GURU KASHI UNIVERSITY

B.Voc. Fashion Designing

Session: 2025-26

Department of Fashion Designing

GRADUATE OUTCOMES OF THE PROGRAMME:

The programme imparts to the students an intensive knowledge of the world of fashion, distinct aspects of creativity, sustainability, development of trends, style sensitivity. These prepare the scholars for a profession with inside the style industry. The course imparts into the scholars' entrepreneurship spirit by incorporating areas of study like factors of manufacture, textiles, and fabrics, economic relevance.

PROGRAMME LEARNING OUTCOMES: After completion of the programme, the learner will be able to

1. Demonstrate proficiency in creative fashion design, including the ability to conceptualize and develop original fashion collections, incorporating innovative and trendsetting elements.
2. Possess strong technical skills in various aspects of fashion design, such as patternmaking, garment construction, draping, and sewing, enabling them to bring their design concepts to life with precision and craftsmanship.
3. Conduct thorough fashion research, including trend analysis, market research, and historical exploration, to inform and inspire their design work.
4. Develop an understanding of ethical and sustainable principles in fashion design considering environmental, social, economic, and political impacts of climate change.
5. Apply strong visual communication skills, including fashion illustration, technical drawing, and digital design, allowing them to effectively convey their design concepts and ideas to various stakeholders.
6. Prepared for careers in the fashion industry, possessing the skills necessary to navigate the complexities of the field, including ethical considerations, entrepreneurship, collaboration, and market awareness.

Semester: I										
Sr. No.	**Course Code**	**Course Name**	**Type of Course**	**L**	**T**	**P**	**Credits**	**Int.**	**Ext.**	**Total Marks**
1	BVF101	Introduction to Fashion and Design	Core Course	4	0	0	4	30	70	100
2	BVF102	Communication English	Core Course	3	0	0	3	30	70	100
3	BVF103	Fibre and Yarn Science	Core Course	3	0	0	3	30	70	100
4	BVF104	Pattern Making and Garment Construction - I	Skill Based	3	0	0	3	30	70	100
5	BVF105	Elements of Fashion and Design-Practical	Skill Based	0	0	6	3	30	70	100
6	BVF110	Entrepreneurship Setup & Launch	Skill Based	0	0	4	2	30	70	100
Disciplinary Elective-I (Any one of the following)										
7	BVF108	Elements of Fashion and Design	Disciplinary Elective-I	0	0	4	2	30	70	100
	BVF109	Fashion Law and Ethics								
Total				**13**	**0**	**14**	**20**	**210**	**490**	**700**

Semester: II										
Sr. No.	**Course Code**	**Course Name**	**Type of course**	**L**	**T**	**P**	**Credits**	**Int.**	**Ext.**	**Total Marks**
1	BVF201	Fashion Model Drawing	Core Course	4	0	0	4	30	70	100
2	BVF202	Computer Applications	Core Course	4	0	0	4	30	70	100
3	BVF203	Fabric Manufacturing	Core Course	4	0	0	4	30	70	100
4	BVF204	Introduction to Fashion and Basic Sewing	Skill Based	0	0	4	2	30	70	100
5	BVF205	Material Studies	Skill Based	0	0	4	2	30	70	100
Disciplinary Elective-II (Any one of the following)										
6	BVF206	Project-I	Disciplinary Elective-II	0	0	4	2	30	70	100
	BVF207	Apparel Production & Quality Control								
Disciplinary Elective-III (Any one of the following)										
7	BVF208	Computer Application-III Lab	Disciplinary Elective-III	0	0	4	2	30	70	100
	BVF209	Indian Textile								
Total				**12**	**0**	**16**	**20**	**150**	**350**	**700**

Semester: III										
Sr. No.	**Course Code**	**Course Name**	**Type of course**	**L**	**T**	**P**	**Credits**	**Int.**	**Ext.**	**Total Marks**
1	BVF301	Dyeing & Printing	Core Course	4	0	0	4	30	70	100
2	BVF302	Environmental Studies	Core Course	3	0	0	3	30	70	100
3	BVF303	Fashion Illustration Lab	Skill Based	0	0	6	3	30	70	100
4	BVF304	Indian Textiles Design Lab	Skill Based	0	0	6	3	30	70	100
5	BVF305	Elements of Design	Elective Foundation	4	0	0	4	30	70	100
Disciplinary Elective-IV (Any one of the following)										
6	BVF307	Pattern Making & Construction-II	Disciplinary Elective-IV	0	0	6	3	30	70	100
	BVF308	Dyeing & Printing-Practical								
Total				**11**	**0**	**18**	**20**	**180**	**420**	**600**

Semester: IV										
Sr. No.	**Course Code**	**Course Name**	**Type of course**	**L**	**T**	**P**	**Credits**	**Int.**	**Ext.**	**Total Marks**
1	BVF401	Garment Construction	Core Course	4	0	0	4	30	70	100
2	BVF402	Fashion Marketing and World Costumes	Core Course	4	0	0	4	30	70	100
3	BVF403	Computer-Aided Design (CAD) Lab	Skill Based	0	0	4	2	30	70	100
4	BVF404	Fashion Draping Techniques	Skill Based	0	0	4	2	30	70	100
5	BVF405	Knitting Technology	Compulsory Foundation	2	0	0	2	30	70	100
Disciplinary Elective-V (Any one of the following)										
6	BVF407	Fashion Merchandising &Retailing	Disciplinary Elective-V	3	0	0	3	30	70	100
	BVF408	Pattern Making & Construction -III								
Disciplinary Elective-VI (Any one of the following)										
7	BVF409	Project-II	Disciplinary Elective-VI	3	0	0	3	30	70	100
	BVF410	Personality and clothing								
Total				**16**	**0**	**8**	**20**	**210**	**490**	**700**

Semester: V										
Sr. No.	**Course Code**	**Course Name**	**Type of course**	**L**	**T**	**P**	**Credits**	**Int.**	**Ext.**	**Total Marks**
1	BVF501	Fashion Photography and Styling	Core Course	4	0	0	4	30	70	100
2	BVF502	Fashion Forecasting and Trend Analysis	Core Course	3	0	0	3	30	70	100
3	BVF503	Fashion Accessories Design Lab	Skill Based	0	0	4	2	30	70	100
4	BVF504	Sustainable Fashion and Ethical Practices	Skill Based	0	0	4	2	30	70	100
5	BVF505	Fashion Event Management - Practical	Skill Based	0	0	4	2	30	70	100
6	BVF506	Fashion Event Management	AEC	3	0	0	3	30	70	100
Disciplinary Elective-VII(Any one of the following)										
7	BVF508	Advanced Styling and Fashion forecasting	Disciplinary Elective-VII	0	0	4	2	30	70	100
	BVF509	Production Management								
Disciplinary Elective-VIII (Any one of the following)										
8	BVF510	Garment Assembling	Disciplinary Elective-VIII	0	0	4	2	30	70	100
	BVF511	Drafting Pattern Making & Garment Lab								
Total				**10**	**0**	**20**	**20**	**240**	**560**	**800**

Semester: VI										
Sr. No.	**Course Code**	**Course Name**	**Type of course**	**L**	**T**	**P**	**Credits**	**Int.**	**Ext.**	**Total Marks**
1	BVF601	Internship (6 Months)	Skills Based	0	0	0	20	30	70	100
Total				**0**	**0**	**0**	**20**	**30**	**70**	**100**
Grand Total				**62**	**0**	**76**	**120**	**1080**	**2520**	**3600**

Evaluation Criteria for Theory Courses

A. Continuous Assessment: [25 Marks]

CA1: Surprise Test (Two best out of three) - (10 Marks)
CA2: Assignment(s) (10 Marks)
CA3: Term paper/Quiz/Presentations (05 Marks)
B. Attendance: [5 Marks]
C. Mid Semester Test-1: [30 Marks]
D. End-Term Exam: [40 Marks]

SEMESTER-I

Course Title: Introduction to Fashion and Design	L	T	P	Cr.
Course Code: BVF101	4	0	0	4

Total Hours: 60

Learning Outcomes:

1. Innovate and experiment with design elements to create unique and compelling visuals or products.
2. Formulate informed judgments about design solutions, considering aesthetics, functionality, and user experience.
3. Apply design projects that incorporate specific design elements to achieve defined goals.
4. Interpret the impact of design choices on user experience and perception.

Course Content

UNIT I **16 hours**

Understanding Fashion: Definition and Scope of Fashion, The Role of Fashion in Society,
Fashion as a Form of Communication and Identity.
History of Fashion: Evolution of Fashion from Ancient Times to the Present, Key Historical
Fashion Movements and Eras, Influential Designers and Icons in Fashion History.

UNIT II **13 hours**

Elements of Design Line: Types, Functions, and Impact in Fashion Design, Shape and Silhouette: Understanding and Creating Garment Shapes, Color Theory: Basics, Color Wheel, and Application in Fashion, Texture and Fabric: Exploration of Textures and Their
Importance in Design.
Principles of Design: Balance: Symmetry, Asymmetry, and Visual Balance in Fashion,
Proportion and Scale: Importance in Garment Design, Rhythm and Repetition: Techniques to Create Visual Movement, Emphasis and Contrast: Creating Focal Points in Fashion, Unity and Harmony: Ensuring Cohesiveness in a Design.

UNIT III **17 hours**

Overview of the Fashion Industry: Key Players: Designers, Brands, Manufacturers, Retailers, and Consumers, Fashion Capitals: Paris, Milan, New York, London, and Emerging Fashion Hubs, Fashion Markets: Haute Couture, Ready-to-Wear, and Mass Market.

The Fashion Supply Chain: From Concept to Consumer: An Overview of the Design, Production, and Retail Process, Introduction to Fashion Marketing and Retailing, Sustainable Practices in Fashion: Ethical and Eco-Friendly Fashion.

UNIT IV **14 hours**

Concept Development: Sources of Inspiration: Cultural, Historical, and Personal Influences, Creating Mood Boards: Visualizing Ideas and Themes.
Fashion Sketching and Illustration: Basics of Fashion Sketching: Proportions, Postures, and Poses, Illustration Techniques: Rendering Fabrics, Textures, and Details.
Fabric Selection and Sourcing: Understanding Fabric Types and Their Properties, Matching Fabrics with Design Concepts, Sourcing Materials and Sustainability Considerations.
Pattern Making and Garment Construction: Introduction to Pattern Making: Basic Blocks and Manipulation Techniques, Basic Garment Construction Techniques: Sewing, Stitching, and Finishing.

Transaction Mode

Lecture, Seminar, e-Team Teaching, e-Tutoring, Dialogue, Peer Group Discussion, Self-Learning, Collaborative Learning and Cooperative Learning

Suggested Readings

- *Metzger, P. W., The Fashion & Design of Perspective: The ultimate guide for Artists in every medium by North Light Book, Ohio, 2007*
- *The Business of Fashion & Design: Designing, Manufacturing and Marketing" by Leslie Davis Burns and Kathy K Mullet*

Course Title: Communication English	L	T	P	Credits
Course Code: BVF102	3	0	0	3

Total Hours: 45

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Demonstrate awareness and sensitivity to cultural differences in communication styles, and adapt language and tone appropriately.
2. Listen actively and respond thoughtfully in conversations, discussions, and group activities.
3. Read and interpret written English materials, including texts, articles, and reports, identifying main ideas and supporting details.
4. Express ideas, opinions, and arguments fluently and coherently in English in both formal and informal situations.

Course content

UNIT I **12 hours**

Fundamentals of Communication

Introduction to Communication: Definition and Process of Communication, Types of Communication: Verbal, Non-Verbal, Written, Visual, Barriers to Effective Communication and Overcoming Them.

Language Skills: The Role of Language in Communication, Importance of Vocabulary Building, Understanding the Tone, Style, and Context.

UNIT II **10 hours**

Listening Skills

Active Listening: Importance of Listening in Communication, Techniques for Effective Listening, Barriers to Listening and How to Overcome Them.

Listening Comprehension: Practice Exercises for Listening to Conversations, Speeches, and Presentations, Strategies for Note-Taking during Listening, Evaluating and Interpreting Information from Oral Sources.

UNIT III **12 hours**

Speaking Skills

Spoken English: Pronunciation, Stress, and Intonation, Building Fluency and Clarity in Speech, Common Speaking Errors and How to Avoid Them.

Public Speaking: Structuring a Speech: Introduction, Body, and Conclusion, Techniques for Engaging the Audience, Overcoming Stage Fright and Building Confidence.

Group Discussions and Debates: Techniques for Effective Participation in Group

Discussions, Presenting Arguments and Counterarguments, Developing Persuasion Skills

UNIT IV **11 hours**

Reading Comprehension:
Techniques for Understanding and Analyzing Texts, Identifying Main Ideas and Supporting Details, Summarizing and Paraphrasing Texts.
Critical Reading: Evaluating the Author's Purpose and Perspective, Identifying Bias and Assumptions in Texts, Making Inferences and Drawing Conclusions.
Reading for Information: Skimming and Scanning Techniques, Reading for Specific Information in Various Texts (Reports, Articles, Journals).
Non-Verbal Communication
Understanding Non-Verbal Cues: Types of Non-Verbal Communication: Body Language, Facial Expressions, Gestures, The Role of Non-Verbal Communication in Conveying Messages.
Effective Use of Non-Verbal Communication: Interpreting Non-Verbal Signals in Communication, Enhancing Verbal Communication with Non-Verbal Cues, Cultural Differences in Non-Verbal Communication.

Transaction Mode

Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggested Readings:

- *Raman, Meenakshi &Sangeeta Sharma, 2011 Technical communication English principles & practice. Second Edition. New Delhi: Oxford University press.*
- *Kratz, Abby Robinson,1995 Effective Listening, Toronto: On: lrwin Professional Publishing.*
- *Sanjay Kumar, Pushp Lata,2015 second edition 'Communication English' Oxford university Pren.*

Course Title: Fibre and Yarn Science	L	T	P	Credits
Course Code: BVF103	3	0	0	3

Total Hours: 45

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Understanding textiles: Students can learn about the importance of textiles and how they are used in everyday life, such as in clothing, manufacturing, and around the home
2. Classifying fibers: Students can learn to classify fibers as natural or manufactured, and further categorize them as plant, animal, regenerated, synthetic, or smart
3. Designing with fabrics: Students can learn how to develop designs for different products using different fabrics, dyeing, and printing methods
4. Identifying natural fibers: Students can learn to identify three types of natural fibers and their characteristics

Course Content

UNIT I **11 hours**

Introduction to Fibres
Classification of Fibres: Natural, Synthetic, and Regenerated Fibres.
Properties of Fibres: Physical, Chemical, and Mechanical Properties.
Fibre Identification: Microscopic Analysis, Burn Test, Solubility Test.
Fibre Production: Spinning Techniques for Natural and Synthetic Fibres.
Environmental Impact: Sustainability and Eco-Friendly Practices in Fibre Production.

UNIT II **12 hours**

Natural Fibres
Plant-Based Fibres: Cotton, Linen, Jute, Hemp - Structure, Properties, and Applications.
Animal-Based Fibres: Wool, Silk - Production, Properties, and Applications.
Minor Natural Fibres: Ramie, Coir, Sisal, and Bamboo - Characteristics and Uses.
Processing of Natural Fibres: Ginning, Retting, Scouring, and Carding.
Quality Assessment: Staple Length, Fineness, and Strength of Natural Fibres.

UNIT III **10 hours**

Synthetic and Regenerated Fibres
Synthetic Fibres: Polyester, Nylon, Acrylic, and Polypropylene - Manufacturing Process and Properties.

Regenerated Fibres: Viscose Rayon, Modal, Lyocell - Production Methods and Properties.
Fibre Blends: Purpose, Methods, and Applications of Blending Different Fibres.
Performance and Durability: Thermal, Tensile, and Abrasion Resistance of Synthetic Fibres.
Environmental Considerations: Recycling and Waste Management in Synthetic Fibre Industry.

UNIT IV **12 hours**

Yarn Formation: Spinning Techniques - Ring Spinning, Open-End Spinning, and Air-Jet Spinning.
Yarn Types: Single, Ply, Core-Spun, and Novelty Yarns - Characteristics and Uses.
Yarn Properties: Tensile Strength, Twist, Evenness, and Hairiness.
Yarn Testing and Quality Control: Methods for Assessing Yarn Strength, Uniformity, and Defects.
Yarn Count Systems: Denier, Tex, and Metric Count - Conversion and Application.
Yarn Structure and Performance
Yarn Geometry: Twist Angle, Yarn Diameter, and Density.
Yarn Mechanics: Tensile Behaviour, Elastic Recovery, and Creep.
Influence of Fibre Properties on Yarn Quality: Length, Fineness, and Crimp.
Specialty Yarns: Elastomeric, High-Performance, and Conductive Yarns.
Application of Yarns: Weaving, Knitting, and Non-Woven Technologies.

Transaction Mode

Problem- solving, Collaborative Learning, Practical Application, Peer Group Discussion, Self-Learning

Suggested Readings

- *Gohl, E.P.G. Velensky, L.D, ―Textile Science‖ CBS Publishers and Distributors,2003*
- *Hall, A.J. ―The standard hand book of Textiles‖, Wood head Publishing 8th edition,2004*
- *Vidyasagar,P.V. ―Hand Book of Textiles‖, A. Mittal Publications, 2005*
- *Sara J. Kadolph, ―Textiles, Prentice Hall, 10th edition 2007*

Course Title: Pattern Making and Garment Construction – I	L	T	P	Cr
Course Code: BVF104	3	0	0	3

Total Hours: 45

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Comprehend the fundamental principles of pattern drafting, including body measurements, ease allowances, and garment fit
2. Demonstrate the ability to take precise body measurements for creating custom-fitted patterns, ensuring garment comfort and proper fit
3. Create basic garment blocks (bodice, sleeve, skirt, and trouser) using standard and custom body measurements, ensuring accurate proportions and design.
4. Apply techniques such as dart manipulation, seam placement, pleats, and gathers to modify basic patterns and create different garment designs.

Course Content

UNIT-I **8 hours**

Introduction to Pattern Making

Basics of Pattern Making: Understanding the role of patterns in garment construction.
Tools and Equipment: Introduction to the essential tools used in pattern making (e.g., pattern paper, rulers, measuring tape, notcher, etc.).
Understanding Body Measurements: How to take accurate body measurements for pattern making.
Basic Pattern Terminology: Key terms such as grainline, seam allowance, darts, notches, and pattern markings.
Drafting Basic Blocks: Introduction to drafting the basic bodice, skirt, and sleeve blocks.

UNIT-II- **7 hours**

Bodice Block Development

Drafting the Basic Bodice Block: Step-by-step drafting of a standard bodice block.
Understanding Darts: Purpose, placement, and manipulation of darts in bodice patterns.
Variations of the Bodice Block: Creating different styles such as princess seams, empire waist, and dart-less bodices.
Pattern Adaptation for Fit: Techniques for adjusting the bodice pattern for various body types.
Basic Bodice Construction: Assembling a bodice using the drafted pattern.

UNIT-III **8 hours**

Skirt Block Development

Drafting the Basic Skirt Block: Creating a standard skirt block based on measurements.
Skirt Styles: Understanding different skirt styles (e.g., A-line, pencil, circle) and how to adapt the basic block.
Adding Design Elements: Techniques for adding pleats, gathers, and panels to skirt patterns.
Pattern Grading: Introduction to grading the skirt pattern for different sizes.
Skirt Construction: Techniques for constructing various types of skirts using the patterns.

UNIT-IV **7 hours**

Sleeve Block Development
Drafting the Basic Sleeve Block: Step-by-step guide to creating a standard sleeve block.
Sleeve Variations: Designing different sleeve styles such as cap sleeves, puff sleeves, and bell sleeves.
Armhole Adjustments: Understanding the relationship between the sleeve and bodice armhole for proper fit.
Sleeve Insertion Techniques: Methods for attaching sleeves to the bodice, including set-in and raglan sleeves.
Sleeve Construction: Sewing and finishing techniques for different sleeve styles.
Introduction to Garment Construction Techniques
Understanding Fabric Grain: Importance of grainline in cutting and assembling garments.
Cutting Techniques: Guidelines for cutting fabric using patterns accurately.
Seam Types and Finishes: Overview of various seam types (e.g., plain, French, flat-felled) and their applications.
Sewing Machine Operation: Basic operation and troubleshooting of sewing machines.
Garment Assembly Basics: Constructing simple garments (e.g., basic top, skirt) using the drafted patterns.

Transaction Mode

Problem- solving, Collaborative Learning, Practical Application, Peer Group Discussion, Self-Learning

Suggested Reading:

- *Pattern Cutting and Marking up: The professional Approach- CBS Publisher, Delhi*
- *Pattern Making for Fashion Design- Harper Collins College Publishers, New York*
- *The Complete Book of Sewing – London: Dorling Kindersley Ltd.*
- *Textbook of Fundamentals of Clothing Construction- ICAR New Delhi*

Course Title: Elements of Fashion and Design(Practical)	L	T	P	Cr.
Course Code: BVF105	0	0	6	3

Total Hours: 45

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Ability to generate original, creative fashion and textile designs that reflect Personal vision and style
2. Understanding and application of current and emerging fashion trends in design projects.
3. Develop concepts and themes for collections or individual designs based on research, storytelling, or personal inspiration.
4. Understanding fabric properties, material sourcing, and applying appropriate textiles to different fashion contexts.

Course content

UNIT I **11 hours**

Introduction to Fashion and Design:-
Definition and Scope of Fashion and Design: Understanding the concepts and significance.
Evolution of Fashion: Historical perspectives and key milestones in fashion history.
Fashion Cycle: Phases of fashion evolution – Introduction, Rise, Peak, Decline, Obsolescence.
Design Process: Steps involved in the fashion design process from concept to creation.
Influences on Fashion: Cultural, social, economic, and technological factors affecting fashion trends.

UNIT II **12 hours**

Elements of Design
Line: Types of lines and their effects in fashion design (vertical, horizontal, diagonal, curved).
Shape and Silhouette: Understanding shapes, silhouettes, and their impact on garment design.
Color Theory: Color wheel, color harmony, and psychological effects of color in fashion.
Texture: Role of texture in fashion design and how it influences the overall look and feel.
Space: Positive and negative space in fashion design, and how it affects garment aesthetics.

UNIT–III **11 hours**
Principles of Design
Balance: Symmetrical and asymmetrical balance in garment design.
Proportion: Importance of scale and proportion in fashion design.

Emphasis: Creating focal points in a design through the use of color, shape, or detail.
Rhythm: Repetition, gradation, radiation, and how rhythm guides the viewer's eye.
Harmony and Unity: Achieving a cohesive and unified design that feels complete.

UNIT IV **11 hours**

Fashion Illustration

Fashion Sketching: Basics of fashion drawing, including the human figure, poses, and proportion.
Rendering Techniques: Techniques for illustrating fabric textures, patterns, and design details.
Fashion Flats and Technical Drawings: Creating accurate flat sketches for design communication.
Digital Fashion Illustration: Introduction to digital tools and software used in fashion illustration.
Portfolio Development: Compiling a portfolio of fashion illustrations and design projects.

: Fabric Knowledge and Selection

Types of Fabrics: Natural, synthetic, and blended fabrics – properties and uses.
Fabric Structure: Woven, knitted, and non-woven fabrics – understanding their construction.
Fabric Selection: Criteria for selecting fabrics for different types of garments.
Fabric Handling and Draping: Techniques for handling fabrics and draping on mannequins.
Textile Innovations: Emerging trends in fabric technology and sustainable textiles.

Transaction Mode

Problem- solving, Collaborative Learning, Practical Application, Peer Group Discussion, Self-Learning

Suggested Readings

- *Bustanoby.J.H., 1947 Principles of colour & colour mixing., Mc Graw Hill Book Company, New York, London,*
- *Gupta Sushma and Garg Neeru ,2018 Text book of clothing & textile, Publisher kalyani*

Course Title: Entrepreneurship Setup & Launch	L	T	P	Cr.
Course Code:BVF110	0	0	04	02

Introduction

This semester lays the foundation for the learner to understand what entrepreneurship is, beyond just starting a business. It introduces key ideas like problem-solving, value creation, and self-awareness. The learner will begin exploring basic business concepts while discovering their own interests and strengths.

Learners Objective:

1. Understand the core concepts of entrepreneurship through relatable, real-life examples.
2. Begin to see themselves as problem-solvers and creators.
3. Learn about business paths and choose one to try based on interest or local fit.
4. Launch a micro-hustle (online or offline) to earn their first income.
5. Build confidence and self-belief by doing.

Outcome: By the end of this semester, learners will start a simple business activity, earn their first income, and build belief in their ability to do business.

Guiding Principles/Approach:

This syllabus is built on principles of **experiential learning, growth mindset development**, and **identity-first learning**. Drawing from learning science and behavior design, the course shifts students from passive learning to *active doing*, where they try out small business activities in real contexts. The design helps students not just learn entrepreneurship, but begin to see themselves as entrepreneurs. Emphasis is placed on *small wins, peer collaboration, and locally relevant opportunities* to ensure learning feels achievable and connected to their realities. The curriculum focuses on conceptual understanding without heavy theory, combining *practical action, reflection, and*

collaboration. By making progress visible and success feel possible, it plants the seeds of self-reliance, initiative, and long-term motivation.

Semester Syllabus:

Format: 12 weeks, 4 hours/week | 2 credits
Revenue Target: ₹10,000

eek	**Learning Goal**	**Measurable Outcome**
1	Understand what entrepreneurship is and who can be an entrepreneur	Students define entrepreneurship in their own words and list 2 entrepreneurs from their local area or community
2	Connect personal identity to entrepreneurship (strengths, interests, struggles)	Students create a "value map" showing how a skill/interest/problem from their life could become a business opportunity
3	Learn about 5 business paths: content creation, drop shipping, cloud kitchen/food business, gig economy and local services	Students explore 1–2 examples from each domain and share one they're most curious to try and why
4	Choose a path and generate a basic business idea	Students write down a clear offer (what, for whom, why) and one way to reach their customer
5	Take first real action: message, post, pitch, or sell	Students reach out to or serve 1 real potential customer and record what happened

6	Reflect on first attempt and share with peers	Students share their result, a challenge faced, and one idea to improve next time
7	Improve and try again: aim for first ₹100	Students apply a change, try again, and aim to make their first ₹100 or get meaningful response
8	Learn how to identify and understand your target customer	Students talk to 2 potential customers or observe them and list 3 insights about their needs
9	Learn how to serve your target audience better	Students improve one part of their offer (product, delivery, messaging, or interaction) based on customer feedback or need
10	Explore core entrepreneurial values (resilience, honesty, effort)	Students reflect on 1 value they're building and show it in a business task or peer story
11	Focus on earning and staying consistent	Students complete a second earning task and track their consistency (e.g., same product or message for 3 days)
12	Reflect on earnings, grit, and how to keep going	Students record total earnings, one resilience moment, and one support system or habit they'll continue with

Weekly Component:

omponent	**uration**	**Description**
Learning Module	~1.5 hrs	- Introduces key concepts in a simple and engaging way - Includes, examples, and 1–2 interactive discussions or quizzes

Action Lab	~2 hrs	- Hands-on task on the weekly concept - Includes step-by-step guidance, templates, and worksheets - Ends with a submission (e.g., video, reflection, or proof of action)
Resources	Self-paced	- Supplementary videos, short readings, real-life stories, and tools to deepen understanding at their own pace

Evaluation Criteria

Evaluation Component	**Description**	**Weightage**
Weekly Task Completion	Timely submission of weekly tasks including reflections, activities, quizzes etc.	40%
Target Completion	Performance-based evaluation on hitting **revenue or profit targets** (e.g., generating ₹10,000 revenue)	30%
Final Project	A comprehensive project based on the semester's theme	30%

Course Title: Elements of Fashion and Design-Practical	L	T	P	Cr
Course Code: BVF108	0	0	4	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Develop an understanding of key design elements (line, shape, form, space, texture, and color) and their impact on fashion.
2. Learn to apply principles such as balance, contrast, proportion, harmony, and emphasis in garment creation
3. Gain familiarity with different types of fabrics, their properties, and appropriate applications in fashion design.
4. Understand fabric cutting, stitching, and manipulation techniques through hands-on experience

Course Content

UNIT I **8 hours**

Color Application in Fashion Design

Color Wheel and Harmonies: Practicing the creation and application of color schemes using the color wheel.
Color Rendering Techniques: Techniques for applying color to fashion illustrations using markers, pencils, and digital tools.
Experimenting with Color in Design: Creating multiple colorways for a single design to explore different effects.
Mood Boards and Color Stories: Developing mood boards that convey a specific color story for a fashion collection.
Practical Project: Designing a mini-collection based on a chosen color palette and presenting it visually.

UNIT II **7 hours**

Fabric and Material Exploration

Fabric Swatching: Collecting and cataloging fabric swatches to understand texture, weight, and drape.
Fabric Manipulation Techniques: Experimenting with pleating, gathering, smocking, and other fabric manipulation methods.
Draping on Dress Forms: Practicing draping techniques on dress forms to explore fabric behavior and garment design.
Surface Ornamentation: Techniques in embroidery, applique, and fabric painting to enhance fabric designs.
Textile Design Experimentation: Creating original textile designs through printing, dyeing, and embellishment techniques.

UNIT III **7 hours**

Creative Design Projects

Conceptual Design Project: Developing a design concept based on a theme, trend, or inspiration.

Group Design Collaboration: Working in teams to design and construct a mini-collection or fashion product line.

Sustainable Design Practices: Incorporating sustainable materials and techniques in design projects.

Presentation and Critique: Presenting design projects to peers and instructors for feedback and critique.

Final Project Showcase: Displaying completed projects in a fashion show, exhibition, or portfolio review.

UNIT IV **8 hours**

: Portfolio Development and Presentation

Compiling Work Samples: Selecting and organizing work samples from various practical units.

Digital Portfolio Creation: Developing a digital portfolio using design software and online platforms.

Preparing for Industry Presentations: Techniques for effectively presenting design work to potential clients or employers.

Portfolio Critique Sessions: Peer and instructor feedback on portfolio content and presentation.

Final Portfolio Submission: Preparing a final portfolio for evaluation and industry review.

Transaction Modes:

Group Discussions, Questions, Project Based Learning, Video Based Teaching.

Suggested Readings:

- *Bustanoby.J.H., 1947 Element of Fashion & Design., Mc Graw Hill Book Company, New York, London,*
- *Gupta Sushma and Garg Neeru ,2018 Text book of clothing & textile, Publisher kalyani*

Course Title: Fashion Law and Ethics	L	T	P	Cr
Course Code: BVF109	0	0	4	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Students will demonstrate the dispositions associated with being productive members within professional and culturally diverse learning environments.
2. Students will incorporate aesthetics and creative thinking principles in relation to fashion, dress, and appearance management.
3. Students will critically evaluate diverse perspectives.
4. Students will describe how global interdependence impacts the fashion industry.

Course Content

UNIT I **8 hours**

: Introduction to Fashion Law
Overview of Fashion Law: Definition, scope, and importance of fashion law in the global and Indian context.
Legal Framework Governing Fashion: Key legal issues related to the fashion industry, including intellectual property, contracts, and labor laws.
History and Evolution of Fashion Law: Development of fashion law and its role in the modern fashion industry.

UNIT II **7 hours**

Intellectual Property Rights in Fashion
Trademarks and Branding: Understanding trademarks, their importance in fashion branding, and how to protect them.
Copyrights in Fashion Design: Overview of copyright law as it applies to fashion, including design protection and infringement issues.
Patents and Design Rights: Understanding patents and design rights specific to fashion innovations and new designs.

UNIT III **8 hours**

Contracts and Agreements in Fashion
Types of Contracts in Fashion: Overview of various contracts used in the fashion industry, including designer agreements, manufacturing contracts, and retail agreements.
Key Clauses in Fashion Contracts: Important clauses in fashion contracts, such as non- disclosure agreements, exclusivity clauses, and termination provisions.
Dispute Resolution in Fashion Contracts: Methods for resolving disputes in the fashion industry, including arbitration, mediation, and litigation.

UNIT IV **7 hours**

Ethical Practices in the Fashion Industry

Sustainability and Ethical Fashion: Exploring the principles of sustainability and ethical practices in fashion design, production, and marketing.
Labor Rights and Fair Trade: Understanding labor rights issues in the fashion industry and the importance of fair-trade practices.
Corporate Social Responsibility (CSR): Role of CSR in promoting ethical practices in the fashion industry and its impact on brand reputation.
Consumer Protection and Marketing Ethics
Consumer Rights in Fashion: Understanding consumer protection laws related to fashion products, including warranties, returns, and misleading advertising.
Advertising and Marketing Ethics: Ethical issues in fashion advertising and marketing, including transparency, cultural sensitivity, and false claims.
Social media and Digital Marketing Ethics: Legal and ethical considerations in the use of social media and digital platforms for fashion marketing.
Counterfeiting and Anti-Piracy Measures: Understanding the impact of counterfeiting in fashion and the legal measures to combat it.
Data Privacy in Fashion: Legal and ethical considerations related to data privacy, especially in e-commerce and digital fashion marketing.

Transaction Mode
Lecture, Seminar, Quiz, Question, Group Discussion, and Project based Learning, Self-Learning, Cooperative Learning

Suggested Readings

- Shenai VA " Fashion Law and Ethics (4th*Edition) Sewak Publications ,Bombay 1998*
- *Color and Design on* Fashion Law*, Creative publications, USA, 2000*
- Fashion Law*, ParulBhatnagar, AbishekPuib, Chandigarh. 2012*

SEMESTER-II

Course Title: Fashion Model Drawing	L	T	P	Cr.
Course Code: BVF201	4	0	0	4

Total Hours: 60

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Understanding the fashion figure: Students can learn about the practical knowledge of the fashion figure and how to apply figure drawing techniques to fashion
2. Experimenting with art materials: Students can learn to use a variety of art materials and drawing techniques.
3. Developing a personal style: Students can develop their own drawing style and learn how to incorporate structured composition into their designs
4. Creating a portfolio: Students can create a range of expressive pieces to add to their portfolio

Course Content

UNIT I **17 hours**

Introduction to Fashion Illustration and Model Drawing

Overview of Fashion Illustration: Understanding the importance and role of fashion illustration in the fashion industry.
Introduction to Fashion Model Proportions: Learning the standard proportions used in fashion model drawing (e.g., the 9-head figure).
Basic Drawing Tools and Techniques: Introduction to tools (pencils, markers, erasers) and basic drawing techniques such as line work, shading, and proportion.
Drawing the Fashion Croquis: Creating a basic fashion croquis (stylized human figure) with correct proportions.
Pose and Movement in Fashion Drawing: Capturing dynamic poses and movement in fashion model drawings.

UNIT II **16 hours**

Detailed Study of Human Anatomy for Fashion Drawing
Understanding the Skeletal Structure: Basic study of the human skeleton and its impact on fashion drawing. Drawing the Torso and Limbs: Techniques for drawing the torso, arms, and legs with correct proportions and anatomy.
Head and Face Proportions: Detailed study of head and facial proportions, including different angles and expressions.
Hands and Feet Drawing: Focused practice on drawing hands and feet, paying attention to proportion, detail, and positioning.
Muscle Structure and Definition: Understanding and drawing the muscle structure to add realism to fashion illustrations.

UNIT III **13 hours**

Developing Personal Style in Fashion Model Drawing
Exploring Different Fashion Illustration Styles: Introduction to various styles in fashion illustration (e.g., realistic, exaggerated, abstract).
Line Quality and Expression: Techniques for varying line quality to create depth, texture, and mood in fashion drawings.
Stylizing the Fashion Croquets: Personalizing the fashion croquets to develop a unique style in model drawing.
Experimentation with Mediums: Using different mediums such as watercolours, markers, digital tools, and coloured pencils to explore personal style.
Creating a Style Guide: Compiling and documenting personal style elements to use consistently in fashion model drawings.

UNIT IV **14hours**

Fashion Model Poses and Gesture Drawing
Introduction to Gesture Drawing: Quick sketching techniques to capture the essence of movement and pose.
Drawing Static and Dynamic Poses: Practicing both static (standing) and dynamic (walking, running) fashion model poses.
Exploring Fashion Poses: Developing a range of fashion-specific poses that highlight garment features.
Using Reference Images: Techniques for using reference images effectively in pose and gesture drawing.
Creating a Pose Library: Building a collection of poses that can be referenced for future fashion illustrations.

Transaction Mode
Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggested Readings:

- *Doongaji Shree &PandeRoshaniDesh, 2003,Basic Process & Clothing Construction,*
- *Publisher Unique Education Books, Raj Parkas an, 2005, New Delhi.*
- *LataMullickPrem, 2008, Garment Construction Skills.*

Course Title: Computer Applications	L	T	P	Cr
Course Code: BVF202	4	0	0	4

Total Hours: 60

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Learn to use data and information for decision making
2. Learn to obtain, manipulate and process data
3. Become proficient with Microsoft Excel, SQL DBMS and other software
4. Develop analytic skills

Course Content

UNIT I **17 hours**

Introduction to Computer Applications
Overview of Computers: Introduction to the history, types, and basic components of computers.
Operating Systems: Understanding different operating systems (e.g., Windows, macOS, Linux) and their basic functions.
Basic Computer Hardware: Introduction to computer hardware components like CPU, RAM, hard drive, motherboard, and peripheral devices.
Software Applications: Overview of various software applications including word processors, spreadsheets, databases, and presentation software.
Introduction to File Management: Understanding file structures, file formats, and basic file management techniques.

UNIT-II **16 hours**

Introduction to Word Processing: Overview of word processing software (e.g., Microsoft Word, Google Docs).Document Creation and Formatting: Techniques for creating, editing, and formatting documents (e.g., font styles, paragraph alignment, bullet points).
Advanced Word Processing Features: Using tables, images, headers, footers, and page numbering.
Mail Merge: Introduction to mail merge for creating personalized documents like letters and labels.
Document Review and Collaboration: Tools for reviewing, commenting, and collaborating on documents.

UNIT- III **13 hours**

Introduction to Presentation Software: Overview of presentation software (e.g., Microsoft PowerPoint, Google Slides).
Creating Presentations: Techniques for creating slides, including text, images, and multimedia elements.
Design and Layout: Understanding slide design principles, themes, and layouts.
Animation and Transitions: Using animation and slide transition effects to enhance presentations.

Delivering Presentations: Tips for effective presentation delivery, including audience engagement and time management.

UNIT-IV **14 hours**

Introduction to the Internet: Understanding the basics of the internet, including browsing, searching, and online safety.
Email Communication: Using email applications (e.g., Gmail, Outlook) for communication, including email etiquette.
Introduction to Web Browsers: Understanding different web browsers and their features. Cloud Computing: Introduction to cloud computing and cloud storage services (e.g., Google Drive, Dropbox).
Social media and Networking: Understanding social media platforms and their applications in personal and professional contexts.

Transaction Mode

Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggested Readings:

- Norton,2002 *Introduction to Computers* applications, Peter.
- Bright ,2007 *Introduction to Computer* applications.
- Peter Shirley 2009, applications *s of Computer Graphics*

Course Title: Fabric Manufacturing	L	T	P	Cr
Course Code: BVF203	4	0	0	4

Total Hours: 60

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Gain knowledge in textile production and processing
2. Develop entrepreneurial skills in textiles and fashion
3. Understand advance textile fabrication techniques
4. Apply knowledge to introduce sustainable practices in the textile and apparel Industry

Course Content

UNIT I **14 hours**

Introduction to Fabric Manufacturing
Overview of Textile Industry: Introduction to the textile industry and the importance of fabric manufacturing.
Basics of Fiber and Yarn: Understanding the basic types of fibers (natural and synthetic) and their properties; introduction to yarn formation.
Fabric Manufacturing Methods: Overview of different fabric manufacturing methods such as weaving, knitting, and non-woven techniques.
Fabric Structure and Properties: Introduction to the basic structure of fabrics and how they influence the properties of the fabric.
Fabric Terminology: Familiarization with common terms and definitions used in fabric manufacturing.

UNIT II **16 hours**

Weaving Technology
Fundamentals of Weaving: Introduction to the weaving process and the basic principles of weaving.
Types of Looms: Study of different types of looms used in weaving, including handlooms, power looms, and modern automatic looms.
Weave Patterns: Understanding different weave patterns such as plain weave, twill weave, and satin weave.
Weaving Operations: Detailed study of the weaving process including warping, sizing, and weaving operations.
Defects in Woven Fabrics: Identification and analysis of common defects in woven fabrics and their causes.

UNIT III **13 hours**

Knitting Technology
Introduction to Knitting: Overview of the knitting process and its significance in fabric manufacturing.
Types of Knitting: Detailed study of weft knitting and warp knitting, including circular and flat knitting techniques.

Knitting Machines: Introduction to different types of knitting machines and their working principles.
Knitted Fabric Structures: Understanding various knitted fabric structures like jersey, rib, interlock, and purl.
Defects in Knitted Fabrics: Common defects in knitted fabrics, their identification, and corrective measures.

UNIT IV **17 hours**

Non-Woven Fabric Manufacturing
Introduction to Non-Woven Fabrics: Understanding the importance and applications of non-woven fabrics in the textile industry.
Non-Woven Production Processes: Study of various methods for producing non-woven fabrics, including mechanical, chemical, and thermal bonding.
Non-Woven Fabric Types: Detailed study of different types of non-woven fabrics such as spunbond, meltblown, and needle-punched fabrics.
Properties of Non-Woven Fabrics: Understanding the properties and uses of non-woven fabrics in various industries.
Quality Control in Non-Woven Fabrics: Techniques for ensuring quality and consistency in non-woven fabric manufacturing.
Advanced Weaving Techniques
Jacquard Weaving: Introduction to Jacquard weaving and its application in creating complex fabric patterns.
Dobby Weaving: Study of Dobby weaving technology and its use in producing intricate designs.
Terry Weaving: Understanding the production of terry fabrics, including techniques for making towels and other looped pile fabrics.
Multi-Layer Weaving: Overview of multi-layer weaving techniques used in producing composite fabrics.
Weaving for Technical Textiles: Applications of advanced weaving techniques in technical textiles and industrial fabrics.

Transaction Modes:

Group Discussions, Questions, Project Based Learning, Video Base

Suggested Readings:

- *Parul, B., Traditional Fabric Manufacturing, Abhishek Publications, Chandigarh.*
- *Gillow, John, Fabric Manufacturing, Thames & Hudson Ltd, London 1993.*
- *KokyoHatanka Collection., Fabric Manufacturing Arts of India Chronicle Books, SanFrancisco*
- *Chisti R.K, Jain Rahul, Tradition Beyond: Handcrafted Fabric Manufacturing, Roli Books, Lustre Press.*

Course Title: Introduction to Fashion and Basic Sewing	L	T	P	Credits
Course Code: BVF204	0	0	4	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Fabric knowledge: Students learn about the processing and production techniques of fibers, yarns, fabrics, and other textiles
2. Fashion terminology: Students learn to use industry terminology and equipment
3. Fitting: Students learn about fitting sessions and how to improve fitting techniques
4. Fashion design: Students learn about the elements of design, the history of fashion, and how to understand the body

Course Content

UNIT – I

7 hours

Introduction to Fashion
Understanding Fashion: Definition and Concept of Fashion, The Fashion Cycle, Influence of Culture, Society, and Technology on Fashion.
History of Fashion: Evolution of Fashion through the Decades, Key Fashion Movements and Designers.
Fashion Terminology: Basic Fashion Terms and Concepts, Understanding Fabric, Silhouette, and Fit.
The Fashion Industry: Overview of the Fashion Industry: Designers, Brands, and Retail, Career Opportunities in Fashion.

UNIT– II **8 hours**

Elements and Principles of Fashion Design
Elements of Design: Line, Shape, Color, Texture, and Space in Fashion.
Principles of Design: Balance, Proportion, Emphasis, Rhythm, and Harmony.
Color Theory: Color Wheel, Color Schemes, and Their Application in Fashion, Psychological Impact of Colors in Clothing.
Fashion Forecasting: Understanding Trends and Predicting Future Styles.

UNIT– III **8 hours**

Fabric and Textiles
Introduction to Fabrics: Types of Fabrics: Natural vs. Synthetic Fibers, Fabric Properties and Uses.
Fabric Construction: Weaving, Knitting, and Other Fabric Construction Methods, Understanding Fabric Weights and Textures.

Textile Testing: Basic Tests for Fabric Strength, Durability, and Care, Introduction to Fabric Finishing Techniques.

Introduction to Pattern Making
Understanding Patterns: Types of Patterns: Commercial, Basic Blocks, and Custom Patterns, Pattern Symbols and Terminology.
Basic Pattern Drafting: Drafting a Basic Bodice Block, Skirt Block, and Sleeve Block, Introduction to Draping Techniques.
Pattern Alterations: Adjusting Patterns for Fit and Style, Creating Variations of Basic Patterns.

UNIT– IV **7 hours**

Basic Sewing Techniques
Introduction to Sewing Tools and Equipment: Sewing Machines, Needles, Threads, Scissors, and Other Tools, Safety Measures in the Sewing Room.
Hand Sewing Techniques: Basic Hand Stitches: Running Stitch, Backstitch, Hemming, and Slip Stitch, Sewing Buttons, Hooks, and Eyes.Machine Sewing Basics: Operating a Sewing Machine: Threading, Bobbin Winding, and Stitch Selection, Sewing Straight Seams, Curved Seams, and Corners.
Basic Garment Construction: Understanding Patterns: Reading and Cutting, Assembling Simple Garments: Skirts, Tops, and Trousers.

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching.

Suggested Readings:

- *Doongaji Shree &Pande Roshani,2004 Fashion and Basic Sewing & Clothing Construction, Publisher Unique Education Books, Raj Parkashan, New Delhi.*

Course Title: Material Studies	L	T	P	Cr
Course Code: BVF205	0	0	4	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Classify materials according to their types
2. Describe basic definition and conception of materials and physical properties of Materials.
3. Follow new developments in materials application field.
4. Give information about atomic structure, atomic bonds, crystal structure, crystal geometry and crystal defects.

Course Content

UNIT I **8 hours**

Introduction to Material Studies
Overview of Material Studies: Definition and Scope of Material Studies, Importance of Material Selection in Design and Engineering.
Classification of Materials: Metals, Ceramics, Polymers, Composites, and Natural Materials, Structure and Properties of Different Material Types.
Historical Development of Materials: Evolution of Material Use in Human History, Impact of Material Innovation on Technology and Society,

UNIT II **7 hours**

Properties of Materials
Mechanical Properties: Strength, Toughness, Hardness, and Ductility, Stress-Strain Behaviour and Material Testing Methods.
Thermal Properties: Thermal Conductivity, Expansion, and Resistance, Behaviour of Materials under Different Temperature Conditions.
Electrical and Magnetic Properties: Conductivity, Insulation, and Magnetic Behaviour, Applications of Materials Based on Their Electrical and Magnetic Properties.
Optical Properties: Reflection, Refraction, and Absorption of Light, Optical Materials in Industry: Glasses, Polymers, and Ceramics.

UNIT III **7 hours**

Metals and Alloys
Ferrous and Non-Ferrous Metals: Classification and Characteristics of Ferrous and Non- Ferrous Metals, Applications in Construction, Automotive, and Aerospace Industries.
Metallurgy: Basic Metallurgical Processes: Smelting, Refining, and Alloying, Heat Treatment and Its Effects on Metal Properties.
Corrosion and Degradation: Mechanisms of Corrosion in Metals, Protection Methods: Coatings, Anodizing, and Catholic Protection.

Advanced Metallic Materials: High-Performance Alloys and Super alloys, Use of Metallic Foams, Shape Memory Alloys, and Nanostructured Metals.

UNIT IV **8 hours**

Polymers and Plastics
Introduction to Polymers: Classification: Thermoplastics, Thermosetting Plastics, and Elastomers, Polymerization Processes and Polymer Structures.
Properties and Applications of Polymers: Mechanical, Thermal, and Chemical Properties of Polymers, Common Polymers and Their Industrial Applications: Polyethylene, Polypropylene, PVC, etc.
Processing of Polymers: Techniques: Extrusion, Injection Melding, and Blow Molding, Additive Manufacturing and 3D Printing with Polymers.
Environmental Impact and Recycling: Challenges of Plastic Waste Management, Recycling Methods and Sustainable Alternatives.
Ceramics and Glasses
Structure and Properties of Ceramics: Atomic Structure and Bonding in Ceramics, Mechanical, Thermal, and Electrical Properties.
Types of Ceramics: Traditional Ceramics: Clay, Porcelain, and Stoneware, Advanced Ceramics: Alumina, Silicon Carbide, and Zirconia.
Glass Materials: Composition and Properties of Glass, Types of Glass: Soda-Lime, Borosilicate, and Specialty Glasses.
Applications of Ceramics and Glasses: Use in Electronics, Aerospace, and Biomedical Fields, Innovations in Glass Technology: Smart Glass, Optical Fibbers.

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching.

Suggested Readings:

- Shenai VA " Material Studies , Technology of Studies (4th*Edition) Sewak Publications ,Bombay 1998*
- *Color and* Material Studies*, Creative publications, USA, 2000*

Course Title: Project-I	L	T	P	Cr
Course Code: BVF206	0	0	4	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

Learning outcomes describe the measurable skills, abilities, knowledge or values that students should be able to demonstrate as a result of a completing a course. They are student-cantered rather than teacher-cantered, in that they describe what the students will do, not what the instructor will teach.

Course Content

UNIT I **7 hours**

Project Planning and Research
Project Introduction: Overview of Project-I Objectives and Expectations, Importance of Research and Planning in Fashion Design.
Inspiration and Concept Development: Identifying Sources of Inspiration: Art, Culture, History, Nature, etc. Creating Mood Boards and Concept Boards.

UNIT II **7 hours**

Market Research: Analysing Current Fashion Trends and Consumer Preferences, Understanding Target Audience and Market Segments.
Project Proposal: Developing a Project Proposal Outlining Concept, Goals, and Timeline, Presentation of Initial Ideas and Concepts.

UNIT III **7 hours**

Final Presentation and Evaluation:
Final Garment Preparation: Preparing Final Garments for Presentation: Pressing, Packaging, and Labelling, Styling and Accessorizing Garments for Presentation.
Portfolio Development: Documenting the Design and Construction Process, Creating a Professional Portfolio Showcasing Project Work.

UNIT IV **9 hours**

Presentation Techniques: Preparing for Oral and Visual Presentation of the Project, Presenting Final Garments to Faculty and Peers.
Evaluation and Feedback: Receiving Feedback on Design, Construction, and Presentation, Reflecting on Learning Outcomes and Areas for Improvement.

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching.

Suggested Readings:

- Shenai VA " Material Studies , Technology of Studies (4th*Edition) Sewak Publications ,Bombay 1998*
- *Color and* Material Studies*, Creative publications, USA, 2000*

Course Title: Apparel Production & Quality Control	L	T	P	Cr
Course Code: BVF207	0	0	4	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Students will learn to apply quality control measures and techniques to ensure product standards are met throughout the production process.
2. Students will develop the ability to identify and address production and quality issues, employing critical thinking to implement effective solutions.
3. Students will understand the impact of production practices on the environment and will be able to propose sustainable alternatives
4. Students will gain knowledge of industry standards and regulations affecting apparel production and quality control.

Course Content

UNIT– I **8 hours**

Introduction to Apparel Production
Overview of Apparel Manufacturing: Understanding the apparel production process from design to finished product.
Apparel Production Systems: Different types of production systems like modular production, assembly line, and unit production systems.
Production Planning and Control: Techniques for planning and controlling the production process, including workflow, time management, and resource allocation

UNIT II **7 hours**

Fabric and Material Management
Fabric Selection and Sourcing: Criteria for selecting fabrics based on design, functionality, and cost.
Material Handling and Storage: Best practices for handling and storing materials to maintain quality and reduce waste.
Inventory Management: Techniques for managing fabric and material inventory, including just-in-time (JIT) and economic order quantity (EOQ) methods.

UNIT III **8 hours**

Garment Construction Techniques
Cutting Room Operations: Techniques for efficient fabric cutting, marker making, and fabric spreading.
Sewing Techniques and Equipment: Overview of different sewing techniques and the machines used in garment construction.
Finishing Processes: Processes involved in finishing garments, such as pressing, steaming, and trimming.

UNIT IV **7 hours**

Quality Control in Apparel Production

Introduction to Quality Control: Importance of quality control in apparel production and its impact on brand reputation.
Quality Standards and Testing: Understanding international quality standards (like ISO) and the testing methods for fabrics and garments.
Defect Detection and Management: Techniques for identifying defects at various stages of production and methods for managing and reducing defects.

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggested Readings:

- *Sengupta. Hindol. 2005. Apparel Production & Quality Control, Pearson Education, New Delhi*
- *Jain, Payal. 2004 Apparel Production: Quality Control, Her An and Publication*

Course Title: Computer Application-III Lab	L	T	P	Credits
Course Code: BVF208	0	0	4	2

Total Hours: 30

Learning Outcomes:

On the completion of the course students will be able

1. Learn how to operate the computer system.
2. Gain basic and working knowledge of Notepad, WordPad & Paint.
3. Be able to draw a beautiful painting and design in paint software.
4. Be able to create a letter in notepad and WordPad.

Course Content

30 hours

Practical points of following: -Notepad. WordPad. Paint

Transaction Mode:

Seminar, e-Team Teaching, Peer Group Discussion, Mobile Teaching, Self-Learning

Suggested Readings:

- *"Foundations of Computing", P.K. Sinha and P. Sinha, First Edition, 2002, BPB.*
- *"Computers Today", D. H. Sanders, Fourth Edition, McGraw Hill, 1988.*
- *"Fundamentals of Computers", V. Rajaraman, Second Edition, Prentice Hall of India, New Delhi, 1996.*

Course Title: Indian Textiles	L	T	P	Cr
Course Code: BVF209	0	0	4	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. List the major textile-producing regions and traditions in India.
2. Break down complex textile compositions into their constituent patterns, motifs, and color palettes.
3. Assess the artistic and aesthetic qualities of Indian textiles, considering factors like craftsmanship and design innovation.
4. Generate original textile designs or artworks inspired by Indian textile traditions, showcasing creativity, innovation, and mastery of textile techniques.

Course Content

UNIT I **7 hours**

Introduction: Importance of Indian textiles: Historic Perspective, Factors influencing development: geographic location, impact of trade, invasions and conquests, cultural and economics interaction and political & religious patronage, Cotton- Traditions in ancient India (spinning wheel), use of treadle loom History of muslin over ages- Dhaka muslin, Jamdani of Bengal &Banaras Cotton of Andhra Pradesh, & Madhya Pradesh.

UNIT II **8 hours**

Development of products from different fibers: processing techniques,textures achieved, color & design incorporated for ,Cotton – Muslin & Jamdani of Bengal ,Silk - Gujarat, Andhra Pradesh, Tamil Nadu Varanasi and Karnataka ,Woolen – Shawls of Kashmir, Himachal Pradesh and Rajasthan.

UNIT III **7 hours**

Dyeing with reference to styles employed, design incorporated and Effects Achieved Resist dyed fabrics –Bandhani of Rajasthan & Gujarat Resist dyed yarns – Ikat, Gujarat, Orissa and Andhra Pradesh.

UNIT IV **8 hours**

Printing with reference to styles employed, design incorporated, effectsachieved and article produced: Centers of Rajasthan, Gujarat, Andhra Pradeshand Madhya Pradesh Styles and methods of painting - Madhubani, Parchitra&Pichwai.Historical, social and cultural aspects of Indian embroideries - Rajasthan, Gujarat, Kashmir, Punjab, Uttar Pradesh and Bengal, and Karnataka, Special emphasis on embroideries of Kashmir, Gujarat & Rajasthan

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching.

Suggested Readings

- *Parul, B., Traditional Indian Textiles, Abhishek Publications, Chandigarh.*
- *Gillow, John, Traditional Indian Textiles, Thames & Hudson Ltd, London 1993.*

- *KokyoHatanka Collection., Textiles Arts of India Chronicle Books, SanFrancisco Chisti R.K, Jain Rahul, Tradition Beyond: Handcrafted Indian Textiles, Roli Books, Lustre Press*

Semester III

Course Title: Dyeing & Printing	L	T	P	Cr
Course Code: BVF301	4	0	0	4

Total Hours: 60

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Knowledge of the history and evolution of dyeing and printing techniques, including natural vs. synthetic dyes.
2. Understanding the principles of color mixing, color fastness, and how colors can affect perception.
3. Students learn about the chemical reactions involved in dyeing, including how different dyes interact with fabrics
4. Ability to create original designs for textile applications using dyeing and printing techniques.

Course Content

UNIT I **14 hours**

Introduction to Dyeing and Printing
Overview of Textile Dyeing and Printing: Definition, Scope, and Importance in the Textile Industry
Classification of Dyes and Pigments: Natural vs. Synthetic Dyes
Fibber and Fabric Properties
Types of Printing: Block, screen, digital, and roller printing
Difference between Dyeing and Printing

UNIT II **16 hours**

Dyeing Techniques
Methods of Dyeing: Winch, Jigger, Jet, and Pad Batch, Pad-Dry-Cure, Thermoses Process
Dyeing of Natural Fibbers: Dyeing Techniques for Cotton, Wool, Silk, and Linen
Dyeing of Synthetic Fibbers: Dyeing Techniques for Polyester, Nylon, Acrylic, and Blends Colour Fastness and Testing: Testing for Colour Fastness to Washing, Light, and Rubbing Printing Techniques
Block Printing: Tools, techniques, and design creation; history and cultural significance.
Screen Printing: Multi-colour printing techniques, stencil creation, and practical application on fabric.
Digital Printing: Introduction to digital textile printing, design software, and the process of transferring designs to fabric.
Resist Printing Techniques: Techniques like batik and tie-and-dye, creating patterns through the resist method.

UNIT III **16 hours**

Colour Theory and Application
Basics of Colour Theory: Understanding colour mixing, harmonies, and the impact of colour in design.

Colour Fastness: Techniques to improve colour retention and reduce fading in dyed and printed fabrics.
Shade Matching: Methods for achieving consistent colour shades across different batches of fabric.
Use of Pigments and Binders: Understanding the role of pigments in printing and the importance of binders in ensuring print durability.

UNIT IV **14hours**

Quality Control and Sustainability in Dyeing & Printing
Quality Control: Techniques for testing the durability, colour fastness, and overall quality of dyed and printed fabrics.
Environmental Considerations: Understanding the environmental impact of dyeing and printing processes, including waste management.
Sustainable Practices: Introduction to eco-friendly dyes, water-saving techniques, and reducing the carbon footprint in textile production.
Health and Safety: Safety measures for handling chemicals and equipment in dyeing and printing labs.

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching.

Suggested Readings:

- *Shailaja D. Naik 1996 Dyeing & Printing, A.P. H Publishing Cooperation New*

Course Title: Environmental Studies	L	T	P	Cr.
Course Code: BVF302	3	0	0	3

Total Hours: 45

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Students often participate in fieldwork, experiments, and projects that develop practical skills, such as data collection, research methods, and teamwork.
2. Engaging with environmental issues encourages students to analyse complex problems, evaluate evidence, and consider multiple perspectives, enhancing their critical thinking skills.
3. Environmental issues are often global in nature, encouraging students to think about their role in a broader context and fostering a sense of global citizenship
4. Topics related to the environment can be highly engaging for students

Course content

UNIT I **12 hours**

Introduction to Environmental Science
Overview of Environmental Science
Definition and scope of Environmental Science.
Importance and interdisciplinary nature of the field.
Key environmental issues and challenges.
Ecosystems and Biomes
Structure and function of ecosystems.
Types of biomes: tropical rainforests, deserts, tundra's, etc.
Energy flow and nutrient cycles in ecosystems

UNIT II **11 hours**

Natural Resources and Management
Types of Natural Resources
Renewable and non-renewable resources.
Water, soil, minerals, fossil fuels, and biodiversity.
Resource Management
Principles of sustainable resource management.
Techniques for conservation and sustainable use of resources.
Case studies of resource management practices.

UNIT–III **11 hours**

Environmental Pollution
Types of Pollution
Air pollution: sources, effects, and control measures.
Water pollution: types, causes, and impacts on aquatic life.
Soil pollution: sources, effects, and remediation techniques.
Waste Management
Solid waste management: collection, segregation, recycling.
Hazardous waste: handling, treatment, and disposal.
E-waste and its environmental impact.

UNIT IV **11 hours**

Climate Change and Global Warming 4.1 Climate Change
Definition and scientific basis of climate change.
Causes of climate change: natural and anthropogenic factors.
Impacts of climate change on ecosystems and human societies.
4.2 Mitigation and Adaptation
Strategies for reducing greenhouse gas emissions.
Adaptation measures for coping with climate change impacts.
International agreements and policies (e.g., Paris Agreement).

Transaction Mode
Problem- solving, Collaborative Learning, Practical Application, Peer Group Discussion, Self-Learning

Suggested Readings

- Agarwal, K. C. 2001, Environment Biology, Nidi Publ. Ltd. Bikaner.
- Rao M. N. & Datta A.K. 1987, Waste Water Treatment,Oxford& IBH Publ. Co. Pvt. Ltd.

Course Title: Fashion Illustration Lab	L	T	P	Cr.
Course Code: BVF303	0	0	6	3

Total Hours: 45

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Students will create accurate fashion figures and garment details through sketching and rendering.
2. Students will develop and communicate original fashion concepts through mood boards and sketches
3. Students will apply color theory and textile knowledge in their illustrations.
4. Students will create a portfolio of their illustrations suitable for professional review.

Course Content

UNIT I **11 hours**

Introduction to Fashion Illustration
History and Evolution: Overview of fashion illustration, its significance in the fashion industry, and its evolution over time.
Tools and Materials: Introduction to the essential tools (pencils, markers, paints) and materials (paper types, digital platforms) used in fashion illustration.
Understanding the Fashion Figure: Basic anatomy, proportions, and postures specific to fashion figures; differences between regular and fashion figures.

UNIT II **12 hours**

Fashion Figure Drawing
Basic Fashion Figures: Drawing the 8-heads and 10-heads proportion figure; understanding body balance and movement.
Fashion Poses: Illustrating different poses, including walking, standing, sitting, and dynamic poses.
Facial Features and Hair: Techniques to illustrate expressive faces, different hairstyles, and makeup in fashion figures.
Hands and Feet: Detailed study of drawing hands and feet in various positions and perspectives.

UNIT–III **11 hours**

Garment and Fabric Rendering
Understanding Fabric Behavior: How different fabrics drape, fold, and interact with the body.
Texture Representation: Techniques for illustrating various fabric textures such as silk, denim, wool, leather, etc.
Garment Details: Drawing zippers, buttons, seams, pleats, ruffles, and other garment details with accuracy.
Colour Application: Understanding the use of colour in fashion illustration; rendering garments in various colour schemes using different mediums.

UNIT IV **11 hours**

Digital Fashion Illustration
Introduction to Digital Tools: Overview of software such as Adobe Illustrator, Photoshop, and Procreate used in fashion illustration.
Digital Drawing Techniques: Using digital brushes, layers, and other tools to create fashion illustrations.
Combining Traditional and Digital Techniques: Integrating hand-drawn elements with digital tools to enhance illustrations.
Portfolio Development: Compiling digital and hand-drawn illustrations into a professional portfolio.

Transaction Mode

Problem- solving, Collaborative Learning, Practical Application, Peer Group Discussion, Self-Learning

Suggested Readings:

- *Sengupta., Hindol.,2005. Indian Fashion, Pearson Education, New Delhi*
- *Jain, Payal. 2004, Fashion Studies: An Introduction, Har Anand Publication.*

Course Title: Indian Textiles Design Lab	L	T	P	Cr
Course Code: BVF304	0	0	6	3

Total Hours: 45

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Students will demonstrate knowledge of the history and significance of various Indian textiles, including regional variations and techniques.
2. Students will explore the cultural contexts and narratives behind traditional textile designs and motifs.
3. Students will acquire skills in different textile techniques, such as block printing, tie-dye, weaving, and embroidery.
4. Students will explore sustainable practices in textile design, including the use of natural dyes and eco-friendly materials.

Course Content

UNIT I **12 hours**

Introduction to Indian Textiles
Overview of Indian Textiles: Historical significance, cultural relevance, and the evolution of textile traditions in India.
Geographical Influence: Understanding how geography influences textile styles and techniques across different regions of India.
Major Textile Traditions: Study of prominent textile traditions such as Banarasi, Chanderi, Kanchipuram, Pashmina, and others.
Craft Clusters: Exploration of textile production clusters across India and their unique contributions to Indian textiles.

UNIT II **11 hours**

Traditional Indian Textiles
Handloom Textiles: Detailed study of handloom textiles, including types, techniques, and their modern-day relevance.
Embroidered Textiles: Study of regional embroidery techniques such as Phulkari, Zardes, Kantha, Chikankari, and their applications in contemporary fashion.
Printed and Dyed Textiles: Exploration of block printing, tie-dyeing (Bandhani), Batik, and other traditional techniques.
Woven Textiles: Examination of various weaving techniques like Ikat, Patola, and Jamdani, and their cultural importance..

UNIT III **11 hours**

Textile Design Principles
Elements of Textile Design: Understanding the basic elements such as color, pattern, texture, and form in textile design.
Design Process: From concept to fabric, understanding the steps involved in designing textiles, including research, inspiration, sketching, and final production.

Surface Ornamentation: Techniques like appliqué, patchwork, quilting, and beading used to enhance textile design.
Textile Motifs: Study of traditional Indian motifs and symbols and their modern reinterpretation in textile design.

UNIT IV **11 hours**

Textile Design Projects
Designing with Traditional Textiles: Creating contemporary textile designs inspired by traditional Indian textiles.
Textile Collection Development: Developing a collection of textile designs based on a chosen theme or inspiration.
Digital Textile Design: Introduction to digital tools for textile design, including software like Adobe Illustrator and Photoshop.
Portfolio Presentation: Compiling a professional portfolio showcasing textile design projects, including mood boards, swatches, and final designs.

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggested Readings:

- *KokyoHatanka Collection., Textiles Arts of India Chronicle Books, SanFrancisco*
- *Chisti R.K, Jain Rahul, Tradition Beyond: Handcrafted Indian Textiles, Roli Books, Lustre Press.*

Course Title: Elements of Design	L	T	P	Cr.
Course Code: BVF305	4	0	0	4

Total Hours: 60

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Innovate and experiment with design elements to create unique and compelling visuals or products.
2. Formulate informed judgments about design solutions, considering aesthetics, functionality, and user experience.
3. Apply design projects that incorporate specific design elements to achieve defined goals.
4. Interpret the impact of design choices on user experience and perception.

Course Content

UNIT I **16 hours**

Elements of design-Line- Different types of line, application of line in designing (effect of length and thickness to create illusion), Texture- Factors affecting textures, Form-Shape/silhouettes,Colour- Colour Dimensions of colour- hue, Intensity, value, Aspects of colour-warm cool, Advancing, receding, dark, pale and bright. Colour wheel-Primary colors, secondary colors, and tertiary colors.Basic colour schemes-achromatic, analogues, monochromatic, complimentary, and neutral Space.

UNIT II **13 hours**

Principles of design-Balance, Rhythm, Emphasis, Harmony/ unity, proportion, Selection of clothing according to the Element and Principal of design.Define collage-types of collage.Designing of clothes for different age groups using principles and elements of design and its advantages on appears

UNIT III **17 hours**

Design concept- Definition and understanding aspects of design, Classification of design: Applied-Painting, Embroidery, Dyeing, Printing and Finishing, Structural-Through variation in fibre, yarn, fabric formation and development, Types of motifs-Natural, Stylised, abstract/ modern, ReligiousDesigns in Fabric- Motifs andpatterns Importance of fabric design in garment construction, Effect of fabric design on body appearance, understanding layouts and repeats of patterns in garments

UNIT IV **14 hours**

Design process, Research in relation to design, Exploration and Conceptualization of design, Design development and design worksheet, Factors affecting the choice of Clothing for Different age groups (infant, creeper, School child, pre-adolescence, adolescents, adults, old-age group), occasions, personality and Seasons Various types of figures, selecting and designing clothing according to figure types.

Transaction Mode

Lecture, Seminar, e-Team Teaching, e-Tutoring, Dialogue, Peer Group Discussion, Self-Learning, Collaborative Learning and Cooperative Learning

Suggested Readings

- *Bustanoby.J.H., 1947 Principles of colour & colour mixing., Mc Graw Hill Book Company, New York, London,*
- *Gupta Sushma and Garg Neeru ,2018 Text book of clothing & textile, Publisher kalyani*

Course Title: Pattern Making & Construction-II	L	T	P	Cr
Course Code: BVF307	0	0	6	3

Total Hours: 45

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Students will be able to create complex patterns for various garment types using advanced techniques.
2. Students will understand different fabric types and their properties, enabling them to select appropriate materials for specific designs
3. Students will develop skills in evaluating and adjusting fit through muslin samples and alterations based on body measurements.
4. Students will learn to interpret and transform design sketches into workable patterns while maintaining the designer's intent.

Course Content

UNIT I **12 hours**

Advanced Pattern Making Techniques
Introduction to Advanced Pattern Drafting: Understanding advanced principles of pattern making, including complex garment structures.
Dart Manipulation: Techniques for converting darts into style lines, tucks, pleats, and gathers.
Princess Line and Panels: Drafting and construction of princess line dresses, panel skirts, and tops.
Collars and Necklines: Creating advanced collar styles (e.g., shawl, Mandarin, notched) and neckline variations.

UNIT II **11 hours**

Garment Construction Techniques
Advanced Seams and Finishes: Exploring various seam types (e.g., French, flat-felled, bound seams) and their appropriate applications.
Tailoring Techniques: Introduction to tailoring methods, including pad stitching, canvasing, and pressing.
Zippers, Pockets, and Plackets: Construction of different types of zippers, pockets (e.g., welt, patch, inseam), and plackets.
Sleeve Variations: Drafting and attaching advanced sleeve styles, including raglan, kimono, and leg-of-mutton sleeves.

UNIT III **11 hours**

Fitting and Alteration
Understanding Fit: Analysing the principles of garment fitting and common fitting issues.
Adjusting Patterns for Fit: Techniques for adjusting patterns to correct fitting problems, such as gaping, tightness, or looseness.
Fitting Sessions: Conducting fittings on muslin or mock-up garments, identifying fitting issues, and making necessary adjustments.

Grading Patterns: Introduction to pattern grading, understanding size charts, and grading patterns for different sizes.

UNIT IV **11 hours**

Draping Techniques
Introduction to Draping: Understanding the basics of draping fabric on a dress form to create patterns.
Draping Bodices and Skirts: Techniques for draping bodices, skirts, and dresses directly on a dress form.
Bias Draping: Exploring bias draping techniques for creating elegant and flowing garment designs.
Converting Draped Designs to Patterns: Translating draped designs into flat patterns for garment construction.

Transaction Modes:

Group Discussions, Questions, Project Based Learning, Video Based Teaching.

Suggested Readings:

- *Pattern Cutting and Marking up: The professional Approach- CBS Publisher, Delhi*
- *Pattern Making for Fashion Design- Harper Collins College Publishers, New York*
- *The Complete Book of Sewing – London: Dorling Kindersley Ltd.*

Course Title: Dyeing & Printing-Practical	L	T	P	Cr
Course Code: BVF308	0	0	6	3

Total Hours: 45

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Understanding how different fabrics react to dyes and printing methods, Including absorption rates, texture, and durability.
2. Familiarity with different types of dyes (e.g., natural vs. synthetic) and their Properties, including application methods and environmental impact
3. Students should grasp the basics of color theory, including color mixing, Harmony, and the psychological effects of colors
4. Developing troubleshooting skills for common issues that arise in dyeing and Printing, such as uneven color or bleeding

Course Content

UNIT I **11 hours**

Introduction to Dyeing and Printing Techniques
Overview of the basics of dyeing and printing, including the types of dyes and printing techniques.
Introduction to the properties of different fabrics and how they interact with dyes and printing methods.
Safety measures and proper handling of chemicals and dyes in the lab.

UNIT II **12 hours**

Fabric Preparation and Dyeing Techniques
Practice fabric preparation techniques, including scouring, bleaching, and mordanting to ensure even dyeing.
Perform basic dyeing methods, such as direct dyeing, vat dyeing, and reactive dyeing, on cotton, silk, and wool fabrics.
Explore advanced dyeing techniques, including tie-dye, batik, and Shibori, and create samples using these methods.

UNIT III **11 hours**

Printing Techniques and Design Application
Learn block printing techniques, including preparing blocks, selecting inks, and applying designs to fabrics.
Experiment with screen printing, including creating screens, mixing inks, and applying designs to various textiles.
Practice stencil printing by designing and cutting stencils, and using them to create patterns on fabric.

UNIT IV **11 hours**

Resist and Discharge Printing
Explore resist printing techniques such as batik and tie-dye, where parts of the fabric are protected from the dye.
Perform discharge printing, where a design is created by removing dye from dyed fabric using chemical agents.
Create complex patterns using a combination of resist and discharge techniques on different types of fabrics.

Transaction Modes:

Group Discussions, Project Based Learning, Video Based Teaching.

Suggested Readings:

- Shenai VA " Technology of Textile Processing , Technology of dyeing (4th*Edition) Sewak Publications ,Bombay 1998*
- *Color and Design on fabric, Creative publications, USA, 2000*
- *Elementary Textile, ParulBhatnagar, AbishekPuib, Chandigarh. 2012*

Semester-IV

Course Title: Garment Construction	L	T	P	Cr
Course Code: BVF401	4	0	0	4

Total Hours: 60

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Proficiency in a variety of sewing techniques, including stitching types, seam Finishes, hems, and closures.
2. Ability to read and interpret technical patterns and garment specifications, Understanding how to translate designs into finished garments
3. Knowledge of how to handle different types of fabrics, including understanding Their properties, care requirements, and how they behave during construction.
4. Skills in fitting garments to different body shapes and sizes, including making necessary adjustments for comfort and aesthetic appeal.

Course Content

UNIT-I **16 hours**

Introduction to Garment Construction
Overview of garment construction processes and their significance.
Tools, equipment, and safety practices.
Fabric selection and preparation.

UNIT-II **14 hours**

Understanding Patterns and Drafting
Basics of pattern making and drafting techniques.
Types of patterns and their uses.
Pattern alteration for different body types.

UNIT-III **17 hours**

Cutting and Marking Techniques
Methods for accurate fabric cutting.
Notching and marking for precise assembly.
Hands-on practice with cutting and marking.

Sewing Techniques
Exploration of different stitch and seam types.
Techniques for sewing darts, pleats, and setting sleeves.
Practical sewing exercises focusing on garment assembly.

UNIT-IV **13 hours**

Fitting, Alterations, and Finishing
Techniques for fitting and altering garments.
Methods for hemming, pressing, and attaching fastenings.

Final finishing touches for a professional look.

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggested Readings:

- *Doongaji Shree &PandeRoshaniDesh, 2003,Basic Process & Clothing Garment Construction*
- *Publisher Unique Education Books, Raj Parkas an, 2005, New Delhi.*
- *Lata MullickPrem, 2008, Garment Garment Construction .*

Course Title: Fashion Marketing and World Costumes	L	T	P	Cr
Course Code: BVF402	4	0	0	4

Total Hours: 60

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Proficiency in digital marketing techniques, including social media marketing, email campaigns, and online advertising.
2. Knowledge of branding principles and how to develop a strong brand identity in the fashion industry.
3. Proficiency in digital marketing techniques, including social media marketing, email campaigns, and online advertising
4. Ability to analyze consumer behaviour and trends to inform marketing Strategies and product development.

Course Content

UNIT I **14 hours**

Introduction to Fashion Marketing
Fashion Marketing Fundamentals: Basic concepts, principles, and strategies in fashion marketing.
Market Analysis: Techniques for analyzing fashion markets, including consumer behavior and market segmentation.
Brand Development: Strategies for building and managing a fashion brand identity.

UNIT II **16 hours**

Fashion Promotion and Advertising
Promotion Strategies: Methods for promoting fashion products through various channels (e.g., social media, print media).
Advertising Techniques: Techniques for creating effective fashion advertisements and campaigns.
Public Relations: Role of public relations in fashion marketing and strategies for managing media relations.

UNIT III **14 hours**

Digital Marketing in Fashion
E-commerce and Online Retailing: Overview of online fashion retailing and e-commerce platforms.
Social Media Marketing: Strategies for using social media to promote fashion brands and engage with customers.
Data Analytics: Using data analytics to drive marketing decisions and measure campaign effectiveness.

UNIT IV **16 hours**

World Costumes and Cultural Influences
Global Costume Overview: Study of traditional and contemporary costumes from various cultures around the world.
Cultural Significance: Understanding the cultural and historical significance of different world costumes.
Design Influences: How global costumes influence contemporary fashion design and trends.
Fashion Trends and Forecasting
Trend Analysis: Techniques for identifying and analyzing fashion trends.
Forecasting Methods: Methods for predicting future fashion trends and their impact on marketing strategies.
Seasonal Collections: Designing and marketing seasonal fashion collections based on trend forecasts.

Transaction Modes:

Open talk, Quiz , Video Based Teaching , Question ,Group Discussion

Suggested Readings:

- *Merchandise Buying & Management, John Donnellan, 2001, Fare child Books,.*
- *Kitty G. Dickerson, Inside The Fashion Business, 7th Edition, 2003 Prentice hall*
- *Elaine Stone, The Dynamics of Fashion, 2004, Fairchild.*
- *Jay Diamond; Ellon Diamond, The World of Fashion , 2007, Fairchild.*

Course Title: Computer-Aided Design (CAD) Lab
Course Code: BVF403

L	T	P	Cr
0	0	4	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Ability to create accurate technical drawings, including flat sketches, technical specifications, and pattern layouts
2. Skills in developing 3D garment models, allowing students to visualize designs and assess fit before physical production
3. Proficiency in using CAD for digital pattern making, including creating, modifying, and grading patterns efficiently
4. Understanding how to simulate fabrics and textures digitally, enhancing the design presentation and visual appeal.

Course Content

UNIT I **7 hours**

Introduction to CAD in Fashion Design
Overview of CAD: Introduction to CAD systems and their importance in fashion design.
Software Familiarization: Basic introduction to popular CAD software used in fashion design (e.g., Adobe Illustrator, Corel DRAW, CAD for Fashion).
Interface and Tools: Exploration of software interface, tools, and commands essential for fashion design.

UNIT II **8 hours**

Digital Pattern Making
Pattern Drafting: Techniques for creating and modifying digital patterns using CAD software.
Grading and Size Adjustment: Methods for grading patterns and adjusting sizes digitally.
Pattern Libraries: Utilization of pattern libraries and templates within CAD software.

Fashion Illustration and Design
Digital Sketching: Techniques for creating digital fashion illustrations and sketches.
Color and Textures: Application of color, textures, and fabric patterns using CAD tools.
Design Presentation: Methods for presenting digital fashion designs effectively.

UNIT III **7 hours**

3D Garment Visualization
3D Modeling: Introduction to 3D garment modeling and simulation in CAD software.
Virtual Draping: Techniques for virtual draping and fitting of garments to evaluate design and fit.
3D Renderings: Creating 3D renderings and visualizations of garments for design presentations.

UNIT IV **8 hours**

Technical Specifications and Output
Technical Flats and Specs: Creation of technical flats, specifications, and garment tech packs.
Pattern Exporting: Methods for exporting digital patterns and design files for production.
File Management: Best practices for managing and organizing CAD files and project documentation.

Transaction Modes:

Group Discussions, Questions, Project Based Learning, Video Based Teaching.

Suggested Readings

- *"Introduction to Computers" By Norton, Peter.*
- *"Fundamentals of Computer Graphics" By Peter Shirley.*
- *"Adobe Photoshop and Textile Design" By Frederich L Chipkin.*
- *"Introduction to Computer Fundamentals" By Bright.*

Course Title: Fashion Draping Techniques	L	T	P	Cr
Course Code: BVF404	0	0	4	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Skills in manipulating various types of fabrics to create shapes, folds, and Silhouettes, allowing for creative expression in garment design.
2. Ability to translate draped designs into flat patterns, ensuring accurate Construction and fit.
3. Proficiency in visualizing and creating three-dimensional garment designs using Draping techniques, enhancing design originality
4. Skills in assessing the fit of draped garments on a dress form or model, understanding how to make adjustments as needed

Course Content

UNIT I **7 hours**

Introduction to Draping
Overview of Draping: Importance of draping in fashion design and its role in garment creation.
Draping Tools and Materials: Introduction to essential tools (e.g., dress forms, muslin fabric, pins) and materials used in draping.
Basic Draping Techniques: Fundamental techniques for draping on a dress form, including fabric preparation and setting.

UNIT II **8 hours**

Basic Draping Patterns
Creating Basic Shapes: Techniques for draping basic garment shapes (e.g., bodice, skirt, sleeve) on a dress form.
Fitting and Adjustments: Methods for fitting basic draped patterns and making necessary adjustments.
Recording Measurements: Techniques for recording measurements and transferring draped patterns to paper patterns.

UNIT III **7 hours**

Advanced Draping Techniques
Complex Draping Styles: Techniques for creating more complex draping styles (e.g., pleats, gathers, tucks).
Design Elements: Incorporating design elements such as asymmetry, volume, and layering into draped garments.
Draping for Specific Garments: Application of advanced draping techniques for specific garment types (e.g., dresses, jackets).

UNIT IV **8 hours**

Draping for Fit and Structure
Achieving Proper Fit: Techniques for achieving a proper fit through draping, including adjustments for different body types.
Structural Elements: Use of structural elements (e.g., interfacing, boning) in draping to create desired silhouettes and shapes.
Draping for Tailoring: Techniques for draping tailored garments with precision and accuracy.
Finalizing Draped Designs
Pattern Translation: Methods for translating draped designs into flat patterns for production.
Garment Construction: Techniques for constructing garments from draped designs, including sewing and finishing.
Presentation and Evaluation: Final presentation of draped designs, including evaluation and critique of finished garments.

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggested Readings

- *Hilde Jaffe and Nurie Relis,2011 Draping for Fashion Design, Prentice Hall Crawford*
- *Amaden, The Art of Fashion Draping, Fairchild Publishers.*

Course Title: Knitting Technology	L	T	P	Cr
Course Code: BVF405	2	0	0	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. List the common types of knitting stitches and their corresponding machine settings.
2. Describe the differences between various knitting techniques, such as single jersey, rib, and interlock.
3. Apply knowledge of knitting machine setup to prepare machines for specific knitting tasks.
4. Develop and present a production plan that optimizes machine usage, minimizes waste, and maintains quality standards.

Course Content

UNIT– I **8 hours**

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– II **7 hours**

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– III **8 hours**

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, Rachel knit fabric, Difference between Rachel and tricot fabric

UNIT– IV **7 hours**

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.

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggest Readings:

- *Knitting Technology by: David J. spencer*
- *Kalyani KVP Singh,1997 Knitting Technology*

Course Title: Fashion Merchandising & Retailing	L	T	P	Cr
Course Code: BVF407	3	0	0	3

Total Hours: 45

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Understanding the fundamentals of fashion merchandising, including product selection, inventory management, and pricing strategies
2. Skills in conducting market research and analysis to identify trends, customer preferences, and competitive positioning
3. Proficiency in creating effective visual merchandising displays that attract customers and enhance the shopping experience
4. Knowledge of brand identity development and strategies for promoting brand . loyalty through effective merchandising practices

Course Content

UNIT I **12 hours**

Fundamentals of Fashion Communication
Introduction to Fashion Communication: Overview of fashion communication and its role in the fashion industry.
Communication Channels: Study of various channels including print, digital, and social media.
Brand Messaging: Techniques for crafting effective brand messages and visual storytelling.

UNIT II **11 hours**

Fashion Merchandising
Merchandising Principles: Basic principles of fashion merchandising, including product selection, pricing, and placement.
Visual Merchandising: Techniques for creating effective visual displays in retail environments to enhance customer experience and drive sales.
Sales Forecasting and Inventory Management: Methods for forecasting sales, managing inventory, and understanding market trends.

UNIT III **10 hours**

Fashion Retailing
Retail Strategies: Overview of retail strategies including store layout, customer service, and sales techniques.
Retail Operations: Understanding the day-to-day operations of a fashion retail store, Including staffing, logistics, and point-of-sale systems.
E-commerce and Omni channel Retailing: Study of online retailing practices and integration with physical stores.

UNIT IV **12 hours**

Fashion Promotion and Advertising
Advertising Techniques: Development of advertising campaigns for fashion brands including print, digital, and broadcast media.
Promotional Strategies: Techniques for creating promotional events, sales promotions, and influencer partnerships.

Public Relations: Role of PR in fashion communication and strategies for managing media relations and press releases.
Consumer Behavior and Market Research
Understanding Consumer Behavior: Study of consumer behavior and its impact on fashion purchasing decisions.
Market Research Techniques: Methods for conducting market research and analyzing consumer trends and preferences.
Trend Analysis: Techniques for identifying and analyzing fashion trends and their implications for merchandising and retailing.

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching.

Suggested Readings:

- *Principles and Practice of Management: L.M. Prasad) by Sultan Chand & Sons.*
- *Entrepreneurship and Management: S. Nagendra & V. S. Manjunath by Pearson Education.*
- *Fundamentals of Entrepreneurship: S. K. Mohanty by PHI, Learning Pvt. Ltd.*

Course Title: Pattern Making & Construction-III	L	T	P	Cr
Course Code: BVF408	3	0	0	3

Total Hours: 45

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Ability to create graded patterns for different sizes, ensuring proper fit across a range of body types
2. Proficiency in conducting fit evaluations on garments and making precise adjustments to patterns based on fitting sessions.
3. Skills in using CAD software for digitizing patterns, allowing for efficient modifications and accurate production
4. Understanding of sustainable pattern-making techniques and how to minimize waste during the pattern construction process.

Course Content

UNIT I **12 hours**

Advanced Pattern Drafting
Complex Garment Patterns: Techniques for drafting patterns for complex garments such as tailored suits, evening gowns, and outerwear.
Custom Fit Patterns: Methods for creating custom-fit patterns based on individual measurements and body types.
Pattern Adjustments: Techniques for adjusting patterns to accommodate various body shapes and design elements.

UNIT II **10 hours**

Draping Techniques for Complex Garments

Advanced Draping: Methods for draping complex designs including asymmetrical and multi-layered garments.
Integration of Design Elements: Techniques for incorporating design elements like pleats, ruffles, and bias cuts into draped garments.
Pattern Integration: Converting draped designs into flat patterns for production.

UNIT III **12 hours**

Construction Techniques for Structured Garments
Tailoring Techniques: Methods for constructing tailored garments with emphasis on structure and fit, including interfacing and lining.
Support Materials: Use of support materials such as shoulder pads, boning, and canvas for enhancing garment structure.
Seam Finishing: Techniques for finishing seams and edges in structured garments for a polished look.

UNIT IV **11 hours**

Pattern Grading

Introduction to Grading: Techniques for grading patterns to different sizes while maintaining fit and design integrity.
Grading Tools and Software: Overview of tools and software used for pattern grading.
Practical Grading: Hands-on practice with grading patterns for various size ranges.
Advanced Construction Techniques
Special Construction Methods: Techniques for constructing specialized garment features such as built-in corsetry, complex closures, and intricate embellishments.
Sustainable Practices: Methods for incorporating sustainable practices in garment construction, including waste reduction and eco-friendly materials.
Quality Control: Techniques for ensuring high-quality construction and finishing of garments.

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggested Readings

- *Pattern Cutting and Marking up: The professional Approach- CBS Publisher, Delhi*
- *Pattern Making for Fashion Design- Harper Collins College Publishers, New York*
- *The Complete Book of Sewing – London: Dorling Kindersley Ltd.*

Course Title: Project-II	L	T	P	Cr
Course Code: BVF409	3	0	0	3

Total Hours: 45

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Ability to plan and organize a comprehensive project from concept to execution, Including setting objectives, timelines, and resource management
2. Proficiency in conducting thorough research related to the project topic, including market analysis, trend forecasting, and cultural influences
3. Skills in developing and refining design concepts, utilizing techniques learned in previous courses to create innovative and marketable solutions.
4. Development of critical thinking and problem-solving skills to address challenges that arise during the project lifecycle

Course Content

UNIT I **12 hours**

Research and Concept Development
Research current fashion trends and seasonal styles to inform the concept for the capsule collection. Focus on understanding the season's color palette, fabric types, and design aesthetics.

UNIT II **11 hours**

Develop a theme or story for the collection that aligns with the season (e.g., spring bloom, summer retreat, autumn warmth, winter elegance). Create mood boards, including inspiration images, color swatches, and fabric samples.
Sketch initial design ideas and create a collection mood board. Develop 3-4 cohesive design concepts that align with the seasonal theme. Include detailed illustrations and technical drawings.

UNIT III **10 hours**

Collection Presentation and Evaluation
Prepare a final presentation of the capsule collection. This could include a look book with styled photos of the garments, a fashion show, or a visual display of the collection.

UNIT IV **12 hours**

Write a reflective report detailing the design process, including challenges faced, solutions implemented, and insights gained. Discuss how the collection embodies the seasonal theme and current fashion trends.
Present the collection to peers and faculty, highlighting the design concept, fabric choices, and construction techniques used.

Transaction Modes:

Group Discussions, Questions, Project Based Learning, Video Based Teaching.

Suggested Readings:

- *Hilde Jaffe and Nurie Relis,2011 Project Based, Prentice Hall Crawford. Amaden, Project Based, Fair child Publisher*

Course Title: Personality & Clothing	L	T	P	Cr
Course Code: BVF410	3	0	0	3

Total Hours: 45

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Memorize the definitions of terms commonly used in the study of clothing and fashion, such as style, fashion cycle, and cultural appropriation.
2. Apply knowledge of personality theories to analyse case studies or real-life examples of individuals' clothing choices and styles.
3. Analyse the role of clothing in identity formation and self-presentation, considering how individuals use clothing to project desired images.
4. Reflect on personal growth in understanding the connection between personality and clothing, identifying areas for continued exploration and research.

Course Content

UNIT– I **12 hours**

Introduction to personality Development: Definition, Importance, developing personalities (stages of development- Freudian stages of development) Basic personality traits: values, benefits, Interactions, experiences, environmental influences, the big five dimensions

UNIT– II **10 hours**

Personality type: Personality and Career choice: Matching career and personality, why it matters, self- efficacy.

UNIT– III **12 hours**

Changing your personality: Can personality change? Being yourself, being adaptable, Positive attitude, Individuality, Controlling emotions. Personality makeover and clothing: give examples of celebrities who have undergone make over.

UNIT– IV **11 hours**

Clothing and color- Importance of color for different age groups, ceremonies, occasion, occupation etc. Factors affecting selection of clothing.

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggested Readings:

- *Horn.H.J.(1996):Second Skin, A Study in Human Behavior by Marry Show Ryan-New York, Holt Rinehart & Winston.*
- *Stone. E., In Fashion, Fairchild Books, USA, Second Edition*
- *Sharon.L.,Harper& Row Pub., Inside Fashion Design, NY.*

Semester V

Course Title: Fashion Photography and Styling	L	T	P	Cr
Course Code: BVF501	4	0	0	4

Total Hours: 60

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Identify current trends in fashion imagery
2. Perform advanced image manipulation and retouching effects.
3. Create a studio still life of a fashion or beauty product.
4. Evaluate and emulate the work of a photographic master.

Course Content

UNIT– I **16 hours**

Introduction to Fashion Photography
History and Evolution: Overview of the history and evolution of fashion photography, including key photographers and milestones.
Basics of Photography: Understanding camera settings, lenses, lighting, and composition specifically for fashion photography.
Fashion Photography Genres: Exploration of different genres such as editorial, commercial, and street fashion photography.

UNIT– II **14 hours**

Fashion Styling Principles
Introduction to Fashion Styling: Basics of fashion styling, including the role of a stylist in the fashion industry.
Styling Techniques: Techniques for creating fashion looks, including color theory, fabric selection, and accessorizing.
Styling for Different Media: Understanding how to style for print, digital, and video media, including editorial shoots and runway shows.

UNIT– III **13 hours**

Creative Concepts and Storytelling
Concept Development: How to develop creative concepts and narratives for fashion photography shoots.
Mood Boards and Storyboards: Techniques for creating mood boards and storyboards to guide the creative process.
Visual Storytelling: Exploring the role of visual storytelling in fashion photography and styling.

UNIT– IV **17 hours**

Practical Fashion Photography
Studio and Outdoor Shoots: Techniques for conducting both studio and outdoor fashion shoots, including lighting setups and location scouting.

Model Direction and Posing: Skills for directing models and achieving dynamic poses in fashion photography.
Post-Production: Basics of photo editing and retouching for fashion images using software like Adobe Photoshop and Light room.

Fashion Styling for Photography
Editorial Styling: Techniques for styling high-fashion editorial shoots, including working with designers and understanding editorial trends.
Commercial Styling: How to style for commercial shoots, focusing on brand alignment and product promotion.
Runway to Photoshoot: Transitioning looks from the runway to a photoshoot, adapting styles for photographic success.

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggested Readings:
• Sharon Lee Tate, Fashion Photography and Styling 1 Edition, Canfield Press (1977)
• Steven Faerm, Fashion Photography and Styling Course: Principles, Practice, and Techniques:
• The Practical Guide for Aspiring Fashion Photography and Styling -2edition, B.E.S. Publishing; (2017)

Course Title: Fashion Forecasting and Trend Analysis	L	T	P	Cr
Course Code: BVF502	3	0	0	3

Total Hours: 45

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Identify and analyse new forecasting trends from publications and cultural events;
2. Communicate ideas clearly in both written and oral form;
3. Work collaboratively as part of an organization in a professional manner with clients
4. Demonstrate knowledge of current and innovative manufacturing technology and processes in the field of fabric styling

Course Content

UNIT– I **10 hours**

Introduction to Fashion Forecasting
Overview of Fashion Forecasting: Understanding the concept, importance, and role of forecasting in the fashion industry.
History and Evolution: Tracing the evolution of fashion forecasting from traditional methods to modern practices.
Key Terminologies: Familiarizing with key terms like macro trends, micro trends, and fashion cycles**.**

UNIT– II **12 hours**

Methods and Techniques of Fashion Forecasting
Qualitative and Quantitative Research: Exploring methods like consumer research, cultural analysis, and data mining.
Trend Analysis Techniques: Techniques such as color forecasting, fabric and texture prediction, and silhouette forecasting.
Use of Technology: Role of AI, big data, and social media analytics in modern fashion forecasting.

UNIT– III **11 hours**

: Trend Analysis and Prediction
Identifying Emerging Trends: Analyzing street styles, influencer impact, and global fashion weeks to spot emerging trends.
Fashion Cycles and Seasons: Understanding how trends evolve and the significance of fashion seasons.
Creating Trend Reports: Steps to develop and present comprehensive trend reports for designers and brands.

UNIT– IV **12 hours**

Cultural and Societal Influences on Fashion Trends
Impact of Pop Culture: Examining how music, movies, and celebrities shape fashion trends. Global and Regional Trends: Understanding how geography influences fashion, with examples from different cultural contexts.
Social and Economic Factors: Analyzing how socio-economic factors like sustainability, political climate, and consumer behavior influence trends.

Transaction Modes:

Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggested Readings:

- *Sharon Lee Tate, Inside Forecasting 1 Edition, Canfield Press (1977)*
- *Steven Faerm, Fashion Forecasting Design Course: Principles, Practice, and Techniques: The Practical Guide for Aspiring Trend Analysis -2edition, B.E.S. Publishing; (2017)*

Course Title: Fashion Accessories Design Lab	L	T	P	Cr
Course Code: BVF503	0	0	4	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Identify the anatomy of the foot and hand and apply ergonomics to the design of Handbags and footwear
2. Illustrate technical specification for handbags, footwear, and belts.
3. Construct innovative designs in handbags, footwear, and belts from concept to finished sample
4. Illustrate total design concepts from ideation to finished rendering, by hand and by computer

Course Content

UNIT I **8 hours**

Introduction to Fashion Accessories

Definition and Scope: Understanding what constitutes fashion accessories and their role in the overall fashion industry.

Historical Development: Exploration of the history and evolution of fashion accessories across different cultures and eras.

Types of Accessories: Overview of various types of fashion accessories, including jewellery, bags, belts, shoes, hats, scarves, and eyewear.

UNIT II **7 hours**

Materials and Techniques in Accessories Design

Material Selection: Study of different materials used in accessory design, including leather, metals, textiles, and synthetic materials.

Production Techniques: Overview of techniques such as stitching, weaving, embroidery, and metalwork used in crafting accessories.

Sustainable Materials: Introduction to eco-friendly and sustainable materials and practices in accessory design.

UNIT III **8 hours**

Design Process and Concept Development

Inspiration and Mood Boards: Techniques for gathering inspiration and creating mood boards to guide accessory design projects.

Sketching and Rendering: Skills in sketching and rendering accessory designs, with attention to detail and functionality.

Prototyping and Sampling: The process of creating prototypes and samples for accessories, including 3D modelling techniques.

UNIT IV **7 hours**

Market Research and Consumer Trends
Consumer Analysis: Understanding the target audience and their preferences in accessories.
Market Trends: Study of current and emerging trends in the accessories market.
Brand Positioning: Strategies for positioning accessories within the fashion market, including luxury and mass-market segments.
: Collection Development and Merchandising
Designing a Collection: Steps involved in creating a cohesive collection of accessories, from concept to final product.
Brand Identity and Packaging: How to develop a brand identity and packaging that enhances the appeal of fashion accessories.
Pricing and Merchandising: Strategies for pricing and merchandising accessories effectively within the retail environment.

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggested Readings:

- *Claire Billcocks," Century of Bags", Chartwell Books, New Jersey 1997*
- *John Peacock, " Fashion Accessories- Men", Thames and Hudson, London, 1996*
- *John Peacock, " The complete 20th Century Source Book", Thames and Hudson, London, 2000*
- *MalolowBlahnik- Co Collin Mac dolw, " Shoes -Fashion and Fantasies", Thames andHudson, 1989*

Course Title: Sustainable Fashion and Ethical Practices	L	T	P	Cr
Course Code: BVF504	0	0	4	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Develop student's awareness, understanding and knowledge in:
2. Enable the students to become aware of environmental concerns and ethical and sustainable practices related to fashion.
3. Understand the issues of environmental contexts and sustainable development
4. Categorize various designers and brands working towards sustainable fashion

Course Content

UNIT I **8 hours**

Introduction to Sustainable Fashion
Definition and Concepts: Understanding what sustainable fashion entails, including key concepts like slow fashion, eco-fashion, and ethical fashion.
Historical Context: Overview of the evolution of sustainable fashion and its importance in the modern fashion industry.
Environmental Impact of Fashion: Exploration of the fashion industry's impact on the environment, including resource depletion, pollution, and waste.

UNIT II **7 hours**

Sustainable Materials and Textiles

Eco-friendly Materials: Study of sustainable materials such as organic cotton, bamboo, hemp, recycled fabrics, and biodegradable textiles.

Textile Innovations: Introduction to innovations in sustainable textiles, including low-impact dyes, digital printing, and waterless dyeing techniques.

Life Cycle Analysis: Understanding the life cycle of textiles from production to disposal, and its impact on sustainability.

UNIT III **8 hours**

Ethical Practices in Fashion
Labor Rights and Fair Trade: Examination of labor practices in the fashion industry, including issues of worker exploitation and fair trade practices.
Transparency and Supply Chain: Importance of transparency in the supply chain, and how brands can ensure ethical practices from production to retail.
Corporate Social Responsibility (CSR): Study of CSR initiatives in fashion, including sustainability reporting, certifications, and brand ethics.

UNIT IV **7 hours**

Sustainable Design Practices

Zero-Waste Design: Introduction to design techniques that minimize waste, such as zero- waste pattern making and upcycling.

Circular Fashion: Exploration of circular fashion principles, including the use of recycled materials and designing for longevity and recyclability.

Ethical Production Methods: Overview of sustainable production methods, including local production, small batch manufacturing, and ethical sourcing.

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggested Readings:

- *Shailaja D. Naik 1996 Sustainable Fashion and Ethical Practices, A.P. H Publishing Cooperation New Delhi*
- *Sheila Paine, 1990, Sustainable Fashion and Ethical Practices, Thames & Hudson Ltd*

Course Title: Fashion Event Management-Practical	L	T	P	Cr
Course Code: BVF505	0	0	4	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Create a unique concept that aligns with the brand's goals and identity.
2. Develop and execute marketing strategies to appeal to the target audience and sell the event
3. Oversee the event on the day to ensure a smooth run and handle any issues that may arise.
4. Being able to stay on top of things is essential for a smooth experience for the client

Course Content **30 hours**

Introduction to Fashion Event Planning
Event Concept Development
Develop a concept for a fashion event (e.g., runway show, pop-up shop, or fashion exhibition).
Consider the target audience, theme, and objectives.
Event Proposal Creation Create a detailed event proposal, including the event theme, budget, timeline, venue options, and key activities. Present the proposal to peers for feedback.
Event Budgeting and Resource Management
Budget Planning Develop a comprehensive budget for the event, including costs for venue, models, styling, marketing, and logistics. Learn how to allocate resources effectively. Sponsorship and Partnerships Identify potential sponsors and partners for the event. Prepare sponsorship packages and pitch ideas to potential collaborators.
Event Logistics and Operations
Venue and Stage Design Plan the layout and design of the event venue, including stage setup, seating arrangements, lighting, and décor. Create a floor plan.
Runway Show Planning Organize a mock runway show, including model selection, choreography, music, and timing. Practice managing the backstage area and coordinating the flow of the show.
Event Execution and Management
Rehearsal and Final Preparations
Conduct a full rehearsal of the event, focusing on timing, coordination, and troubleshooting potential issues.
Event Day Management
Execute the event, managing all aspects including guest registration, stage management, and coordination with vendors and participants.

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggest Readings:

- *Bush. G, " Fashion event Management", London 1990*

- *Ireland, " Fashion event Management - Children", B. T. Batsford, London, 1996*

Course Title: Fashion Event Management	L	T	P	Cr
Course Code: BVF506	2	0	0	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Professional Development: Students will be able to function as productive members and leaders within professional and culturally diverse environments.
2. Critical Thinking: Students will be able to demonstrate critical thinking skills, Including the ability to critically evaluate and compare diverse perspectives.
3. Students will demonstrate the dispositions associated with being productive Members within professional and culturally diverse learning environments.
4. Students will describe how global interdependence impacts the fashion industry.

Course Content

UNIT– I **8 hours**

Introduction to Fashion Event Management
Concept and Scope: Understanding the role of event management in the fashion industry, including fashion shows, exhibitions, and brand launches.
Types of Fashion Events: Overview of various fashion events such as runway shows, trade shows, product launches, and pop-up stores.
Event Objectives and Planning: Setting clear objectives for fashion events and the initial steps in planning, including budgeting, scheduling, and resource allocation.

UNIT– II **7 hours**

Event Design and Production
Creative Conceptualization: Developing the theme and concept for a fashion event, aligning with brand identity and target audience.
Venue Selection and Layout: Choosing the right venue and designing the layout for maximum impact, including stage design, seating arrangements, and lighting.
Production Techniques: Managing technical aspects like sound, lighting, and audio visuals, as well as working with designers and models.

UNIT– III **8 hours**

Marketing and Promotion of Fashion Events
Marketing Strategies: Crafting marketing plans to promote fashion events, including digital marketing, social media, and public relations.
Media and Public Relations: Engaging with media outlets, bloggers, and influencers to generate buzz and coverage for the event.
Sponsorship and Partnerships: Identifying and securing sponsors and partners, understanding the importance of collaborations in event succeed.

UNIT– IV **7 hours**

Event Logistics and Operations
Logistics Management: Coordinating all logistical aspects, including transportation, accommodation, and catering for participants and guests.
Event Coordination and Execution: Managing on-site operations, including staff management, vendor coordination, and real-time problem-solving.
Health, Safety, and Legal Compliance: Ensuring that the event complies with legal requirements, health and safety standards, and risk management protocols.

Transaction Modes:
Open talk, Quiz, Video Based Teaching, Question, Group Discussion

Suggested Readings:

- *Bush. G, " Fashion event Management", London 1990*
- *Ireland, " Fashion event Management - Children", B. T. Batsford, London, 1996*

Course Title: Advance Styling and Fashion forecasting	L	T	P	Cr
Course Code: BVF508	0	0	4	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Apply knowledge of fashion forecasting techniques to analyze current and emerging fashion trends, considering factors like consumer behaviour and cultural shifts.
2. Analyze the impact of historical and socio-cultural factors on fashion trends and consumer preferences.
3. Design and execute fashion styling projects that align with specific trend predictions and target audiences.
4. Assess the impact of styling and fashion forecasting on consumer behaviour, brand identity, and market positioning.

Course Content

UNIT I **8 hours**

Definition of Advance Fashion, Style, FAD, classic, Avant -Grade, etc,Fashion Evolution, Adoption of fashion, Motives for consumer buying,Fashion forecasting, Design sources, Fashion services &resources, Fashion Magazines, etc.knowledge of the customer- Consumer groups, customer profile, price, gender, location.

UNIT II **7 hours**

Designing a successful garment (elements & principles) Silhouette, line color, texture, pattern, Design principles, - proportions, Balance, Emphasis, Unity, Rhythm. Fashion Forecasting. Importance of Trims & Findings - their types and usage.Types of collars, necklines, sleeves, pockets (exercise-based)

UNIT III **8 hours**

Women's wear – different categories , Men's wear - different categories. Children's wear different categories.Developing a line, Line selection, line presentation,developing a sample garment, costing of a garment, purchasing piecegoods, patternmaking, production scheduling, spreading, cutting, garment assembly

UNIT IV **7 hours**

Role of Apparel Manufacturer- Inside the shop, contractor, shipping, retailing. Role of a designer in the production, Final Project & Presentation

Transaction Mode

Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggested Readings:

- *Sharon Lee Tate, Inside fashion design 1 Edition, Canfield Press (1977)*
- *Steven Faerm, Fashion Design Course: Principles, Practice, andTechniques: The Practical Guide for Aspiring Fashion Designers-2edition, B.E.S. Publishing; (2017)*
- *Fashionary, Fashionpedia - The Visual Dictionary of Fashion Design,Publisher: Fashionary (2016)*

Course Title: Production Management	L	T	P	Cr
Course Code: BVF509	0	0	4	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. List the primary components of a production system, including inputs, processes, and outputs.
2. Describe the relationships between various elements of production, such as the interplay between capacity planning and production scheduling.
3. Apply production management techniques to create production plans and schedules that optimize resource utilization.
4. Assess the ethical and sustainability implications of production decisions and propose strategies for responsible production practices.

Course Content

UNIT I **7 hours**

Studying the designs and motifs of traditional embroideries of India- phulkari,chicken Kari, kasida, Kantha, Kathiawar, Kutch, Sindhi, Gujarati and Chambarumal.

UNIT II **6 hours**

Colours, fabric and stitches of the Traditional embroideries of India- phulkari,Chicken Kari, kasida, Kantha, Kathiawar, Kutch, Sindhi, Gujarati, ChambarumalPreparation of samples of the traditional embroideries of India.

UNIT III **7 hours**

Designing embroidery patterns from different sources like objects, photographs, nature, greeting cards, posters, surroundings etc.Creating embroidery patterns designed from different sources Sequin work Lurex work

UNIT IV **10 hours**

Lace and ribbon work , Decorations and trimmings , Understanding the processes of Tie and dye, batik printing, screen printing and block printing, Preparation of samples of all processes of Tie and dye, Preparation of sample of batik printing- wax resistant dyeing , Preparation of a sample with screen printing , Preparation of a sample of block printing

Transaction Modes:
Open talk,Quiz, Video Based Teaching,Question, Group Discussion.

Suggested Readings:

- *Shailaja D. Naik 1996 ,Traditional Embroideries of India, A.P. H Publishing Cooperation New Delhi*
- *Sheila Paine, 1990, Embroiled Textile, Thames and Hudson Ltd.*

- *Gulrajani M.L., Silk Dyeing, Printing & Finishing.*

Course Title: Garment Assembling	L	T	P	Cr
Course Code: BVF510	0	0	4	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Recall the basic components and materials used in garment assembly, such as fabrics, threads, and fasteners.
2. Summarize the role of quality control and inspection in ensuring well-constructed garments.
3. Demonstrate the ability to interpret and follow garment patterns, including marking, cutting, and stitching techniques.
4. Examine the relationship between garment construction methods and production efficiency.

Course content

UNIT I **8 hours**

Sewing Darts: Types of sewing Darts, Importance of Sewing Darts, darts, ease, gathers, pleats, shirring, tucks. Sewing Front edge fastening: Types of Fasteners,Facing, interfacing, Interliningand Lining, Trims and fasteners, purpose of lining fabric, different fabrics, Functions of Interlining.

UNIT II **7 hours**

Inserting Zip fastening: Supplies to Insert a Zipper Different Ways,Zipper Types & Uses, Structure of a Zipper, Zipper parts name& Function.Attaching waistbands: Sewing Glossary, Materials & Tools of Fabric, Basic fold-down waistband, Different Types of Elastic in Sewing.

UNIT III **8 hours**

Assembling and attaching simple and complex Pockets: Various Types of Stitch, Seams, edge finishes,Seam Classification.Sleeve opening Construction:- Introduction to Sleeve, Types of Sleeves, Collars Sketches, Sleeves PPT, Skirt Sewing, Types of Pocket.

UNIT IV **7 hours**

Assembling and attaching Cuffs: Neckband, Sleeve cuffs, Types of shirt cuffs, Sew Cuffs, Cuff placket pattern.Assembling and attaching Collars: Steps of Collars Shirt, Collar of Parts name, Sewing a Collars, Drafting the Collar.

Transaction Mode

Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggested Readings:

- *Doongaji Shree &PandeRoshaniDesh, 2003,Basic Process & Clothing Garment Assembling.*

- *Publisher Unique Education Books, Raj Parkas an, 2005, New Delhi.*
- *LataMullickPrem, 2008, Garment Garment Assembling.*

Course Title: Drafting Pattern Making & Garment Lab	L	T	P	Cr
Course Code: BFD511	0	0	4	2

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Apply knowledge of pattern making principles to create basic patterns for simple garments (e.g., skirts, tops).
2. Memorize standard measurements and sizing charts used in pattern making.
3. Assess the fit and accuracy of self-drafted patterns on actual garment construction
4. Innovate and experiment with pattern manipulation and design variations to create distinctive fashion pieces.

Course content

UNIT I **5 hours**

Standard body measurement and pattern making for adult garments: Standard body measurements and allowances. Sizing and Development of size chart for garments. Basic bodice block drawing of flat layout of different garments according to the standard body measurement for basic skirts, trousers, shirts frock etc.

UNIT II **7 hours**

Pattern making for men's wear; drafting men's shirt and trouser; block designing of different shirt and trousers with variations of different components and measurements. Casual jacket and sloper construction. Development of style and designing of men's garments with variations in collars, sleeves, pleats, pockets, darts, gathers etc.

UNIT III **8 hours**

Pattern making for women's wear. Drafting Women's top or shirt, trouser, skirt, salwar-kameez with variations and manipulation of design element having balance and fit.

UNIT IV **10 hours**

Drafting, adaptation, layout for construction of adult formal wear garments and occasion wear (festival / party dress, etc), garments, Pattern modifying and draping of different patterns of men's and women's casual wear, party wear, beachwear and sportswear.

Transaction Modes:
Group Discussions, Questions, Project Based Learning, Video Based Teaching

Suggested Readings:

- *Agarwal, K. C. 2001, Environment Biology, Nidi Publ. Ltd. Bikaner.*
- *Jadhav, H & Bhosale, V.M. 1995. Environment Protection &Laws, Himalaya Pub House, Delhi 284p.*

Rao M. N. & Datta A.K. 1987, Waste Water Treatment, Oxford& IBH Publ. Co.

Semester VI

Course Title : Internship(6 Months)	L	T	P	Cr
Course Code: BVF601	0	0	0	20

Total Hours: 20

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Demonstrate practical and professional skills to operate the industrial machinery and equipment of garment construction and will be able to manage work.
2. Critique the quality of one's own work and contributions during the internship, identifying areas of strength and areas for improvement.
3. Reflect on personal and professional growth during the internship, identifying future goals and career development opportunities.
4. Compile and maintain records of internship-related activities, tasks, and experiences.

Course Content

20 hours

Modules:

Factory Tour
Garment Production Process: Observe the complete garment production process from cutting, sewing, to finishing.
Machinery and Equipment: Introduction to various machines like fabric cutters, sewing machines, and embroidery machines.
Quality Control: Demonstration of quality checks at different stages of production.

Material Sourcing

Fabric Mills Visit: Understanding the fabric manufacturing process and types of materials used.
Sourcing Departments: Insight into how materials, trims, and accessories are sourced.
Sustainability Practices: Learn about eco-friendly and sustainable sourcing methods.

Design Department Interaction
Design Conceptualization: Observe how designers develop concepts and translate them into sketches.
Pattern Making: Watch the process of turning designs into patterns and prototypes.
CAD Software Demonstration: See how designers use software like Adobe Illustrator or CLO 3D for digital designs.

Sampling and Prototyping
Sample Room Tour: Visit the sample room to see how initial samples are made.
Fit Sessions: Observe how samples are fitted on models and adjustments are made.

Feedback Loop: Learn how feedback from fitting sessions is incorporated into final designs.

Merchandising and Marketing
Visual Merchandising: Study how products are displayed in showrooms and stores. Product Launch Planning: Learn about strategies for launching new collections in the market. Market Research: Understand how brands analyze market trends and consumer behavior to develop marketing strategies.

Sustainability and Ethical Practices
Sustainable Fashion: Visit departments focused on eco-friendly practices and ethical production methods.
Waste Management: Learn about the methods used to minimize waste and recycle materials.
Fair Trade Practices: Understand how brands ensure ethical working conditions and fair wages

Retail and E-commerce
Store Visit: Visit a flagship store to observe layout, customer service, and sales strategies.
E-commerce Operations: Understand the logistics behind managing an online fashion store.
Customer Interaction: Participate in customer service activities, including styling advice and sales.

Networking and Interaction
Q&A Sessions: Engage in question-and-answer sessions with industry professionals. Career Advice: Receive guidance on career paths in fashion designing from experts. Networking Opportunities: Build connections with professionals in the industry.

Workshops and Hands-On Activities
Mini Workshops: Participate in workshops on specific skills like fabric dyeing, embroidery, or digital fashion design.
Collaborative Projects: Work on a short project or task with industry professionals, like designing a mini-collection.
Case Studies: Analyze real-life case studies of successful fashion brands or projects.

Transaction Modes:
Open talk,Quiz, Video Based Teaching,Question, Group Discussion.