

Punjab Technical University

Scheme of B.Sc (FDK)  
Batch 2013 onwards

# **PUNJAB TECHNICAL UNIVERSITY KAPURTHALA**

## **Scheme and Syllabus Of B. Sc Fashion Design Knits (FDK)**

---

Batch 2013 onwards

**By  
Board of Studies Fashion Designing**

**First Semester****Contact Hours: 30 Hrs.**

Course Code	Course Title	Load Allocation			Marks Distribution		Total Marks	Credits
		L	T	P	Internal	External		
<b>B.Sc FDK 101</b>	Elements of Fashion	2	-		40	60	100	2
<b>B.Sc FDK 102</b>	Design Fundamentals & Color Theory-1	-	-	4	40	60	100	2
<b>B.Sc FDK 103</b>	Introduction to Textile Science	3	-	-	40	60	100	3
<b>B.Sc FDK 104</b>	Material Study( Knitted Structures)-1	-	-	4	40	60	100	2
<b>B.Sc FDK 105</b>	Introduction to Pattern Making	-	-	3	40	60	100	2
<b>B.Sc FDK 106</b>	Office Automation & Desktop Publishing	-	-	3	40	60	100	2
<b>B.Sc FDK 107</b>	Introduction to Garment Construction	-	-	3	40	60	100	2
<b>B.Sc FDK 108</b>	Basic Sketching	-	-	3	40	60	100	2
<b>B.Sc FDK 109</b>	Introduction to Knitting Skills	2			40	60	100	2
<b>B.Sc FDK 110</b>	Fashion Model Drawing	-	-	3	40	60	100	2
<b>Total</b>		07	-	23	400	600	1000	21

Course Code	Course Title	Load Allocation			Marks Distribution		Total Marks	Credits
		L	T	P	Internal	External		
<b>B.Sc FDK 201</b>	Graphic Design & Applications	-	-	3	40	60	100	2
<b>B.Sc FDK 202</b>	Fashion Studies	2	-	-	40	60	100	1
<b>B.Sc FDK 203</b>	Material Study( Knitted Structures)-2	-	-	4	40	60	100	2
<b>B.Sc FDK 204</b>	Fashion Art-1	-	-	3	40	60	100	2
<b>B.Sc FDK 205</b>	Photography	-	-	3	40	60	100	2
<b>B.Sc FDK 206</b>	Yarn Craft	-	-	3	40	60	100	2
<b>B.Sc FDK 207</b>	Design Fundamentals & Color Theory-2	-	-	3	40	60	100	2
<b>B.Sc FDK 208</b>	Fabric Surface Techniques-1	-	-	3	40	60	100	2
<b>B.Sc FDK 209</b>	Pattern Making-2	-	-	3	40	60	100	2
<b>B.Sc FDK 210</b>	Garment Construction Techniques	-	-	3	40	60	100	2
	<b>Total</b>	02	-	28	400	600	1000	20

There is a 06 weeks Industrial Internship in Flat Knitting Industry after second Semester which will be evaluated in the 3rd Semester on the basis of the report as well as on the basis of the Presentation of the work done.

Course Code	Course Title	Load Allocation			Marks Distribution		Total Marks	Credits
		L	T	P	Internal	External		
<b>B.Sc FDK 301</b>	Research Methodology & Documentation	2			40	60	100	2
<b>B.Sc FDK 302</b>	Appreciation of Traditional Indian Textiles & Embroideries	1		2	40	60	100	2
<b>B.Sc FDK 303</b>	Dyeing & Printing Techniques	2			40	60	100	2
<b>B.Sc FDK 304</b>	Digital Imaging & Editing Techniques for Textiles			3	40	60	100	2
<b>B.Sc FDK 305</b>	Surface Techniques-II			3	40	60	100	2
<b>B.Sc FDK 306</b>	Fashion Art-II			3	40	60	100	2
<b>B.Sc FDK 307</b>	Garment Construction			3	40	60	100	2
<b>B.Sc FDK 308</b>	Fundamentals of Apparel Production	2			40	60	100	2
<b>B.Sc FDK 309</b>	Design Process			3	40	60	100	2
<b>B.Sc FDK 310</b>	Kids wear Pattern Making			3	40	60	100	2
<b>B.Sc FDK 311</b>	Techniques for Circular Knitting	2			40	60	100	2
<b>B.Sc FDK 312</b>	Industry Internship			4	40	60	100	2
<b>Total</b>		09		24	480	720	1200	24

Course Code	Course Title	Load Allocation			Marks Distribution		Total Marks	Credits
		L	T	P	Internal	External		
<b>B.Sc FDK 401</b>	Fashion Art-III	-	-	3	40	60	100	2
<b>B.Sc FDK 402</b>	Apparel Marketing & Merchandising	2	-	-	40	60	100	2
<b>B.Sc FDK 403</b>	Fabric Studies	2	-	-	40	60	100	2
<b>B.Sc FDK 404</b>	Draping for Knits	-	-	3	40	60	100	2
<b>B.Sc FDK 405</b>	World Art Appreciation	2	-	-	40	60	100	2
<b>B.Sc FDK 406</b>	Thematic Approach to Design	-	-	3	40	60	100	2
<b>B.Sc FDK 407</b>	Production Planning & Control	2	-	-	40	60	100	2
<b>B.Sc FDK 408</b>	Visual Merchandising & Communication	2	-	-	40	60	100	2
<b>B.Sc FDK 409</b>	Men's Wear Pattern making	-	-	3	40	60	100	2
<b>B.Sc FDK 410</b>	Garment Construction	-	-	3	40	60	100	2
<b>B.Sc FDK 411</b>	Computerized Knitting manufacturing Techniques	-	-	3	40	60	100	2
<b>Total</b>		10	-	18	440	660	1100	22

There is a 06 weeks Industrial Internship in Circular Knitting Industry after Fourth Semester which will be evaluated in the 5th Semester on the basis of the report as well as on the basis of the Presentation of the work done.

## Fifth Semester

Contact Hours: 31 Hours

Course Code	Course Title	Load Allocation			Marks Distribution		Total Marks	Credits
		L	T	P	Internal	External		
<b>B.Sc FDK 501</b>	Industry Exposure & Documentation	3	-	-	40	60	100	3
<b>B.Sc FDK 502</b>	Industry Internship	-	-	4	40	60	100	2
<b>B.Sc FDK 503</b>	Pattern Making for Lingerie	-	-	3	40	60	100	2
<b>B.Sc FDK 504</b>	Fashion Buying & Merchandising	3	-	-	40	60	100	3
<b>B.Sc FDK 505</b>	Computerized Knitting manufacturing Techniques	-	-	3	40	60	100	2
<b>B.Sc FDK 506</b>	History of Western Costumes	3	-	-	40	60	100	3
<b>B.Sc FDK 507</b>	Grading	-	-	3	40	60	100	2
<b>B.Sc FDK 508</b>	Processing Techniques for Knits	2	-	-	40	60	100	2
<b>B.Sc FDK 509</b>	Product Development ( accessories)	-	-	3	40	60	100	2
<b>B.Sc FDK 510</b>	World Traditional Knitwear	2	-	-	40	60	100	2
<b>B.Sc FDK 511</b>	Intellectual Property Rights	2	-	-	40	60	100	2
<b>Total</b>		15		16	440	660	1100	25

Sixth Semester

Contact Hours: 16 Hours.

Course Code	Course Title	Load Allocation			Marks Distribution		Total Marks	Credits
		L	T	P	Internal	External		
<b>B.Sc FDK 601</b>	Digital Presentation (Portfolio)	-		6	80	120	200	3
<b>B.Sc FDK 602</b>	Advance Design/ Research Project.	-	-	10	80	120	200	5
<b>Total</b>		-		16	160	240	400	8

## **B.Sc FDK 101**

### **ELEMENTS OF FASHION**

#### **Objectives:-**

- To make the students understand what fashion is to also make them aware about the fashion terminology, classification of components and the influences of fashion. This course also aims to provide an insight to the covered of fashion from a designers point of view.

#### **Syllabus:-**

- Introduction to fashion :
  - Fashion terminology
  - Fashion origin
  - Fashion cycle and seasons
- Influence on fashion: - Social, cultural, economic, political, education, technological etc.
- Classification of apparel:-according to garment type – sports, classic, bridal, maternity etc.
- According to price – designer down to budget.
- According to fabrics – woven, knits, leather
- Components of fashion – silhouette, details, color, fabric, texture, seams, trims.
- Fashion forecasting
- Study of markets and segments
- Designers – International / Domestic



## **B.Sc FDK 102**

### **DESIGN FUNDAMENTALS & COLOUR THEORY-1**

#### **Objective:**

- To increase and build on acute sensitivity to the world around them. To develop and initialize a design vocabulary, an essential tool for practicing as designers.
- To create a visual images with a greater variety of methods and material to provide unexpected excitement and solutions. To introduce to the students to the importance of planning, decision making and presentation. To provide and develop fundamental skills of analysis, representation and interpretation in relation to surface design.
- To develop and awareness and curiosity to notice detailing in everything they see and touch.
- To understand the basic principles of color theory, color psychology  
To develop the awareness of color as an element of visual experience.  
Role of color in structure of form and composition

#### **Syllabus:**

Each element would begin with lectures on the particular element of design and its relation to the design process.

The basic elements that would be taught are:

##### ***UNIT-1***

- Texture
- Line
- Form and repeat

##### ***UNIT-2***

- Figure and Ground
- Proportion
- Balance

An illustrated lecture on color and how it pervades our existence and the basic principles of color theory. To facilitate an appreciation of the application of color in the arts. To bring about awareness of the way in which color has been made to work to suit the needs of the designer/ artist/ society's outlook and therefore requirement of the times. Practical application of color through various exercises dealing with the following:

##### ***UNIT-3***

- Hue, intensity and value
- Saturated and de-saturated hues.
- Tints, tones, and shades
- Color wheel
- Simultaneous contrast

#### **UNIT-4**

- Change in hue, brilliance and luminosity
- Color composition and color ways.
- Use of color to evoke moods.
- Translation of colors in material and nature.

#### **INDICATIVE READING :**

1. Grafix-by Wolfganhageney
2. Traditional japanese- Small Motif-by Kamon Yoshimoto
3. Symbols Signs- by American institute for graphics arts.
4. Morocco modern- By Herbert YPMA
5. Cacti and Succulents – By Terry Hewitt
6. Encyclopedia of Butterfly World – By Paul Smart Fres.
7. Arabic Ornament- J Collin booking international paris
8. Repeat pattern-peter phillips Gillian buncethames Hudson
9. Japan Patterns- Belverde
10. Design and illustration (Marine)- M.Kumakiri SEI DEA SA
11. Design Element – 2 Richard hora, Miss hora, Art Direction Book Company, NY
12. From historic ornament : W & G Audsley Dover Publications Inc.Design and Pattern

## **B.Sc FDK 103**

### **INTRODUCTION TO TEXTILE SCIENCE**

#### **Objectives**

- To understand the importance and purpose of various segments of the textile industry.
- To understand basic textile terminology.
- To study various filers and understand various fibers properties and relate them to the end uses.
- To understand yarn and fabrics.

#### **Syllabus:-**

##### **UNIT-1**

- Textile industry overview: Major production segments of the textile industry, basic terminology related to the industry and filers in particular.
- Textile fibers: classification, sources, properties and uses.

##### **UNIT-2**

- Detailed study of various natural fibers.
- Classification of manmade fibers.
- Understand the difference between natural and man made fibers.
- Study in detail the production, properties & end uses of various manmade fibers.

##### **UNIT-3**

- Identification of various textile fibers & blending
- Classification of yarn: yarn manufacturing, various spinning methods, yarn properties, comparison of yarns.
- Yarn numbering system

##### **UNIT-4**

- Fabric: various methods of fabric production, basic process of weaving, study of basic weaves, color and weave effect, production of a loom.
- Other types of textile: non woven, bonded, felted, tufted.

Practical: yarn count measurement yarn twist measurement, fabric stiffness measurement, fabric pilling measurement, fabric strength measurement, grim measurement.

#### **References:**

1. Fabrics science by Joseph Puzzuto
2. Fiber to fabric by Corbman
3. Modern textiles by Dorothy Siegert Lyle
4. Understanding fabric from fiber to finished cloth by Dbbie and Giollo
5. Understanding textiles by Phyllis G. Tortora and Billie J Collier

## **B.Sc FDK 104**

### **MATERIAL STUDIES(KNITTED STRUCTURES)-1**

#### **Course objectives:**

- To develop understanding of the basic types and functions of knitting machine.
- To understand the methods of fabric interlocking representations and the concept of repeat on point/ graph paper.
- To develop understanding of simple knits their usage and characteristics in order to setup the cam.
- To knit simple fabric structures on the manual knitting machine.
- To understand and implement the usage of different techniques, the principles of warp length and width calculation for sample knitting.

#### **Course contents:**

##### **Concept domain:**

- To understand the behavior, characteristics, properties and surface textures generated by simple knitted construction of fabric.

##### **UNIT-1**

##### **Knowledge domain:**

- To explore simple knitted structures towards the manipulation of surface characteristics of woven fabrics.
- To explore different counts and color of different yarns towards recognizing the physical and visual potentials.

##### **Skill domain:**

- Skillful handling of the machine.
- Material and knit manipulation.
- Efficiency and perfection in fabric sample knitting.

##### **UNIT-2**

##### **Nature of assignments:**

- Representation of fabric interloping- visual and graphical mode on point/ graph paper.
- The depiction of drafting, their relation with knit structures.

##### **UNIT-3**

- Basic explanation of knitting machine parts with the help of a previously set-up machine.
- Theoretical calculations involving the required warp and weft length count in the sample.
- Theoretical and graphical representation of simple/ elementary knits.

##### **UNIT-4**

- Practical of knitting swatches (each 7" X7") of the above knits. This process includes the generation of various textural changes in the terms of surface alteration achieved by changing material, color, count in the design.

## **B.Sc FDK 105**

### **INTRODUCTION TO PATTERN MAKING**

#### **Course objective:**

- To understand the standard measurement, body measurement and flat garment measurement
- To understand the industrial dress form.
- To understand symbol key.
- To learn fabric terms
- To understand pattern making tools and their uses.
- To learn written information on the pattern pieces.
- To understand pattern making processor and to understand spec sheet.pieces.

#### **Syllabus:**

##### **UNIT-1**

- Introduction to pattern making
- Basic skirt block
- Skirt block for knit only
- Skirt variation

##### **UNIT-2**

- Basic bodice block
- Basic sleeve block
- Dart manipulation

##### **UNIT-3**

- Basic block for knit only.
- T –shirt
- Polo shirt
- Neck line variation

##### **UNIT-4**

- Collar variation
- Sleeve variation
- Tank top

**B.Sc FDK 106**

**OFFICE AUTOMATION & DESKTOP PUBLISHING**

**Course DESCRIPTION:**

Develops introductory skills in the Microsoft Office Suite (Word, Excel and PowerPoint), Windows Explorer, Internet, and computer concepts through demonstrations and lab exercises.

**Course objectives and content**

*Upon completion of this course students will be able to:*

Demonstrate an advanced knowledge of the Word Processing package, MS Office and a knowledge of howto design & create effective and structured documents like technical reports, letters, brochures, etc.,

Demonstrate the skills in the appropriate use of various features of the spread sheet package MS Excel and also to create useful spreadsheet applications like tabulated statements, balance sheets, statistical charts, business statements, etc.

Demonstrate the skills in making an effective presentation with audio and video effects using the MS-Excel package

Draw graphical pictures, flow charts, block diagrams etc., using the drawing tools available in MS Word or MS Power Point and incorporate them into documents and presentations.

Duration-6 months

One class per week of 3 hrs.

***Examination /Evaluation scheme***

- **Practical Examination:** One Practical examination of 3 hours duration will be conducted on the modules described in the curriculum. The maximum mark will be 100.

**Note: All topics are covered in extreme detail with practical examples for all.**

# **Ms-Word**

## **Section-A**

### **1 Introduction**

- a. Introduction to MSWord
- b. Menus
- c. Shortcuts
- d. Document types

### **2 Working with Documents**

- a. Opening Files – New & Existing
- b. Saving Files
- c. Formatting page and Setting Margins
- d. Converting files to different formats
- i. Importing
- ii. Exporting
- iii. Sending files to others
- e. Editing text documents
  - i. Inserting
  - ii. Deleting
  - iii. Cut, Copy, paste
  - iv. Undo, Redo
  - v. Find, Search, Replace

### **3 Formatting Documents**

- a. Setting Font Styles
  - i. Font selection – style, size, color etc.,
  - ii. Type face – Bold Italic, underline
  - iii. Case settings
  - iv. Highlighting
  - v. Special symbols
    - i. Alignments

- ii. Indents
  - iii. Line space
  - iv. Margins
  - v. Bullets and Numbering
- c. Setting Page Style
  - i. Formatting
  - ii. Border & Shading
  - iii. Columns
  - iv. Header & footer
  - v. Setting Footnotes
  - vi. Inserting manual Page break, Column break and line break.
  - vii. Creating sections and frames
  - viii. Inserting Clip arts, pictures, and other files
  - ix. Anchoring & Wrapping
- d. Setting Document Styles
  - i. Table of Contents
  - ii. Index
  - iii. Page Numbering, date & Time, Author etc.,
  - iv. Creating Master Documents
  - v. Web page

#### **4 Creating Tables**

- a. Table settings
- b. Borders
- c. Alignments
- d. Insertion, deletion
- e. Merging
- f. Splitting
- g. Sorting
- h. Formula



## **5 Drawing**

- a. Inserting Pictures/Files etc.,
- b. Drawing Pictures
- c. Formatting &Editing pictures
- d. Grouping and ordering
- e. Rotating

## **6 Tools**

- a. Word Completion
- b. Spell Checks
- c. Mail merge
- d. Tracking Changes
- e. Security

## **7 Printing Documents**

- a. Printing Documents

# **MS-Excel**

## **1 Introduction**

- a. Spreadsheet & its Applications
- b. Opening spreadsheet
- c. Menus & Toolbars & icons
- d. Shortcuts
- e. Using help
- f. Shortcuts

## **2 Working with Spreadsheets**

- a. Opening a File
- b. Saving Files
- c. Setting Margins
- d. Converting files to different formats

- i. Importing, Exporting and Sending files to others
- e. Spreadsheet addressing
  - i. Rows, Columns & Cells,
  - ii. Referring cells and Selecting cells
- f. Entering and Editing Data
  - i. Entering Data
  - ii. Cut, Copy, paste, Undo, Redo, Find, Search & Replace
  - iii. Filling continuous rows, columns
  - iv. Inserting - Data, cells, column, rows & sheets
  - v. Manual breaks
- g. Computing data
  - i. Setting Formula
  - ii. Finding total in a column or row
  - iii. Mathematical operations (Addition, Subtraction, Multiplication, Division, Exponentiation)
  - iv. Using other Formulas

### **3 Formatting Spreadsheets**

- a. Formatting – Cell, row, column & Sheet
  - i. Alignment, Font, Border & shading
  - ii. Highlighting values
  - iii. Hiding/Locking Cells
- b. Worksheet
  - i. Sheet Name
  - ii. Row & Column Headers
  - iii. Row Height, Column Width
  - iv. Visibility – Row, Column, Sheet
  - v. Security
- c. Formatting – worksheet
  - i. Sheet Formatting & style - background, color , Borders & shading
- d. Anchoring objects
- e. Formatting layout for Graphics, Clipart etc.,

#### **4 Working with sheets**

- a. Sorting
- b. Filtering
- c. Validation
- d. Consolidation
- e. Subtotal

#### **5 Creating Charts**

- a. Selecting charts
- b. Formatting charts, label, scaling etc.,

#### **6 Using Tools**

- a. Error Checking
- b. Spell Checks
- c. Formula Auditing
- d. Creating & using Templates

## **MS Power Point**

### **1 Introduction**

- a. Opening new Presentation
- b. Different presentation templates
- c. Setting backgrounds
- d. Selecting presentation layouts

### **2 Creating a presentation**

- a. Setting presentation style
- b. Adding Text to the presentation

### **3 Formatting a presentation**

- a. Adding style
- b. Color, gradient fills
- c. Arranging objects
- d. Adding Header & Footer

e. Slide Background

f. Slide layout

#### **4 Adding Graphics to the presentation**

a. Inserting pictures, movies, tables, etc into the presentation

b. Drawing Pictures using Draw

#### **5 Adding effects to the presentation**

a. Setting Animation & transition effect

b. Adding audio and video

#### **6 Printing Handouts**

## **B.Sc FDK 107**

### **INTRODUCTION TO GARMENT CONSTRUCTION**

#### **Course objective:**

- To understand and identify different types of machines and learn in depth their operations.
- To learn the basic act of sewing in all its facts: to outline the simple construction methods that will transform a piece of fabric into a professional looking garment.
- Knowledge is given how to select the right fabric for the right garment and understand in depth the finishes given to different parts of a garment.

#### **Syllabus:**

##### **UNIT-1**

- Introduction to industrial sewing machines & their parts.
- How to operate machine
- Exercises on paper and fabric

##### **UNIT-2**

- Seam and stitches
- Waist band and elastic attaching

##### **UNIT-3**

- Plackets
- Neck lines

##### **UNIT-4**

- Sleeve setting into armhole

#### **Assessment**

- Daily assessment would be done after each student submit his/ her work.
- Marks would be given for the level of improvement in work and submission every week.
- At the time of assessment, the technique and overall finishing of the sample or garment would be kept in mind.
- Attendance and regularity

#### **References:-**

- The art of sewing-Reader's Digest.
- Step by Step Guide To Sewing Techniques-The Vogue Butterick

## B.Sc FDK 108

### BASIC SKETCHING

Course objectives and outline: the marks in this instance are the drawing skills that enable a designer to evolve his or her own visual language of design. The objectives of the course are to increase the proficiency in drawing skills and to inculcate creative ability in the application of these acquired skills to translate as ideas for design.

Drawing being the initial expression of the creative mind, is the fundamental tool of the visual arts (painting and design). This has obvious links with areas of surface design, where the pattern of the fabric is a direct translation of the artist's rendering on paper (or other medium). Whereas both are relevant a third and more fundamental dimension is that of the mechanical implementation on the loom or machine. If the mind is creative but unable to make the marks that single out its uniqueness, then the design will also appear as such. The marks in this instance are the drawing skills that enable a designer to evolve his or her own visual language of design.

#### **Module contents:**

##### **UNIT-1**

- **Introduction to sketching:** introductory illustrative talk on drawing, the different media, the different marks that can be made and the fundamental principles of observation, that make for a good drawing.
- **Model drawing (figures):** in the absence of life models, to study sculptures, to familiarize the students with proportions of the human body.

##### **UNIT-2**

- **Still life (in a studio arrangement):** handling of different media in black and white and also in color i.e. pencil charcoal, pen & ink, brush and ink water color, pastels, mixed media.
- **Drawing in an active environment:** this is to develop the student skills in quick sketching (observation & fluidity of hand movements) this exercise will also assist them in acquiring discretion in selection of details of the object under study, in order to render it recognizable, yet devoid of confusing detail and therefore bold and affirmative, which will go a long way in increasing their own confidence in drawing, thereby further enhancing their skills.

##### **UNIT-3**

- **Perspective drawing:** perspective drawing is an exercise to make the artist understand the various perspectives of a form like building etc. it will enable the artist to understand the depths the angles and the proportions of a form when viewed from a distance.
- **Studying & copying works of the great masters:** it involves copying the sketches or other such works of the great masters like VAN GOGH, REMBRANT, RENOIR etc.

for the furthers the artist's understanding of light and introduces new ideas for exploring new media.

- **Field trips to monuments & places of visual interest:**-drawing of local monuments to study the perspective of defined space, angles & planes.

#### **UNIT-4**

##### **Sketching:**

- Model drawing
- Still life
- Human figures
- Perspective drawing
- Quick sketching( doing sketches without eraser in 3-5 minutes)
- Copying the work of the great masters.
- 500 sketches in the whole semester

## **B.Sc FDK 109**

### **INTRODUCTION TO KNITTING SKILLS.**

#### **Course Objective**

- To understand the term textiles in context of knitting
- To learn the fundamentals of warp and weft
- To familiarize with the parts and function of knitting machine
- To develop knitting skills
- Create visual images in knitting
- Knitted concepts with a greater variety of methods and material to provide.
- Develop theme and mood boards and color palettes for knitted fabrics.

#### **Course structure:**

##### **UNIT-1**

- Introduction to knitting industry
- Important definition of knitting terms
- Working of knitting needles
- Loop formation and construction of knitting stitches.
  - Plain stitch
  - Purl stitch
  - Miss stitch
  - Tuck stitch

##### **UNIT-2**

- Classification of weft knitted fabrics
  - Single jersey
  - Rib
  - Purl knit
  - Interlock
  - Double knit fabric
  - High pile knit
  - Fully fashioned knit
  - Knitted terry
  - Knitted velour
  - Knitted jacquard
  - Knitted intarsia
  - Pique fabric

##### **UNIT-3**

- Classification of warp knits
  - Loop structure in warp knit
  - Identification of warp knitted fabric
  - Tricot fabric
  - Tricot knitting machine
  - Yarns for warp knitted fabric



- Types and properties
- Fabric characteristics
- Raschel knit fabric
- Difference between raschel and tricot fabric

#### **UNIT-4**

- Production calculation of knitted garment
- Production methods of knitted garments
- Difference between knitted and woven fabrics
- Knitwear Industry of India.

#### **Nature of assignment**

- The basic understanding and usage of graph for weaving
- Understanding the principles of knitting, machine operation
- Understanding the techniques of basic knitting
- Knitting conventional and unconventional structures to produce at least 10 samples by using various materials as weft to achieve new effects

#### **Reference:**

1. Knitting Technology by: David J. spencer

## **B.Sc FDK 110**

### **FASHION MODEL DRAWING**

Course objectives:

- Familiarity with the anatomy of the human body.
- Understanding of body proportion with special reference to: a) anatomy, b) movement, c) posture, d) details
- Understanding of the movement of the human body

#### **UNIT-1**

Exercise 1-use of match stick figures to check basic proportions. Making them free in order to avoid the stiffness. No detail (heads, feet & arms) action of the figure will determine by the movement in torso and legs balance. Placing weight on right and left foot individually. Live models to be used for exercise.

Exercise 2-round out the figure in order to achieve a more natural look. Get familiar with the grid proportion. Observe the movement of the body, the bend in the body whether pushed in or out. Once familiar with a grid proportions using the figure as one builds it.

#### **UNIT-2**

Exercise 3- to conquer the ability of drawing the figure scribbling is very important. It loosen up the hand and one could have some fun by scribbling. This exercise can help to free one from free conceived notion that sketching must be neat. Draw loose gestures in scribble form with the size of head which one feels comfortable with. Keep adding part by part to one single figure. Drawing the head with create figure size. Draw the torso and then the legs.

Exercise 4- The figure can become exciting when action is added. Action could be used by dropping the shoulder on the same side as the high hip is raised. The same slant is reflected in both knees and ankle position.

#### **UNIT-3**

Exercise 5- along with the given information using grid and various proportions sketching is very essential. Sketching could be done either from the model provided or by the students themselves. This exercise remains most important and which takes maximum effort and time.

Exercise 6-learning balance, movement when one draws the figure, it is important to understand how the body moves. What are the possibilities and why. The dynamics of balance in pose. Front, profile and back live models could be provided for this exercise.

#### **UNIT-4**

Exercise 7- concentrate on qualitative and effective drawing ability, capture the 3 dimensional quality with single line drawing giving stress to the points where it is needed soft rendering to be introduced.

**syllabus**

**B.Sc Fashion Design Knits(Semester-II)**



## **B.Sc FDK 201**

### **GRAPHIC DESIGN AND APPLICATIONS**

#### **Course Description:**

This course is aimed at students and design professionals who are interested in learning how to design, print using Photoshop. To create, capture and enhance the images in accordance with the final objective. It is a bitmap based graphic designing program that designers use to create professional artwork or advertisements. In this course, students will explore the advanced features available with Photoshop including advanced text, color, layout and layers styles.

#### **Objectives:**

- Learn how to manipulate, edit, and adjust images by using, the different tools in Photoshop. Students will learn how to apply layer effects and filters to create special effects, including lighting and texture effects.
- To show advanced skills in using painting tools and blending modes to create special effects and quality artworks.
- Perform good skill in color correction and restoration of photographs and images.
- To learn how to optimize images for use on the Web, and the advantages of using image slicing techniques.
- Demonstrate basic skills in developing a time-based production

#### ***Teaching Techniques***

- Classroom lectures, demonstrations, & discussions.
- Individual and small group work.
- Hands-on lab classes/Assignments

#### **UNIT-1**

##### **Lesson 1: INTRODUCTION TO ADOBE PHOTOSHOP**

1. About Photoshop
2. Navigating Photoshop
3. Menus and panels
4. Opening new files
5. Opening existing files
6. Exploring the Toolbox
7. Exploring Panels & Menus
8. Creating & Viewing a New Document

## 9. Setting Preferences

### Lesson 2: Working with Images and Basic Selections

1. Working with Multiple Images, Rulers, Guides & Grids
2. Adjusting Color with the New Adjustments Panel
3. Cropping & Straightening an Image
4. Adjusting Canvas Size & Canvas Rotation

## **UNIT-2**

### Lesson 3: Getting Started With Layers And Painting Commands

1. Understanding the Background Layer
2. Creating, Selecting, Linking & Deleting Layers
3. Introduction to Blending Modes
4. Blending Modes, Opacity & Fill
5. Creating & Modifying Text

### Lesson 4: Photo Draping In Adobe Photoshop

1. Photo Draping Basics
2. Using a Wrap tool to Photo
3. Photo Draping a garment/dress with Blending modes
4. Photo Draping a Bed

## **UNIT-3**

### Lesson 5: Painting In Photoshop

1. Using the Brush Tool
2. Working with Colors & Swatches
3. Creating & Using Gradients
4. Creating & Working with Brushes

### Lesson 6: Photo Retouching And Color Correction

1. The Red Eye Tool
2. The Clone Stamp Tool
3. The Patch Tool & the Healing Brush Tool
4. The Spot Healing Brush Tool
5. The Color Replacement Tool
5. Adjusting Levels
6. Adjust Curves, Non-Destructively, with Adjustment Layers

## **UNIT-4**

### Lesson 7: Using Quick Mask Mode And The Pen Tool

1. Quick Mask Options

2. Painting a Selection
3. Saving & Removing a Selection from the Background
4. Understanding Paths & the Pen Tool
5. Creating Straight & Curved Paths
6. Creating a Clipping Path

#### Lesson 8: Working With Colors And Color Settings

1. Working with the Color palette
2. Using the Color palette
3. Editing Foreground color and Background color
4. Using the Color ramp
5. Setting the CMYK Color gamut
6. Working with the Color Picker
7. Using the Color Picker
8. Choosing Custom Colors
9. Using the Paint Bucket and Eyedropper tools
10. Using the Paint Bucket tool
11. Using the Eyedropper tool

#### Lesson 9: Creating Special Effects

1. Getting Started with Photoshop Filters
2. Smart Filters
3. Creating Text Effects
4. Applying Gradients to Text

**Note: All topics are covered in extreme detail with practical examples for all.**

## **B.Sc FDK 202**

### **FASHION STUDIES**

#### **Course objectives:**

- Introduction to the sociology of fashion
- To provide a broader platform of understanding the spectrum of fashion.
- To study etymologies & definitions of fashion in apparel and home textiles.
- To provide a comprehensive understanding of visual aesthetics in fashion.

#### **Course content**

##### **Concept domain:**

- To provide an understanding of business and sociology of fashion.
- To introduce the language of fashion

##### **Knowledge domain:**

- Understanding the various components of fashion
- Building a vocabulary of fashion.
- Sensitivity & appreciation of various influences and factors which constitute the dynamics of fashion.

#### **Syllabus:**

##### **UNIT-1**

- **Introduction to the sociology of fashion.**
- **What is fashion-** discussion on various viewpoints?
- **The geography of fashion-** overview of evaluation of the phenomenon of fashion.

##### **UNIT-2**

- **Understanding the various components of fashion** –Fashion categories (Houte couture, prêt, bridge, sizes etc.),
- **Silhouette, line, detail, color, fabric etc.**
- **Etymologies and definitions-** understanding the various components and products of home fashion.

##### **UNIT-3**

- **Understanding various fashion & clothing terminology-**blouses, jackets, skirts, trousers, dresses, garment details(students assignment based learning)
- **The language of fashion-** designers and icons of 20<sup>th</sup> century: their style & influence on fashion.
- Study work of major / influential designers from the field of fashion. architecture, photography, interiors & lifestyles.(assignments based learning)

##### **UNIT-4**



- Global Issues in visual design in 21 st century.
- Fashion Forward Trends.

**Nature of assignments:**

- Students to work in groups for presenting fashion terminology.research to be done through visual and textual material available in library, museum website & movies.
- Market survey to sensitize students to study fashion in local markets, streets, craft based exhibitions etc.

**Teaching/ learning methodology**

- Illustrated lectures (slides and videos)
- Movies with special focus on fashion
- Library reading & research, museum, website
- Presentations, assignments & reviews.

## **B.Sc FDK 203**

### **MATERIAL STUDIES-(Knitted Structures)-2**

#### **Course objectives:**

- To understand functions of various cams of the knitting machine.
- To understand the stitch length control and its effect on the size of the fabric/ garment.
- To understand the shrinkage property of the knitted fabric.
- To understand fashioning techniques.
- To understand & calculate the GSM, CPI, WPI, loop length, stitch length, course length.

#### **Course contents:**

##### **Concept domain:**

- To understand the technicalities of knitting and their importance to achieve proper knitting & knitted fabric.

##### **Knowledge domain:**

- To explore simple & complex knitted structures towards the technical aspect.

##### **Skill domain:**

- Skillful handling of the yarn and stitch length.
- Material and knit manipulation for getting exact garment size.
- Efficiency and perfection in fabric sample/ garment knitting.

##### **Nature of assignments:**

- Theoretical calculations involving the GSM, CPI, WPI, loop length, stitch length, course length in the sample.
- Stitch notation of various structures.
- Basic explanation of knitting machine parts with the help of a previously set-up machine.
- Theoretical and graphical representation of simple/ elementary knits.
- Practical of knitting swatches (each 7" X7") of the above knits. This process includes the generation of various technical changes in the terms of techniques alteration achieved by changing material, color, and count in the design.

**B.Sc FDK 204**

**FASHION ART -1**

**Syllabus :-**

**UNIT-1**

- Basic block figure + fleshing (female form)
- Front view

**UNIT-2**

- Back view
- Side view
- $\frac{3}{4}$  view

**UNIT-3**

- Fashion heads + garmenting detailing
- Fashion hands + garment detailing
- Fashion legs and shoes + garment detailing

**UNIT-4**

- Action figures + flat garment specifications
- Draping (sketch + how to measure)  
Trims detailing  
Flat garment specification (sketch +how to measure)

## B.Sc FDK 205

### PHOTOGRAPHY

#### Objective

- To introduce the CAMERA
- To understand Film, use of various lenses
- To reproduce any masters piece.
  - Basic working of a SLR camera
  - Assignment on various lights effects
  - Shooting a outdoor like Kasuli or any monument
  - Shooting “Textures” or any kind of textile to get a feel
- \* Class duration one a week in the semester all practical work has to be done by the Students.
- Recommended books for reference: All about S.L.R. 35mm camera

## **B.Sc FDK 206**

### **YARN CRAFT**

#### **Course Objectives:**

- The yarn craft course is aimed at exploration and adaptation of different fibres, yarns and other unconventional material towards handcrafted garments and accessories.

#### **Course content & methodology:**

- Imparting of basic and common techniques such as: macramé, knotting, braiding, twining, tassel ling, interlacing, knitting etc.
- Exploration, improvisation and adaptation of the above techniques towards innovative surfaces and forms while using a variety of material of like different kinds of yarns, vegetable fibres, threads and ropes, ribbons, braids, trimmings, paper, wires, fabrics, acrylics, polythene, self reflecting foils etc.
- Conceptualization and construction of the end product which could range from an accessory to a trimming, details or a fully finished garment.

#### **Teaching Aids:**

- Slides and visuals on handcrafted surfaces, forms, objects, artifacts, accessories and garments.
- A personal file of on techniques with samples, along with a variety of material sourced.
- Resource centre to develop a relevant collection of accessories and garments.

## B.Sc FDK 207

### DESIGN FUNDAMENTALS & COLOUR THEORY-II

#### **Course structure:**

#### **Introduction to the basic types of designs**

#### **UNIT-1**

- The floral(realistic or stylized flora and fauna)
- The conversational(recognizable objects)
- The traditional/ ethnic/folk (foulards, paisleys, calicos, liberty prints, lingerie, floral, little nothing prints)
- Documentary designs(documents from other cultures and periods of time)

#### **UNIT-2**

- Textures(organic textures, artificial effects and graphic textures)
- Damask, tapestry and other weaves/ knits(prints that seek an elaborate woven look)
- Abstract(non representational, free form)
- Geometric (based on geometric shapes)

#### **UNIT-3**

- Botanical (realistic representation of plants, leaves and herbs)
- Scenic (motifs in a horizontal layout suggesting a scene)
- Country fresh (printed from wood blocks carved by artisans)
- Tropical (motifs inspired by the lush tropics)

#### **UNIT-4**

- Patch work (derived from early American quilts)
- Neo classical (any style incorporating ancient Greek and roman forms)
- Contemporary

Understanding collections and coordinates

Understanding Engineered design

#### **Skill domain:**

Use of varied art media, materials, tools, techniques and their manipulation to render painted patterns and designs applicable to fashion fabrics, surfaces and related areas of applied design.

#### **Print techniques:**

- Photographic effects
- Blob
- Spatter
- Stipple
- Dry brush
- Sponges

- Textures
- Warp print or ikat effect
- Other simulated knits- stripes and plaids
- Hombre or shaded effect
- Bleach and inks
- Wax resists and wash off
- Rubber cement resists
- Poster resists and waterproof inks
- Detailing using poster paints
- Polychromatic printing
- Rendering leaves and flowers to create a 3D look.

### **Presentation Techniques**

- Neatness and mounts
- Mounting designs
- Style number
- Color chips
- Making a portfolio

### **Nature of assignments:**

- Using given geometric shapes and using the concept of repeat create geometrical patterns.
- Study nature and develop a floral motif. Choosing a motif / group of motifs express the 4 basic types of repeats to form different patterns.
- Source materials/ collect visual references for preparation of a color board. Using the concept of color identification and color mixing develop a range of color chips to depict the color palette in the color board.
- Develop designs such as plaids, stripes and checks using spatter, stipple, dry brush etc on A4 size paper.
- Using a variety of mediums and materials explore various tools and print techniques to develop innovative designs and textures.
- Make a portfolio compiling all the work done.
- Exhibition and communication.

## **B.Sc FDK 208**

### **FABRIC SURFACE TECHNIQUES-1**

#### **Course Objectives:**

- To develop understanding of the different techniques of surface ornamentation.
- To examine materials and equipment required for a particular techniques of value addition
- To be able to select and use an appropriate method/ technique of ornamentation for a specific end product or fabric
- To provide insight into designing products keeping in mind the requirements and limitations of the selected techniques and its quality parameters.
- To introduce simple fabric manipulation through basic machine/ hand stitching to create surface interest.

#### **Course Contents:**

##### **UNIT-1**

##### **Embroidery-**

- Basic stitches and their variations
- Raw materials, development of patterns and layouts and application

##### UNIT-2

##### **Resist Dyeing-**

- Tie & dye-techniques, equipment used, exploration of technique to develop experimental samples.
- Batik- Use of wax in different proportions to achieve varied effects, exploration of technique by using brushes, canting, blocks, scalpels, etc.

##### UNIT-3

##### **Fabric Manipulation-**

- Introduction to industrial sewing machine: machine parts, threading of upper & lower thread.
- Machine practice on paper and fabric
- Tucks: pin. Spaced and cross
- Pleats: box, inverted, knife, kick. Radiated

##### UNIT-4

- Ruffles: single & double edged
- Shirring
- Gathering: by thread & elastic
- Smocking
- Exploration of different techniques to develop varied samples



## **B.Sc FDK 209**

### **PATTERN MAKING-II**

#### **Course objectives:-**

- To learn how to make pattern from sketch/ photograph

#### **Syllabus:**

##### **UNIT-1**

- Basic trouser block
- Shorts
- Bermudas

##### **UNIT-2**

- Sweat pant
- Sweat shirt

##### **UNIT-3**

- Leggings
- Stirrup pants

##### **UNIT-4**

- One piece dress
- Body suit

#### **Method of assessment:-**

- Observation of understanding on day to day basis.

#### **Submission:-**

- Maintain proper pattern making drafting file.
- To make full proper pattern & test fit toils in the class
- Collect different style photograph/ sketch.
- Term garment

## **B.Sc FDK 210**

### **GARMENT CONSTRUCTION TECHNIQUE**

#### **Course objectives:**

- To understand in details each stage of garment construction; cutting out; when and how to use linings and interlinings; inserting collars; cuffs and sleeves.
- To finally construction a garment with perfection in selecting the right fabrics, right pattern, and the right technique of construction.

#### **Syllabus:**

##### **UNIT-1**

- plackets and cuffs
- Neck lines

##### **UNIT-2**

- Pocket & Flaps
- Collars
- Tucks: pin. Spaced and cross

##### **UNIT-3**

- Pleats: box, inverted, knife, kick. Radiated
- Ruffles: single & double edged

##### **UNIT-4**

- Shirring
- Gathering: by thread & elastic
- Smocking

#### **Assessment:-**

- Daily assessment would be done after students submit their work.
- Marks would be given for the level of improvement in work and submission every week.
- At the time of assessment, the technique and overall finishing of the sample or garment is kept in mind. Final assessment to be done when student presents their garment.

#### **References:-**

1. The art of sewing-Reader's Digest.
2. Step by Step Guide To Sewing Techniques-The Vogue Butterick

**Syllabus**  
**B.Sc Fashion Design Knits(Semester-III)**

## **B.Sc FDK 301**

### **RESEARCH METHODOLOGY & DOCUMENTATION**

#### **Course objectives:**

- To understand the basic principles of research and learn various methods available for collecting and analyzing data.
- Application of research techniques to collect & analyze data.
- To understand the basic principles of photography as a skill and medium for effective documentation and communication.
- To become aware of cultural nuances and personal interpretations in documentation.
- To learn to work in a team and to maximize individual contributions towards attaining depth in the study.

#### **Course contents:**

##### **Concept domain**

- To employ the most appropriate methodology for the research.
- To employ the basic elements of good photography for effective communication.
- To view photo- documentation as a means of telling a shared or individual story

##### **Knowledge domain:**

- To know the basic elements of research methodology
- To know the various methods of qualitative research methodology.
- To know the basic elements of photography as a tool of communication and documentation.
- To know the elements of good photographic presentation and documentation.
- To explore the syntactic of the visual image in photography

##### **Skill domain:**

- Effective choice and use of research techniques in relation to the research problem
- Successful data collection and analysis
- The complete use of the camera for effective results
- To understand the fundamentals of photography, operations and functions of different accessories/ equipments related to it.
- To develop a capacity to handle light and lighting equipment as an element of design.

### **RESEARCH PROJECTS AND METHODOLOGY**

#### **Introduction**

- Literature study- types, sources and classification of literature
- Research methods- qualitative and quantitative methods
- Techniques of data generation

- Sampling techniques
- Data processing and analysis

#### **Photography for visual documentation**

- Elements of photography- composition, lighting, camera techniques
- Subject matter and visual image- people, products, places

#### **Photography as mode of expression-Identifying the micro cultural space:**

- Take up a composite area of photography( indoor, outdoor, still, moving)

#### **Photo documentation and personal interpretation**

- Use of graphic and written presentation techniques-interesting captions, titles, mounting, formats, etc.
- Development of a personal style through small clips which are complete in themselves but together also make an impact
- Photo exhibit / portfolio based on a theme/ story

#### **References:**

- Research Methods by Coopers
- Marketing Management – Philip Kotler
- Marketing Research – Tull& Green
- Johari Johari, J.C. (1988) Introduction to the Methods of Social Sciences. New Delhi: Sterling Publishers.
- 
- Kothari Kothari, C.R. (1990) Research Methodology – Methods and Techniques 2<sup>nd</sup> Ed. New Delhi: ViswaPrakashan
- 
- Majumdar Majumdar, Ramanuj (1991) Marketing Research Text, Applications and Case Studies. New Delhi: Wiley Eastern Edition.

## **B.Sc FDK 302**

### **APPRECIATION OF TRADITIONAL INDIAN TEXTILES AND EMBROIDERIES**

#### **Objectives:**

To imitate students to the world of rich and glorious textiles and crafts of India, through an appreciation of its unfolding through the goes.

To identify the technique of textile crafts used in a region by various communities and its economics and their social implication.

To trace and examine the evolution of technique and design over a period of time.

#### **Syllabus:**

##### **Knowledge Domain**

- Study of the different traditional textiles of various regions in terms of their origin.
  - Socio cultural background
  - Technique / materials
  - Color / motifs
  - Evolution or change over time
  - Present scenario
  - Contemporary usage

##### **Skill Domain:**

##### **UNIT-1**

- Students to be able to identify and implement the various techniques / stitches Used on fabric samples to imitate the traditional textiles and crafts.
- Study of the woven textiles
  - Shawls
  - Brocade- Banaras, South India, Baluchar, Paithani
  - Tangail- Jamdani

##### **UNIT-2**

- Saris of India- woven
- Study of printed and painted textiles
  - Kalamkari
  - Block printing (Gujrat & Rajasthan)
  - Madhubani

##### **UNIT-3**

- Indian miniatures
- Saris of India
- Worli art
- Mata- Ni- Pachedi, Pichhwais, Pabu ji ki par
- Study of resist- dyed textiles
  - Patola, ikat, Pochampalli, Sambalpuri, Bandhani (Rajasthan & Gujrat)

#### UNIT-4

- Study of carpets and floor covering
- Traditional Embroideries

#### **References:**

1. Indian embroidery- Chattopadhyay Kamaladevi
2. Traditional embroideries of India- Naik, Shailaya.D
3. Indian embroideries: Irwin John
4. Traditional textiles of India- by Rustam J. Mehta
- 5- Zardozi- Gupta, C. Smita, Glittering Gold embroidery
- 6 A Phulkari from Bhatinda- Gill Harjeet Singh, Patiala

## **B.Sc FDK 303**

### **DYEING & PRINTING TECHNIQUES**

#### **Course structure:**

#### **UNIT-1**

- Dyeing and color technology
- Preparatory process – singeing, scouring, bleaching and mercerization
- Coloring materials: dyes pigment, differences between dyes and pigments.

#### **UNIT-2**

- Classes of dyes- acid & pre- metalized acid dye, basic dyes, chrome/ mordant dyes. Direct dyes, disperse dyes, naphthol, azoic and sulphur dyes.
- Types of dyeing- solution dyeing, stock, yarn, piece, constraint dyeing
- Dyeing equipments- skin dyeing, package dyeing, winch, jig and air jet dyeing
- Special types of dyeing- cross dyeing, union dyeing, tone on tone effect

#### **UNIT-3**

- Defects of dye and fabric
- Textile printing technology
- Methods of printing- screen printing, rotary screen printing, roller printing and heat transfer printing
- Preparation of printing paste for cotton, wool, polyester, acrylic and their blends

#### **UNIT-4**

- Styles of printing- direct, discharge, resist printing
- Special types of printing- burn out print, duplex print, blotch print, flocking, wrap print
- Defects of printed fabrics.

#### **REFERENES:**

- a. Fabric Science by Joseph J. Puzuto.
- b. Technology of Dyeing, Printing and Bleaching by Dr. V.A. Shenai.



## **B.Sc FDK 304**

### **DIGITAL IMAGING AND EDITING TECHNIQUES FOR TEXTILES**

#### **Course Objectives**

- To develop skills of drawing motifs using digital imaging and editing techniques.
- To trained students to handle different repeats for pattern creation and integrating the techniques of design

#### **Objectives:**

- After completing this course, you will be able to use CorelDraw advanced text, color, layout, latter style, and template techniques etc
- Students will learn how to apply layer effects and filters to create special effects, including lighting and texture effects.
- To show advanced skills in using painting tools and blending modes to create special effects and quality artworks.
- Perform good skill in Designing brochures, pamphlets, magazine cover pages, cards, logos and advertisements etc.

Duration-6 months

One class per week of 3 hrs.

#### Lesson-1: Introduction To Corel Draw

1. Exploring the CorelDraw Screen
2. File Management
3. Setting Up the Page
4. Moving Around and Viewing Drawings
5. Moving Around the Current Page
6. Viewing Modes
7. Inserting and Deleting Pages
8. Changing Page
9. Customizing Options
10. Using Multiple Workspaces
11. Customizing the Toolbars
12. Using Shortcuts
13. Saving Defaults
14. Setting File Backups

#### Lesson2: Creation And Manipulation

1. Drawing and Shaping Tools
2. Using the Freehand Tool
3. Drawing Lines and Polylines
4. Drawing Freehand Polygons

5. Drawing Perfect Shapes
6. Reshaping Lines and Polylines
7. Drawing Curves
8. Reshaping Curves
9. Drawing Rectangles
10. Drawing Circles
11. Selecting & Manipulating Objects
12. Selecting and Deselecting Objects
13. Moving Objects
14. Copying and Deleting Objects
15. Deleting Objects
16. Sizing Objects
17. Transforming Objects
18. Mirroring Objects
19. Rotating and Skewing Objects
20. Using Transform Docker
21. Outlining & Filling Objects
22. Eyedropper and Paint bucket Tools
23. The Outline Tool
24. Choosing Outline Thickness
25. Choosing Outline Colors
26. Using Fill Tool
27. Uniform Fill, Fountain Fill, Pattern Fill
28. Interactive Mesh fill
29. Copying Attributes
30. Setting Outline and Fill Defaults
31. Arranging Objects
32. Arranging Objects
33. Grouping and Ungrouping Objects
34. Using Guidelines
35. Using Dynamic Guides
36. Using Snap To
37. Aligning Objects
38. Group and Child Objects
39. Combining and Breaking Objects
40. Welding Objects
41. Using Intersection

### Lesson3: Working With Special Effects And Texts

1. Drawing With the Artistic Media Tool
2. Shaping an Object with an Envelope
3. Extruding an Object
4. Blending Two Objects
5. Using the Lens Effect
6. Adding Perspectives

7. Using Power Clips
8. Applying Contours
9. Applying Drop Shadows
10. Using Interactive Fills
11. Applying Distortions
12. Using Interactive Transparencies
13. Applying Mesh Fills
14. The Text Tool
15. Creating Artistic Text
16. Editing Text
17. Formatting Text
18. Setting Text Options
19. Creating Paragraph Text
20. Choosing Paragraph Options
21. Setting Indents Using the Ruler
22. Importing Text
23. Using the Spell Checker
24. Working With Paragraph

#### Lesson4: Working With Paragraph

1. Importing and Sizing Paragraph Text
2. Flowing Text Between Frames
3. Formatting Paragraph Frames
4. Wrapping Paragraph Text Around Objects
5. Applying Drop Caps
6. Typing Text Into Objects
7. Special Text Effects
8. Fitting Text to a Path
9. Converting Text to Curves
10. Creating Blended Text Shadows
11. Using Symbols and Clipart
12. Inserting Text Symbols
13. Adding Clipart
14. Modifying Clipart
15. Working With Bitmaps
16. What is a Bitmap
17. Importing Bitmap Options

#### Lesson 5: Working With Colors, Fills, & Outlines

1. Color Palettes
2. Fills & Outlines
3. Eyedropper Tool
4. Smart Fill
5. Contour and Distortion

6. Perspective
7. Lens Effect
8. Repeat and pattern
9. Working with half tones
10. Creating Surfaces and motifs

## **B.Sc FDK 305**

### **SURFACE TECHNIQUES- II**

#### **Course objectives:**

- To develop an understanding & articulation of the basic elements and principles for surface design development of textiles
- To introduce the use of varied art media, materials, tools, techniques and their manipulation to prove unexpected excitement and solutions.
- To integrate application of skills and processes involving an innovative and experimental use of mixed media and techniques.
- To learn the process of creating painted patterns and designs applicable to fashion fabric, surfaces and related areas of applied design with emphasis on material and medium exploration.
- To introduce students to the importance of planning, decision making and presentation.
- To enhance skills in visualization and communication.

#### **Course content:**

##### **Concept domain**

- Basic elements and principles of knitwear design
- Conceptual explorations involving an innovative and experimental use of mixed media and techniques to create original and simulated designs for fashion fabrics.

##### **Knowledge domain:**

- Understanding and articulation of the basic elements and principles governing surface design development of textiles:

##### **Understanding color aspects:**

Hue, value, chrome, tints, tones and shades

Color harmonies

- Monochromatic
- Achromatic
- Complementary
- Analogous
- Triadic
- Tartaric

Color combinations and color ways

##### **Knitted products and the market:**

Product range-

- Furnishings

- Apparel
- Accessories
- Related products / design areas

## **Understanding design process and the role of a knitwear designer**

### **Understanding motifs**

#### Direction of motifs

- One way motifs
- Two way motifs
- Four way motifs
- Tossed motifs.

## **B.Sc FDK 306**

### **FASHION ART –II**

#### **Course objectives:**

- Fashion illustration & its importance as tool of visual communication.
- To understand the relationship of textile with apparel
- To understand the different complexities of rendering techniques to represent the surface qualities.
- To exhibit work through contemporary layouts & suitable presentation techniques.

#### **Course contents:**

##### **Concept domain:**

- Illustration and its relevance to textile design
- Principles of design drawing.
- Introduction to design development.

##### **Knowledge domain:**

- Understanding of the male/ female form.
- Articulation of the template
- Understanding of the different fabric and their drape and fall on the human body

##### **Skill domain:**

- Developing fashion templates
- Understanding the drawing of various garments on the template
- Introduction to body and fabric rendering.

#### **Syllabus:**

##### **UNIT-1**

- Introduction to illustration
- Difference between male and female form
- Understanding the balance and movement of the human form

##### **UNIT-2**

- Articulation of the 3D template
- Introduction to the concept of the center front, center back, side seam etc. in order to understand the technical details of the garment.
- Use of the template
- Dressing the basic garments
- Draping: in context to different fabrics
- Flat drawing techniques: flat sketch of correct proportions drawn to scale with specific details

##### **UNIT-3**

- Rendering of the body and hair
- Rendering fabrics, utilizing different mediums and colors.
- Introduction to rendering stiff fabrics

#### UNIT-4

- Rendering techniques: light weight fabrics and knits
- Rendering techniques: transparent fabrics
- Rendering techniques: pattern fabrics, stripes, checks, plaids, bias plaids
- Rendering techniques: prints, : textured fabrics (men's wear suiting, tweed, tailored suiting, luster leather, sheer, quilt, lace) fur



## **B.Sc FDK 307**

### **GARMENT CONSTRUCTION**

#### **Course objectives:**

- To understand in details each stage of garment construction; cutting out; when and how to use linings and interlinings; inserting collars; cuffs and sleeves.
- To finally construction a garment with perfection in selecting the right fabrics, right pattern, and the right technique of construction.

#### **Syllabus:**

##### UNIT-1

- Polo shirt construction
- Trouser construction

##### UNIT-2

- Sweat shirt
- Leggings
- One piece dress

#### **Assessment:-**

- Daily assessment would be done after students submit their work.
- Marks would be given for the level of improvement in work and submission every week.
- At the time of assessment, the technique and overall finishing of the sample or garment is kept in mind. Final assessment to be done when student presents their garment.

#### **References:-**

1. The art of sewing-Reader's Digest.
2. Step by Step Guide To Sewing Techniques-The Vogue Butterick
- 3- A Step by Step Guide to Sewing- Reader's Digest
- 4- Sewing Book A-Z -Clark Coats
- 5- The Hamlyn Book Of Soft Furnishing
- 6- Art of Sewing -Thomas Jacob

## **B.Sc FDK 308**

### **FUNDAMENTALS OF APPAREL PRODUCTION**

#### **Course objectives:**

- To understand processes and machinery for circulate knit garment mass production.

#### **Syllabus:**

##### **UNIT-1**

- Seams and stitches
- Machinery for all production processes.

##### **UNIT-2**

- Fabric checking spreading
- Cutting

##### **UNIT-3**

- Stitching
- Finishing embroidery

##### **UNIT-4**

- Printing
  - Differentiation of machines for woven & knit fabric
  - Introduction of work aids
  - Details of all production processes as listed above
  - Marker planning

## B.Sc FDK 309

### DESIGN PROCESS

#### **Course objectives:**

- To make the student aware about the entire process of designing from the concept to the final product to sharper the required/ acquired sensibilities and the process which had to the final product?

#### **Syllabus:**

- To develop an understanding of the use of design elements into the process of fabric and range development and critically analyze them.

#### **Assignments:**

##### **UNIT-1**

- **Rhythm**

- Take an element, create a rhythm and develop a collection five swatches and five outfits, on that rhythm.

##### **UNIT-2**

- **Harmony**

- Take any element or any garment detail viz. placket, pocket, buttons etc. create a collection with harmony of the chosen elements. To also develop five knitted swatches.

##### **UNIT-3**

- **Asymmetric**

- Taking rhythm and harmony create an asymmetric collection of five knitted swatches and five garments.

##### **UNIT-4**

- **Emphasis**

- Chose any emphasis from the garment viz. shoulder, bust, neck etc. and create a range of five garments. Also to create five knitted swatches with an emphasis of a particular thought –ideas.

#### **Projects:**

- Domestic market: three weeks duration  
Take a shop/ boutique/ fashion house and critic/ analyse their collection in terms of rhythm/ harmony/ asymmetry/ emphasis.
- International market: three weeks duration  
To critic on the same lines as on the earlier project.
- Term Garment

## **B.Sc FDK 310**

### **KINDSWEAR PATTERN MAKING-II**

#### **Course objectives:-**

- To learn how to make pattern from sketch/ photograph
- To learn growth of children according to age.

#### **Syllabus:-**

##### **UNIT-1**

- Introduction of children wear
- The basic principles, sizing and size chart
- Basic bodice block (approximate age 2-6 years)

##### **UNIT-2**

- Collars, hoods
- Skirt and trousers
- Shirts

##### **UNIT-3**

- Sports wear
- Nightwear
- Basic block for developing figure (approximate age 11-14 years)

##### **UNIT-4**

- Developing designs
- Grading

## **B.Sc FDK 311**

### **TECHNIQUES FOR CIRCULAR KNITTING**

#### **Course objectives:**

- To understand & learn the fundamentals of circular knitting techniques.

#### **Course contents:**

##### **UNIT-1**

- Classification of circular weft knitting machines
- Types of yarn feeding devices
  - Yarn creel/ guides
  - Yarn tension controllers
  - Yarn feeders
- Types of fabric take down mechanism.

##### **UNIT-2**

- Principles of single jersey circular knitting machines (knitting mechanism, setting points)
- Principles of interlock circular knitting machines (knitting mechanism, setting points)
- Mechanical jacquard knitting machines
  - Single jersey jacquard knitting machines (wheel / drum / mini jacquard)
  - Double jersey jacquard knitting machines ( computerized jacquard knitting machines)

##### **UNIT-3**

- Design techniques for circular knitted fabric development
  - With four track mechanism
  - With mini jacquard mechanism
  - With pattern wheel mechanism
- Fabric structure analysis

##### **UNIT-4**

- Fabric quality analysis
- Defects in circular knitted fabrics.

#### **References:**

- 1- Circular Knitting Technology -Spencer

**SYLLABUS**

**B.Sc Fashion Design Knits(Semester-IV)**

## **B.Sc FDK 401**

### **FASHION ART -III**

#### **Course Objective:**

- To introduce advance perspective drawings
- To develop the concept of theme based collection
- To conceptualize the textile presentations in context to home furnishing

#### **Course Structure:**

#### **Concept Domain:**

- Concept of inspiration, styling and creating a look
- Development of presentation techniques for theme based collections

#### **Knowledge Domain:**

- Introduction to styling elements for non apparel textiles
- Further development of styles of illustration vis-à-vis non apparel textile
- Introduction to advance presentation techniques

#### **Skill Domain:**

- Developing effective utilization techniques of the interior templates
- Developing presentation skill to communicate effectively.

#### **Session Plan:**

##### **UNIT-1**

- Introduction to perspective drawings: interiors and products
- Multiple point perspective
- Developing templates: room layouts, furniture etc.
- Illustration techniques: interior products, soft furnishing, curtains, bed spreads, runners etc.
- Illustration techniques: interior products, home furnishings

##### **UNIT-2**

- Illustration techniques: interior products, home products, mats etc
- Illustration techniques: interior products, knitted interior products
- Use of different techniques using creative media like charcoal, ink crayons
- Use of different techniques creative media like watercolors, poster colors, photo colors and markers etc.
- Sourcing for visual inspirations: tools and techniques

##### **UNIT-3**

- Introduction to thematic presentation skills
- Relevance of mood board and color board
- Basic layout formulae: axial, band, formal, grid, group, path composition
- Developing theme based stylize illustrations
- Developing thematic presentations

#### UNIT-4

- Developing a thematic look in the form of a “collection” including coordinates
- Analysis of the “collection” along with reference to theme board, mood board and color board
- Complete presentation of the “collection” along with theme board, mood board and color board.



## **B.Sc FDK 402**

### **APPAREL MARKETING AND MERCHANDISING**

#### **Course objectives:**

- To introduce the students the fundamentals of marketing keeping the fashion focus.
- To introduce the basic terminology of merchandising and trade documentation.

#### **Syllabus:**

##### **UNIT-1**

- Introduction to fashion marketing
  - Concept and terminology
  - 4 Ps of marketing (product, price, place, promotion)
  - Segmentation targeting and positioning analysis
  - Brand strategy
  - Consumer behavior in fashion
  - Marketing research and research methodology
  - Advertising

##### **UNIT-2**

- Introduction to merchandising
- Merchandising vis-à-vis marketing
- Introduction to apparel business
- Uniqueness of fashion merchandising

##### **UNIT-3**

- Introduction to Indian garment industry (exports/ domestics)
- Buying houses organizing buying and selling activity
- Merchandise buying and assortment planning

##### **UNIT-4**

- Forecasting trends
- Range development/ product development an exercise
- Sizing standards
- Spec sheet study

#### **References:**

- Essentials of Marketing – Jerome E. McCarthy & William D. Perrault
- Principals of Marketing – Philip Kotler 11th edition
- Essentials of Marketing – Stanton&Futrell
- Fashion Innovation & Marketing – Catherine Moore
- How to sell Fashion – Annalee Gold
- Fashion Marketing – Janet Bohdanowicz&LisClamb
- Fashion from concept to consumer- Stephen Fringes

#### **Magazines /Journals**

- Journal of Fashion Marketing Management
- Business World
- Business India
- Business Today

Adv. & Marketing

## **B.Sc FDK 403**

### **FABRIC STUDIES**

#### **Course objective:**

- Identify different fabric types.
- Relate fabric properties to specific end use.
- Handle different varieties of specially fabrics through appropriate cutting and finishing techniques.
- Identify different trims, fasteners, facings, interlinings and interfacings

#### **Course content:**

##### **UNIT-1**

- Natural and man made fabrics
- Cotton fabric
- Wool fabric

##### **UNIT-2**

- Silk fabric
- Sheer fabric
- Pile fabric

##### **UNIT-3**

- Knit fabric
- Trims and fasteners

##### **UNIT-4**

- Facing, interfacings and interlinings
- Forecast services

#### **Assignments and projects:**

- Students submit assignments on cutting and finishing of actual fabrics fortnightly

## **B.Sc FDK 404**

### **DRAPING FOR KNITS**

#### **Course objectives:**

- To understand various characteristics of stretch fabrics and the control of these characteristics in designing garments.
- Terminology of draping
- Appreciation of correct fit in stretch fabrics.

#### **Syllabus:**

##### **UNIT-1**

- Draping principals & techniques
- Measurement of dress form and tools used.
- Draping of a basic skirt using muslin.
- Classification of knit fabrics based on stretch. Types of fabrics, types of stretch.

##### **UNIT-2**

- Knit torso foundation. Draped without a dart the garment is draped in single jersey & rib 6%.
- Dress in lycra based fabric (at least 3-5% lycra).project to be finished (sleeve and neckline variation)sleeve attachment.
- Draping a leotard. Teach fundamentals of swimwear types of swimming costumes and how the garment is stitched.
- Tank top. This is to be designed, draped and stitched.

##### **UNIT-3**

- Draping of tights.
- Panty draping- discussion of types of panties and how style lines are placed on a garment.

##### **UNIT-4**

- Term garment.

## B.Sc FDK 405

### WORLD ART APPRECIATION

#### **Course objectives:**

- Exposition to interpretation in terms of practical and evaluation exercise.
- Indian and western conceptions of what art is.
- Introducing the history, which remained silent for the students from the different background and streams?

#### **Syllabus:**

##### **UNIT-1**

- Pre historic art, the obscure beginnings the Paleolithic age.
- Egypt & Mesopotamia: the Neolithic revolution and the early river valley civic
- A comparative study of art – forms of Egypt & Mesopotamia
- Greece & Rome: the classical in art, the changing attitude towards.
- Greece & Rome: form and space

##### **UNIT-2**

- Medieval Europe: the birth of two major religions- Christianity and islam
- Various art- forms in the middle ages- a comparative study between Christian and Islamic art forms as permissible by liturgy
- The renaissance: an age of learning emphasis on individualism
- The art of the renaissance masters

##### **UNIT-3**

- Mannerism and baroque: the culmination of the renaissance
- The revival of the classical and the revolt against the classical, neo classicism and romanticism.
- Realism- it's objective orientation by Courbet.
- Impressionism- the diversification of art

##### **UNIT-4**

- Fauvism and German expressionism
- Cubism futurism the machine- aesthetic
- Dada and surrealism- the role of the sub- conscious in art.

## **B.Sc FDK 406**

### **THEMATIC APPROACH TO DESIGN**

#### **Course objectives:**

- To make a student use and practice the skills and knowledge they acquired in the previous semesters and use it to a market situation. The projects in this course are very market driven and are a real life basis (as in the industry or doing a personal collection).
- To get aware of the work sensibilities and use all that's learnt in the matured manner.

#### **Syllabus:**

##### **UNIT-1**

- Understanding of a theme- a feeling/ atmosphere and representing it in a design form
- Developing a range
- Client based
- Season based

##### **UNIT-2**

- Occasion based
- Fabric based
- Price based, etc.
- Usage of material to specified money constraints

##### **UNIT-3**

- Understanding of body measurements. Making spec sheets.
- Making flat specs for production purposes
- Making the students aware about costing

##### **UNIT-4**

- Enhancing and making the students understand the presentation techniques and emphasis.
- Assignment of home fashion in knits
- Applied design

## **B.Sc FDK 407**

### **PRODUCTION, PLANNING & CONTROL**

#### **Course objectives:**

#### **UNIT-1**

- Introduction to concept of hydraulics, pneumatics and electronics their application in the garment industry
- Different systems of production
- Sub classification of systems

#### **UNIT-2**

- Concepts of work in progress time and motion studies, ergonomics and related concepts
- Order processing(Sampling, specification sheets)
- Garment analysis
- Production planning and control
  - Pre planning
  - Development of production flow charts
  - Scheduling
  - Production control charts
  - Importance of statistical data

#### **UNIT-3**

- Information technology in garment industry
- Plant layout
- Entrepreneurship development
- Import & Export policies

#### **UNIT-4**

- Quality assurance in garment manufacturing
  - 4 point system of fabric checking and discussion on types of defects that occur in knit fabrics
  - AQL system for garment checking – discussion on defects that can occur in garments major and minor defects
  - Costs of quality
  - Introduction to ISO 9000- 4 terminology and procedures

## **B.Sc FDK 408**

### **VISUAL MERCHANDISING & COMMUNICATION**

#### **Course objectives:**

- To train knitwear design students in the area of display design for show windows, exhibits, in store display, display graphics, POPs, signage and storage of merchandise.
- The course introduces the visual and display properties of presentation. Students will design functional & decorative units for display and exhibit for critique by faculty & peer group. Production material and techniques are introduced and reviewed.

#### **Broad course outline:**

- Perception of visual merchandising
- Visual merchandising of knitwear
- Exhibition & display
- Organizational importance of visual merchandising
- Budgeting

#### **Course content:**

- Understanding the client brief and market position
- Understanding and creating space
- Consumer- merchandise- concept interplay
- Conceptualization of themes
- Material and their usage for props and exhibits
- Interpretations of themes into a display
- Execution of design ideas.

#### **Course structure:**

##### **UNIT-1**

- Objectives & common perception of visual merchandising.
- Domestic & International brands study
- Visual merchandising of knit textiles for apparel& home.
- Decorating spaces- making mood boards to depict different thematic presentations.

##### **UNIT-2**

- Understanding materials and their usage for display and exhibit by making 3D mood boards.
- Critique of mood boards followed by a small quiz.
- Understanding color and visual language for display.

##### **UNIT-3**

- Understanding light, light design, light fixtures etc. as the most important aspect of display and exhibition followed by field trip to local market for lighting fixtures & illuminating devices.
- Creating a window/ display area(life size)  
Research, brainstorming, selection of material, form and fixtures, techniques of displaying textiles and home furnishing, budgeting etc.



#### UNIT-4

- Thematic window /display panels- presentation by students
- Critique and evaluation of the thematic window and display panels and review of the course.

#### **Reference-**

1. Martin M. Pegler: Visual Merchandising and Display, Fifth Edition, Fairchild Books.
2. Robert Colborne: Visual merchandising: the Business of Merchandise Presentation, Thomson Learning.
3. Richard Carty: Visual Merchandising: Principles and Practice, MPC Educational Publishers.
4. Swati Bhall, AnuraagSinghal: Visual Merchandising, Ababook.ES-

**B.Sc FDK 409**

**MEN'SWEAR PATTERN MAKING**

**Course objective:**

- To learn men's wear pattern making
- To understand measurement and sizes

**Syllabus:**

**UNIT-1**

- Shirt
- Shirt variation

**UNIT-2**

- Trouser
- Trouser variations

**UNIT-3**

- Jacket/ blazer
- Jacket/ blazer variations
- Vest

**UNIT-4**

- Over coat
- Dressing gown
- Term garment

## **B.Sc FDK 410**

### **GARMENT CONSTRUCTION-IV**

#### **Course objective:**

- To have in the depth knowledge of handling different difficult and innovative fabrics
- To learn and give an unusual finish to a garment as per standards e.g. to ensure that Peter pan collar is stitched at the right place and in a right manner

#### **Syllabus:**

##### **UNIT-1**

- Vest coat construction

##### **UNIT-2**

- Mock shirt
- Cardigan

##### **UNIT-3**

- Jacket/ blazer construction

##### **UNIT-4**

- Term garment

#### **References**

1. A Step by Step Guide to Sewing- Reader's Digest
2. Sewing Book A-Z -Clark Coats
3. The Hamlyn Book Of Soft Furnishing
4. Art of Sewing -Thomas Jacob

## **B.Sc FDK 411**

### **COMPUTERIZED KNITTING MANUFACTURING TECHNIQUES**

#### **Objectives**

- To learn and understand the techniques of computer programming and knitting in STOLL & Shima Seiki Computerized knitting machine.

#### **Syllabus:**

##### **UNIT-1**

- Introduction to computerized flat knitting m/c
- Introduction to computerized knitwear designing & programming

##### **UNIT-2**

- Programming
  - Basic structures (knit/purl/tuck/miss/rib)
  - Lace structures ( single jersey/rib)
  - Drop needle structures ( single jersey/ rib)

##### **UNIT-3**

- Plating & racking structures
- Jacquard ( float/rib/birds eye and ladder back)
- Intarsia structures

##### **UNIT-4**

- Operational principles of computerized knitting machines
- Programming & knitting with machine

### **INTERNSHIP IN CIRCULAR KNITTING INDUSTRY**

- **6 Weeks**

## **SYLLABUS**

### **B.Sc Fashion Design Knits(Semester-V)**

## **B.Sc FDK 501**

### **INDUSTRY EXPOSURE AND DOCUMENTATION**

#### **Course objectives:**

- To study working environment of an industry.
- To understand the various departmental processes and their interrelation within the organization.
- To learn to work in a team and to maximize individual contributions towards attaining depth in the study.
- To learn the basic techniques of visual/graphic documentation and presentation.
- To professionally document and present the information gathered during the field work/ industry internship by using different tools.

#### **Concept domain:**

- To appropriately employ qualitative research methods in an industry internship documentation.
- To effectively apply visual and written presentation techniques for documentation.
- To make insightful connections from research in one's documentation.
- To view the image both as a separate entity and in context of other images through modes of presentation, both graphic and written.

#### **Knowledge domain:**

- To conduct an in depth study of a chosen industry.
- To know the various methods of qualitative research methodology.
- To know the basics of visual and written presentation techniques for documentation.
- To learn about an industry, technology applied , the materials, techniques, products, processes, economics, work culture and their interrelations.

#### **Skill domain:**

- To understand the functions and processes of machinery in different departments.
- The competent use of photography and visualization and representation techniques.
- To create an effective portfolio of people, products and places.
- To evolve methodology for research as appropriate to the context.
- To articulate and present the data for effective communication in graphic and written form. Documentation, articulation, presentation and communication skills in graphic and written form.

#### **Contents:**

- Interpretation of industry project brief
- Report writing
- Techniques of visual/ graphic documentation
- Interpretation of data & its representation
- Selection of appropriate method for presentation for effective communication.

## **B.Sc FDK 503**

### **PATTERN MAKING FOR LINGERIE**

#### **Course objective:**

- To learn women's wear pattern making
- To understand design, measurement and sizes for lingerie.

#### **Syllabus:**

##### **UNIT-1**

- Introduction
- Basic block development
- Lingerie- underwear
  - Waist petticoats ( slim & straight, flared & frilled, yoked)
  - Camisole top

##### **UNIT-2**

- Bras
- Corset
- Bikini panties
- Variation- simplified shape

##### **UNIT-3**

- Lingerie- nightwear
  - Night dress
  - Night shirt
  - Dressing gown
  - Bathrobe
  - Kimono

##### **UNIT-4**

- Beach & leisure wear
  - One piece swim suit
  - Bikini
  - Strapless bodice
  - Short blocks
  - Beach wrap & beach pajamas

## **B.Sc FDK 504**

### **FASHION BUYING & MERCHANDISING**

#### **Objectives:**

- The aim of this course is to be an introductory course for the students in the field of apparel marketing and merchandising retailing and export documentation and procedures.

#### **Syllabus:**

##### **UNIT-1**

###### **1- Introduction to Fashion Retailing**

- Retail formats
- Types of retail operations
- Single and multiple unit stores
- Organization within a store

##### **UNIT-2**

###### **2- Introduction to visual merchandising**

- Developing themes
- Window displays
- In store displays
- Indian retail industry
- New developments

##### **UNIT-3**

###### **3- International marketing**

- Basic terminology
- Trade documentation
- Export procedures

###### **4- Trade documentation & quota policy**

##### **UNIT-4**

###### **5- Projects:**

- Designer profile
- Retail store profile
- Sizing standard survey
- Brand study
- Range development exercise
- Case study

###### **6- Fashion & IPR**

#### **Books**

- Essentials of Marketing – Jerome E. McCarthy & William D. Perrault
- Principles of Marketing – Philip Kotler 11th edition
- Essentials of Marketing – Stanton&Futrell



- Fashion Innovation & Marketing – Catherine Moore
- How to sell Fashion – Annalee Gold
- Fashion Marketing – Janet Bohdanowicz&LisClamb
- Fashion from concept to consumer- Stephen Fringes

**Magazines /Journals**

- Journal of Fashion Marketing Management
- Business World
- Business India
- Business Today

Adv. & Marketing

## **B.Sc FDK 504**

### **COMPUTERIZED KNITTING MANUFACTURING TECHNIQUES**

#### **Objective:**

- To understand and learn techniques integral knitting finally to develop integral garment samples.

#### **Syllabus:**

##### **UNIT-1**

- Textured (Dimensionally Stable) Samples
- SLITS(Horizontal & Vertical)

##### **UNIT-2**

- Shaping
  - Narrowing (with and without wale deflection)
  - Widening (with and without wale deflection)
- Binding – Off/
  - By transfer (without new yarn)
  - By knitting (with new yarn)

##### **UNIT-3**

- Open ripple structures, 3D and flaps
- Partial knitting – pocket, placket, V- neck, collar

##### **UNIT-4**

- World Traditional Knitwears

## B.Sc FDK 505

### HISTORY OF WESTERN COSTUMES

#### **Objectives:**

- To study the development of historic costume from prehistoric times of modern age.
- To enable students to draw inspiration for developing a potential contemporary design.
- To develop sensibility & understanding towards historic design.

#### **Syllabus:**

##### **UNIT-1**

- Origin of clothing: theories & evidence
- Costume of ancient civilizations : (Mesopotamia, Egyptian, Crete, Greek, Roman)
- European costume during the Byzantine civilization through the middle ages

##### **UNIT-2**

- Development of costume during the following ages:
  - Renaissance
  - Elizabethan age
  - 17<sup>th</sup> & 18<sup>th</sup> centuries: influence of puritan lifestyle, inventions and industrial upheavals and the romantic revolution.
  - Georgian age and the romantic period.
  - Victorian age: influence of elite middle class, emergence of haute couture and emancipation of women.

##### **UNIT-3**

- 19<sup>th</sup> to 20<sup>th</sup> century fashion:
  - 20<sup>th</sup> century –the start of modern dress, international influences on fashion
  - Costume of early 20<sup>th</sup> century; the Edwardian opulence, emergence of designers as dictators of fashion with reference to Chanel, Vionnet, Poiret, Patou, Lanvin, Paquin, Drecoll, Redfern & Gibson.
  - The jazz Age: war and post war fashions, influence of photographers, refer Dior, Balenciaga, Molyneux, Harnett and Schiaparelli.
  - Development of fashion in the 50s, 60s, 70s: the fashion cycle, refer Valentino, Pucci, Cardin, Courreges, Mary Quant, Laura Ashley and Vivienne Westwood.

##### **UNIT-4**

- **Presentation:**
  - Research design through work of a contemporary designer.
  - Personal design project: to develop a potential design inspired by historic costume.

**B.Sc FDK 506**  
**GRADING**

**Objective:**

This course aims to make the student proficient at grading the pattern to different size both by track grading and nested grading.

**Syllabus:**

- 1- Contents and principles of grading
- 2- Sizing & survey of market
- 3- Grading option and areas
- 4- Body analysis
- 5- Grading terminology
- 6- Introduction to nested & track grade

**Practical application**

- Bodice block
- Skirt block
- Sleeve block
- Princes bodies
- Torso block
- Shirt sleeve with cuff
- Flared skirt
- Traouser
- Collars
- Jacket
- Style grade
- Grading with specification sheet

**Note**

All assignment should be done for three sizes up & 1 size down  
Accuracy of pattern and neatness of execution are of great importance  
Industrial method of pattern should also be taught.

**B.Sc FDK 507**

**PROCESSING TECHNIQUES FOR KNITS**

**Syllabus:**

- **Processing techniques for cotton knits**
  - Introduction
  - various methods of processing
  - basic machinery required
  - Grey house
  - Lab set-up & requirement
  - Pre – dyeing process
  - Finishing
  - Checking & final packing (defects)
- **Processing techniques for woollen knits**
  - Introduction
  - Pre processing
  - Milling
  - Washing
  - Steam pressing
  - Calendaring
  - Checking & packing

**References:**

1. Hall , A.J., " Textile Finishing ", Elsevier Publishing Co. Ltd., 1986.
2. Marsh, J.T., " An Introduction to Textile Finishing ", Chapman and Hall Ltd., London, 1979.
3. Shenai, V.A., " Technology of Textile Finishing " , Sevak Publications, Bombay, 1995.
4. Garment wet processing technical manual AATCC/SDC 1994

## **B.Sc FDK 508**

### **PRODUCT DEVELOPMENT**

Product Development is the culmination of all that the student learns in the previous semesters. Product must therefore reflect the technical accomplishments combined with a creative flare with an in-depth conceptualization and implementation of the design process.

#### **Methodology:**

Students are required to:

1. Work in a group of 3-4 students
2. Use of different kinds of fabrics and materials is permitted
3. Work on accessories /furnishing/ life style etc.
4. Each collection should have
  - Theme
  - Key words
  - Season
  - Categories
  - Target market
  - Customer profile
  - Age group
  - Income
  - Taste and preferences
  - Fabric (construction , source, price etc)
  - Colors
  - Silhouettes
  - No. of products
  - Detail of products etc
7. Students should choose a theme and the theme should provide for a wide scope for interpretation and adaptations.

#### **EVALUATION CRITERIA:-**

Students will be evaluated of following basis:-

1. Conceptualization
2. Patterns
3. Construction
4. Presentation/display

**Reference:**

- Fashion Design and Product development by Harrold Carr and John Pomery Blackwell Scientific Publications
- Apparel Product development by Maurice J. Johnson, Evelyn C. Moore, and Prentice
- Hall Fashion Forecasting by Rita Perna, Fairchild Publications

**B.Sc FDK 509**

**WORLD TRADITIONAL KNITWEAR**

**Topics:**

- a. Hand knitted traditional & contemporary knitwear.
- b. Traditional Processing Technology
- c. Functional & Fashionable Knitwear.
- d. World traditional knitwear



## **B.Sc EDK 510**

### **INTELLECTUAL PROPERTY RIGHTS**

- Basic Principles of Intellectual Property Rights
  - Focus of this paper would be on the following areas:
  - Philosophical Aspects of Intellectual Property Laws
- Basic Principles of Patent Law
  - Patent Application procedure
- Drafting of Patent Specification
- Understanding Copyright Law
- Basic Principles of Trade Mark
- Basic Principles of Design Rights
- International Background of Intellectual Property

### **Ownership and Enforcement of Intellectual Property Rights**

- Patents-Objectives, Rights, Assignments, Defenses in case of Infringement 2.  
Copyright-Objectives, Rights, Transfer of Copyright, work of employment Infringement, Defenses for in Fiingement
- Trademarks-Objectives, Rights, Protection of goodwill, Infringement, Passing off, Defenses.
- Designs-Objectives, Rights, Assignments, Infringements, Defenses of Design  
Infringement Enforcement of Intellectual Property Rights - Civil Remedies, Criminal Remedies, Border Security Measures.
- Practical Aspects of Licensing -Benefits, Determinative factors, important clauses, licensing clauses.

**SYLLABUS**

**B.Sc Fashion Design Knits(Semester-VI)**

## **B.Sc FDK 601**

### **DIGITAL PRESENTATION(PORTFOLIO)**

#### **Course Objectives :**

The art portfolio is an expression of a student's creativity, design/ability, technical expertise and illustration and presentation skills. It should exhibit the students inclination towards and particular segment of the industry by identifying the target customers, design requirements and pricing. It should ideally comprise of 30-35 sheets keeping the following points in mind.

- **UNIFORM FORMAT** : It is important to keep all the sheets of the same size to maintain visual continually. Sheets should be grouped separately and systematically either horizontally or vertically. This ensures uniformity of presentation. The presentation of the portfolio depends on the contents and also on your layouts. (Too much of fragmentation of a single sheet can be distracting ) The end result should look very neat and professional befitting NIIFT graduates.
- Statement of your design philosophy to clarify your attitude towards fashion.
- Bio-data
- The portfolio must include.
  - Page of contents
  - Each separate project should include inspiration sheet/story board and colour chart with appropriate swatches.
  - Client profile and indication of the market /country.
  - Give a name/theme to each projects.
  - Flat working drawings, detailed magnification and specification sheets showing your technical strength are vitally important . Line planning, fabric indications, fabric consumption, detailed measurement charts etc are all essential . These are to be used in conjunction with croquis .
  - Design development sheets/design journal to show the creative process and /or commercial feasibility.
- Stylised illustration may be included as a separate segment.
- There should be inclusion of designs for men,women and children. However your natural creative bent of mind should find expression through specific design and market orientation.

- At least one collection should have a touch of the Indian ethos. This is to be based on innovative fabric combinations, surface texture and ornamentation. It is very important that the designs and embroidery motifs be original.
- 2 sheets each on your craft documentation and internship project is absolutely mandatory. It is very important to show your design applicability for the craft.
- Any other creative graphic work ,photography done by you, should be included.
- In addition to this photographs and /or slides of other creative design activities should be included so to exhibit your versatility. These may include photographs of prototype development in the case of term garment, freelance assignments or competitive shows like Air France, Smirnoff, I.W.S etc. You could leave space for the final design collection photographs, which would be included later. Any publications in newspapers or magazines may be included in original.
- The expression of computer application is very important.

**B.Sc FDK 602**

**DESIGN COLLECTION/RESEARCH PROJECT**

**The project will be based upon the market demand or related to any problem from the Knitwear Industry**

