



**EVALUATION SCHEME
DETAIL SYLLABUS
FIRST & SECOND SEMESTER
(FASHION DESIGN)**





UTTARAKHAND BOARD OF TECHNICAL EDUCATION
JOINT ENTRANCE EXAMINATION AND TRAINING, RESEARCH DEVELOPMENT CELL, DEHRADUN
STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME

BRANCH NAME – FASHION DESIGN

SEMESTER –FIRST

| Subject Code | Subject | L | T | P | T O T | EVALUATION SCHEME | | | | | | Total Marks | Credit Point |
|--------------|--|----------|----------|-----------|-------------|-------------------|------------|------------|----------|------------|-----------|-------------|--------------|
| | | | | | | Internal | | | External | | | | |
| | | | | | | Theory | | Practical | Theory | | Practical | | |
| | | | | | | Max Marks | Max Marks | Max Marks | Hrs. | Max Marks | Hrs. | | |
| Period/Weeks | | | | | | | | | | | | | |
| 101001 | English communication I | 4 | - | 2 | 6 | 20 | 30 | 50 | 2.30 | 50 | 3.0 | 150 | 2 |
| 101002 | Fabric Study | 3 | - | 3 | 6 | 20 | 30 | 50 | 2.30 | 50 | 3.0 | 150 | 3 |
| 101003 | Fashion Illustration I | - | - | 4 | 4 | - | 40 | - | - | 100 | 3.0 | 140 | 4 |
| 101004 | Basic Design | - | - | 4 | 4 | - | 40 | - | - | 100 | 3.0 | 140 | 4 |
| 101005 | Garment Construction I | - | - | 4 | 4 | - | 40 | - | - | 100 | 3.0 | 140 | 4 |
| 101006 | Pattern Making, I | - | - | 4 | 4 | - | 40 | - | - | 100 | 3.0 | 140 | 4 |
| 101007 | Basic Computer Education I | - | - | 2 | 2 | - | 20 | - | - | 20 | 1.30 | 40 | 3 |
| 101008 | Thinking skills & Creativity | - | - | 1 | 1 | - | 20 | - | - | 30 | 1.30 | 50 | 1 |
| 101051 | General Proficiency# | | | 4 | 4 | - | 25 | - | - | - | - | 25 | - |
| 101052 | Industrial Exposure (Assessment at Inst. Level)+ | | | 4 | 4 | - | 25 | - | - | - | - | 25 | - |
| TOTAL | | 7 | - | 32 | 39 | 40 | 310 | 100 | | 550 | | 1000 | 25 |

#General Proficiency will comprise of various co-curricular activities like games, hobby clubs, seminars, declamation contests, extension lectures, NCC, NSS, cultural activities and discipline etc.

+ Industrial visit compulsory at minimum 2 industry or department.

Note: 1. Each period will be of 50 minutes. 2. Each session will be of sixteen weeks. 3. Effective teaching will be at least 12.5 weeks.

Branch Code -10



UTTARAKHAND BOARD OF TECHNICAL EDUCATION
JOINT ENTRANCE EXAMINATION AND TRAINING, RESEARCH DEVELOPMENT CELL, DEHRADUN
STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME

BRANCH NAME – FASHION DESIGN

SEMESTER – SECOND

| Subject Code | Subject | L | T | P | T O T | EVALUATION SCHEME | | | | | | Total Marks | Credit Point | | |
|--------------|--|----------|----------|-----------|-------------|-------------------|------------|------------|----------|------------|----------|-------------|--------------|-----------|--|
| | | | | | | Internal | | External | | | | | | | |
| | | | | | | Theory | | Practical | | Theory | | | | Practical | |
| | | | | | | Max Marks | Max Marks | Max Marks | Hrs. | Max Marks | Hrs. | | | | |
| 102001 | English communication-II | 4 | - | 2 | 6 | 20 | 30 | 50 | 2.5 | 50 | 3.0 | 150 | 2 | | |
| 102002 | History of Costume | 3 | - | 3 | 6 | 20 | - | 80 | 2.5 | - | - | 100 | 3 | | |
| 102003 | Fashion Illustration II | - | - | 4 | 4 | - | 40 | - | - | 100 | 3.0 | 140 | 4 | | |
| 102004 | Design Development | - | - | 4 | 4 | - | 40 | -- | - | 100 | 3.0 | 140 | 4 | | |
| 102005 | Garment Construction-II | - | - | 4 | 4 | - | 40 | - | - | 100 | 3.0 | 140 | 4 | | |
| 102006 | Pattern Making II | - | - | 4 | 4 | - | 40 | - | - | 100 | 3.0 | 140 | 4 | | |
| 102007 | Basic Computer Education II | - | - | 2 | 2 | - | 20 | - | - | 20 | 1.30 | 40 | 3 | | |
| 102008 | Elements of Design | - | - | 1 | 1 | 20 | - | 80 | 2.30 | - | - | 100 | 1 | | |
| 102051 | General Proficiency# | | | 4 | 4 | - | 25 | - | - | - | - | 25 | - | | |
| 102052 | Industrial Exposure (Assessment at Inst. Level)+ | | | 4 | 4 | - | 25 | - | - | - | - | 25 | - | | |
| TOTAL | | 7 | - | 32 | 39 | 60 | 260 | 210 | - | 470 | - | 1000 | 25 | | |

#General Proficiency will comprise of various co-curricular activities like games, hobby clubs, seminars, declamation contests, extension lectures, NCC, NSS, cultural activities and discipline etc.

+ Industrial visit compulsory at minimum 2 industry or department.

Note: 1. Each period will be of 50 minutes. 2. Each session will be of sixteen weeks. 3. Effective teaching will be at least 12.5 weeks.

Branch Code -10

| | | |
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| 4 | - | 2 |

Subject Code : 101001**RATIONALE**

Interpersonal communication is a natural and necessary part of organizational life. Yet, communicating effectively can be challenging because of our inherent nature to assume, overreact to and misperceive what actually is happening. Poor communication or lack of communication is often cited as the cause of conflict and poor teamwork. In today's team oriented workplace, managing communication and developing strategies for creating shared meaning are crucial to achieve results create successful organizations. The goal of the communicating skills course is to produce civic-minded, competent communicators. To that end, students must demonstrate oral as well as written communication, public address and performance. The objectives of this subject are understanding how communication works, gaining active listening and responding skills, understanding the importance of body language, acquiring different strategies of reading texts and increasing confidence by providing opportunities for oral and written expressions.

DETAILED CONTENTS**1.1 COMMUNICATION SKILLS****(16 Periods)**

- 1.1 Introduction and process of communication
 - 1.2 Objectives of communication
 - 1.3 Verbal and Non-verbal Communication
 - 1.4 Process of Communication
 - 1.5 Listening and speaking skills and Sub-Skills
- (All topics should be in detail)

2. GRAMMER AND USAGE**(16 Periods)**

- 2.1 Syntax (parts of speech)
- 2.2 One word substitution
- 2.3 Correct the incorrect sentences
- 2.4 Pair of words
- 2.5 Tenses

3. WRITING SKILLS**(12 Periods)**

- 3.1 Writing Paragraphs
- 3.2 Picture composition
- 3.3 Developing writing skills based on some audio-visual stimulus

4. READING COMPREHENSION SKILLS

(10 Periods)

Unseen comprehension passages (at least 3 passages of literary, scientific, data interpretation)

5. TRANSLATION

(10 Periods)

1. Translation from Hindi to English
2. Glossary of administrative terms.

LIST OF PRACTICALS

(Note: The following contents are only for practice. They should not be included in the final theory examination)

DEVELOPING ORAL COMMUNICATION SKILLS

- Greeting, Starting a conversation
- Introducing Oneself
- Introducing Others
- Leave Taking
- Thanking, Wishing Well
- Talking about Oneself
- Talking about likes and Dislikes
- Mock Interview

LIST OF REFERENCE BOOKS

1. Communicating Effectively in English, Book-I by Revathi Srinivas; Abhishek Publications, Chandigarh.
2. High school English Grammar and Composition by Wren and Martin; S. Chand & Company Ltd., Delhi.
3. Communication Techniques and Skills by R. K. Chadha; Dhanpat Rai Publications, New Delhi.

SUGGESTED DISTRIBUTION OF MARKS

| Topic No. | Period Allotted (Hrs) | Marks Allotted (%) |
|--------------|-----------------------|--------------------|
| 1 | 16 | 25 |
| 2 | 16 | 25 |
| 3 | 12 | 20 |
| 4 | 10 | 15 |
| 5 | 10 | 15 |
| Total | 64 | 100 |

Text/Reference Book

1. Developing Communication Skills By Krishna Mohan & Meera Banerjee (Trinity Press, New Delhi)
2. Communication Skills By Sanjay Kumar And Pusph Lata (Oxford Univ Press, New Delhi)
3. Wren & Martin High School English Grammar & Composition (S.Chand, New Delhi)
4. English & Communication Skills- 1 By Vinit Kumar (Book World, Dehradun)



Subject Code : 101002

RATIONALE:-

A diploma holder in fashion designing, has to interact with skilled labour on one hand and he/she has to assist his/her seniors in procurement of raw materials and various types of fabrics on the other. Therefore he/she should be equipped with the technique of selecting textile and synthetic fibres by visual inspection and laboratory tests, processing of fabrics, dyeing of fabrics etc.

The knowledge and skills related to textile science is essential to provide circulation.

DETAILED CONTENT

Theory:

- 1. Introduction to textile fibre (10 Periods)**
 - a. Classification of textile fibre
 - b. Important properties of fibre – cotton, jute, linen, wool, silk, polyester, nylon, acrylic, viscose

- 2. Yarn Processing (15 Periods)**
 - a. Manufacturing of cotton and wool
 - b. Types of yarn and their properties
 - Simple yarn
 - Novelty yarn
 - Textured yarn
 - Stretch yarn
 - Bulk yarn
 - Blended yarn

- 3. Different types of fabrics (15 Periods)**
 - a. Acrylic fabric
 - b. Damasks
 - c. Jeans
 - d. Worsted
 - e. Blended
 - f. Cambric

4. Soft water and hard water.

(08 Periods)

How to remove hardness of water?

Disadvantages of hard water for washing of clothes.

PRACTICAL EXERCISES

1. Visual examination of fibre/fabric
2. Burning test of different fibre such as cotton, wool, silk, polyester, nylon, acrylic, jute, viscose rayon, etc.
3. Microscopic test of different fibre such as cotton, wool, silk, polyester, nylon, acrylic, jute, viscose rayon, etc.
4. Chemical test of different fibre such as cotton, wool, silk, polyester, nylon, acrylic, jute, viscose rayon, etc.
5. Introduction of pH value :
pH of water
pH of acid
pH of caustic soda

SUGGESTED DISTRIBUTION OF MARKS

| Topic No. | Period Allotted (Hrs) | Marks Allotted (%) |
|--------------|-----------------------|--------------------|
| 1 | 10 | 20 |
| 2 | 15 | 30 |
| 3 | 15 | 30 |
| 4 | 8 | 20 |
| Total | 48 | 100 |

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Subject Code : 101003

RATIONALE

The skill in fashion illustration is essential for the student of fashion designing so as to develop in them the creativity and ability to illustrate different types of figures and dresses in different colour medium. After going through this subject, the student of fashion design will be able to illustrate different types of figures and dresses.

Without understanding practice an experience in “fashion illustration and model drawing” a fashion designer/technologist can never achieve success. The subject has been graded in four successive parts to achieve the desired objectives.

1. Achieve & Apply basic knowledge and skill in drawing the fashion figure and how it is used for fashion design
2. Understanding the theory of various colour treatments, colour co ordination in sketching.
3. Understanding the concept of flats, speck sheets, placing of swatches.
4. Use the appropriate terminology of different styles, design cuts etc.

DETAILED CONTENT

- Still life drawing
- Pencil shading
- Colour medium - wet & dry
- To understand the difference between human figure & fashion figure.
- Basic ten head croque with appropriate technologies
- Stick figures, flesh figures
- Front view, back view, 3/4th view
- Pencil, micro tip shading, water colour shading
- Shaping of the different parts of human figures, hands, feets, hairstyles, arms & legs.
- To study the face and different types
- To draw different fashion accessories: Hats, gloves, handbags, shoe, belts, jewellery etc.
- Project/sheet work for the above study.

Text/Reference Book

1. Fashion drawing design from magazine Thailand.
2. Fashion drawing- The basic Principles by Anne Allen and Julion Seaman
3. Fashion Illustration by Bina Abling.

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Subject Code : 101004

RATIONALE

A student of fashion designing must have a well developed aesthetic sense to recognise beauty in objects and a capability to make best use of the experience in designing and developing fashion objects. This paper aims to develop such capability in the students by essential knowledge and practice.

NOTE:

The lecturer/demonstrating will go along in the drawing room for periods in tutorial are to be utilised in practice of the problems relevant to topics in the paper plus problems depending upon teacher fancy. A half imperial size file is to be maintained for sketching, colouring designs and drawings. At least 25 exercises. Students should be given demonstration on computer also in developing designs and taking out their prints.

DETAILED CONTENTS

THEORY

LINES- Horizontal lines, Vertical lines, Zigzag lines, Diagonal lines and Curve lines.

1. Lines-different types and importance of designing data together making a shape or repetition of a shape in pattern different types of lines.
 - a. Thick and thin lines.
 - b. Wavy lines
 - c. Straight lines
 - d. Horizontal, vertical, diagonal lines.

Definition and concept of lines

Aspects of line

GEOMETRY IN FASHION DESIGN

a. SHAPES

Angles in design are important for eg- gored skirt, v-necklines, asymmetrical hems etc. in order to design aesthetically appealing outfits, geometry is used to make these appealing patterns. Designers use geometry principles to create these new designs.

EXAMPLES:

Draw a scrawly pattern, filling the space with dots, lines and shapes with tints and tones of the medium. This exercise should be done in pencil, colour and ink on separate sheets.

Geometrical shapes:-

The basic shapes are:

- a. Circle
- b. Square
- c. Triangle
- d. Rectangle

EXAMPLES:

Make a composition with these shapes on black paper, keeping in mind that there should be two of each shape.

b. COLOUR

colour wheel, primary, secondary and tertiary, hue and value, intensity, tints, shades, tones, analogous achromatic, monochromatic, complimentary and split complimentary.

EXAMPLES:

Make a colour wheel showing the following colours:

- a. Primary
- b. Secondary
- c. Sub secondary
- d. Tertiary

WARM AND COOL COLOURS:

EXAMPLE:

Make a composition with circles and paint it with cool colours.

TINTS AND SHADES

EXAMPLE:

Tones of a colour, introduction of different types of combinations:

Make four motifs with colour on a coloured background.

POLYCHROMATIC COLOURS:

EXAMPLE:

Make composition with circles semi-circles and rings and fill it with polychromatic.

SPLIT COMPLIMENTARY:

EXAMPLES:

Make at least 5 different types of shape and compose them well on a ½ imperial sheet showing any one set of double split complimentary colours.

Analogous colour

Colour terminology

EXAMPLES

Express the following works in colour with illustrating and notes.

- a. Hue
- b. Chrome
- c. Value
- d. Intensity
- e. Tones

NEUTRALISATION OF COLOUR

EXAMPLE

Express this in 1”-1” square. Work ½ imperial sheets. Rainbow colour (VIBGYOR). Show the above with illustration.

High key, low key and middle key.

EXAMPLES

Express the above mentioned colour combination in figure.

TRANSPARENT AND OPAQUE COLOURS

EXAMPLE

Make composition with figures and show the differences.

OPTICAL ILLUSION

Optical illusion created by lines and colour.

Express on ½ imperial sheets.

For sessional the students is required to perform practice of following.

- a. Colour wheel
- b. Complimentary neutral colours.
- c. VIBGYOR
- d. Acro & Monochromatic colour
- e. Warm & cool colours
- f. Mosaic

- g. Replica & enlargement
- h. Optical illusion (lines)
- i. Optical illusion (checks)
- j. Optical illusion (polka dots)
- k. Optical illusion (prints)
- l. Water colour shading (black)
- m. Water colour shading (coloured)
- n. Pastels & dusty pastels
- o. Tints & shades
- p. Polychromatic colours
- q. Split complementary
- r. Double split complementary
- s. Transparent & square colours.

Text/Reference Book

1. Fashion drawing design from magazine Thailand.
2. Pattern design for Haute couture Volume I.
3. Fashion drawing by Anne and Julion Seaman.
4. Latest Fashion Style by Winter Hiver.
5. Jasmine's new look.

Subject Code : 101005

RATIONALE

The objective of this paper is to familiarise the student regarding fabrication of garments for children and various types of stitches, seams, trimmings, finishing of garments, different types of opening, plackets, fastners, yokes and fittings etc.

DETAILED CONTENT

- I. Tools and equipment used in measuring, marking, cutting, sewing and finishing of garment.
- II. Introduction to sewing machines and it's part.
- III. Classifications of seam stitches
 - Seam with hand and machine- Plain, French, Flat, Lapped, Crossed, Curved, Angled, Pinking, binding etc.
 - Seam finishes- bound, over locking, French etc
 - Plackets
 - Fasteners- zip, hook and eye, snap buttons, buttons and buttons hooked.
 - Pockets- Side pockets, patch pockets, bound, well etc.
 - Darts, pleats, tucks gathers.
 - Button folder

Text/Reference Book

1. Clothing Construction by Doongaji.
2. System of Cutting by Zarapkar.
3. Clothing Construction by Evelyn.
4. Fashion maker by Betty Foster.

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Subject Code : 101006

RATIONALE:-

The students should know various considerations in making of garments, incorporation of standard measurements, scope and importance of drafting and pattern making so that they are able to take measurements, interpret the style of any given design and make the pattern. The subject, therefore deals with basics of pattern making and styling of garments.

DETAILED CONTENT

1. Pattern making & drafting tools
2. Pattern making terms
3. Measurement charts
4. Drafting the basic bodice block
5. Drafting of collars- Peterman, 1pc, 2pc, cape, Sailor, Chinese, and Shirt.
6. Drafting of necklines- Square, Round, V-shape, U-shape, off shoulder.
7. Drafting of skirts- Straight, A-line skirt, Umbrella, Gather, Pleats.
8. Drafting of sleeves- Plain, Puff, Leg-o-mutton, Tulip sleeve, Flaired, Raglon, Kimono, Dolman, Cap, Cape, Magyar

Text/Reference Book

1. Pattern making for fashion design by Helen Joseph.
2. Basic Pattern skills for fashion design by Bernard Zankoff.
3. Pattern cutting and making up by Martin Shoben.

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Subject Code : 101007

RATIONALE:

Basic computer education has great influence in all aspects of life. Almost all work places and living environment are being computerized. In order to prepare diploma holders to work in these environments, it is essential that they are exposed to various aspects of information technology such as understanding the concept of information technology and its scope, operating a computer, use of various tools of MS Office, using internet, etc. form the board competency profile of diploma holders. This exposure will enable the students to enter their professions with confidence, live in a harmonious way and contribute to the productivity.

DETAILED CONTENT

- 1. Computer:** Definition, Characteristics, Applications, Components of Computer System, Input/Output Devices, Concept of Memory, Magnetic and Optical Storage Devices.
- 2. Operating System-** Windows: Definition & Functions of Operating System, Basic Components of Windows, Exploring Computer, Icons, taskbar, desktop, managing files and folders, Control panel – display properties, add/remove setting date and time, screen saver and appearance
- 3. Word Processing:** Introduction to Word Processing, Menus, Creating, Editing & Formatting Document, Spell Checking, Printing, Views, Tables, Word Art, Mail Merge.
- 4. Computer Communication:** Internet and its applications, Surfing the Internet using web browsers, Creating Email Id, Viewing an E-Mail, Sending an E-Mail to a single and multiple users, Sending a file as an attachment.

Text/Reference Books

1. Computer Fundamentals By P.K. Sinha (Bpb Publications, New Delhi).
2. Computer Fundamentals By Anita Goel (Pearson Education, New Delhi)
3. Computer Fundamental 5th Edition By P.K. Sinha, Wadsworth, Inc
4. Fundamentals Of Computer By V. Rajaraman, Phi Publication.

5. Fundamental Problems In Computing 5th By D.J. Rosencrantz Springer.
6. Libre Office- The Documentation Foundation By Ron Faile, Jeremy Cartwright, Hal Parker.
7. Microsoft Office 2010 Course Pb (Hindi) Arti Rathore, Bpb Publication.A
8. Computer Fundamentals By Krishna Kumari (Book World, Dehradun).



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Subject Code : 101008

RATIONALE

Thinking skills are the mental activities you use to process information, make connections, make decisions and create new ideas, you use your creativity in creating new ideas. Thinking skills leads to creative approach to the design process it leads to critical thinking – using logic and reasoning to identify the strengths and weaknesses of alternative solutions conclusions or approaches to problems. Critical thinking skills allow you to use thoughtful analysis to make informed decisions.

Suggested strategies creativity enhancement and development includes

DETAILED CONTENT

1. Practicing creative thinking
2. Major creative traits are risk taking, open mindedness and determination.
3. Formal training
4. Dress experience and exposed to the world

Thinking skill are the mental activities you are to process information, make connections, make decision and create new ideas.

Creativity development / thinking skill and creativity

1. Identification of waste material.
Natural-pebbles, shells, dry leaf, plants, and remnants.
Manmade- Bangles, fabric, button etc
2. Thematical based-use of waste materials
3. Eco lessons

Assignments-

1. Minimum 3 individual projects using natural and manmade waste
2. Minimum 1 group project.



**DETAIL SYLLABUS
SECOND SEMESTER
(FASHION DESIGN)**

Subject Code : 102001**RATIONALE**

Interpersonal communication is a natural and necessary part of organizational life. Yet, communicating effectively can be challenging because of our inherent nature to assume, overreact to and misperceive what actually is happening. Poor communication or lack of communication is often cited as the cause of conflict and poor teamwork. In today's team oriented workplace, managing communication and developing strategies for creating shared meaning are crucial to achieve results create successful organizations. The goal of the communicating skills course is to produce civic-minded, competent communicators. To that end, students must demonstrate oral as well as written communication, public address and performance. The objectives of this subject are understanding how communication works, gaining active listening and responding skills, understanding the importance of body language, acquiring different strategies of reading texts and increasing confidence by providing opportunities for oral and written expressions.

DETAILED CONTENTS**Section A****1. READING SKILLS****(10 Periods)**

Unseen comprehension passages (at least 3 passages).

2. Drafting:**(20 Periods)**

- 2.1 Writing Notice
- 2.2 Writing Circular
- 2.3 Writing a Memo
- 2.4 Agenda for a Meeting
- 2.5 Minutes of the Meeting
- 2.6 Press release
- 2.7 Telephonic Messages
- 2.8 Paragraph writing:

Simple and Current Topics Should be covered.

3. Correspondence**(10 Periods)**

- 3.1 Business Letters
- 3.2 Personal Letters

4. Communication

(12 Periods)

- 4.1 Media and Modes of Communication
- 4.2 Channels of Communication
- 4.3 Barriers to Communication
- 4.4 Listening Skills
- 4.5 Body Language
- 4.6 Humour in Communication

5. Personality Development

(12 Periods)

- 5.1 What is personality development?
- 5.2 How can personality development be evolved?
- 5.3 Why is personality development important?
- 5.4 Types of Personality.
- 5.5 Definition and types of Interviews.
- 5.6 Essentials to achieve success in job interviews.
- 5.7 Importance of group discussions.

LIST OF PRACTICALS

(Note: The following contents are only for practice. They should not be included in the final theory examination)

1. LISTENING COMPREHENSION

- 1.1 Locating Main Ideas in a Listening Excerpt
- 1.2 Note-taking

2. DEVELOPING ORAL COMMUNICATION SKILLS

- 2.1 Offering- Responding to offers
- 2.2 Requesting-Responding to Requests
- 2.3 Congratulating
- 2.4 Expressing Sympathy and Condolences
- 2.5 Expressing Disappointments
- 2.6 Asking Question-Polite Responses
- 2.7 Apologizing, Forgiving
- 2.8 Complaining
- 2.9 Persuading
- 2.10 Warning

- 2.11 Asking for Giving Information
- 2.12 Giving Instructions
- 2.13 Getting and Giving Permission
- 2.14 Asking For and Giving Opinions
- 2.15 Group Discussion

SUGGESTED DISTRIBUTION OF MARKS

| Topic No. | Period Allotted (Hrs) | Marks Allotted (%) |
|--------------|-----------------------|--------------------|
| 1 | 10 | 15 |
| 2 | 20 | 30 |
| 3 | 10 | 15 |
| 4 | 12 | 20 |
| 5 | 12 | 20 |
| Total | 64 | 100 |

REFERENCE BOOKS

1. Communicating Effectively in English, Book-I by Revathi Srinivas; Abhishek Publications, Chandigarh.
2. High School English Grammar and Composition by Wren and Martin; S. Chand & Company Ltd., Delhi.
3. Communication Techniques and Skills by R. K. Chadha; Dhanpat Rai Publications, New Delhi.

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Subject Code : 102002

RATIONAL

The students of fashion design should appreciate fashion developments of the Indian as well as western civilization to draw the inference on their influence on costume of the world.

DETAILED CONTENTS

- 1. Indian history (08 Periods)**
 1. Ancient Indian history
 - Indus valley civilization
 - Mauryan and Sunga period
 - Kushan dynasty
 - Gupta dynasty
 - Mughal dynasty
- 2. Traditional costumes of India (10 Periods)**
 - clothing of different states
- 3. History of western fashion (12 Periods)**
 - EGYPTIAN COSTUME –study of dates, jewellery, hairstyles and footwear.
 - GREEK COSTUME –study of dates ,significant development , costumes , jewellery, hairstyle , and footwear .
 - ROMAN COSTUME- study of dates , significant development , costumes, jewellery, hairstyle , and footwear .
 - BYZANTINE - study of dates ,significant development , costumes , jewellery, hairstyle , and footwear .
- 4. Fashion Eras and Name (12 Periods)**
 - Victorian
 - French revolution
 - 20th century fashion
- 5. Present structure of The Fashion Industry (06 Periods)**

SUGGESTED DISTRIBUTION OF MARKS

| Topic No. | Period Allotted (Hrs) | Marks Allotted (%) |
|--------------|-----------------------|--------------------|
| 1 | 8 | 15 |
| 2 | 10 | 20 |
| 3 | 12 | 25 |
| 4 | 12 | 25 |
| 5 | 6 | 15 |
| Total | 48 | 100 |

RECOMMENDED BOOKS

1. Coustumes of india by DHAR and Parameters
2. Coustumes of india and Pakisthan S N DHAR
3. Ancient indian costumes by RoshanAlkazi
4. History of costume in the west Boucher
5. Costume and fashion by Browioyn
6. Costume i066-1990's by Peacock
7. Mans's Costumes – Dresses Jewellery hair style etc

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Subject Code : 102003

RATIONALE

The skill in fashion illustration is essential for the students of fashion design so as to develop in them the creativity after going through the subject, the students of fashion design will be able to illustrate different types of figures and dresses in different colour mediums.

- Drawing from a live model/three dimensional body
- Drawing from photos & converting them into fashion figures.
- Reduction and enlargement of Fashion figure.
- Project
 - Detail study in pencil with light & shade with different types of dresses and drapes.
 - Garments in different colour mediums- poster colour water proof, pencil, water colour.

E.g Draw different types of gathered dresses and shades them with pencil.

Draw different types of pleated dresses and shades them with pencil (charcoal)

Draw different types of pant shirt and shade them with pencil.

- Flesh figure in sports wear
- Flesh figure in summer casual in (water colour)
- Flesh figure in beach wear (poster colour)
- Flesh figure in winter wear (steadlers)
- Flesh figure in summer formal
- Flesh figure in into western

RECOMMENDED BOOKS

1. Fashion Drawing Design by Magazine of THAILAND
2. Fashion Drawing – The Basic Principles by Anne Allen Julion Seaman
3. Fashion Illustration by Beena Abling

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Subject Code : 102004

RATIONALE

The design process in fashion product development overall is a very challenging job. To create a design that is aesthetic, creative and innovative at the same time is pretty difficult. Thus design development has been designed, for the new approaches, for teaching the students to develop the aesthetic sense etc.

Illustrating different type of neckline through the design process

- Illustrating different type collars
- Illustrating different type sleeves
- Illustrating different type skirts
- Illustrating different type pants
- Illustrating different type coats
- Illustrating different type cuffs
- Illustrating different type waistline
- Illustrating different type bodice styles
- Illustrating different type accessories, bags, shoes, caps, shots etc.
- Various projects using above illustration based on different themes and occasions
- Various theme like
 - Elements of design
 - Body contours
 - Design detail
- Producing production sheet with the design developed and design details like style no, swatches, costing etc.

Text/Reference Books

1. Language of Fashion Design by Laura Volintesta.
2. Fashion Design by Jay Calderin.
3. The Design Book by Can Akdeniz.

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Subject Code : 102005

RATIONALE

The objective of this paper is to familiarise the student regarding fabrication of garments for children and various types of sleeves , collars and necklines etc.

DETAILED CONTENT

- Preparation of samples of different basic shapes of necklines.
- Preparation of samples of different types of collars- Peter pan, Chinese, Sailor, Shawl, stand and fall collar etc.
- Preparation of samples of different types of sleeves and cuffs.
- Lace folder, fabric folder.

RECOMMENDED BOOKS

- 1 Clothing Construction by Doongaji
- 2 System of Cutting by Zarapkar
- 3 Clothing Construction by Evelyn
- 4 Fashion Maker by Betty Foster

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Subject Code : 102006

RATIONALE

The student should know various considerations required in making of garments, incorporation of standard measurements, scope and importance of drafting and pattern making so that they are able to take measurements, interpret the style of any given design and make the pattern. The subject therefore deals with basics of pattern making and styling of garments.

DETAILED CONTENT

Pattern layout of different patterns and calculating the fabric assumption of the similar pattern.

Examples

- A-line frock
- Casual frock
- Top styles
- Overlapping effects, use of frills, style lines, yokes, plats and tucks.

Recommended Books

1. Pattern Making For Fashion Design By Helen Joseph
2. Basic Pattern Skills For Fashion Designs By Bernard Zamkoff
3. Pattern Cutting And Making up By Martin Shobeni

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Subject Code : 102007

RATIONALE

Basic computer education has great influence on all aspects of life. Almost all work places and living environment are being computerized. In order to prepare diploma holders to work in these environments, it is essential that they are exposed to various aspects of information technology such as understanding the concept of information technology and its scope, operating a computer, use of various tools of MS Office, using internet, etc. form the board competency profile of diploma holders. This exposure will enable the students to enter their professions with confidence, live in a harmonious way and contribute to the productivity.

DETAILED CONTENT

1. Spread Sheet: Elements of Electronics Spread Sheet, Applications, Creating and Opening of Spread Sheet, Menus, Manipulation of cells: Enter texts numbers and dates, Cell Height and Widths, Copying of cells, Mathematical, Statistical and Financial function, Drawing different types of charts. **(10 periods)**

2. Presentation Software: Creating, modifying and enhancing a presentation, Delivering a presentation, Using sound, animation and design templates in presentation. **(10 periods)**

3. ICT Fundamentals: Basics of Information Communication Technology, Computer Networks and their advantages, Types of Computer Network, Network Topologies, Basics of Transmission Media **(8 periods)**

4. Internet Advanced Services: Downloading/uploading files using ftp/telnet, Chatting, Video conferencing, Online storage of data on Google and Yahoo, **(7 periods)**

PRACTICAL

Presentation Software

1. Make a presentation of College Education System using (a) Blank Presentation, (b) From Design Template, and (c) From Auto Content Wizard.

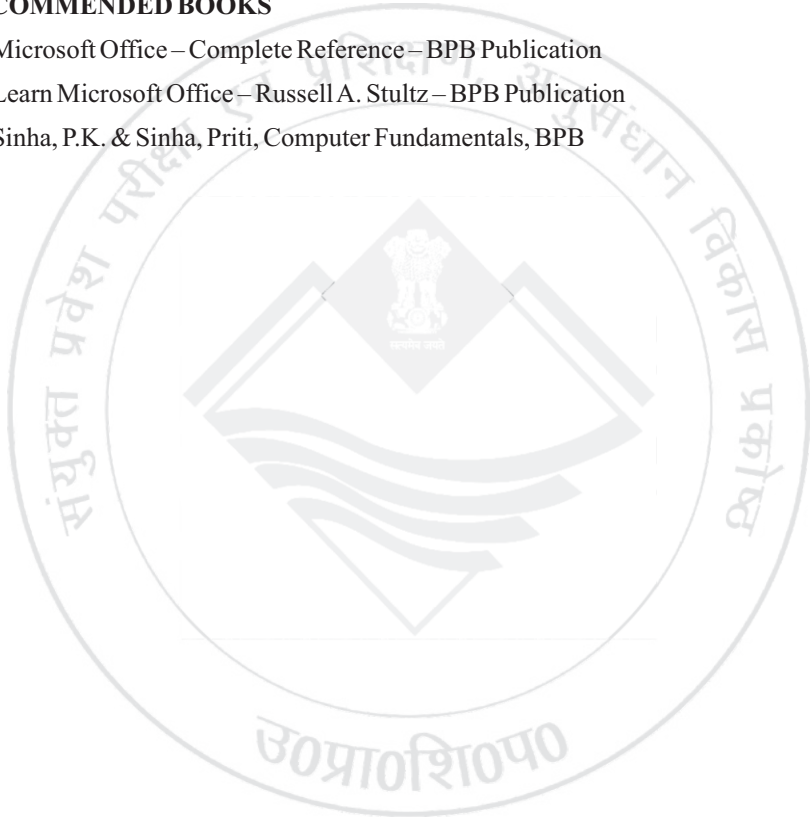
2. Make a presentation on “Wild Life”. Apply various colour schemes, and animation schemes.

Spread Sheet

1. Generation of Electricity Bill, Telephone Bill, Salary Statement of an Employee and Mark Sheet of a student etc.
2. Apply various mathematical, statistical and financial functions on any worksheet.

RECOMMENDED BOOKS

1. Microsoft Office – Complete Reference – BPB Publication
2. Learn Microsoft Office – Russell A. Stultz – BPB Publication
3. Sinha, P.K. & Sinha, Priti, Computer Fundamentals, BPB



Subject Code : 102008

RATIONALE

The students of fashion design require to know various aspects of fashion and fashion terminology to have better hold in industry.

DETAILED CONTENTS

(Theory)

1. Introduction to fashion and how it evolved.
2. Definition of fashion
3. Difference between style and design
4. Fashion terminologies
5. Fashion theories, fashion cycle and factors influencing fashion
6. Fashion forecast
7. Fashion designers i.e. Indian/international
8. Fashion leaders and followers

NOTE: different journals like vogue, collezione, trends etc should be shown to the students depicting style designs.

RECOMMENDED BOOKS

1. Fashion Buying And Merchandising By Sydeney Packard And Arthus A Witness And Nathanaxehord.
2. Retail Fashion Promotion And Advertising By Jauice Harrison Hebetgrumwald.
3. Fashion Buying By Hellengowrick.
4. Inside Fashion Business Jarnow/Guerrecic/Judille.
5. Fashion Merchandising By Elaine Stone A Samples.



**LEARNING
OUTCOMES**

IMPLEMENTATION

IMPACT

ASSESSMENT

LEARNING OUTCOMES FASHION DESIGN - 1ST Year

| Sr. | Title of Subject/Unit | Learning Outcomes to be | Means of Assessment |
|-----|------------------------------|--|--|
| 1 | English Communication – I | Communicate effectively in English with others. | Assignments and Quiz/Class tests, mid-terms and end-term written tests, models/prototype making Actual laboratory and practical work , model/prototype making, assembly and disassembly exercises and viva-voce. Report writing presentation and viva-voce. |
| 2 | Fabric Study | Apply basic principle and use to identified various fibers | Assignments of collecting and study of various types of textile fibers, properties and materials Quiz/Class tests, mid-terms and end -term written tests, models/ prototype making Actual laboratory and practical work, model/ prototype making, assembly and disassembly exercises and viva-voce. Report writing presentation and viva-voce. |
| 3 | Fashion illustration-I | Apply basic principle of design for sketching to developed fashion models. | Assignments of making sketches and designs related to models different profiles, using various types of medium of colors. Quiz/Class tests, mid-terms and end-term. |
| 4 | Basic Design | Able to Read, Draft and Render the drawings | Drawings, Drawings, Class test, Mid-term |
| 5 | Garment Construction-I | Use appropriate procedures for developing various samples . | Assignments of collecting and study of various types of sample of garment and basic embroidery, Class tests, mid-terms and end-term. |
| 6 | Pattern Making-I | Use appropriate procedures for developing various flat pattern design and drafting . | Assignments and study of various types of drafting pattern making tools. |
| 7 | Basic Computer Education – I | Use of computer and IT tools for creating document, making designs and presentation. | Assignments and Quiz/Class tests, mid-terms and end-term written tests, models/prototype making Actual laboratory and practical work , model/ prototype making, assembly and disassembly exercises and viva-voce. Software installation, Report writing presentation and viva-voce. |

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| 8 | Thinking skills & creativity | Use analytical approaches to develop design. | Assignments and use of brain storm ideas on one topic in to a large piece of paper. |
| 9 | English Communication –II | Communicate effectively in English with others | Assignments and Quiz/Class tests, mid-terms and end-term written tests, models/prototype making Actual laboratory and practical work, model/prototype making, assembly and disassembly exercises and viva-voce. Report writing presentation and viva-voce. |
| 10 | History of costume | The history of human development has spawned the changing concept time to time. | Assignments of making sketches related to the history. Quiz/Class tests, mid-terms and end-term written tests, models/ prototype |
| 11 | Fashion illustration-II | Apply basic principle of design for sketching to developed fashion models creative skills. | Assignments of making sketches and designs related to models different profiles, using various types of medium of colors. Quiz/Class tests, mid-terms and end-term. |
| 12 | Design Development | Use analytical approaches to develop creative design. | Assignments of making sketches and designs related to design new and innovative dresses. Quiz/Class tests, mid-terms and end-term. |
| 13 | Garment Construction-II | Use appropriate procedures for developing various Garments . | Assignments of collecting and study of various types of sample of garment and basic embroidery, Class tests, mid-terms and end-term. |
| 14 | Pattern Making-II | Use appropriate procedures for developing various flat pattern design and drafting . | Assignments and study of various types of drafting pattern making equipments tools and pattern layout. |
| 15 | Basic Computer Education – II | Use of computer and IT tools for creating document, making designs and presentation. | Assignments and Quiz/Class tests, mid-terms and end-term written tests, models/prototype making Actual laboratory and practical work, model/prototype making, assembly and disassembly exercises and viva-voce. Software installation, Report writing presentation and viva-voce. |
| 16 | Elements of Design | Apply basic principle of design for sketching to developed motifs and use of various color, lines, shape and textures . | Assignments of making sketches and designs related to different motifs, using various types of medium of colors. Quiz /Class tests, mid-terms and end-term written tests. |