

KHALSA COLLEGE AMRITSAR

(An Autonomous College)

FACULTY OF SCIENCES

SYLLABUS

FOR

B.Sc. FASHION DESIGNING

(SEMESTER: I - VI)

Examinations: 2017-18

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SPECIMEN

Subject Semester I	Marks			
	Theory	Internal	Practical	Total
Basics of Design/Illustration	40	20	40	100
Concept of Fashion	40	10	-	50
Basics of Sewing-I	40	20	40	100
Basics of Computers	40	20	40	100
Textile Chemistry	40	20	40	100
Communication Skills	40	10	-	50
Compulsory Punjabi	40	10	-	50

Subject Semester II	Marks			
	Theory	Internal	Practical	Total
Traditional Textiles	40	15	20	75
Fabric Construction	40	15	20	75
Basics of Sewing-II	40	20	40	100
Basics of Computers	-	10	40	50
Communication Skills	40	10	-	50
Compulsory Punjabi	40	10	-	50
Industrial Visit at least two units and submission of report = 20 marks				
Seminar on any topic from theory course = 30 marks	= 50 marks			
Considered as external				

Subject Semester III	Marks			
	Theory	Internal	Practical	Total
Fashion Design and Illustration	-----	10	40	50
Textile chemistry-II	40	20	40	100
Pattern Making and Garment Construction	40	30	80	150
Needle Craft	-----	20	80	100
Knitting and Leather Technology	50	20	30	100
• Environmental studies-I	40	10	-----	50

Subject Semester IV	Marks			
	Theory	Internal	Practical	Total
Fashion Design and Illustration (CAD)	-----	20	80	100
History of Costumes	40	20	40	100
Garment Construction and Draping	40	30	80	150
Fashion Illustration & Appreciation	-----	10	40	50
Pattern and Marker Making on Computer	-----	20	80	100
• Environmental Studies-II	40	10	-----	50

Subject Semester V	Marks			
	Theory	Internal	Practical	Total
FASHION ILLUSTRATION AND APPRECIATION	----	25	75	100
DRAPING , PATTERN MAKING AND CONSTRUCTION	-----	25	125	150
CAD	-----	25	50	75
INTERNSHIP FOR DESIGN AND CONSTRUCTION OF GARMENTS	-----	25	50	75
KNITTING AND LEATHER TECHNOLOGY	80	20	----	100

Subject Semester VI	Marks			
	Theory	Internal	Practical	Total
FASHION ILLUSTRATION AND APPRECIATION	----	25	75	100
PATTERN MAKING AND CONSTRUCTION	-----	25	125	150
CAD	-----	25	50	75
SURVEY AND PROJECT REPORT	-----	25	75	100
FASHION INDUSTRY , MARKETING AND MANAGEMENT	50	25	-----	75

B.Sc. Fashion Designing (Semester-I)

I. BASIC OF DESIGN AND ILLUSTRATION (Theory)

Time: 3 Hrs

Total Period: (3+6) Per Week

Max. Marks: 100

Theory: 40

Practical :40

Internal Assessment :20

Instructions for the Examiners/Paper Setters:

Each question paper of theory will consist of eight questions and a candidate has to attempt five out of these. Each question will be of 08 marks.

OBJECTIVES:

To help students to understand design fundamental, elements and principles of design.

To enable students to gain knowledge of figure sketching and drawing.

To understand the fashion design concepts, illustration techniques and colour theories.

THEORY:

- Introduction to art media and its application, different art media like pencils, pencil colours,
- crayons, poster colours, erasers, acrylic rendering and shading skills.
- Elements of art and design - line, form, shape, space, size, textures and colour.
- Principles of design-Harmony, Balance, Rhythm, Proportion, Emphasis.
- Colour - dimensions of colour (hue, value, and intensity), colour schemes, their importance
- and applications.
- Design - definition and types.
- Introduction and brief history of fashion illustration.

B.Sc. Fashion Designing (Semester-I)

I. BASIC OF DESIGN AND ILLUSTRATION (PRACTICAL)

Time: 3hrs

Marks: 40

Internal Assessment :10

- Introduction to art media and its application.
- The basic drawing and rendering of equipments using, pencils, crayons, poster and acrylic colours etc.
- Introduction to basic sketching techniques.
- Free hand sketching of day to day objects - flowers, flowerpots, leaves, barks, scenery (natural), houses, basic geometrical figures composed into interesting composition by combining different shapes (geometric) and all other kinds of drawings (abstract).
- Colour-Preparation of colour wheel, grey scales, colour schemes and tints and shades.
- Figure stylization - Basic croquets, division of the body to make the 8 head figure, 10 head figure, 12 head figure, Fleshing out body.
- Figure in motion - Geometrical blocks to make different postures, Segregate into postures as normal standing, walking, running and sitting and fleshing of croquis.

B.Sc. Fashion Designing (Semester-I)

II. CONCEPT OF FASHION (Theory)

Time: 3 Hrs

Total Periods: (6+0) Per Week

Marks: 50

Theory: 40

Internal Assessment: 10

Instructions for the Examiners/Paper Setters:

Each question paper of theory will consist of eight questions and a candidate has to attempt five out of these. Each question will be of 10 marks.

OBJECTIVES:

To create awareness about clothing culture.

To impart knowledge of clothing communication and fashion expression.

THEORY:

- Fashion Terminology - fashion, style, change, fashion cycles, fad, classic, boutique, croquie, fashion trends, haute couture, designer, prêt-a-porter, and silhouette.
- Fashion - Definition, importance, factors affecting fashion and difference of fashion and antifashion.
- Fashion - origin, evolution, cycles, lengths and breaks of fashion cycle.
- Fashion theories - trickle down, trickle across and bottom up theory.
- Fashion psychology - first impression, role of social and psychological aspect of clothing.
- Sociological choice of clothing as affected by nationality, tradition, class consciousness, occupation etc.

B.Sc. Fashion Designing (Semester-I)

III. BASICS OF SEWING – I (Theory)

Total Periods: (3+6) Per Week
Time: 3 Hrs

Max. Marks: 100
Theory: 40
Practical: 40
Internal assessment: 20

Instructions for the Examiners/Paper Setters:

Each question paper of theory will consist of eight questions and a candidate has to attempt five out of these. Each question will be of 10 marks.

OBJECTIVES:

To impart knowledge of machines used for sewing.

THEORY:

- Introduction to sewing history of sewing machines
- Sewing Machine - Different type of sewing machines, maintenance of sewing machines, common problems and their remedies, tools and equipments
- Sewing techniques (Basic hand stitches) – Basting, running, tacking, hand overcast, hemming Stitches (plain and blind), slip stitches, tailor, tack
- Seam and seam finishes – Definition, types of seams, finish and their applications.
- Fullness – Darts, tucks, pleats, gathers (definition, types and their applications)
- Different type of pockets
- Fasteners – Definition, types and present trends
- Finishes – Neckline (binding, facing)
- Plackets – Definition and types

B.Sc. Fashion Designing (Semester-I)

III. BASICS OF SEWING – I (Practical)

Time: 4 Hrs

Marks: 40

Internal Assessment :10

- Introduction to different parts of sewing machine and their care and maintenance
- Basic hand stitches
- Seams and seam finishes – Plain, flat, run and fell, French, counter hem, mantua maker, over lock, hand over cast, turned and stitched, binding
- Fullness – Darts, tucks, pleats, gathers
- Neckline Finishes
- Plackets – continuous, two piece placket, extended bodice trimmings
- Pockets – Patch, welt, inseam, bound, flap, kurta

B.Sc. Fashion Designing (Semester-I)

IV: BASIC OF COMPUTERS (Theory)

Time: 3 Hrs
Total Periods: (3+6) Per Week

Max. Marks: 100
Theory:40
Practical: 40
Internal assessment: 20

Instructions for the Examiners/Paper Setters:

Each question paper of theory will consist of eight questions and a candidate has to attempt five out of these. Each question will be of 10 marks.

THEORY:

1. Introduction to Computer, Data Processing, Concept of data and information, Classification of computer.
2. Computer Hardware-Central Processing Unit, Main Memory, Secondary Memory, I/O device.
3. General concept of Ms Word: Word Processing, Formatting, editing, Spell-grammar check, Mail Merge, Printing and saving.
4. Computer applications in various fields of fashion Industry.

IV: BASIC OF COMPUTERS (Practical)

Time: 3 Hrs

Max. Marks: 40

Internal Assessment :10

1. Introduction to Ms Word.

V. TEXTILE CHEMISTRY-I (Theory)

Time: 3 Hrs
Total Periods: (6+3) Per Week

Max. Marks: 100
Theory: 40
Practical: 40
Internal Assessment: 20

Instructions for the Examiners/Paper Setters:

Each question paper of theory will consist of eight questions and a candidate has to attempt six out of these. Each question will be of 10 marks.

OBJECTIVES:

To impart the knowledge of fibre, sources of fibres, their definitions and properties. To provide students with knowledge of yarn science and yarn properties.

THEORY:

- Textile Terminology – Fibre, yarn, elasticity, absorbency, resiliency, drapability, twist, blend
- Introduction to textile fibres and their classification based on source and origin
- Manufacturing process and the properties of different fibres - Cotton, linen, wool, silk, viscose rayon, acetate rayon, nylon, polyester
- Application of these fibres with respect to end uses,
- Introduction to Yarn and Manufacturing process (different spinning process of yarn)
- Types and uses of yarn – Simple yarn, fancy yarns, textured yarns
- Yarn properties – Linear density, size, twist, twist direction, strength and uniformity

V. TEXTILE CHEMISTRY-I (Practical)

Time: 3 Hrs

Marks: 40

Internal Assessment :10

- Microscopic appearance, burning test and solubility test for different fibres
- Visual identification of spun, filaments, cords, cable and fancy yarns
- Collection of different types of yarns.

B.Sc. Fashion Designing (Semester–II)

I. TRADITIONAL TEXTILES (Theory)

Time: 3 Hrs

Total Periods: (6+6) Per Week

Max. Marks: 75

Theory: 40

Practical: 20

Internal Assessment: 15

Instructions for the Examiners/Paper Setters:

Each question paper of theory will consist of eight questions and a candidate has to attempt five out of these. Each question will be of 10 marks.

OBJECTIVES:

To impart knowledge of traditional design and motifs of textiles.

To introduce applications of these motifs on the different textiles.

THEORY:

- Floor coverings – Carpets and Durries
- Coloured Textiles – Bandhani, Patola, Ikkat.
- Woven Textiles – Brocades, Chanderi, Maheshwari, Kanjivaram, Baluchari
- Printed Textiles – Sanganeri
- Painted Textiles – Kalamkari
- Study of following traditional embroideries– Introduction, types, their traditional influences, symbolism, basic fabrics, decorative stitches, techniques and their colour combinations:–
 - Kutch
 - Phulkari
 - Kantha
 - Kasuti
 - Chamba
 - Rumal
 - Kashida
 - Chikankari

B.Sc. Fashion Designing (Semester–II)

I. TRADITIONAL TEXTILES (Practical)

Time: 3 Hrs

Marks: 20

Sample making of following traditional embroideries

- Kutch of Gujarat
- Phulkari of Punjab
- Kantha of Bengal
- Kasuti of Karnataka
- Kashida of Kashmir
- Chikankari of Uttar Pradesh

B.Sc. Fashion Designing (Semester–II)

II. FABRIC CONSTRUCTION (Theory)

Time: 3 Hrs
Total Periods: (9+3) Per Week

Max. Marks: 75
Theory: 40
Practical: 20
Internal Assessment: 15

Instructions for the Examiners/Paper Setters:

Each question paper of theory will consist of eight questions and a candidate has to attempt five out of these. Each question will be of 10 marks.

OBJECTIVES:

To impart knowledge of fabric manufacture and fabric properties.

To enable students to understand fabric structures and to analyse them.

THEORY:

Different methods of fabric construction

- Loom – Definition, Principle, Parts, Types (shuttle and shuttle less looms) and Operations
- Weaving – Definition, Principle, Types (Basic and Novelty/Fancy Weaves)
- Basic Weaves – Plain weave, Twill weave and Satin weave, their variations and types
Novelty/Fancy Weave – Pile weave and its types, Double cloth weave, Leno and Gauge weave, Jacquard weave, Dobby weave and its types, Swivel Weave, Lappet weave and creep weave
- Knitting – Definition and Techniques (Warp, Weft and their types)
- Felting – Definition, Manufacturing Process, Types, Properties and Uses
- Bonding – Definition, Manufacturing Process, Properties and Uses

B.Sc. Fashion Designing (Semester–II)

II. FABRIC CONSTRUCTION (Practical)

Time: 3 Hrs

Marks: 20

- Sample Making by various weaving techniques for example plain, twill, satin, diamond, pile etc.
- Preparation of one article by using the above mentioned techniques.

B.Sc. Fashion Designing (Semester–II)

III. BASICS OF SEWING – II (Theory)

Time: 3 Hrs

Total Periods: (3+6) Per Week

Max. Marks: 100

Theory: 40

Practical: 40

Internal Assessment: 20

Instructions for the Examiners/Paper Setters:

Each question paper of theory will consist of eight questions and a candidate has to attempt five out of these. Each question will be of 08 marks.

OBJECTIVES:

To impart knowledge of machines used for sewing.

THEORY:

- Terminology – Notches, grain, grain line, construction lines, centre front and back line, bias, true bias, bust line, waist line, seam line, seams, seam allowances, jog, darts, dart points, direction of dart excess, dart shape at pattern edge
- Anthropometric measurements – Study of all body measurements of all age groups (infants, children, women and men), standards of body measurements, importance, standardization and size chart
- Drafting – Its importance and uses
- Introduction to pattern making and its tools
- Sleeves – Different types of sleeves
- Collars - Different types and styles of collars
- Yokes – Yokes with fullness and without fullness (definition, purpose, their application and construction)
- Trimmings - Different types of trimmings

B.Sc. Fashion Designing (Semester–II)

III. BASICS OF SEWING – II

(Practical)

Time: 4 Hrs

Marks: 40

- Construction of sleeves – Puff, raglan, kimono, leg-o-mutton, flared, cap, Magyar, bishop
- Yokes – Yokes with fullness and without fullness
- Construction of collars – Flat and rolled peter pan collar, shawl collar, mandarin collar, wing collar, cape collar, baby collar, sailor collar
- Methods and preparation of basic blocks – Front bodice, back bodice and sleeve

B.Sc. Fashion Designing (Semester–II)

IV: BASICS OF COMPUTERS (Practical)

Time: 3 Hrs

Marks: 40

Internal 10

1. Ms PowerPoint: Professional presentation formations, formatting of text/slides views of power point, animations, sound effects.
2. Basic concept of coral draw: Introduction to tools, ruler setting, basic shapes, grouping/ combining, color palettes, effects, curves, opening, closing and saving a file, importing/exporting, printing.
3. Introduction to Adobe Photoshop

B.Sc. Fashion Designing (Semester-III)

I. FASHION DESIGN AND ILLUSTRATION

(PRACTICAL)

Time: 3 Hrs.

Total Credit Periods: (00+06)

Max. Marks: 40

Internal Assessment: 10

Instructions for the Examiners/Paper Setters:

Paper will be set on the spot by the examiner.

- | | |
|---|-----------------------|
| 1. Set 3 questions from sketching part- | 10 Marks Each. |
| 2. File work | 10 Marks. |

OBJECTIVES:

- To enable students to gain knowledge of figures sketching and drawing.
- To understand the fashion concepts.

FLAT SKETCHING AND FIGURE DRAWING:

- Sketching of various garment details-collars, necklines, sleeves, cuffs.
- Sketching of accessories for Different Age Groups.
- Flat sketching of tops, skirts and trousers.
- Variation of skirts with different panels-A-line, Four Gore, Six Gore, Eight Gore and Semicircular.
- Rendering Texture of fabrics- Cotton, Wool Net, Velvet, Leather, Satin, Silk, Corduroy, Fur.
- Silhouette- A Line, Funnel shaped, Circular, Straight, Rectangular, Hour Glass Garment draping on fashion figures.
- Garment draping on fashion figures.

REFERENCES:

1. Ireland, Patrick John. "Fashion Design Drawing and Presentation", B.T. Batsford, London, 1996.
2. Elisabetta Drudi, T.Paci, "Figure Drawing for Fashion", The Pepin Press.
3. Allen and Seaman, "Fashion Drawing-The Basic Principles", B.T. Batsford, London.

B.Sc. Fashion Designing (Semester-III)

II. TEXTILE CHEMISTRY-II

Time: 3 Hrs.

Total Credit Periods: (03+06)

Max. Marks: 100

Theory : 40

Practical: 40

Internal Assessment: 20

Instructions for the Examiners/Paper Setters:

Set 8 questions of 8 marks each out of which any 5 questions have to be attempted.

OBJECTIVES:

- To impart knowledge of color and color schemes.
- To acquaint students with different types of printing and dyeing techniques.
- To enable students to develop practical skills of printing and dyeing.

THEORY:

- Concept of color and pigment theory.
- Dimensions and harmonies of colors and their manipulation.
- Types of design and their applications to textiles.
- Dyeing of fibers, yarns, fabrics and decorative dyeing.
- Traditional and modern methods and styles of printing.
- Finishes-basic, texturing and functional.

PRACTICAL

Time: 3 Hrs.

Marks: 40

Instructions for the Examiners/Paper Setters:

- Preparation of article by using any 3 techniques 30 marks.
- Scheme work 10 marks.
- Preparation of color designs on paper for various textiles employing traditional and modern motifs. E.g.; folk designs, paisley designs, grape wine.
- Decorative dyeing (tie and dye, batik, resist and discharge of dyeing).
- Printing of fabrics by different methods and styles (block, stencils, screen and sublimation transfer).
- Preparation of any 5 articles by using above techniques.

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B.Sc. Fashion Designing (Semester-III)

III. PATTERN MAKING AND GARMENT CONSTRUCTION

Time: 3 Hrs.

Total Credit Periods: (03+06)

Max. Marks: 150

Theory: 40

Practical: 80

Internal Assessment:30

Instructions for the Examiners/Paper Setters:

Each question paper of theory will consist of eight questions and a candidate has to attempt 5 out of these. Each question will be of 8 marks.

OBJECTIVES:

- To teach different aspects of pattern making and grading.
- To introduce the concept of pattern making.
- To impart knowledge of draping.

THEORY:

- Basics of Commercial paper pattern.
- Pattern Envelope
- Pattern Marking
- Pattern Layout
- Pattern Alteration
- Dart Manipulation
- Fitting Principles of fitting, standards and steps in fitting techniques, fitting problems and their remedies.
- Elements of fabric. Principles and fitting methods.
- Basic foundation pattern.
- Dart manipulation.
- Eliminating Darts.
- Fabric preparation for garment construction.
- Fabric estimation and its importance.

B.Sc. Fashion Designing (Semester-III)

PRACTICAL

Time: 4 Hrs.

Marks: 80

Instructions for the Examiners/Paper Setters:

1. Set one compulsory question of 20 **marks** from dart manipulation.
 2. Construction of any one garment of **40 marks** (basic foundation patterns can be used),
 3. Design development and style reading of garment made- 20 **marks**.
-
- Design development and style reading.
 - Dart manipulation using various principles of pattern alteration Basic foundation pattern.
 - Dart Manipulation, style lines and collars eliminating Darts.
 - Preparation of commercial paper pattern of the garment designed.
 - Designing and construction of blouse, petticoat, ladies shirt, salwar.

B.Sc. Fashion Designing (Semester-III)

IV. NEEDLE CRAFT (PRACTICAL)

Time: 3 Hrs.

Total Credit Periods: (00+06)

Max. Marks: 100

Practical :80

Internal Assessment: 20

Instructions for the Examiners/Paper Setters: Paper will be set on the spot by the examiner.

1. Set 5 questions of 15 marks each out of which, students are required to attempt any four.
2. Scheme work 20 marks.

OBJECTIVES:

- To enable students learn methods of surface ornamentation of fabric using different techniques to produce value-added products.
- To enable the students to develop practical skills in needle craft techniques.

PRACTICAL:

- Patchwork and quilting - Introduction, tools, materials and techniques,
- Embroidery - introduction, tools, material, techniques and types of embroidery (cutwork, cross stitch, couching, glass work and drawn thread work).
- Applique - introduction, tools, materials and techniques.
- Crochet - introduction, tools, material, techniques and types - single, double, circular, making of Crochet samples.
- Special techniques - smoking, ribbon work, beads and sequins work.
- Making one sample of each - smoking, ribbon work, beads and sequins work.
- Develop one product based on any one technique of needle craft.

REFERENCES:

1. Naik Shailaja. "Traditional Embroideries of India", APH Publishing Corporation, New Delhi. 1996.
2. Snook Barbara. "'Creative Art of Embroidery", Numbley Pub. Group Ltd., London. 1972.
3. Mathew Anne, "Vogue Dictionary of Crochet Stitches". David and Charles, London 1989.
4. Anand M.R., "Textiles and Embroideries of India", Marg Publications, Bombay, 1965.

B.Sc. Fashion Designing (Semester-III)

V. KNITTING & LEATHER TECHNOLOGY

Time: 3 Hrs.

Total Credit Periods: (06+03)

Max. Marks: 100

Theory: 50

Practical: 30

Internal Assessment: 20

Instructions for the Examiners/Paper Setters:

Set 8 questions of 10 marks each out of which any 5 questions have to be attempted.

OBJECTIVES:

- To impart knowledge about knitting technology.
- To enable students to develop practical skills of knitting.

THEORY:

- Introduction to Knitting Technology, difference between Knits and Woven, terms used in Knitting.
- Indian Knitting Industry - past, present and future.
- Hand Knitting.
- Comparison of Warp and weft knitting.
- Basic weft knit stitches - single jersey, rib, purl, interlock, float and tuck stitches.
- Basic warp knit stitches - underlap, overlap, closedlap, openlap.
- Knitting Machines - Weft and Warp Knitting machines.
- Knitted fabrics defects.
- History of leather.
- Classification of leather.
- Finishing of leather.

B.Sc. Fashion Designing (Semester III)

(PRACTICAL)

Time: 3 Hrs.

Marks: 30

Instructions for the Examiners/Paper Setters:

1. Set 4 questions of which, students are required to attempt any three.
2. Each question carries 10 marks.
 - Knitting - introduction, terminology, hand knitting tools, material, techniques, types of knitting, basic textured diagonal, ribs, laces, cables, cross and knitted, making of knitting samples (at least 2 samples of each technique).
 - Preparation of any one article.

REFERENCES:

1. Prof. Ajgaonkar D B, "Knitting Technology", University Publishing Cooperation, Mumbai.
2. Brackenbury Terry, "Knitting Clothing Technology", Blackwell Science, UK.
3. Spancer David J, "Knitting Technology", Pergeman Press.

B.Sc, Fashion Deigning (Semester-IV)

I. FASHION DESIGN AND ILLUSTRATION (CAD)

(PRACTICAL)

Time: 3 Hrs.

Max. Marks 100

Total Credit Periods: (00+06)

practical: 80

Internal assessment 20

Instructions for the Examiners/Paper Setters:

- Set 3 questions from CAD part
- File work

**20 x 3 = 60 Marks Each
20 Marks**

OBJECTIVES:

- To understand the fashion design concepts on computer.
- To acquaint students with knowledge of CAD based application in fashion designing.

CAD:

- Croqui drawing in Computer.
- Drawing the details of the following and applying various texture and effects using CAD (Corel Draw).
- Fashion Details/Silhouette :
 - Collar:** Mandarin, High Bias, Tuxedo, Cape, Flat Tennis.
 - Sleeves:** Raglan, Hanky, Tulip, Ruffle, Dolmon.
 - Accessories:** Bags. Belts, Caps, Bows.
 - Pockets:** Flap, Pouch, Patch, Cross, Slit, Kurta
 - Skirts:** Novelty, Gathered, Hip Rider, Trumpet, Pegged, Circular, Pleated, Straight, A-Line.
- Variation of skirts with different panels - A-line, Four Gore, Six Gore, Eight Gore and Semicircular.
- Trousers: Jeans. Straight Pants, Baggy Pants, Jump Suit, Dungarees.
- Silhouette: A Line, funnel shaped, circular, straight, Rectangular, High waisted Empire line.

REFERENCES:

1. Veisinet DD. "Computer Aided Drafting and Design - Concept and Application", 1987.
2. Taylor P, "Computers in the Fashion Industry*", Heinemann Pub., 1990.
3. Winfred Aldrich. "CAD in Clothing and Textiles"; Blackwell Science 1994.

B.Sc. Fashion Deigning (Semester-IV)

II. HISTORY OF COSTUMES

Time: 3 Hrs.

Total Credit Periods: (06+03)

Max. Marks: 100

Theory: 40

Practical: 40

Internal Assessment: 20

Instructions for the Examiners/Paper Setters:

Set 8 questions of 8 marks each out of which any 5 questions have to be attempted.

OBJECTIVES:

- To acquaint the students with different types of costumes.
- To provide opportunity for skill development in designing accessories.

THEORY

- Study of costumes from earlier times to present time.
- Indian Costumes.
 - ✓ Indus Valley Period
 - ✓ Mauryan and Sunga Period Kushan Period
 - ✓ Gupta Period
 - ✓ Mughal Period
 - ✓ British Period
 - ✓ Costumes of various regions of India
- Western Costumes - Egyptian, Greek, Roman, Byzantine, French.

PRACTICAL

Time: 3 Hrs

- Set three questions out of which students have to attempt 2 of 15 marks each.
- File work - 10 marks
- Sketch costumes for men, women and children and accessories for the following:
 - a. Indus valley civilization.
 - b. Vedic age
 - c. Mauryan
 - d. Mughal
- Sketch costumes and accessories for East, West, North and South regions of India.
- Sketching and Rendering of - Headgears, footwear, handbags, belts, gloves, earrings, necklaces and bangles.
- Preparation of any four accessories.

References:

1. Singh Kiran. "Textiles in Ancient India", Vishwa Vidyalaya.
2. Oar S.N., "Costumes of India and Pakistan", OB Tataporevala Sons and Co. Ltd, 1982.
3. Kumar Ritu. "Costumes & Textiles of Royal India", Christies Book Ltd, London, 1999.
4. Ghurey, G.S.. "Indian Costumes", The Popular Book Depot.
5. Chandermoti. "History of Indian Costumes".
6. Mehta. Rustam J. "Masterpieces of Indian Textiles", Taraporevala Sons & Co. Pvt. Ltd.. Bombay.
7. Peacock John, "Fashion Accessories - Men", Thames and Hudson, London, 1996.
8. Peacock John, "The Complete 20" Century Source Book", Thames and Hudson, London, 2000.
9. Billcocks Claire. "Century of Bags", Chartwell Books, New Jersey, 1997.

B.Sc. Fashion Designing (Semester-IV)

III. GARMENT CONSTRUCTION AND DRAPING

Time: 3 Hrs.

Total Credit Periods: (03+06)

Max. Marks: 150

Theory: 40

Practical: 80

Internal Assessment:30

Instructions for the Examiners/Paper Setters:

Each question paper of theory will consist of seven questions and a candidate has to attempt 5 out of these. Each question will be of 8 marks.

OBJECTIVES:

- To introduce concept of advanced garment construction.
- To introduce the concept of garment making.
- To impart knowledge of different garment components.

THEORY:

- Selection of clothing according to - age, occupation, season, geographical conditions, religion, social status.
- Selection of clothing according to different age groups (infants, school going and adolescence).
- Principles of layout, correct method of laying pattern on the material.
- Introduction to draping - Tools, equipments used in draping.
- Draping terminology.
- Preparation of muslin for draping.
- Handling special fabrics.
- Lining, interlining, facing and interfacing.

B.Sc. Fashion Designing (Semester-IV)

PRACTICAL

Time: 4 Hrs.

Max. Marks: 80

Instructions for the Examiners/Paper Setters:

1. Set one compulsory question of **20 marks** from draping.
2. Construction of any one garment of **50 marks** (basic foundation patterns can be used).
3. Scheme work- **10 marks**
 - Preparation of commercial paper patterns.
 - Construction of churidar, kalidar Kurta.
 - Construction of different types of skirts (A-Line, Circular and Pleated Skirt).
 - Draping of basic skirt block front and back.
 - Preparation of muslin for draping.

REFERENCES:

1. Mullick. Prem Lata, "Garment Construction Skills", Kalyani Publishers, New Delhi.
2. "Complete Guide to Sewing", Reader Digest.
3. Winfred Aldrich, Metric Pattern Cutting, Blackwell Science, UK.
4. Carr Harold & Latham Barbara, "The Technology of Clothing Manufacture", Oxford Pub. USA, 1994.
5. Cooking G, "Introduction to Clothing Manufacture", Blackwell Science, UK, 1991.

B.Sc. Fashion Designing (Semester-IV)
IV: FASHION ILLUSTRATION AND APPRECIATION
PRACTICAL

Time: 3 Hrs.

Total Period: 6 Hrs/week

Max. Marks: 50

Practical: 40

Internal: 10

Instructions for the Examiners/Paper Setters:

Paper will be set on the spot by examiner.

1. Set 3 questions of 15 Marks each out of which 2 have to be attempted.
2. Scheme work- 10 marks.

OBJECTIVES:

- To enable students to the designing by taking inspiration from different themes.

PRACTICAL:

Design for following themes taking inspiration from moodboard, storyboard.

1. Clubwear
2. Beachwear
3. Indo- Western using different printing Techniques.

B.Sc. Fashion Deigning (Semester-IV)

V. PATTERN AND MARKER MAKING ON COMPUTER

(PRACTICAL)

Time: 3 Hrs.

Total Credit Periods: (00+06)

Max. Marks: 100

Practical : 80

Internal :20

Instructions for the Examiners/Paper Setters:

- Set 4 questions of 30 marks each out of which, students are required to attempt any 3 questions. **20x3=60Marks**
- File work- **20 Marks**

OBJECTIVES:

- To impart the skills of marker plan, pattern making and drawing using computers. **PRACTICAL:**
- Sloper development, manipulation of darts and seams, explanation of seam allowances.
- Basic principles of marker making on computer (cutting and layout).
- Cross marking and nothing.
- Manipulation grain line.
- Practice exercise.

REFERENCES:

1. Velsinet DD, "Computer Aided Drafting and Design - Concept and Application", 1987.
2. Taylor P, "Computers in Fashion Industry", Heinemann Pub. 1990.
3. Aldrich Winfred "CAD in Clothing and Textiles", Blackwell Science 1994.

I. Fashion Illustration and Appreciation

Time: 4 Hrs.

Max. Marks: 100

Practical :75

Internal Assessment : 25

Instructions for the Examiners/Paper Setters:

Set 5 questions out of which students have to attempt any 4 questions

PART A

- Collage making on any 3 themes like culture, environment, historic period, monuments, embroidery, traditional fabric etc.
- Taking inspiration from the above themes, illustrate garments on the croquis.

PART B

- Illustrating 4-5 sheets of each theme along with mood board, storyboard.

II. Draping, Pattern Making and Construction**Time: 4 Hrs.****Max. Marks: 150****Practical : 125****Internal Assessment : 25****Instructions for the Examiners/Paper Setters:**

- One question from draping for 40 marks
- Pattern – 40 marks
- Construction of garment with finishing – 70 marks

Part-A

- Draping of stylized skirts
- Draping of stylized necklines, armholes
- Draping of front and back bodice with princess line
- Draping of front bodice with French darts.
- Draping of sleeve collar, cowl neck
- Front and Back torso

Part-B

- Construction of garments on each theme:
- Night Wear
- Ethnic wear

III. CAD (Computer Aided Designing)**Time: 3 Hrs.****Max. Marks:75****Practical : 50****Internal Assessment : 25****Instructions for the Examiners/Paper Setters:**

Set 4 questions out of which students have to attempt 3 questions – 25 marks each

Design different outfits using themes like:

- Flora and Fauna
- Traditional Fabric and embroidery
- Festival / culture
- Beachwear
- Office wear

Minimum 2 designs to be prepared on every theme. Prepare a file on these designed outfits by taking printouts.

IV. Internship for Design and Construction of Garments**Max. Marks:75****Practical : 50****Internal Assessment : 25**

- Industrial training on production of garments.(1 month)
- Submitting report
- Designing and construction of samples during training (at least 2)

**V. Knitting and Leather Technology
(Theory)****Time: 3 Hrs****Max. Marks: 100****Theory : 80****Internal Assessment : 20****Instructions for the Examiners/Paper Setters:**

Set 8 questions out of which 5 have to be attempted – 20 marks each

- Explain knitting and its types
- Fully fashioned garments
- Fully cut garments
- Integral garments
- Cut-Stitch shaped garments
- Quality control in knitting
- Nature and scope of leather industry
- Manufacturing of leather

I. Fashion Illustration and Appreciation**Time: 4 Hrs.****Max. Marks: 100****Practical : 75****Internal Assessment : 25****Instructions for the Examiners/Paper Setters:**

Set 5 questions out of which 4 have to be attempted- 25 marks each

Part A

- Appreciation of 3 western designers
- Collecting and illustrating the work of 2 Indian designers
- Brief history
- Famous design

Part-B

- Illustrating the innovative dresses by the use of appropriate mediums and different presentation skills by taking inspiration of famous western and Indian designers.

II. Pattern Making and Construction**Time: 4 Hrs.****Max. Marks: 150****Practical : 125****Internal Assessment : 25****Instructions for the Examiners/Paper Setters:**

- Students have to construct a finished garment and layouts and patterns of the same.
- Construction of the garment- 75 marks
- Layout- 40 marks
- Paper pattern – 35 marks

Part-A

Construction of garments on each theme:

- Office wear
- Evening wear

Part-B

Design and construct any innovative garment based on previous paper.

**III. Computer Aided Designing
(Practical)****Time: 3 Hrs.****Max. Marks: 75****Practical : 50****Internal Assessment : 25****Instructions for the Examiners/Paper Setters:**

Set any 4 questions out of which students have to attempt 3 questions of 25 marks each.

Part –A

Adobe Photoshop

- Introduction to Photoshop
- Opening, closing and saving a file
- Tool Box
- Importing, Exporting and printing a document
- Color Palettes
- All menus

Part-B

Designing outfits on the following themes using both softwares that is Corel and Photoshop

- Season/Casual wear
- Party wear
- Sportswear/ Uniform(School)
- Draping simulation of any 2 designs

IV. Survey and Project Report

Time: 3 Hrs.

Max. Marks: 100

Practical : 75

Internal Assessment : 25

- Survey on any Indian state
- Make a project report
- Design any 10 garments taking it as inspiration

**V. Fashion Industry, Marketing and Management
(Theory)****Time: 3 Hrs.****Max. Marks: 75****theory : 50****Internal Assessment : 25****Instructions for the Examiners/Paper Setters:**

Set 8 questions out of which 5 have to be attempted. Each question will carry equal marks.

Part A

- Introduction to fashion industry
- Indian and global fashion market
- Career in fashion industry
- Level of fashion industry-Couture, ready to wear, mass production

Part-B

- Introduction to marketing
- Nature and scope of marketing
- Marketing research
- Marketing concept
- Fashion market and marketing environment

Part-C

- Management-Concept,principles,characteristics
- Exhibition,sales,fashion shows

Retailing-Department stores, apparel specialty store, franchise retailing etc