1

PU NJAB TECHNICAL UNIVERSITY, JALANDHAR STUDY SCHEME FOR B.SC (FASHION TECHNOLOGY)

1st Semester

Course Code	Name	L	T	Р	Marks		Total
					External	Internal	Marks
BFT - 101	Color and Texture	3	-	-	60	40	100
BFT - 103	Drafting and Pattern Making	3	-	-	60	40	100
BFT - 105	Introduction to Textiles	3	-	-	60	40	100
BFT - 107	Computer Fundamentals	3		-	60	40	100
BFT - 109	Communication and Soft Skills	3	er.	м	60	40	100
BFT - 111	Color and Texture Practical	en la construcción de la	17	2	60	40	100
BFT - 113	Drafting and Pattern Making	-	(43)	2	60	40	100
BFT - 115		-	-	2	60	40	100
	Computer Fundamentals Practical	-	-	2	60	40	100
BFT - 117 BFT - 119	Communication and Soft skills Practical	-	-	2	60	40	100
	Fashion Sketching Practical	-	-	4	60	40	100
BFT- 121	Garment Construction Practical	-	-	3	60	40	100
BFT- 123	Total	15	-	17	720	480	1200

2nd Semester

Course Code	Name	L	T	Ρ	Marks		Total
					External	Internal	Marks
DET 102	Drafting and Pattern Making-I	3	-	-	60	40	100
BFT - 102	Elements & Principles of Design	3	-	-	60	40	100
BFT - 104	Fabric Studies	3	-	-	60	40	100
BFT - 106	Communication & Soft Skills-I	3	-		60	40	100
BFT - 108	Garment Construction-I Practical		-	3	60	40	100
BFT - 110 BFT - 112	Drafting and Pattern Making-I	•	-	3	60	40	100
BFT - 114	Elements & Principles of Design Practical	-	-	3	60	40	100
	Factical Fabric Studies Practical		-	3	60	40	100
BFT - 116	Computer Graphics Practical	a an an ann an an an an an an an an an a		3	60	40	100
BFT - 118	Computer Graphics Fractical	-	1_	3	60	40	100
<u>BFT - 120</u>	Fashion Illustration Practical Total	12	-	18	720	480	1200

BFT-101: Color & Texture

Color wheel - primary, secondary and tertiary colors scheme Principles of design- harmony, emphasis, proportion, balance and rhythm its importance in designing

Elements of Design-Lines, shapes ,forms, colour, texture

Aspects of colors - warm , cool, hot, cold, light, dark, pale and bright

Basic color schemes - achromatic, analogous, complimentary, momochromatic, neutral

Book recommended:

DESIGN STUDIES by Manmeet Sodhia Kalyani Publishers Chapters 1 to 9 Library reference: Fashion and color by Mary Garthe Rockport Publishers Color Harmony 2 by Bride M.Whetan Rockport Publishers

BFT-103: Drafting & Pattern Making

Standard measurement charts for children Introduction to drafting and pattern making Terminology used in drafting and pattern making Drafting and pattern making tools Taking measurements Pattern of Basic bodice block of a child. Pattern of sleeves- plain, puffed, flare, cap, drop shoulder, Magyar

Pattern of Collars - Peter pan, cape, bias, sailors, Chelsea, bishop, shawl, wing, shirt, Chinese, fall collar.

pattern of Klds casual wears- slip and panty, romper pattern of frocks(A line, circular, frock with yoke, frock with empire, normal and low waist line)

Lavouts- marker making (1/4 or 1/6 scale) for the designed garments

Book recommended:

ADVANCED DRAFTING by Manmeet Sodnia Kalyani Publishers & DRAPING

Library reference:

Basic Processes and clothing const. by Sherie Doongaji Rajj Prakashan Text book of clothing and textiles by Sushma Gupta Kalyani Publishers Pattern cutting made easy by Gillian Holman Batsford Garment const. skills by Premlata Malik Kalyani Publishers

2

BFT-105: Introduction to Textiles

Fiber classification

Different methods of fiber identification- physical examination, burning test, chemical test.

Flow chart from fiber to fabric

Properties of natural fibers (vegetable and animal) i.e. cotton, linen, wool, silk Properties of Synthetic fibers i.e. Polyester, nylon, acrylic, rayon, spandex.

Definition of yarn Classification of yarns: simple, novelty, textured Different types of spinning

Book recommended: INTRODUCTION TO TEXTILES by KVP Singh Kalyani Publishers Chapters 1 to 2, 4-6 Library reference: Textiles-Fiber to Fabric by Bernard P. Corbman McGraw Hill

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BFT-107: Computer Fundamentals

Parts of a Multimedia Personal Computer

 Input Devices, keyboard, mouse, trackball, Alternate input devices (Pen, Touch-screen, Game Controllers, Bar Code Readers, Image Scanners, OCR< Microphones, Video Input, Digital Camera)

• Output Devices, Monitors, Its types, Comparison of various types of monitors, video controllers, PC projectors, Sound Systems, Printers and its different types, Functioning of various types of Printers.

 Storage Devices, data organisation on a Magnetic Dlsk, Magnetic Storage Devices (Floppy Disks, Hard Disks, Magnetic Disks, Tape Drives, Zip Drives), Optical Storage Devices (CD-ROM, DVD-ROM, CR-Recordable, CD-Rewritable, PhotoCD). Internet

Understanding Internet, Physical Structure of Internet, Logical Structure of Internet
Internet Concepts, Common softwares used on Internet (Browsers, Email Clients, Web
Servers, Domain Name Servers, Browser Plugins)

· Introduction to a Web Page and Web Site, Web Address.

Introduction to Computer Graphics

• Different Computer Graphic Files like GIF, JPEG, PNG, BMP, TIFF etc

Introduction to Computer Graphic Application

· Image Scanner, Types, Installation, Basics of Scanning.

Using a Personal Computer

· Recognizing various parts of a PC & Peripherals

· Starting and shutting down a Windows PC

Introduction to Windows

· Identifying various components of a Window (Desktop, Task Bar, Icons, Start Menu)

· Introduction to Start Menu, Desktop, Task Bar and Icons.

· Creating a text file.

· Starting & Closing Computer Application.

• Creating/ Using different types of Computer files like : text files, graphics file, audio file, video file, database file, spreadsheet file, presentation file etc.

• Fundamentals of Data Organization on a PC, Introduction to a File System, Using a File System, Preparing a Drive, Creating, Modifying and Transferring Data on different Drives

· Performing File Management operation in Text Mode and Graphics Mode

Installing and Uninstalling a Window Based Application.

Using Windows Accessories

Using a Word Processing Application

Using a Spreadsheet Application

Introduction to Networks

· Identifying a Network, Different Structure of Networks, Network Topologies

Accessing Resources in a Network

Sharing Resources in a Network

Internet

• Surfing Internet, Emails, Sending, Receiving and Managing Emails, Address Books Computer Graphics

Creating Simple Computer Graphics

Recommended Book:

Peter Norton's Introduction to Computers 4th Ed. By Peter Norton TMGH.

BFT-109: Communication and soft skills

Communication: definitions, nature, types (verbal, non-verbal), communication process, barriers, role in the society.

- Business Correspondence: principles of letter writing, purposes, elements of structure, forms of layout, drafting of sales letter, claim and adjustment letters, social letters
- 2. Listening skills: purpose, barriers, levels / types, essentials to effective listening. Section B
- Speaking skills, components of effective oral presentation- preparing for oral presentation, audience analysis and effective use of body language, voice modulation, dealing with stage fear or nervousness, role of audio-visual aids.
- 4. Group discussion: definition, process, importance of leadership, guidelines.
- 5. Employment interview: types of interview, preparing for interview, preparation of resume, negotiation skills.

BFT-111: Color & Texture Practical

What is Color?

Dimensions of colour- hue, intensity and value.

Colour wheel and its various Color Schemes- primary, secondary, tertiary, quaternary, warm and cool colours, analogous colours, complimentary and split complimentary, tints, tones and shades, achromatic and monochromatic colours, pastels and dusty pastels - effect of these colour schemes.

Significance of colors and its combinations.

Factors affecting the choice of colours- effect of light, texture, age, size, personality, complexion, occasion

Types of textures- thread pulling, thread crumple, thread rolling, paper dabbing, wax rubbing, wax drop; smoke, blade, leaf, flower, butterfly, lace, jute, thumb,

matchstick, sponge, cabbage, potato, onion, chilly, lady finger, ink drop, ink blow, drop ink, batik, leather, dry brush, mesh, comb, cloth dabbing etc.,

Textural effects, use of textures in fashion designing.

Depicting textures (e.g., silk, satin, chiffon, denim, codurol, velvet, knit etc.) and patterns on clothes

Principles of design- harmony, emphasis, proportion, balance and rhythm its importance in designing.

Elements of Design-Lines, snapes ,forms, colour, texture, etc

BFT-113: Drafting & Pattern Making Practical

Taking measurements Pattern of Basic bodice block of a child. Pattern of sleaves- plain, puffed, flare, cap, drop shoulder, Magyar

Pattern of Collars – Peter pan, cape, bias, sailors, Chelsea, bishop, shawl, wing, shirt, Chinese, fall collar

pattern of Kids casual wears- slip and panty, romper pattern of frocks(A line, circular, frock with yoke, frock with empire, normal and low waist line)

Layouts- marker making (1/4 or 1/6 scale) for the designed garments

BFT-115: Introduction to Textiles Practical

Identification of different fibers : burning test, microscopic, chemical test - cotton, wool, silk, viscose, rayon, acetate rayon, nylon, polyster, acrylic

Types of twist-twist testing by using twist tester to find the tpi

6

BFT-117: Computer Fundamentals Practical

Parts of a Multimedia Personal Computer

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· Output Devices, Monitors, Its different types, Comparison of various types of monitors, video controllers, PC projectors, Sound Systems, Printers and Its different types. Functioning of various types of Printers.

· Storage Devices, How data is organized on a Magnetic Disk, Magnetic Storage Devices, Floppy Disks, Hard Disks, Magnetic Disks, Tape Drives, Zlp Drives), Optical Storage Devices (CD-ROM, DVD-ROM, CR-Recordable, CD-Rewritable, PhotoCD). Internet

· Understanding Internet, Physical Structure of Internet, Logical Structure of Internet

 Internet Concepts, Common softwares used on Internet (Browsers, Email Clients, Web) Servers, Domain Name Servers Browser Plugins)

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Introduction to Computer Graphics

Different Computer Graphic Files like GIF. JPEG, PNG, BMP, TIFF etc.

Introduction to Computer Graphic Application

· Image Scanner, Types, Installation, Basics of Scanning.

Practical

Using a Personal Computer

· Recognizing various parts and switches of a PC & Peripherals

- · Starting and shutting down a Windows PC
- · Introduction to Windows

· Identifying various components of a Window (Desktop, Task Bar, Icons, Start Menu)

· Introduction to Start Menu; Desktop, Task Bar and Icons.

- · Creating a text file.
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Using Windows Accessories

· Using a Word Processing Application

· Using a Spreadsheet Application

Introduction to Networks

· Identifying a Network, Different Structure of Networks, Network Topologies

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7

· Creating Simple Computer Graphics

Recommended Book:

Peter Norton's Introduction to Computers 4th Ed. By Peter Norton TMGH.

BFT-119: Communications and soft skills Practical

- 1. Communication: definitions, nature, types (verbal, non-verbal), communication process, barriers, role in the society.
- 2. Business Correspondence: principles of letter writing, purposes, elements of structure, forms of layout, drafting of sales letter, claim and adjustment letters, social letters
- 3. Listening skills: purpose, barriers, levels / types, essentials to effective listening.
- <u>4.</u> Speaking skills: components of effective oral presentation- preparing for oral presentation, audience analysis and effective use of body language, voice modulation, dealing with stage fear or nervousness, role of audio-visual aids.
- 5. Group discussion: definition, process, importance of leadership, guidelines.
- 6. Employment interview, types of interview, preparing for interview, preparation of resume, negotiation skills.

BFT-121: Fashion Sketching Practical

Block figures-normal and fashion. Basic croqui drawing- all sizes, and all poses (front, back, side, ¾) Face analysis Hands and feet Features- eyes, nose, lips,ear Hairstyles Fleshing of block figures. Classic and innovative Fashion Details -Collars, Necklines, Pockets, Sleeves, waistlines, cuffs, skirts, trousers, yokes, waistlines, etc.

Book recommended:

Fashion illustration and Presentation by Manmeet Sodhia Kalyani Publishers Library reference Fashion Source Book by Kathryn Mckelvey Blackwell Science Encyclopedia of fashion details by Patrick John Ireland Batsford 9 Heads by Nancy Riegelman Pearson Education Fashion Sketchbook by Abling Fairchild

1

8

BFT-123: Garment Construction Practical

Tools and equipments used for garment construction Defects and remedies of a sewing machine Straight line, square, concentric square, curved, circle Classification of seams: flat, raised and decorative Variation of pleats and gather Darts, tucks- sample Gather shirring Types of fastners- hooks, shapes, loops, button, Velcro, snaps Edge finishing of garments Practice on threading, oiling, handling and care of sewing machine and overlook machine Machine control exercises on speed control, paper excercises, fabric exercises Practice on various samples of machine seam- plain, run and fell, French, lapped seam, counter seam, counter hem, top seam, beading Prepration of variation of pleats and gather Prepration of darts, tucks Prepration of samples for gather shirring

Practice on various types of fasteners Practice on variations of garments edge finishing by hemming, piping and edge binding

BFT -102 DRAFTING AND PATTERN MAKING-I

1. Principal of pattern making -manipulation addition contouring.

2. Pattern details - terminology and classification of:

- Collar a)
- Sleeves b)
- Yokes; functional and decorative C)
- Empires and princess line d)
- Pockets e)

3. Pattern styles-skirt terminology

Categorization of skirts on the basis of length, flare and their varieties

4. Pants

- Terminology a)
- Categorization b)

5. Study of the basic figure types, figure defects and developing pattern for them

BFT 104: ELEMENTS AND PRINCIPLES OF DESIGN

- 1. Understanding design
- 2. Elements
 - a) Texture-smooth, shine, rough
 - b) Silhouette
- 3. Design variations
- 4. Space-value and space in design
- 5. Collage and its types: Relief and flat

BFT 106: FABRIC STUDIES

- 1. Yarn processing: process of spinning operation, types of yarns and their propertiés
- 2. Weaving process
 - a) Types of weaves,
 - b) Properties and uses of different weaves
 - c) Loom structure
 - d) Common defects in weaving
- 3. Knitting process in detail
 - a) Types of stitches used
 - b) Classification of knits

4. Non wovens - classification, properties and its end uses

BFT -108 COMMUNICATION & SOFT SKILLS-I

- 1. Précised writing
- 2. Grammar- antonyms change of words into different parts of speech
- 3. Correspondence:
 - **Business** letters a)
 - Personal letters b)
 - Official letters C)
- 4. Paragraph writing
- 5. Vocabulary words, idioms, phrases, antonyms and synonyms
- 6. Drafting: press notes, memos and circulars, notices, telegrams, press releases,

agendas and minutes of the meetings, personal resume/curriculum vitae

BFT- 110 GARMENT CONSTRUCTION-I PRACTICAL

- 1. Market survey of buttons and trims
- 2. Tailoring techniques
 - a) Classification of seams: Flat, raised, decorative
 - b) Variation of pleats and gathers
 - c) Darts and tucks
 - d) Gathers shirring
- 3. Edge finishing of garments
- 4. Neckline variations: Round, square, cowl, v shape, sweet heart, boat
- 5. Types of pockets: Patch, Bello, welt, bound, set in
- 6. Types of fastens-zipper
- 7. Preparation of baby frock incorporating the above techniques

BFT 112: DRAFTING AND PATTERN MAKING-I PRACTICAL

- 1. Style interpretation of any given design
- 2. Adaptation of child's bodice to:
 - a) Yokes
 - b) Bodice lengths
 - c) Princess line style
- 3. Standard measurement charts for adults- male and female
- 4. Drafting of:
 - a) Adult bodice block
 - b) Sleeve block
 - c) Women's sari blouse
 - d) Salwar kameez
 - e) Pajama
 - f) Churidaar pajama

BFT 114: ELEMENTS AND PRINCIPLES OF DESIGN PRACTICAL

1. Illustrate different types of Lines, dots, curves

- 2. Field visit to understand color in fabrics/nature
- 3. Exercises for texture and silhouette in fabric and nature
- 4. Exercises with rhythm, harmony, balance, unity, and symmetry to be done on
 - dummy
- 5. Practical exercise on optical illusion
- 6. Making collage with waste material
- 7. Making collage with flat material
- 8. Making collage with fabrics

BFT 116: FABRIC STUDIES PRACTICAL

- 1. Visit to a spinning mill or relevant video clippings
- 2. Prepare a swatch folder
- 3. Visit to a weaving unit producing woven and non woven to understand the types of looms and processes or relevant videos may be shown
- 4. Visit to a knitting unit to understand different knitting machines and processes

BET 118: COMPUTER GRAPHICS PRACTICAL

1. Word Processing Programmes

- a) Entering & editing text, copying, cutting, pasting
- b) Formatting text, character formats, paragraph formats, and document formats
- c) Special features of word processing software language tools- (spell checker, grammar checker, thesaurus), tables, mail merge, adding graphics& sounds
- d) Word processing practical:

File: save as web page, search options, viewing page properties, customizing page setups, margins, paper layouts

Edit: using go to go to page, footnotes, end note

View: header, footer. zoom, print layout, toolbars, creating a custom toolbar Insert: symbols, comments, pictures, bookmarks, hyperlinks, files

Format: background, themes, auto formats, bullets& numbering, border & shading tab settings

Tools: language, word count, thesaurus, passwords protecting file, auto correct, options settings overview, using mail merge wizards, & letters wizards

Table: drawing, inserting, deleting, sorting a table, merge cells, split cells, auto fits Window: split, arrange, switching between documents

Help: about micro soft word

2. Spreadsheet Software

- a) Spreadsheet programs and their uses
- b) The spreadsheet's interface
- c) Entering data in a worksheet, labels, values, dates, formulas
- d) Editing and formatting a worksheet
- e) Adding charts and images to a worksheet
- 3. Presentation graphics
 - a) Formatting slides
 - b) Creating slid show
- 4. Presentation graphics practical:

File: page setup, slide sizes& orientation, handouts, outlines

BFT- 120 FASHION ILLUSTRATION - I PRACTICAL

- 1. Figures in motion
- 2. Draping of different garments
- 3. Periodic fashion illustrations:
 - a) 1900-1930
 - b) 1930-1950
 - c) 1950-1970
 - d) 1970 present
- 4. Rendering techniques
- 5. Inspirational designing inspirations from nature, seasons, objects,
- Fabrics, toys, signs and symbols