

**PUNJAB TECHNICAL UNIVERSITY, JALANDHAR STUDY SCHEME FOR
B.SC(FASHION TECHNOLOGY) IV SEMESTER**

S.NO	CODE	SUBJECT	L	T	P	Marks		Total marks
						External	Internal	
1	BFT-202	History of World Costumes (theory)	3	—	—	60	40	100
2	BFT-204	Fashion Studies (theory)	3	—	—	60	40	100
3	BFT-214	Advanced Design Studies (Practical)	—	—	2	60	40	100
4	BFT-206	Textile Dyeing & Printing (Practical)		—	—	60	40	100
5	BFT-216	Draping (Practical)	—	—	2	60	40	100
6	BFT-208	Knitwear Design Technology (Theory)	3			60	40	100
7	BFT-212	Pattern Drafting, Grading & Construction Studies (Practical)		—	2	60	40	100
8	BFT-210	Computer Aided Fashion Designing (Practical)	—	—	2	60	40	100
9	BFT - 218	Knitwear Design Technology (Practical)	-	—	2	60	40	100



B.Sc FASHION TECHNOLOGY (IV SEMESTER)

BFT-202 History of World Costumes (Theory)

THEORY:

- Persian Designs and its use in fashion industry
- Egyptian ancient dresses and its influence in clothing
- Roman ancient costumes- toga, and its Influence
- Greek ancient costumes –chitons, types of chitons and its influence
- Ancient Asiatic costumes
- Modern American Fashions-the designers, the fashion shows, the fashion institutes, the publications, the fashion fairs, and their influences on world fashion
- Italian Fashion- the designers, the fashion shows, the fashion institutes, the publications, the fashion fairs
- Fashion of the East- its present form and its influence.
- Fashion Capitals – France and Milan - the designers, the design houses, the shows, the fashion markets, the labels, the institutes, the events, etc.
- Fashion Capital –London - the designers, the design houses, the shows, the fashion markets, the labels, the institutes, the events, etc.
- Fashion Capital–Mumbai- the designers, the design houses, the shows, the fashion markets, the labels, the institutes, the events, etc.

BFT-204: Fashion Studies (Theory)

THEORY:

1. Definition and Terminology used in fashion – fad, classic, style, high fashion.
2. Fashion Cycle



3. Factors affecting fashion
4. Fashion theories
5. Study of evolution of fashion
6. Fashion capitals of the world – France, Italy, London, East, India, NY
7. Fashion forecast
8. Fashion shows and weeks

BFT – 214 Advanced Design Study (Practical)

Practical

1. Appreciation of Western and Indian Fashion
2. A brief history of any five western and Indian designers
3. Collection and illustration of the work of these designers.
4. The famous designs of these designers
5. Popular and celebrated shows of these designers
6. The studios and their expertise of these designers
7. Inspirational Designing and Presentation
8. Designing on Innovative Themes

BFT – 206 Textile Dyeing and Printing (Practical)

1. Dyeing samples of cotton (direct dye)
Wool and Silk (acid and basic dyes)
2. Making samples with
 - a) Tie and dye
 - b) Batik
3. Printing of samples with
 - a) Block
 - b) Stencil
 - c) Screen
4. Development of a product with any one or mixed technique.

BFT-216 DRAPING

PRACTICAL:

1. Introduction to:

- a. equipment needed



- b. grain
- c. seam allowances/ease
- d. preparation of fabric
- e. dress forms

2. Preparation of basic pattern for:

- a. basic bodice-front and back
- b. basic skirt- front and back
- c. bodice variation-princess line, yokes with gathers/pleats and cowl

BFT-212: Pattern Drafting, Grading & Construction Studies

PRACTICAL:

1. Drafting, pattern development and construction of

- a) Men's shirt
- b) Trousers
- c) Jackets

2. Grading of the above mentioned garments.

BFT- 210 Computer Aided Fashion Designing

PRACTICAL:

Drawing the details of the following in Corel Draw:

- Working with outlines and Fills
- Introduction to outlines, Defining outline width using Outline Flyout, Outline
- Pen Dialog Box, Setting the Line Cap Style, Changing the Outline Color
- Introduction to Fills, Uniform Fill, Fountain Fill, Two-Color Fountain Fill, Preset
- Fountain Fill, Pattern Fills, Two-Color, Full Color and Bitmap Pattern Fills,
- Texture Fills, PostScript texture Fills.
- Working with Curves
- Introduction to Curves, Nodes and Segments,, Drawing Freehand Tools, Drawing
- Closed Curves, Curved Objects, Selecting Node on a Curved Object,, Adding,
- Removing and Joining Nodes.
- Drawing the details of the following in Corel Draw and Applying various texture and effects



- Fashion Details/ Silhouette:
- Collar: Mandarin, High Bias, Tuxedo, Cape, Flat Tennis, Sailors, Chelsea, cowl, bishop.
- Sleeves: Raglan, Hanky, Tulip, Ruffle, Dolman, virago, flare,
- Accessories: Bags, Belts, Caps, Bows, Jewellery.
- Skirts: Novelty Gathered, Hip rider, Trumpet, Pegged, Circular, Pleated, Straight.

BFT-208 Knitwear Design Technology

THEORY:

- Knitted garments-introduction
- Difference between woven and knitted structures
- Classification of knitted garments
- Weft knitted fabrics- plain, rib, purl, etc.
- Warp knitted fabrics- tricot, raschel, kitten raschel , crochet, Milanese knit, simplex
- Other knitted constructions- jacquard, pile, fleece, high pile, terry knit, velour knit.

BFT-218 Knitwear Design Technology

PRACTICAL:

- Fully cut knitted garments- knit type, uses
- Fully fashioned knitted garments- knit type, uses
- Integral knitted garments- knit types, uses
- Cut stitch shaped knitted garments.- knit type, uses, processes involved
- Seam and stitches used in knitting
- Machinery used for knitted garments Flat bed, two-bar warp knitting machine, circular jacquard knitting machine, circular pile knitting machine.
- Quality control
- Defects in knitted fabrics
- Industrial visit.

