)
Module I INTERNAL & EXTERNAL ENVIRONMENTAL FACTORS	12
Micro & Macro Environments, Politico-legal factors, pestel factors	
Module II RETAIL MANAGEMENT	12
Retailing & Retailer defined, Indian Retailing-Changing Phases	
Module III MARKETING AND RETAILING MIX	12
Marketing Mix, Retail Mix, Buying v/s Merchandising	
Module IV RETAIL FORMATS	12
Types of retail formats based on Ownership, Merchandise & Price.	
Module V LOCATION PARAMETERS FOR RETAIL STORES	12
Types of retail locations, Their features, advantages & disadvantages, Location decisions for new and existing stores	
Module VI FASHION BRAND MANAGEMENT	12
Types & relevance of branding, fashion & brand positioning, launching strategies, distribution, marketing campaigns for brand introduction	
Module VII BRAND AND PRIVATE LABELS	12
Branded merchandise, licensing, private labels	

Student Learning Outcomes:

After Completion of the course students will:

- Able to demonstrate a clear understanding of the concepts related to the principles of management and marketing and retailing mix.
- Be able to apply their understanding of elements of Location parameters for retail stores and spaces.
- To able to analyze brand positioning
- To be able to create a launch strategy for a brand

E Links & Tutorials

<https://keydifferences.com/difference-between-micro-internal-and-macro-external-environment.html#:~:text=Micro%20environment%20is%20defined%20as.working%20of%20all%20business%20enterprises.&text=COSMIC%2C%20i.e.%20Competitors%2C%20Organization%20itself.%2C%20Market%2C%20Intermediaries%20and%20Customers.>

<https://studiousguy.com/marketing-environment/>

<https://www.iedunote.com/marketing-environment>

Pedagogy for Course Delivery:

- Pedagogical techniques include, e-lecture using the four quadrant approach , Case studies and Power point presentations.

Text:

- Dudeja V.D.; Professional Management of Fashion Industry

References:

- Easey Mike; Fashion Marketing
- Kotler Philip; Marketing Management
- Constantino Maria; Fashion Marketing & PR
- Alexander Nicholas; International Retailing

4.4 QUALITY CONTROL FOR GARMENT INDUSTRY

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Course Objectives: Quality control is an important aspect of garment manufacturing, this subject provides a detailed knowledge to students regarding the quality aspects, production, planning and control, maintenance of equipment, material handling, utilization of resources etc of a garment so that the quality and cost both are in an equilibrium. The techniques of working and work flow in a garment manufacturing unit form the core of this subject.

Course Contents/Syllabus:

Module I: Quality Control	14
Meaning and Need for quality control; Approaches to quality control.	
Module II Defects	15
Types of defects – Fabric, Garment Stitches and seams, Major and minor defect	
Module III: Inspection and Testing	20
Quality of Indian clothing, manufacturers with respect to exports; Role & characteristics of Quality controller; Fabric inspection, Care Labeling and International care symbols. Role of operator and inspector in inspection; Need and planning for inspection; Types of inspection; Role of operator and inspector in inspection; Difference between inspection and testing.	
Module IV: SQC	15
Statistical quality control; Acceptance sampling.	
Module V: Concept of TQM	20
Need and Importance of Quality management in all areas of production; Procurement of raw materials TQM Tools Standards and codes. Forming Quality Management Teams and their work responsibilities Quality control instruments; National and International Codes; ISO 9000 concepts and its evolution and its implications	

Student Learning Outcomes: By the end of this course, students will be able to

- Identify various approaches to achieve quality control in garment industry
- Characterize and evaluate quality of garment by testing and inspection
- Apply statistical quality control techniques
- Define and identify various quality standards

E Links & Tutorials

<https://www.apparelentrepreneurship.com/quality-control/#:~:text=Quality%20control%20is%20practiced%20right,the%20quality%20requirements%20are%20checked.>

<https://www.intouch-quality.com/blog/3-key-areas-of-quality-control-for-garments>

<https://medcraveonline.com/JTEET/study-on-different-types-of-defects-and-their-causes-and-remedies-in-garments-industry.html>

<https://www.intouch-quality.com/blog/5-common-fabric-defects-prevent>

<https://www.youtube.com/watch?v=WCB2uATmsGI>

Pedagogy for Course Delivery:

- Power point presentation
- Problem based learning
- Project
- Case Based Learning

Text & References:

Text:

- Chuter A.J. Introduction to clothing production management
- Giolleo and Berks Fashion Production Terms
- Mehta Pradeep V - Managing The Quality In Apparel Industries – New age International (P) Ltd

References

- Kothari B.K- Testing And Quality Management – IAFL Publications
- Elliot R.Grover - Handbook Of Textile Testing & Quality Control - Wiley eastern Ltd

Any other Study Material:

- Asian textile journal
- Indian textile journal
- Indian journal of textile and fiber research

4.5 French Grammar Basics

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Course Objectives: This course introduces and explain the students to apply their knowledge of possessive & demonstrative adjectives in the present and near future tense, in conversation- using different groups of verbs.

Course Contents/Syllabus:

	No. of Sessions (Theory/ Practical)
Module I: About oneself	
Descriptors/Topics Revision of earlier modules List & usage of possessive adjectives Frame sentences using possessive adjectives Exercises based on possessive adjectives Family tree. List and usage of demonstrative adjectives Frame sentences using demonstrative adjectives the classroom	20
Module II: Lifestyle	
Descriptors/Topics Explanation of the usage of pronominal verbs List & conjugation of pronominal verbs in present tense Frame sentences using pronominal verbs My daily routine List & usage of prepositions Exercises based on prepositions at home, At the college	20
Module III: Personal activities	
Descriptors/Topics List of IR verbs, their conjugation & usage Frame sentences using IR verbs Preparations to attend a party – a short text using IR verbs Exercise based on IR verbs List of RE verbs, their conjugation & usage At the bus-stop- text based on RE verbs Frame sentences using RE verbs	22
List & usage of irregular verbs Letter to a friend – text & comprehension questions based on irregular verbs Exercise based on irregular verbs	
Module IV: French culture	
Descriptors/Topics List of disjunctive pronouns & their usage The life and family of Paul Lenoir- comprehension based on disjunctive pronouns with questions. Exercises based on disjunctive pronouns Near future tense Exercise based on near future tense Evening Plans	22

Festivals of France	
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Student Learning Outcomes:

At the end of the course the students will be able to:

To develop the ability of constructing sentences with possessive and demonstrative adjectives in French. In addition, they will be proficient in formulating meaningful sentences as they will be capable of applying their knowledge of all the irregular verbs they have learnt during the session. They will also have an idea of French culture by studying about various French festivals.

Pedagogy for Course Delivery:

Interactive lectures, conversation, and translation Communicative, interactive Lectures, including project work, role play, conversation, text translations and practice exercises.

Text & References:**Text:**

- A propos A1- Livre d'élève et Cahier d'exercice

References:

- Apprenons la grammaire ensemble, Dictionnaire Larousse, Mon livre de français - 2, 450 exercices de grammaire
- Collins 3 in 1 French grammar, vocabulary & verbs

4.6 DRAPING
(Common with Diploma In Costume Design And Garment Technology)

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Course Objectives:

After the students develop an insight into developing patterns through flat pattern making technique, they are now introduced to the art of draping for developing patterns.

Course Content/ Syllabus

	No of Session
Module I: Introduction	
Descriptors/Topics Tools needed, grain line, seam allowances, preparation of fabric, types of dress forms.	12
Module II: Descriptors/Topics Basic slopers with variations in necklines , armholes & waistlines	
Module III: Princess line bodice Descriptors/Topics draping of princess line bodice - front draping of princess line bodice -back	12
Module IV: Creating patterns by dart manipulations	
Descriptors/Topics Multiple darts & dart equivalents	12
Module V: Bias cut bodice	
Descriptors/Topics Cowls and twists in bodice	12
Module VI: Variations in skirts	
Descriptors/Topics Flared, pegged & gored	12
Module VII: Collars	
Descriptors/Topics Notched collar, Mandarin	12

Course Learning Outcomes:

At the end of the course the students will develop the ability to:

- Apply the skill of the draping method of pattern making to create various patterns.
- Identify grain and understand to follow the grain to achieve perfect fit and design
- Design and create various silhouettes by draping
- Analyse & evaluate different methods to produce a flat pattern from a basic drape.

Pedagogy for Course Delivery:

- Blended Learning
- Informed learning
- Demonstrations

Lab/ Practicals details, if applicable:

List of Experiments:

- Basic front and back bodice in appropriate grain line and proper seam allowance.
- Princess bodice
- Dart manipulations
- Bodice placed on bias grain line
- Skirts
- Collars
- Shifts

Text Reading:

- **Draping** by Fairchild.

4.7 Garment Construction II

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Course Objectives: This part of garment construction helps to give a final shape or form to a fabric according to one's aesthetic sense and creativity.

Course Contents/Syllabus:

	No. of Sessions (Theory/ Practical)
Module I Princess Line top	20
Descriptors/Topics Constructing a top using princess line at armhole or shoulder	
Module II: Women's Jeans	22
Descriptors/Topics Construction of front, back, pockets, fly attachment, belt joining the inner and outerleg seam with the application of various seams to assemble the complete garment	
Module III Men's shirt	20
Descriptors/Topics Construction of the front, back with yoke, collar, sleeve placket, cuffs and pocket using various seam to assemble a complete garment	
Module IV Men's Trousers	22
Descriptors/Topics Construction of front, back, pockets, fly attachment, belt joining the inner and outerleg seam with the application of various seams to assemble a complete garment	

Student Learning Outcomes:

At the end of the course the students will be able to:

- Understand to construct and handle different kinds of fabric.
- Demonstrate proficiency in construction skills required to create a high-quality tailored garment.
- Apply professional garment construction techniques.
- Analyze & evaluate the use appropriate fusing, interfacings, linings, buttons, zips, trims for the garments being constructed.

Pedagogy for Course Delivery:

- Blended Learning
- Informed Learning
- Demonstrations

Lab/ Practical details, if applicable:

List of Experiments:

- Men's Shirt
- Men's Trousers
- Women's Jeans
- Evening wear for women

Text Reading:

- Wood Dorothy, The Practical Encyclopedia of Sewing
- FischeAnetteBasics Fashion Design 03: Construction
- Reader's Digest, Complete Guide to Sewing

References:

- Aitken Leila, Step by Step Dress Making
- Chuter A J, Introduction to Clothing Production Management
- Armstrong Helen Joseph, Pattern making for fashion design.
- Aldrich Winifred, Metric Pattern Cutting for Wome

INDUSTRY INTERNSHIP

Course Objectives:

Summer Internship is an integral part of the academic curriculum. It aims at widening the student's perspective by providing an exposure to real life organizational and environmental situations. This enables the students to explore an industry/organization, build a relationship with a prospective employer, or simply enhance their skills in a familiar field. The training also provides invaluable knowledge and networking experience to the students.

GUIDELINES

- After completion of Second Year students are supposed to go for the Summer Internship in the Fashion Retail Sector for 45 days in summers.
- After completion of Summer Internship, students are supposed to prepare a detailed project report based on the work they have done in the industry and as per the industry guide's instructions.

PLAGIARISM

The project report must be written in students' own words. However, if required to cite the words of others, all the debts (for words, data, facts, and ideas) must be appropriately acknowledged. It is mandatory that each project report shall be checked for plagiarism by the plagiarism check software before submission.

5.1 COMPUTER APPLICATIONS IN FASHION INDUSTRY– V

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Course Objectives: Students will be introduced to the usage of computer software's in different areas of Fashion Designing & Technology. Students are made skilled by learning software for Fabric surface designing.

Course Contents/Syllabus:

	No. of Sessions (Theory/ Practical)
Module II Application of Software for Textiles and Surface designing:	56
Descriptors/Topics <ul style="list-style-type: none">• Easy Coloring• Cleaning and Color Reduction• Design and Repeat• Easy Weave	
Module II Overview and Application of other specialized Fashion and Textile Industry Software	56

Course Learning Outcomes:

At the end of the course the students will be able to:

- Understanding software use within textile, fashion, and merchandising contexts.
- Remembering various design software's and use of various tools for designing in them
- Applying the learnt skills in developing presentation and documents.
- Analyzing computer aided design techniques and processes and applying computer aided design techniques in the creation of design solutions in response to given briefs.
- Evaluating and applying software to produce digital graphic formats that effectively communicate information across fashion and textiles supply chain.
- Creating projects that can be applied in a fashion design and business platform.

E Links & Tutorials

<https://study.com/academy/lesson/how-is-cad-cam-used-in-textiles.html>

<https://www.reachaccountant.com/erp-software-pos-software-blog/list-best-textile-industry-software/>

<https://www.fibre2fashion.com/industry-article/6304/textile-software>

Pedagogy for Course Delivery:

- Blended Learning
- Informed learning
- Demonstrations

Lab:

- To develop various prints using Textile Design Software
- To Develop Print repeat using Textile Design Software
- To develop various weave

Text & References:

- Triedman and Cullan Colour Graphic
- Aldrich Winifred, CAD in Clothing and Textiles
- Beazley Alison and Bond Terry, Computer Aided Pattern Design and Product Development

Any other Study Material:

- Abling Bina, Advanced Fashion Sketchbook
- Press Pepin, Ikat Pattern

5.2 Creative Draping and Pattern Making – Menswear / Women Wear

L	T	P
0	0	6

Course Objectives:

This course enables the students to develop patterns and toiles of creative garments for women wear and men's wear using the skills of designing, draping and pattern making techniques acquired in previous semesters. The students also learn to explore different materials other than fabric for designing and constructing innovative garments.

	No. of Sessions (Theory/ Practical)
Module I: Development of evening gown & bridalwear	20
Descriptors/Topics Pattern plotting and development Different styles	
Module II: Corsetry	22
Descriptors/Topics Design conceptualization ,developmentand finalization	
Module III: Deconstruction	22
Descriptors/Topics Learning the techniques of deconstruction using old garments like shirt, trousers etc.	
Module IV: Structured coat – Men	20
Descriptors/Topics Pattern plotting and development	

Course Learning Outcomes:

At the end of the course the students will develop the ability to:

- Understand & acquire the skills necessary for the drafting patterns for menswear and women's wear
- Analyze & evaluate the importance of pattern making for both children and men's wear in the fashion industry.
- Identify the key differences in the measurements and techniques of men and female patterns
- Apply the acquired skills and create patterns for menswear and women's wear.

Pedagogy for Course Delivery:

- Blended Learning
- Informed learning
- Demonstrations

Lab/ Practicals details, if applicable:

List of Experiments:

- Structured coat

- Evening gown and bridal wear
- Corset Making
- Deconstruction

Text Reading:

- Kershaw Gareth , Patternmaking for Menswear
- Knowles Lori A , The Practical Guide to Patternmaking For Fashion Designers: Menswear
- Page David Coffin ,Making Trousers for Men & Women: A Multimedia Sewing Workshop
Paperback
- Editors of CPI , Tailoring: The Classic Guide to Sewing the Perfect Jacket

5.3 Traditional Embroideries

L **T** **P**
0 **0** **6**

Course Objectives:

The students are introduced to the traditional embroideries of different states and they learn how to use them appropriately for added design effects and value addition.

Course Contents / Syllabus:		No of Session
1	Module I	14
	Descriptors/Topics Kantha of West Bengal and Kasuti of Karnataka	
2	Module II	15
	Descriptors/Topics Kasheeda of Bihar and Kashida of Kashmir	
3	Module III	15
	Descriptors/Topics Chikankari of Uttar Pradesh and Phulkari of Punjab	
4	Module IV	20
	Descriptors/Topics Rajasthani, Manipuri, Kutch embroidery	
5	Module V	20
	Descriptors/Topics Zardozi of U.P	

Student Learning Outcomes:

- Research, source appropriate material, record and utilize information to develop embroidery sample
- Demonstrate appropriate and relevant knowledge and understanding.
- Analyze and evaluate information, materials and research findings.
- Generate ideas and concepts in response to set or personally initiated briefs.

Pedagogy for Course Delivery:

- Problem based learning
- Lab work and analysis
- Field Based Learning
- Case Based Learning

E Links & Tutorials

<https://www.wanderingsilk.org/kantha-history-and-meaning>

<https://in.pinterest.com/janaki11/kasuti-embroidery/>

<https://www.youtube.com/watch?v=vrEEINnZnZI>

<https://in.pinterest.com/kousarparveen86/beautiful-kasheeda/>

Lab/ Practicals details, if applicable:

APPROVED IN CDC COMMITTEE MEETING OF BTE,UP,LKO DATED:26-09-2021

Study and develop embroidery samples using following techniques:

- Kantha of West Bengal
- Kasheeda of Bihar
- Chikankari of Uttar Pradesh
- Kasuti of Karnataka
- Kutch embroidery

Text:

- Chatopadhyay K D, Embroideries of India
- Beaney J, A complete guide to Creative Embroidery designs
- Cassell, Contemporary Embroidery
- Gill R, Indian Embroidery

References

- Bible of Cross Stitch
- Prakash K, Impressions
- Mukherjee A, 5000 designs and motifs

5.4 Garment Construction-III

L	T	P
0	0	6

Course Objectives:

The course enables the students to develop a complete understanding of Men/ Women/Children wear.

Course Contents/Syllabus:

	No of Sessions (Theory/Practical)
Module I Indian ethnic or western wear for men	28
Descriptors/Topics <ul style="list-style-type: none"> • Design conceptualization, development and finalization for an ensemble in the chosen category • Sewing and finishing the final garments 	
Module II Indian ethnic or western wear for women	28
Descriptors/Topics <ul style="list-style-type: none"> • Design conceptualization, development and finalization for an ensemble in the chosen category • Sewing and finishing the final garments 	
Module III Indian ethnic wear or western wear for children	28
Descriptors/Topics <ul style="list-style-type: none"> • Design conceptualization ,development and finalization for an ensemble in the chosen category • Sewing and finishing the final garments 	

Course Learning Outcomes:

At the end of the course the students will develop the ability to:

- Understand to construct and handle different kinds of fabric
- Demonstrate proficiency in construction skills required to create a high quality tailored garment.
- Apply professional garment construction techniques
- Analyze & evaluate the use appropriate fusing, interfacings, linings, buttons, zips, trims for children wear

Pedagogy for Course Delivery:

- Blended Learning
- Informed learning
- Demonstrations

Lab/Practicals details, if applicable:

List of Experiments:

- Jumpsuit
- Children Dress
- Kurta Pyjama

Text Reading:

- Maynard Lynda, Dressmaker's Handbook of Couture Sewing Techniques
- Langdon Nancy , Sewing Clothes Kids Love: Sewing Patterns and Instructions for Boys' and Girls' Outfits
- Paganelli Jennifer ,Girl's World: Twenty-One Sewing Projects to Make for Little Girls
- Young Patty , Sewing Modkid Style: Modern Threads for the Cool Girl

References:

- Crim Carla Hegeman ,Pattern Making for Kids' Clothes: All You Need to Know About Designing, Adapting, and Customizing Sewing Patterns for Children's Clothing
- Armstrong Helen Joseph , Pattern making for fashion design
- Wood Dorothy, The Practical Encyclopedia of Sewing

5.5 Portfolio Development for Fashion

L	T	P
2	0	6

Course Objective: To develop an individual design portfolio highlighting strengths in design and related field. Students should be able to develop their own style in drawing fashion croqui. Student should be able to research and apply the same to develop a complete design collection

Course Contents/Syllabus:

	No of Sessions
Module I: Introduction to Portfolio Building & Presentation	28
Descriptors/Topics Essentials of effective portfolio Method of portfolio presentation	
Module II: Introduction to Digital portfolio	28
Descriptors/Topics Importance of digital portfolio Essentials of effective digital portfolio	
Module III: Development of Portfolio based upon Design assignments & projects of previous semesters	28
Descriptors/Topics Compilation of previous semesters work Developing sketches based on the design briefs given in the current semester.	
Module IV: Portfolio Presentation	28
Descriptors/Topics Portfolio presentation of the work compiled throughout the semester	

Course Learning Outcomes:

At the end of the course the students will develop the ability to:

- Apply analytical, creative, and intellectual competencies when creating solutions for design projects and assignments.
- Demonstrate an advanced ability to create complex design ideas and analyze the skills required to produce work that meets professional criteria and standards of excellence.
- Evaluate critical thinking skills when developing solutions to design projects and assignments.
- Understand, identify, explain and apply advanced skill sets to design range that meet the needs of specialized industry market categories

Pedagogy for Course Delivery:

- Blended Learning
- Informed learning
- Interactive Lecture Demonstrations
- Market survey
- Research and explorations

Lab/ Practicals details, if applicable:
List of Experiments:

- Sketches based on design brief given
- Digital Portfolio of the work done
- Presentation of portfolio

Text Reading:

- M.Oakley , Design management: A handbook of issues and methods
- Clive Rassam, Design and corporate success
- Clodfelter, Richard :Retail Buying from Basics to Fashion
- Arthur D Little, Management Perspectives on Innovation
- Fairhead, J, Design for a Corporate Culture
- Lorenz, C, The Design Dimension
- Rickards, J, Creativity at work

References:

- Rickards, J, Stimulating Innovation
- Jones, J.C, Essays in Design
- Koestler, A, The Act of Creativity
- Design Digest
- Business World
- Textile View

5.6 FASHION APPRECIATION

L T P
6 0 0

Course Objectives: The students learn to appreciate the work of Indian & International Fashion Designers. The course provides an understanding of design's principles, theories and history used by designers allowing students to understand the fashion process.

Course Contents/Syllabus:

	No of Sessions (Theory/Practical)
Module I APPRECIATION OF INDIAN FASHION DESIGNERS	
Collecting and illustrating the work of eminent Indian designers	28
Brief history on the work of these designers.	
Appreciation of the signature style of these designers	
Appreciation of the shows, studios, and expertise of these designers.	
Module II APPRECIATION OF INTERNATIONAL FASHION DESIGNERS	
A brief history of any four western designers	28
Collection and illustration of the work of these designers.	
The famous designs of these designers	
Appreciation of the signature style of these designers	
Appreciation of the shows, studios and expertise of these designers	
Module III FASHION CAPITALS OF THE WORLD	
Fashion Capitals – France and Milan - the designers, the design houses, the shows, the fashion markets, the labels, the institutes, the events, etc.	28
Fashion Capital –London - the designers, the design houses, the shows, the fashionmarkets, the labels, the institutes, the events, etc.	
Fashion Capital–Mumbai- the designers, the design houses, the shows, the fashion markets, the labels, the institutes, the events, etc.	

Student Learning Outcomes:

At the end of the course the students will develop ability to:

- Critically analyze and interpret work of Indian fashion designers
- Critically analyze and interpret work of international fashion designers

E Links & Tutorials

<https://www.ogaan.com/all-ogaan-designers>
<https://medium.com/@designerkloth/30-best-indian-fashion-designers-475652754e37>
<https://www.youtube.com/watch?v=eqP1S6qiavg>

<https://www.youtube.com/watch?v=sswx70AmvxI>

Pedagogy for Course Delivery:

- Tutorial
- Practical
- Power Point Presentations

Text

- Meher Castelino, Fashion Kaleidoscope , Rupa and company,
- Hindol Sengupta, , Indian Fashion , Pearson Education
- Sharada Dwivedi , A celebration of style , AJSK Publications

6.1 Creative Advertising & Media Planning

L T P
4 0 6

Course Objectives:

Study the advertising industry and promotional culture through theoretical, practical and production from an interdisciplinary perspective.

Take part in media production and practical creativity, through a range of approaches related directly to advertising and those used more widely within the culture industries.

Course Contents/Syllabus:

	No of Sessions (Theory/ Practical)
Module I	28
Advertising: Concept & Culture	
Descriptors/Topics	
Introduction to advertising themes that explore both historical and contemporary cultural production and consumption	
Contemporary issues that affect the practice of creative advertising Influence of culture and social issues on advertising	
Module II	28
Creative Advertising	
Descriptors/Topics	
Understanding the concept of advertising brief The Process of Idea Generation	
Development of creative concepts & strategies Understanding copywriting and art direction in advertising	
Module III	28
Visual Imagery in Advertising	
Descriptors/Topics	
Understanding Visual Communication	
Creation of meaning through images Inventive approaches of brands to utilize visual language	

Module IV Storytelling in Creative Advertising	28
Descriptors/Topics Importance of Storytelling in Consumer Behaviour Development of narrative in creative advertising The art of crafting of persuasive messages and ideas for creative campaigns Digital Storytelling to the modern day consumers	
Module V Innovations in Advertising	28

Course Learning Outcomes:

The student who successfully completes this course will be in a better position -

- To Remember and understand advertising industry; what it does, how it works and how it is changing in relation to the environment in which it is situated: cultural, social and technological.
- To evaluate and create advertisement via taking part in media production and practical creativity, through a range of approaches related directly to advertising and those used more widely within the culture industries

E Links & Tutorials

<https://www.infobloom.com/what-is-fashion-advertising.htm>

<https://www.encyclopedia.com/fashion/encyclopedias-almanacs-transcripts-and-maps/fashion-advertising>

<https://econsultancy.com/fashion-marketing-campaigns/>

<https://econsultancy.com/fashion-marketing-campaigns/>

Pedagogy for Course Delivery:

The class will be taught using theory and case based method. In addition to assigning the case studies, the course instructor will spend considerable focus to the current practices in online art trading to give an industry orientation to the course.

Lab/ Practical's details, if applicable:

- **Experiments will be conducted according to the module content.**

Text Reading:

- The Social Media Bible Tactics, Tools, & Strategies for Business Success by Lon Safko
- Jay Diamond, Ellen Diamond, Fashion Advertising and Promotion (Sv-Fashion Merchandising)
- Pamela M. Phillips, John D. Mattingly, Fashion Sales Promotion: The Selling Behind the Selling

References:

- Social Media ROI: Managing and Measuring Social Media Efforts in Your Organization by Olivier A. Blanchard
- Jon Cope, Dennis Maloney, Fashion Promotion in Practice
- KK Swanson, J.C. Everett, Promotion in Merchandising Environment

6.2 Garment Construction-IV

L **T** **P**
0 **0** **8**

Course Objectives: The course enables the students to develop a complete understanding of advance women's wear

Course Contents/Syllabus:

	No of Sessions (Theory/ Practical)
Module I Bias Cut dresses/ Off grain Dresses	
Descriptors/Topics	
Design conceptualization ,development and finalizationTrims, materials and their usage construction techniques	40
Module II Evening Gown for Women	
Descriptors/Topics	40
Design conceptualization, development and finalization. Trims, materials and their usageconstruction techniques.	
Module III Corsetry	
Design conceptualization, development and finalizationTrims, materials and their usage construction techniques	32

Student Learning Outcomes:

At the end of the course the students will develop the ability to:

- Construct and handle different kinds of fabric ideal for women's wear
- Demonstrate proficiency in construction skills required to produce a fine quality tailoredgarment.
- Apply professional garment construction techniques
- Identify and use appropriate fusing, interfacings, linings, buttons, zips, trims for women'swear

Pedagogy for Course Delivery:

- Blended Learning
- Informed learning
- Demonstration

Lab/ Practicals details, if applicable:

List of Experiments:

- **Bias Cut Dresses**
- **Evening Gown**

- **Corset**

Text Reading:

Text:

Text & References:

- .Shaeffer Claire B, Couture Sewing Techniques
- Maynard Lynda, Dressmaker's Handbook of Couture Sewing Techniques

References:

- Aitken Leila, Step by step dress making course
- Armstrong Helen Joseph , Pattern making for fashion design
- Wood Dorothy, The Practical Encyclopedia of Sewing
- Armstrong Helen Joseph , Pattern making for fashion design
- Wood Dorothy, The Practical Encyclopedia of Sewing

6.3 RANGE DEVELOPMENT AND PRESENTATION

L T P
0 0 12

Course Objectives:

To develop an individual design portfolio highlighting strengths in design and related field.

Course Contents/Syllabus:

	No of Sessions (Theory/Practical)
Module I Selection And Research on the Theme	40
Descriptors/Topics <ul style="list-style-type: none"> • Research on the theme chosen • Design conceptualization of the same • Finalization of designs 	
Module II Development of Portfolio based upon Theme chosen	40
Descriptors/Topics <ul style="list-style-type: none"> • Sketching the finalized designs on croquis • Rendering the designs • Developing flat sketches of the same • Developing boards – Mood, swatch etc. • Compiling the above 	
Module III Development of Digital portfolio	36
Descriptors/Topics <ul style="list-style-type: none"> • Digitalization of sketches, boards etc. 	
Module IV Range Construction & Fashion Show	52
Descriptors/Topics <ul style="list-style-type: none"> • Portfolio presentation, range construction and final collection showcase by the final year student. 	

Student Learning Outcomes:

At the end of the course the students will develop the ability to:

- Apply analytical, creative, and intellectual competencies when developing solutions for design projects and assignments.
- Demonstrate an advanced ability to realize complex design ideas and utilize the skills required to produce work that meets professional criteria and standards of excellence.
- Apply critical thinking skills when developing solutions to design projects and assignments.
- Identify, explain and apply advanced skill sets to design range that meet the needs of specialized industry market categories

Pedagogy for Course Delivery:

- Blended Learning
- Informed learning
- Interactive Lecture Demonstrations
- Market survey
- Research and explorations

Lab/ Practical's details, if applicable:

- **Experiments will be conducted according to the module content.**

6.4 Professional Ethics and Social Responsibility

L T P
8 0 0

Course Objectives:

- To understand the concept of professional ethics
- To identify ethical issues at workplace.
- To learn to match code of ethics with appropriate profession.
- To understand theories of ethics

Course Contents/Syllabus:

	No. of Sessions (Theory/Practical)
Module I Philosophy and Ethics	20
Descriptors/Topics Introduction to philosophy; definition, nature and scope, concept, branches Ethics: definition, moral philosophy, nature of moral judgments and reactions Benefit of Ethics Freedom in ethical discourse	
Module II Ethical Issues and practices at Workplace	20
Descriptors/Topics Ethical Dilemma's, Challenges in ethical decision making, Redressal of grievances. Conflicts of Interest Employee Relationship at workplace	
Module III Code of Ethics:	30
Descriptors/Topics Principle of Ethics Compliance based and values-based code of ethics. Professional obligation Role of regulatory authority Respect for Privacy Confidentiality Inform Consent and debriefing	
Module IV Sustainable Practices	22
Descriptors/Topics Green Practices Ethics to handle VUCA environment. Importance of sustainability Sustainable Business practices specially in Fashion Corporate Social Responsibility Inclusive development	

Module V Ethics in different Domain	
Descriptors/Topics Role of ethics in different domain- Ethics in Research, Entrepreneurship, Psychology, Journalism, Management, law, Humanities etc.	20

Student Learning Outcomes:

At the end of the course the students will be able to:

- Relate code of ethics with appropriate profession.
- Comprehend the concept of professional ethics.
- Analyze various ethical issues at workplace.
- Interpret theories of ethics and their implications.

E Links & Tutorials

<https://www.youtube.com/watch?v=wKXs-RO5f5Y>

<https://www.investopedia.com/terms/c/code-of-ethics.asp>

<https://www.iaa.govt.nz/for-advisers/adviser-tools/ethics-toolkit/professional-ethics-and-codes-of-conduct/>

<https://www.marketing91.com/professional-ethics/>

Pedagogy for Course Delivery:

Lectures, PPT Presentation, Activities, Group Discussion, Role Plays, Situational Analysis, Project etc

Text & References:

- John R Boatright, “Ethics and the Conduct of Business”, Pearson Education, New Delhi, 2003
- Edmund G Seebauer and Robert L Barry, “Fundamentals of Ethics for Scientists and Engineers”, Oxford University Press, Oxford, 2001
- Laura P. Hartman and Joe Desjardins, “Business Ethics: Decision Making for Personal Integrity and Social Responsibility” Mc Graw Hill education, India Pvt. Ltd. New Delhi 2013.
- A Global Standard for Professional Ethics: Cross-Border Business Concerns By Allen, Catherine; Bunting, Robert Journal of Accountancy, Vol. 205, No. 5, May 2008
- Conflict of Interest in the Professions By Michael Davis; Andrew Stark Oxford University Press, 2001

8. RESOURCE REQUIREMENT

8.1 PHYSICAL RESOURCES

(A) Space requirement

Norms and standards laid down by All India Council for Technical Education (AICTE) are to be followed to work out space requirement in respect of class rooms, tutorial rooms, drawing halls, laboratories, space required for faculty, student amenities and residential area for staff and students.

(B) Equipment requirement:

Following Laboratories are required for Diploma Programme in Apparel Design and Fashion Technology:

1) Classroom -

- a) 1 Table & Chair for faculty
- b) 60 Table & Chair for students
- c) White board and marker
- d) Projector and projector Screen
- e) Internet connection of minimum 10 MBPS Speed
- f) One Desktop/Laptop
- g) Speakers
- h) Presenter

2) Pattern Making and Construction Lab – (For 30 Students or as per required Intake)

- a) Single Needle Lock Stitch machines – 10 numbers
- b) Over lock machines – 1 number,
- c) Fusing machines and Pressing Equipment - 1 number each
- d) Projector and projector Screen
- e) White board and marker
- f) Display area for students 2D / 3D work – Soft boards/Art Tables/Empty spaces
- g) 30 Pattern Making table with cork top
- h) 30 high rise stools for students
- i) 1 Table & Chair for faculty

3) Machinery /Tools/ Equipment (For 30 Students or as per required Intake)

S.N.	Name of item	Qty	Details specification
1.	Desktop	31	<ul style="list-style-type: none"> • Intel Core i7 8th generation or latest • 8 GB DDR4 RAM or higher • 1 TB HDD 7200 rpm storage or higher • Integrated Graphic card/Dedicated Graphic card • 24” Monitor • Minimum 4 USB, 1 RJ-45 LAN, 1 VGA port • 1 USB Keyboard • 1 USB Mouse • Window 10
2.	Printer and Scanner	2	<ul style="list-style-type: none"> • A4 Size • Print Resolution: 600 x 600 dpi • Print Speed:14 ppm • Print Technology: Monochrome Laser • Connectivity: Hi-speed USB • Supported Media Types: Paper (plain, laser), labels, envelopes, transparencies, postcards, cardstock • <input type="checkbox"/> Functionality: Print, scan, copy
3.	Plotter	1	HP Designjet 500 Mono 42”Roll Printer-(C7770E) Specification attached
4.	Digitizers	1	GTCO Drawing Board-VI Digitizer Specification attached
5.	Projector and projector screen	2	Laser/LED/ Hybrid Light Source 10,000 hour of life minimum Brightness: 3000 lumens or higher Mercury Free Screen: 8ft. x 6ft. Or bigger
6.	Pattern Making Table	15	4ft. X 4ft. X 4ft. Wooden table with cork (8mm) top
7.	High rise stool	30	Height adjustable high back revolving stool. min. height 18” Max height 30” (variable)
8.	White board	5	6ft. X4ft.
9.	Ironing press with table and steam generator	1	Ramsons-Veit Model: RV 4425-80 Electric Steam Generators: MR 03 (Ramsons)
10.	SNLS machines	5	Single needle lockstitch machine with servo motor Max. Sewing speed 3,000 stitches per minute
11	Double needle post bed sewing machine	1	Double needle post bed sewing machine with servo motor Max. Sewing speed 2,500 stitches per minute
12.	Overlock machines	1	Twin needle 5 thread high speed overlock machine with tabletop and servo motor.
13.	Fusing machines	1	Automatic Conveyor fusing machine Size 32” x 16” Max Fabric Width 0-500 mm

14.	Digital Sketching tablets	30	Wacom New Intuos Small Bluetooth (Pistachio) Product Code: CTL-4100WL/E0-CX <ul style="list-style-type: none"> • 7-inch active area • 4096 pen pressure sensitivity • Battery-free pen • +/- 0.25 mm digital tolerance in accuracy • 8.8 mm thin tablet
15.	DSLR Camera, lenses, light equipments and accessories	1 set	Nikon D7500 AF-S NIKKOR 18-105mm VR lens 200W Flash Head 2-Light Kit with Umbrellas studio light

Other Machinery

Spot welding, electrical hand jig saw, portable circular saw, portable/electrical hand drilling machine, thermoforming machine, Sand Blasting Machine, Magnetic Cleaner, Ultrasonic Cleaner, sand disk grinder, router, Metal Melting Machine, buffing machine, milling machine, rolling mill, pipe bending machine, sheet bending machine, sheet cutting machine, wire shearing machine, laser cutting machine, skiving machine, Embossing machine.

Software

S.N.	Name of item	Qty	Details specification
1.	Efi Optitex 2D & 3D Integrated Pattern Design Software	31	2D & 3D Integrated Pattern Design Software
2	Adobe Illustrator CS6/CC or latest and Adobe Lightroom CS6/CC or latest	31	Adobe Creative Cloud

Drawing Hall (For 60 Students or as per required Intake)

Sr. No.	DESCRIPTION	QTY.	Price per unit	Total Price (Approx.)
	Drawing Table with Board	60	8000/-	4,80,000.00
	Set Squares	60	200/-	12,000.00
	Misc Equipment's	Lump sum	50000/-	50,000.00

Computer/CAD Centre

Sr. No.	DESCRIPTION	QTY.	Price per unit	Total Price (Approx.)
1	Xenon Processor, 16 GB RAM 1 GB SATA HDD, 19" TFT Monitor OS- Windows 2019 Server/Latest Version	02 Server	80,000=00	1,60,000=00
2	General Desktop Computer/Laptops-Intel i5 60 node or Higher, 8GB RAM, 1TB HDD, 19.5" LCD/LED Monitor, DVD Writer Multi Media Kit with Key Board-Multimedia, Mouse- Optical Scroll or Latest, 32 Bit PCI ETHERNET CARD (10/100) Mbps , Pre loaded latest Anti Virus with Life time Subscription, License Media and Manual with UPS 660 VA OR Computer of latest Specification as per BTE list	60	65,000=00	39,00,000=00
	Softwares			
3	i. MS OFFICE 2019 pro or latest	LS	-	-
4	ii COMPILER 0 'C', C++, JAVA-7	LS	-	-
5	iii. Adobe Photoshop, Corel Draw - Graphic Suite Corel Draw- Technical Suite, Adobe Photo Shop, Lectra, Reach, PPS, Reach CADD, Tukatech, Deco Studio Inkscape and Gimps Softwares	LS	-	-
6	iv. Personal Web Server, HTML, IIS	LS	-	-
	Hardware		4,50,000.00	-
7	i. Switch-32 Port	02		
8	ii. Router	02		
9	iii. Hub	04 (8 Port)		
10	iv. Ext. Modem	02		
11	v. Wireless N/W Adaptor	02		

12	vi. Series Access Point	02		
13	vii.LAN Cable Meter	05		
14	viii. LAN Cable Analyzer	05		
15	ix. Crimping Tool and all other accessories related to Networking	15		
16.	Scanner- Flat Bed A4/Auto Lighter (Bit depth 48)	02		20,000
17.	132 Column 600 CPS or faster 9 Pin dot matrix printer with 500 million character head life	02		50,000
18.	Laser Jet-A4 All In one 20 page per min (2 Each)	04		50,000
19.	Desk Jet-A4 Photo Smart (2 Each)	04		40,000
20.	5 KVA on line UPS with minimum 30 minute battery backup along with sealed maintenance free batteries. Provision for connecting external batteries with network connectivity.(For 2 Labs)	04		8,00000
21.	Split Air Conditioner 1.5 tones capacity with ISI mark along with electronic voltage stabilizer with over voltage and time delay circuit	08		35,0000
22.	Room preparation and furniture	LS		
23.	19" rack, 24-port switch. connector RJ-45 Cat-6 cabling for network	LS		10,0000
24.	2 KVA Inverter Cum UPS	02		6,0000
25.	Fire Extinguisher (2 Kg.)	04		15000
26.	Fire Extinguisher (5 Kg.)	04		25000
27.	Vacuum Cleaner	02		25000
28.	LCD Projector 3000 Lumen with all accessories	02		350000
29.	Pen Drive 16 GB	10		10000
30.	DVD Writer External	02		10000
31.	HDD External 500 GB	02		15000
32.	PAD (Latest Configuration)	02		15000
33.	Broad band For Internet (Speed Min. 8mbps)	04		LS
34.	USB Modem	02		8000
35.	Generator 15 KVA Water Coolant	01		450000

ENVIRONMENT ENGINEERING LABORATORY			
1.	pH Meter	01	500
2.	Turbidity Meter	01	5000
3.	Oven with Temperature Controller and Forced Air Circulation Type	01	20000
4.	B.O.D. Incubator	01	25000
5.	Water Analysis Kit	01	5000
6.	High Volume Sampler	01	40000
7.	Electrical Balance for weighing upto 1/10 of milligram (capacity)	01	1000

Sr. No.	Description	Qty	Total Price (Rs)
COMMUNICATION LABORATORY			
1.	Stools	60	15,000
2.	Display Board/Screen	2	6,000
3.	Sound recording and playing system	1	6,000
4.	Audio cassettes	60	2,000
5.	Overhead Projector	1	5,000
6.	Transparencies slides	100	500
7.	TV, VCR and camera for video recording	1 each	20,000
8.	English spoken course	1	2,000
9.	A Quiz room equipped with two way audio system, back projection system and slide projector	1	30,000
10.	Miscellaneous	LS	1,500

(C) Furniture Requirement

Norms and standards laid down by AICTE be followed for working out furniture requirement for this course.

8.2 Human Resources Development:

Weekly work schedule, annual work schedule, student teacher ratio for various group and class size, staffing pattern, work load norms, qualifications, experience and job description of teaching staff workshop staff and other administrative and supporting staff be worked out as per norms and standards laid down by the AICTE.

9 EVALUATION STRATEGY

9.1 INTRODUCTION

Evaluation plays an important role in the teaching-learning process. The major objective of any teaching- learning endeavor is to ensure the quality of the product which can be assessed through learner's evaluation.

The purpose of student evaluation is to determine the extent to which the general and the specific objectives of curriculum have been achieved. Student evaluation is also important from the point of view of ascertaining the quality of instructional processes and to get feedback for curriculum improvement. It helps the teachers in determining the level of appropriateness of teaching experiences provided to learners to meet their individual and professional needs. Evaluation also helps in diagnosing learning difficulties of the students. Evaluation is of two types: Formative and Summative (Internal and External Evaluation)

Formative Evaluation

It is an on-going evaluation process. Its purpose is to provide continuous and comprehensive feedback to students and teachers concerning teaching-learning process. It provides corrective steps to be taken to account for curricular as well as co-curricular aspects.

Summative Evaluation

It is carried out at the end of a unit of instruction like topic, subject, semester or year. The main purpose of summative evaluation is to measure achievement for assigning course grades, certification of students and ascertaining accountability of instructional process. The student evaluation has to be done in a comprehensive and systematic manner since any mistake or lacuna is likely to affect the future of students. In the present educational scenario in India, where summative evaluation plays an important role in educational process, there is a need to improve the standard of summative evaluation with a view to bring validity and reliability in the end-term examination system for achieving objectivity and efficiency in evaluation.

9.2 STUDENTS' EVALUATION AREAS

The student evaluation is carried out for the following areas:

- Theory
- Practical Work (Laboratory, Workshop, Field Exercises)
- Project Work
- Professional Industrial Training

Theory

Evaluation in theory aims at assessing students' understanding of concepts, principles and procedures related to a course/subject, and their ability to apply learnt principles and solve problems. The formative evaluation for theory subjects may be caused through sessional /class-tests, home-assignments, tutorial-work, seminars, and group discussions etc. For end-term evaluation of theory, the question paper may comprise of three sections.

Section-I

It should contain objective type items e.g. multiple choice, matching and completion type. Total weightage to Section-1 should be of the order of 20 percent of the total marks and no choice should be given in this section. The objective type items should be used to evaluate students' performance in knowledge, comprehension and at the most application domains only.

Section-II

It should contain short answer/completion items. The weightage to this section should be of the order of 40 percent of the total marks. Again, no choice should be given in section-II

Section-III

It may contain two to three essay type questions. Total weightage to this section should be of the order of 40 percent of the total marks. Some built-in, internal choice of about 50 percent of the questions set, can be given in this section

Table II : Suggested Weightage to be given to different ability levels

Abilities	Weightage to be assigned
Knowledge	10-30 percent
Comprehension	40-60 percent
Application	20-30 percent
Higher than application i.e. Analysis, Synthesis and Evaluation	Upto 10 percent

Practical Work

Evaluation of students performance in practical work (Laboratory experiments, Workshop practicals/field exercises) aims at assessing students ability to apply or practice learnt concepts, principles and procedures, manipulative skills, ability to observe and record, ability to interpret and draw conclusions and work related attitudes. Formative and summative evaluation may comprise of weightages to performance on task, quality of product, general behaviour and it should be followed by viva-voce.

Project Work

The purpose of evaluation of project work is to assess students ability to apply, in an integrated manner, learnt knowledge and skills in solving real life problems, manipulative skills, ability to observe, record, creativity and communication skills. The formative and summative evaluation may comprise of weightage to nature of project, quality of product, quality of report and quality of presentation followed by viva-voce.

Professional Industrial Training

Evaluation of professional industrial training report and viva-voce/ presentation aims at assessing students' understanding of materials, industrial processes, practices in the industry/field and their ability to engage in activities related to problem-solving in industrial setting as well as understanding of application of learnt knowledge and skills in real life situation. The formative and summative evaluation may comprise of weightages to performance in testing, general behaviour, quality of report and presentation during viva-voce.

10. RECOMMENDATIONS FOR EFFECTIVE CURRICULUM IMPLEMENTATION

This curriculum document is a Plan of Action and has been prepared based on exhaustive exercise of curriculum planning and design. The representative sample comprising selected senior personnel (lecturers and HODs) from various institutions and experts from industry/field have been involved in curriculum design process.

The document so prepared is now ready for its implementation. It is the faculty of polytechnics who have to play a vital role in planning instructional experiences for the courses in four different environments viz. class-room, laboratory, library and field and execute them in right perspective. It is emphasized that a proper mix of different teaching methods in all these places of instruction only can bring the changes in stipulated students behaviour as in the curriculum document. It is important for the teachers to understand curriculum document holistically and further be aware of intricacies of teaching-learning process (T-L) for achieving curriculum objectives. Given below are certain suggestions which may help the teachers in planning and designing learning experiences effectively. These are indicative in nature and teachers using their creativity can further develop/refine them. The designers of the programme suggest every teacher to read them carefully, comprehend and start using them.

(A) Broad Suggestions:

1. Curriculum implementation takes place at programme, course and class-room level respectively and synchronization among them is required for its success. The first step towards achieving synchronization is to read curriculum document holistically and understand its rationale and philosophy.
2. An academic plan needs to be prepared and made available to all polytechnics well in advance. The Principals have a great role to play in its dissemination and, percolation upto grass-root level. Polytechnics, in turn are supposed to prepare institutional academic plan.
3. HOD of every Programme Department along with HODs and incharges of other departments are required to prepare academic plan at department level referring to institutional academic plan.
4. All lecturers/Senior lecturers are required to prepare course level and class level lesson plans referring departmental academic plan.

(B) Course Level Suggestions

Teachers are educational managers at class room level and their success in achieving course level objectives lies in using course plan and their judicious execution which is very important for the success of programme by achieving its objectives.

Polytechnic teachers are required to plan various instructional experiences viz. theory lecture, expert lectures, lab/workshop practicals, guided library exercises, field visits, study tours, camps etc. In addition, they have to carry out progressive assessment of theory, assignments, library, practicals and field experiences. Teachers are also required to do all these activities within a stipulated period of time. It is essential for them to use the given time judiciously by planning all above activities properly and ensure execution of the plan effectively.

Following is the gist of suggestions for subject teachers to carry out T-L process effectively:

1. Teachers are required to prepare a course plan, taking into account departmental academic plan, number of weeks available and courses to be taught.
2. Teachers are required to prepare lesson plan for every theory class. This plan may comprise of contents to be covered, learning material for execution of a lesson plan. They may follow steps for preparing lesson plan e.g. drawing attention, state instructional objectives, help in recalling pre-requisite knowledge, deliver planned subject content, check desired learning outcomes and reinforce learning etc.
3. Teachers are required to plan for expert lectures from field/industry. Necessary steps are to plan in advance, identify field experts, make correspondence to invite them, take necessary budgetary approval etc.
4. Teachers are required to plan for guided library exercises by identification of course specific experience requirement, setting time, assessment, etc. The assignments and seminars can be thought of as terminal outcome of library experiences.
5. Concept and content based field visits may be planned and executed for such content of course which is abstract in nature and no other requisite resources are readily available in institute to impart them effectively.
6. There is a dire need for planning practical experiences in right perspective. These slots in a course are the avenues to use problem based learning/activity learning/ experiential learning approach effectively. The development of lab instruction sheets for the course is a good beginning to provide lab experiences effectively.
7. Planning of progressive assessment encompasses periodical assessment in a semester, preparation of proper quality question paper, assessment of answer sheets immediately and giving constructive feed back to every student
8. The student centred activities may be used to develop generic skills like task management, problem solving, managing self, collaborating with others etc.

9. Where ever possible, it is essential to use activity- b a s e d learning rather than relying on delivery based conventional teaching all the time.
10. Teachers may take initiative in establishing liaison with industries and field organizations for imparting field experiences to their students.
11. Students be made aware about issues related to ecology and environment, safety, concern for wastage of energy and other resources etc.
12. Students may be given relevant and well thought out project assignments, which are purposeful and develop practical skills. This will help students in developing creativity and confidence for their gainful employment.
13. A Project bank may be developed by the concerned department of the polytechnics in consultation with related Industry, research institutes and other relevant field organizations in the state.

11. LIST OF PARTICIPANTS

The following experts have participated in workshop for Developing the Curricula Structure and Contents of Apparel Design and Fashion Technology for UP State on 28th July, 2021 at IRDT, Kanpur:

1. Dr. Alka Ali, Professor, UPTTI U.P. Kanpur.
2. Dr. Ruchi Mittal, Principal, Ruchi's Institute of Creative arts Prayagraj.
3. Shri Pankaj Yadav, Assistant Director/ HOD Textile Design Printing, Directorate of Technical Education, Uttar Pradesh, Kanpur
4. Shri R.K. Gupta, HOD Textile Technology, GP Hindalpur, Hapur.
5. Shri Asif Zaidi, HOD Fashion Technology, GGP Varanasi.
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