

**School of Creative Art, Design and Media Studies**  
**DEPARTMENT OF DESIGN**  
**B.Design with specialization in Fashion Design**  
**PGM code SDM0201**



**HOD**  
**Design**

***Program and Course Structure***  
**BATCH 2018-2022**

## **1. Standard Structure of the Program at University Level**

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### **1.1 Vision, Mission and Core Values of the University**

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#### **Vision of the University**

**To serve the society by being a global University of higher learning in pursuit of academic excellence, innovation and nurturing entrepreneurship.**

#### **Mission of the University**

**Transformative educational experience  
Enrichment by educational initiatives that encourage global outlook  
Develop research, support disruptive innovations and accelerate entrepreneurship  
Seeking beyond boundaries**

***Creative Campaign Can be TEDs: This is guiding principle for promotion and wide circulation among various stakeholder.***

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*Guidelines: Similar Mnemonics can be designed by schools.*

### **Core Values**

**Integrity  
Leadership  
Diversity  
Community**

## **School of Creative Art, Design and Media Studies**

### **1.2 Vision and Mission of the School**

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#### **Vision of the School**

**To build the school as a hub of teaching, research and innovation in the field of creative art, design and media studies, thus, making it a truly world-class centre for producing industry-ready professionals at par with the best universities of the world.**

#### **Mission of the School**

**Creating a stimulating, flexible and application-based learning environment for students as well as for faculty.**

**To provide the necessary platform to impart skills and knowledge related to creative art, design, journalism and mass communication.**

**Creating brilliant professionals by imparting a blend of theory and practical lessons through state-of-art infrastructure.**

**Leveraging research to form strong industry-academia linkages.**

### **Core Values**

**Innovation  
Awareness  
Information  
Ethics**

## DEPARTMENT OF DESIGN

### 1.2.1 Vision and Mission of the Department

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#### **Vision of the Department**

To be a centre of excellence in design education for developing a fresh generation of creative entrepreneurs, who will imbibe a critical thinking and problem solving approach to provide creative solution through collaborative team efforts at different levels of society.

#### **Mission of the Department**

To develop in creating a world class centre of independent design thinking in bringing advanced innovation in design industry.

Promoting in depth research on local skills, materials and sustainable methods while also keeping in mind the untapped potential of Indian craftsmanship for strengthening Indian culture and society.

To make indomitable efforts to transcend the image of India as a production resource to a design facilitator on a world map.

### 1.3 Programme Educational Objectives (PEO)

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- PEO1:** The curriculum shall provide the students the flexibility to create their identity and generate in them the instinct to create a niche for themselves when exposed to the industry as professionals.
- PEO2:** The curriculum shall provide them learning acquired by explorations in the field of Fashion design to create indelible experiences and innovate with their highest creative potential to serve the society at their best.
- PEO3:** The programme shall include more hands on experience with regular workshops and updated trends in Fashion design industry. It shall provide basic tools, skills, and materials for exploratory exposure understanding nuances of history, Art, culture, traditions and their evolution with the people. It shall excite them to understand evolved craftsmanship and concurrent needs.
- PEO4:** Promoting humanity and culture in designing systems and environments to improve the human condition, an approach that draws on design thinking.

#### Methods of Forming PEO's

- STEP 1: The needs of the Nation and society are identified through scientific publications, industry interaction and media.
- STEP 2: Taking the above into consideration, the PEOs are established by the Coordination Committee of the department.
- STEP 3: The PEOs are communicated to the alumni and their suggestions are obtained.
- STEP 4: The PEOs are communicated to all the faculty members of the department and their feedback is obtained.
- STEP 5. The PEOs are then put to the Board of Studies of the department for final approval.

*[Note: Prepare a file for the same, how you arrive for PEO's]*

**1.3.2**
**Map PEOs with School Mission Statements:**


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<b>PEO Statements</b>	<b>School Mission-1</b>	<b>School Mission-2</b>	<b>School Mission-3</b>	<b>School Mission-4</b>
<b>PEO1:</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>3</b>
<b>PEO2:</b>	<b>2</b>	<b>3</b>	<b>1</b>	<b>2</b>
<b>PEO3:</b>	<b>3</b>	<b>1</b>	<b>2</b>	<b>1</b>
<b>PEO4:</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>2</b>

Enter correlation levels 1, 2, or 3 as defined below:

**1. Slight (Low)**

**2. Moderate (Medium)**

**3. Substantial (High)**

If there is no correlation, put “-“

**1.3.2**
**Map PEOs with Department Mission Statements:**


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<b>PEO Statements</b>	<b>Department Mission-1</b>	<b>Department Mission-2</b>	<b>Department Mission-3</b>
<b>PEO1:</b>	<b>3</b>	<b>2</b>	<b>1</b>
<b>PEO2:</b>	<b>2</b>	<b>3</b>	<b>1</b>

<b>PEO3:</b>	<b>2</b>	<b>3</b>	<b>1</b>
<b>PEO4:</b>	<b>3</b>	<b>1</b>	<b>3</b>

Enter correlation levels 1, 2, or 3 as defined below:

**1. light (Low) 2. Moderate (Medium) 3. Substantial (High)**

### 1.3.3 Program Outcomes (PO's)

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**PO1:** Apply research-based problem solving to the design effect positive change in the welfare, and quality of life for people in home, work and leisure built environments;

**PO2:** Develop community engagement and service-learning to provide students with opportunities to experience problem finding and solving in the different areas.

**PO3:** Support learning outside the classroom to expand understanding of the profession and practice.

**PO4:** Demonstrate and employ hand drawing and drafting principles to convey concepts.

**PO5:** Work well together as emerging team players and innovative design thinkers.

**PO6:** Bring their evolving design point-of-view and work aesthetics to various types of imaginative challenges.

**PO7:** Adapt their inspired knowledge and abilities to ongoing changes in global trends and related creative industries

**PO8:** Understand and implement new technologies relative to design development.

**PO9:** Identify the business practices and entrepreneur skill needed for the profession.

**PSO1:** Research focused design exploration using in-depth historical, market & trend research.

**PSO2:** To design with hands on approach establishing connection between history of Indian textiles and future Fashion industry.

**PSO3:** Experimental Design development aligned with future, using latest technology or sustainable approach.

**PSO4:** Project based & Industry aligned learning to develop as Fashion Entrepreneurs with Brand Building Approach

### 1.3.4 Mapping of Program Outcome Vs Program Educational Objectives

	PEO1	PEO2	PEO3	PEO4
PO1	1	3	2	1
PO2	-	2	1	2
PO3	3	2	1	-
PO4	1	2	2	1
PO5	1	-	2	3
PO6	-	3	1	3
PO7	3	-	2	1
PO8	2	3	1	1
PO9	-	2	3	-
PSO1	3	2	2	3
PSO2	2	3	2	3
PSO3	3	3	3	3
PSO4	3	3	3	3

*1. Slight (Low)*

*2. Moderate (Medium)*

*3. Substantial (High)*

### 1.3.5 Program Outcome Vs Courses Mapping Table



Program Outcome	Course Name	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PS O1	PS O2	PS O3	PS O4
Courses														
<b>SEM-1</b>														
BDZ 132	Fundamental of Design	1	2	1	3	3	1	2	1	3	3	2	3	2
BDZ 120	Fundamental of drawing-I	2	2	1	3	2	1	2	1	-	3	3	2	3
BDZ 134	Basic Material	1	2	1	3	3	1	2	1	3	3	2	3	2
BDZ 133	Freehand Drawing I	2	2	1	3	2	1	2	1	-	3	-	2	3
ENP 102	Functional English Lab I	1	2	1	-	3	1	2	-	3	3	2	3	2
BDZ 108	Representational Skill I	2	2	1	3	2	1	2	1	-	3	-	2	3
OPE 111	Basic Sketching	1	2	1	3	3	1	2	1	3	3	2	3	2
FEN 101	Functional English Beginners-I	3	1	2	1	2	3	1	3	2	1		3	3
FEN 103	Functional English Intermediate-I	1	2	1	3	3	1	2	1	3	3	2	3	2
BDZ 125	History of Art & Design I	3	1	2	1	2	3	1	3	2	1	1	3	3
<b>SEM-2</b>														
BDZ 127	Introduction to Photography	2	2	1	3	2	1	2	1	-	3	-	2	2
BDZ 135	Form & Space	3	1	2	1	2	3	1	3	2	1	3	3	3
BDZ 121	Computer Graphics	1	1	2	1	2	3		3	2	1	1	3	3
BDZ 136	Freehand Drawing-II	3	1	2		2	3	1	3	2	2	3	3	2
ENP	Functional		1	2	1	2	3	1	1	3	1		3	3

103	English Lab II													
BDZ 114	Representati on Skill II	2	1	2	2	3	2	2	3	2	1	3	2	3
BDZ 129	Design Skills	3	1	2	1	2	3	1	3	2	2	3	3	2
FEN 102	Functional English Beginners-II	3	1	2	1	2	3	1	3	2	1		3	3
BDZ 131	History of Art & Design I	3	1	2	1	2	3	1	3	2	1	1	3	3
FEN 104	Functional English Intermediate-II	3	1	2	1	2	3	1	3	2	1		3	3
<b>SEM-3</b>														
BDF 213	Introduction to Pattern making & Draping	3	1	2	1	2	3	1	3	2	1	2	3	3
BDF 214	Introduction to Textiles-I	2	2	1	3	2	1	2	1	-	3	3	2	2
BDF 215	Introduction to Fashion Design & fashion Technology	3	1	2	1	2	3	1	3	2	1		3	3
BDF 217	Fashion promotion & Marketing	2	2	1	3	2	1	2	1	-	3	3	2	2
<b>BDC 220</b>	<b>Social Science I</b>	<b>3</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>1</b>	<b>3</b>	<b>2</b>	<b>1</b>		<b>2</b>	<b>3</b>
BDC 216	Environment al science	2	2	1	3	2	1	2	1	-	3	3		2
CCU 302	Community Connect	1	3	2	1	2	1	-	3	3		2		3
<b>SEM-4</b>														
BDF2 18	Draping- I	3	1	2	1	2	3	1	3	2	1	2	3	3
BDF2 19	Apparel Development	2	2	1	3	2	1	2	1	-	3	3	2	2

	I													
BDF2 16	Introduction to Fashion Sketching & Illustration	3	1	2	1	2	3	1	3	2	1		3	3
BDF2 07	History of Fashion	2	2	1	3	2	1	2	1	-	3	3	2	1
BDF2 08	Current Trends and Forecasting	3	1	2	1	2	3	1	3	2	1	1	2	3
BDC 215	Computer Aided Design I	2	2	1	3	2	1	2	1	-	3	3		2
BDC 219	Portfolio- I	3	1	2	1	2	3	1	3	2	1		2	3
<b>BDC2 21</b>	<b>Design Process</b>		<b>1</b>	<b>2</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>1</b>	<b>3</b>	<b>2</b>	<b>1</b>		<b>2</b>	<b>3</b>
<b>SEM- 5</b>														
BDF 301	Apparel Development II	3	1	2	1	2	3	1	3	2	1	2	3	3
BDF 302	Fashion Illustration	1	2	1	3	2	1	2	1	-	3	3	2	2
BDF 309	Children wear Design	3	1	2	1	2	3	1	3	2	1	1	3	1
BDF 304	Introduction to Textiles II	2	2	1	3	2	1	2	1	-	3	3	2	2
BDF 311	Functional Clothing	2	2	1	3	2	1	2	1	-	3	3		2
<b>SEM- 6</b>														
BDF3 05	Apparel Development III	3	1	2	1	2	3	1	3	2	1	2	3	3
BDF3 06	Knitwear Design for Fashion	2	2	1	3	2	1	2	1	-	3	3	2	2
BDF3 07	Menswear Design		1	2	1	2	3	1	3	2	1		3	2
BDF3 10	Advanced Draping	2	2	1	3	2	1	2	1	-	3	3		2
BDC3 20	Computer Aided	3	1	2	1	2	3	1	3	2	1	1	2	3

	Design II													
BDC 324	Portfolio-II	2	2	1	3	2	1	2	1	-	3	3		2
BDC 323	Retail Management	1	1	2	1	2	3	1	3	2	1	3	2	3
<b>SEM-7</b>														
BDF4 10	Professional Training	2	2	1	3	2	1	2	1	3	3	3	2	2
<b>SEM-7</b>														
BDF4 11	Fashion Design Project	3	3	3	3	2	3	3	3	2	3	3	3	3
BDF4 09	Professional Practices for Fashion Design	3	2	3	3	2	3	3	3	2	3	3	2	3
BDC 412	Research and Communication	2	2	1	3	2	1	2	1	3	1	2	1	2
<b>SEM-8</b>														
BDF4 10	Professional Training	2	2	1	3	2	1	2	1	3	3	3	2	2

**1. Slight (Low)**

**2. Moderate (Medium)**

**3. Substantial (High)**

**School of Creative Art ,Design & Media Studies**

**B.Design/ Fashion Design**

**Batch: 20118-2022**

**TERM: I**

S. No.	P a p e r  I d	Subject Code	Subjects	Teaching Load			C r e d i t s	Core/Elec tive ,Pre- Requisite, Co- Requisite	1.CC, 2- AEC C,3- SEC, 4- DSE
				L	T	P			
<b>JURY SUBJ ECTS</b>									-
1		BDZ132	Fundamentals of Design	0	1	4	3	Co- requisite	AEC C
2		BDZ 134	Basic materials	0	1	4	3	Core	CC
3		BDZ120	Fundamentals of drawing-1	0	0	4	2	Core	AEC C
4		BDZ133	Freehand Drawing I	0	1	4	3	Core	CC
5		ENP102	Functional English Lab I	0	0	2	1	Pre requisite	AEC C
6		BDZ108	Representation Skill I	0	2	0	2	Core	CC
7		OPE111	Elective Course	0	0	2	2	Co- Requisite	AEC C
<b>THEORY SUBJECTS</b>									
<b>1</b>		FEN 101	Functional English Beginners-I	1	0	0	1	Pre requisite	AEC C
<b>2</b>		FEN 103	Functional English Intermediate-I					Pre requisite	AEC C

3		BDZ125	History of Art & Design I	2	0	0	2	Core	CC
			Total				19		
<b>TERM II</b>									
S. No.	P a p e r I d	Subject Code	Subjects	L	T	P	Cr edi ts		
<b>JURY SUBJECT S</b>									
1		BDZ127	Introduction to Photography	0	0	4	2	Co- Requisite	SEC
2		BDZ135	Form & Space	0	1	4	3	Core	CC
3		BDZ121	Computer Graphics	1	1	4	3	Co- Requisite	SEC
4		BDZ136	Freehand Drawing II	0	1	4	3	Pre Requisite	CC
5		ENP103	Functional English Lab II	0	0	2	1	Pre requisite	AEC C
6		BDZ114	Representation Skill II	0	2	0	2	Co requisite	CC
7		BDZ129	Design Skills	0	0	4	2	Co requisite	CC
<b>THEORY SUBJECTS</b>									
1		FEN104	Functional English Intern mediate-II	1	0	0	1	Pre requisite	AEC C
2		FEN 102	Functional English Beginners-II					Pre requisite	AEC C

3		BDZ131	History of Art & Design II	2	0	0	2		CC
			Total				19		
<b>FASHION DESIGN</b>									
<b>TERM III</b>									
S.No	Paper Id	Subject Code	Subjects	L	T	P	Credits		
<b>Jury Subjects</b>									
1		BDF 213	Introduction to Pattern making & Draping	0	4	8	8	Core	SEC
2		BDF 214	Introduction to Textiles-I	2	1	0	3	Core	CC
3		BDF 215	Introduction to Fashion Design & fashion Technology	1	2	0	3	Core	CC
4		BDF 217	Fashion promotion & Marketing	2	1	0	3	Core	CC
<b>Theory Subjects</b>									
1		BDC 220	Social Science	3	0	0	3	Co requisite	AEC C
2		BDC 216	Environmental science	3	0	0	3	CO-requisite	CC
3		CCU302	Community Connect	0	0	4	2	CO-requisite	
			Total				25		
<b>TERM IV</b>									
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits		
<b>JURY SUBJECTS</b>									
1		BDF218	Draping- I	0	2	4	4	Core	SEC, AEC C

2		BDF219	Apparel Development I	0	2	4	4	Core	SEC, AEC C
3		BDF216	Introduction to Fashion Sketching & Illustration	2	1	0	3	Co-Requisite	SEC
4		BDF207	History of Fashion	2	1	0	3	Core	CC
5		BDF208	Current Trends and Forecasting	0	1	4	3	Core	SEC
6		BDC 215	Computer Aided Design I	0	1	2	2	Co requisite	SEC
7		BDC 219	Portfolio- I	0	0	4	2	Core	AEC C
8		BDC221	Design Process	2	0	2	3	Co-requisite	AEC C
Total							24		
<b>TERM V</b>									
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits		
<b>JURY SUBJECTS</b>									
1		BDF 301	Apparel Development II	0	4	8	8	Core	CC, SEC
2		BDF 302	Fashion Illustration	1	2	0	3	Core	SEC
3		BDF 309	Children wear Design	1	2	0	3	Core	AEC C
4		BDF 304	Introduction to Textiles II	1	2	0	3	Core	AEC C
6		BDF 311	Functional Clothing	2	0	2	3	Core	AEC C
7			MOOC	0	0	4	2	Co requisite	





				Total				23		
<b>TERM VI</b>										
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits			
<b>JURY SUBJ ECTS</b>										
1		BDF305	Apparel Development III	0	4	8	8	Core	CC, AEC C, SEC	
2		BDF306	Knitwear Design for Fashion	2	1	0	3	Co requisite	AEC C	
3		BDF307	Menswear Design	1	2	0	3	Co-Requisite	AEC C	
4		BDF310	Advanced Draping	1	2	0	3	Co-requite	SEC	
5		BDC320	Computer Aided Design II	0	2	2	3	Co Requisite	SEC	
6		BDC 324	Portfolio-II	0	0	4	2	Co requisite	AEC C	
7			MOOC				2	Co requisite		
<b>THEO RY SUBJ ECTS</b>										
1		BDC 323	Retail Management	3	0	0	3	Co requisite	AEC C	
			Total				25+ 2			
<b>TERM VII</b>										
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits			
<b>JURY SUBJ</b>										

ECTS									
1		BDF411	Fashion Design Project	0	8	16	16	Core	CC
2		BDF409	Professional Practice for Fashion Design	1	1	2	3	Core	AEC C,SE C,CC
<b>THEORY SUBJECTS</b>									
1		BDC412	Research and Communication	2	1	0	3	Pre Requisite	CC
			Total				22		
			Total				22		
<b>TERM VIII</b>									
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits		
<b>JURY SUBJECTS</b>									
1		BDF410	Professional Training	0	10	20	20	CORE	CC
			MOOC				2		
			Total				20+ 2		

### SEMESTER-I

<b>School: SCADMS</b>		<b>Batch : 2018-2022</b>
<b>Program:B.Design</b>		<b>Current Academic Year: 2018-19</b>
<b>Branch:Foundation</b>		<b>Semester:I</b>
1	Course Code	BDZ 132
2	Course Title	Fundamental of Design
3	Credits	3
4	Contact Hours (L-T-P)	0-1-4

	Course Type	Compulsory
5	Course Objective	<p>1.The main objective of this course is to make students aware of the basics of design and their usage in everyday life objects and things</p> <p>2.This is to enable students to understand the basic terminologies used in the design field and their applications in the design industry</p> <p>3.The course objective is to make students understand spaces and their relating factors like form, scale, proportion etc.</p> <p>4.The objective is to understand the basics elements of design and their application in their design journey further</p>
6	Course Outcomes	<p>The student will be able to :</p> <p>CO1: understand the relation between spaces and their relating factors like proportion, scale, form etc.</p> <p>CO2: understand different elements of design which contributes to design of everyday objects or projects</p> <p>CO3: understand the subtraction and addition of forms contributing to the complete design</p> <p>CO4: understand the combination of colors and use of different materials with respect to textures and other principles of design.</p>
7	Course Description	<p>The course has been designed to make students understand the basic principles of design observed in everyday life objectives. The students would also be able to apply those principles of design in projects like installations, art works and other products designed during the curriculum. The students would be able to play with the forms and the massing , proportion and the scale relevant to the projects being covered.</p>
8	Outline syllabus	CO Mapping
	<b>Unit 1</b>	design and design thinking.
	A	Intro to design
	B	Design Thinking
	C	Identifying design and its role in day to day life
	<b>Unit 2</b>	Principle & Elements of design
	A	Intro different elements and their role in Design
	B	point, Line, plane, shape, color,form&space
	C	class excercises- And composition of different elements
	<b>Unit 3</b>	Principle of design –, ,.
	A	Balance, Harmony

	B	Symmetry, Rhythm	
	C	Emphasis, Variety, Proportion	
	<b>Unit 4</b>	Color theory	CO2, CO3
	A	Intro colour	
	B	Terminology of Colour and colour wheel	
	C	Different colour schemes and theory	
	<b>Unit 5</b>	Color psychology	CO1, CO4
	A	Colour and its effect	
	B	Warm and Cool colours, and use in different fields of design	
	C	Tints /shades, bright and dull colour, use in different fields of design	
	Mode of examination	Jury	
	Weightage	CA	ETE
	Distribution	60%	40%
	Text book/s*	<b>Design Drawing 2nd Edition</b> by <u>Francis D. K. Ching</u> (Author), <u>Steven P. Juroszek</u> (Author) <b>Universal Principles of Design</b> by William Lidwell (Author), Kritina Holden (Author), Jill Butler (Author)	
	Other References		

P Os C Os	P O 1	P O 2	P O 3	P O 4	P O 5	P O 6	P O 7	P O 8	P O 9	PS O1	PS O2	PS O3	PS O4
C O1	3	2	1	3	1	2	3	1	2	1	2	3	1
C O2	3	2	1	3	1	2	3	1	2	1	2	3	1
C O3	3	2	2	3	1	2	3	1	2	1	2	3	1
C O4	3	2	2	3	1	2	3	1	2	1	2	3	1
C O5	3	2	2	3	1	2	3	1	2	1	2	3	1

<b>School: SCADMS</b>	<b>Batch : 2018-2022</b>	
<b>Program: B. Design</b>	<b>Current Academic Year: 2018-2019</b>	
<b>Branch: Foundation</b>	<b>Semester: 1</b>	

1	Course Code	<b>OPE 111</b>	
2	Course Title	<b>BASIC SKETCHING</b>	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Elective	
5	Course Objective	<ol style="list-style-type: none"> <li>1. The programme is intended to make students understand the basic nuances of sketching and its techniques. It shall equip them with art of mapping scenes into sketches.</li> <li>2. Demonstrate familiarity with basic drawing terms, tools, media and technique</li> <li>3. Select frame and compose from reality to paper format</li> <li>4. Recognise and manipulate negative / positive shapes and space with control variables</li> <li>5. Perceive and utilize a full range of values for describing form, depth, structure while integrating these things into the forms surrounding space.</li> <li>6. To understand line quality and its variations.</li> <li>7. To understand Line quality and expressiveness.</li> <li>8. Compose drawings</li> <li>9. Use effective techniques to form objects and fragment them with environmental integration creating a sense of imply energy and motion..</li> </ol>	
6	Course Outcomes	<p><b>CO 1:-</b>The students will come to know the various Art materials, Surfaces and its uses for basic Drawing.</p> <p><b>CO2:-</b> The students shall be able to visualize the spaces and bring them down to paper in pencil quickly with acquired skills.</p> <p><b>CO3:-</b> The students shall be able to visualize and replicate the studies of various shapes &amp; forms and Textures.</p> <p><b>CO 4:-</b> The students shall be able to quickly grasp the proportion of still and line drawing and students shall be able to create sketches in black and white with shading skills. They will understand the Judge proportion, scale, and spatial relationships.</p> <p><b>CO 5:-</b> Use linear and tonal techniques to depict light and shadow.</p>	

Beyond Boundaries

7	Course Description	The course enables students to develop the co-ordination between hand and mind. Also , it will expertise them to make the best use of drawings tools while representing various ideas as visuals on paper.			
8	Outline syllabus				CO Achievement
	Unit 1	Introduction			CO1
		1A :- Tools & Materials 1B :-Drawing Elements & Technique 1C :-Drawing Process			
	Unit 2	Drawing Construction -I			CO2
		2A :- Positive Space 2B :- Negative Space 2C :-Space Balancing			
	Unit 3	Drawing Construction –II			CO3
		3A :- Line 3 B :- Shape & Form 3C :- Surface & Texture			
	Unit 4	Ratio and Proportion			CO4
		4A :- Sight-Size 4B :-Comparative Size 4C :-Visual Scaling			
	Unit 5	Value Study			CO5
		5C :-Shading Process 5A :- Light & Shadow 5B :-Tonal Values			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	- The Sketch by Robert S. Oliver, Van Nostrand Reinhold - Drawing Shortcuts by Jim Leggett, Wiley			

	<b>Other References</b>	- Anatomy and Drawing by Victor Perard	
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P Os C Os	P O 1	P O 2	P O 3	P O 4	P O 5	P O 6	P O 7	P O 8	P O 9	PS O1	PS O2	PS O3	PS O4
C O1	3	2		3	1	2	3	1	2	3	2		2
C O2	3		1	3	1	2	3	1	2	3		1	3
C O3	3	2	2	3	1	2	3	1	2	3	2	2	1
C O4	3	2	2	3	1	2	3	1	2	3	2	2	1
C O5	3	2	2	3	1	2	3	1	2	3	2	2	2
C O6	3	2	2	3	1	2	3	1	2	3	2	2	2

**1-Slight (Low)**

**2-Moderate (Medium)**

**3-Substantial (High)**

<b>School: SCADMS</b>	<b>Batch : 2018-2022</b>	
<b>Program: B. Design</b>	<b>Current Academic Year: 2018-2019</b>	



<b>Branch: Foundation</b>		<b>Semester: I</b>	
1	Course Code	<b>BDZ 108</b>	
2	Course Title	<b>Representation skill-I</b>	
3	Credits	1	
4	Contact Hours (L-T-P)	0-2-0	
	Course Status	Core	
5	Course Objective	This subject is designed to explore and learn the fundamental of Visual and Communication skills to develop communicating ideas effectively, which is an integral part of any designing and professional domain.	
6	Course Outcomes	CO1: To equip the students to present themselves and their work in a professional manner. CO2: It will help identify the weak areas in presentations and communication of concepts and drawings. CO3: Professional speaking. CO4: Structuring a presentation. CO5: Professional presentation techniques-portfolio, models, power point presentations.	
7	Course Description	Syllabus is based on two main of criteria Visual and Communication Skills.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Introduction</b>	CO1,CO2
		a,Self introduction, b,Any interesting topic, c,About other topics	
	<b>Unit 2</b>	<b>Curriculum Vitae</b>	CO2
		a,Importance of CV. b,Developing and preparing CV. c,Presentaion and dicussion	
	<b>Unit 3</b>	<b>Group Discussion</b>	CO2,CO3
		a,Group discussion on various themes or current affair. b,Group discussion on given themes and topics. c,	
	<b>Unit 4</b>	<b>Visual communication</b>	CO4
		a, Individual representation of Theme on paper using different mediums. b,individual representation after critics. c,Final presentation	
	<b>Unit 5</b>	<b>Presentaion for project</b>	CO2,CO5

		a,Creating a presentation to pitch for a project – basically learn to present an idea through ppt or audio visual aids. b,Talk about body language and dressing. c,Final presentation any specific project.			
	<b>Mode of examination</b>	<b>Jury</b>			
	<b>Weightage Distribution</b>	<b>CA</b>	<b>MTE</b>	<b>ETE</b>	
		<b>60%</b>	<b>0%</b>	<b>40%</b>	
	<b>Text book/s*</b>	Robin Williams - The Non-Designer's Design Book			
	<b>Other References</b>				

P Os C Os	P O 1	P O 2	P O 3	P O 4	P O 5	P O 6	P O 7	P O 8	P O 9	PS O1	PS O2	PS O3	PS O4
C O1	3	2	1	3	1	2	3	1	2	1	2	3	1
C O2	3	2	1	3	1	2	3	1	2	1	2	3	1
C O3	3	2	2	3	1	2	3	1	2	1	2	3	1
C O4	3	2	2	3	1	2	3	1	2	1	2	3	1
C O5	3	2	2	3	1	2	3	1	2	1	2	3	1

**1-Slight (Low)**

**2-Moderate (Medium)**

**3-Substantial (High)**

<b>School: SCADMS</b>	<b>Batch : 2018-22</b>
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<b>Program: B.Design</b>		<b>Current Academic Year: 2018~19</b>	
<b>Branch: FOUNDATION</b>		<b>Semester: I</b>	
1	Course Code	BDZ120	
2	Course Title	Fundamental of Drawing-I	
3	Credits	2	
4	Contact Hours (L-T-P)	0-0-4	
	Course Type	Compulsory	
5	Course Objective	The objective of this course is to enable the student to learn the proper tools and techniques of producing the various types of presentation and working drawing which they will make use of in their professional career.	
6	Course Outcomes	The student will be able to : CO1: Use the specific tools for making technical/construction drawings. CO2: Make orthographic projections ie.Plans Elevation Sections etc. CO3: Make isometric and axonometric projections. CO4: Understand the use of scales and measurements.	
7	Course Description	The course enables students to develop the co-ordination between tools and drawings. It gives a very clear method of communicating ideas and objects. 2D images of a 3D object obtained by viewing it from different orthogonal directions. Six principal views are possible and are named top, bottom, front, rear, left, and right views. However, three of the six views are regarded as standard views.	
8	Outline syllabus		CO Mapping
	<b>Unit 1</b>	<b>Introduction</b>	
	A	Introductory class with an overview of the syllabus	CO1, CO2
	B	Explaining the significance of orthographic projections.	
	C	Use of Typography, lines, format, etc.	
	<b>Unit 2</b>	<b>Plan, Elevations</b>	
	A	Plans of cube & Cuboid	
	B	Plans & Elevations of Cylinder, Cone pyramid etc	CO1, CO3
	C	Plan Elevations of complex models need to convert from 3d to 2d.	
	<b>Unit 3</b>	<b>Isometric projections</b>	CO2, CO3
	A	Simple isometric projections of cube and cuboid	

	B	Developing isometric from cylinder ,cone pyramid etc.	
	C	Developing isometric views from complex models	
	<b>Unit 4</b>	<b>Scale and measurement</b>	CO1, CO3
	A	Scale and measurement of small objects.	
	B	Measurement of interior spaces along with hieghts.	
	C	One project with overall dimentioning.	
	<b>Unit 5</b>	<b>Axometric and Oblique</b>	CO1, CO2,CO3
	A	Simple exercise for Axonometric ie Cube cuboid	
	B	Converting complex forms ie steps,cylinder ,cone into Axonometric views	
	C	Oblique projections	
	Mode of examination	Jury	
	Weightage Distribution	CA 60%	ETE 40%
	Text book/s*		
	Other References		

P Os C Os	P O 1	P O 2	P O 3	P O 4	P O 5	P O 6	P O 7	P O 8	P O 9	PS O1	PS O2	PS O3	PS O4
C O1	3	2	1	3	1	2	3	1	2	2	3	1	2
C O2	2	3	1	3	3	2	3	2	2	2	3	2	2
C O3	3	2	2	3	1	3	3	1	2	3	3	1	2
C O4	2	2	2	3	1	2	3	2	3	2	3	2	3

**1-Slight (Low)**
**2-Moderate (Medium)**
**3-Substantial (High)**

<b>School: SCADMS</b>	<b>Batch : 2018-22</b>	
<b>Program: B. Design</b>	<b>Current Academic Year: 2018-19</b>	

<b>Branch: Foundation</b>		<b>Semester: I</b>	
1	Course Code	<b>BDZ133</b>	
2	Course Title	<b>Freehand Drawing - I</b>	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-4	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> <li>1. Basic drawing terms, tools, media and technique</li> <li>2. Select frame and compose from reality to paper format</li> <li>3. Recognise and manipulate negative / positive shapes and space with control variables</li> <li>4. Study of form, in surrounding space.</li> </ol>	
6	Course Outcomes	<p>CO1:Use materials common to the drawing process.</p> <p>CO2:Develop physical and visual skills related to the drawing process.</p> <p>CO3:Judge proportion, scale, and spatial relationships.</p> <p>CO4:Use linear and tonal techniques to depict light and shadow.</p> <p>CO5:Would be able to understand human anatomy.</p> <p>CO6:Would be able to understand through observation, to rudimentary &amp; formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion.</p> <p>CO7:Refine concepts understand Drawing I and 2-D Design utilizing the figure as the primary subject.</p>	
7	Course Description	<p>This skills workshop is designed to explore and learn the fundamental of sketching and communicating ideas quickly and effectively.</p> <ul style="list-style-type: none"> <li>● Line Drawing</li> <li>● Still Life</li> <li>● Prospective Study</li> <li>● Shading Techniques</li> <li>● Basic shapes and form</li> </ul>	
8	Outline syllabus		CO

			Achievement
	<b>Unit 1</b>	<b>Introduction</b>	
		A) THE Sketch, Basics Drawing tools, materials, drawing size, drawing element and technique.	CO1
		B) Drawing Construction –Negative / Framed space	CO2
		C) Drawing Construction – Line and shape, Drawing Surface, Contour	CO2,
	<b>Unit 2</b>	<b>Movement, Space and Time</b>	
		A) Observation based drawings and sketches - Geometrical shape Still life	CO3
		B) Drawing human figure - technique, proportion and ratio.	CO6
		C) Elevation based drawings and sketches 2D building details and elevation studies - shade and shadow.	CO7
	<b>Unit 3</b>	<b>Liner Prospective</b>	
		A) Drawing construction on the basis of 1 point prospective using pencils	CO3
		B) Drawing construction on the basis of 2 point prospective using pencils	CO3
		C) Drawing construction on the basis of 3 point prospective using pencils	CO3
	<b>Unit 4</b>	<b>Volume and Proportion</b>	
		A) Introduction of hybrid drawings.	CO6
		B) Human drawing different measuring technique	CO4,CO5
		C) Multiple objects study	CO4
	<b>Unit 5</b>	<b>Local and Tonal Values</b>	
		a) 3 tone study ( Tint, Tone & Shade)	CO4
		b) Types of line and memory drawing	CO6,CO7

		c) Concept development			CO7
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
		Anatomy and Drawing by Victor Perard			
		Drawing Shortcuts by Jim Leggett, Wiley			
	Other References	The Sketch by Robert S. Oliver, Van Nostrand Reinhold Interior Design Principles and Practice by M. PratapRao			

P Os C Os	P O 1	P O 2	P O 3	P O 4	P O 5	P O 6	PO 7	P O 8	P O 9	PS O1	PS O2	PS O3	PS O4
C O1	3	2	1	3	1	2	3	1	2	1	2	3	1
C O2			1	3	1	2	2	1	2	1	2	3	1
C O3	3	2	2	2	1	2	3	1	2	1	2		1
C O4	1	2	2	3	1	2		1	2	1	2	3	1
C O5	1	2	2	2	1	2	3	1	2	1	2	3	1
C O6		2	2	3	1	2		1	2	1	2	3	1

<b>School: SCADMS</b>		<b>Batch : 2018 -22</b>
<b>Program: B.Design</b>		<b>Current Academic Year: 2018-19</b>
<b>Branch:Foundation</b>		<b>Semester: I</b>
1	Course Code	BDZ125
2	Course Title	History of Art Design-I
3	Credits	2

4	Contact Hours (L-T-P)	2-0-0
	Course Type	Compulsory
5	Course Objective	<ol style="list-style-type: none"> <li>1 To know about the inter-relation of human Evolution and art.</li> <li>2 To make students understand the emergence of art from different regions all across our planet .</li> <li>3 To develop an appreciation of art and study of the changing geographic ,social and political changes and their effects on Art.</li> <li>4 To distinguish various styles from classical to western art styles.</li> </ol>
6	Course Outcomes	<p>CO1 Learn basic terminology and a conceptual understanding of how Art and Design is defined.</p> <p>CO2 Write descriptive, analytic and comparative analyses.</p> <p>CO3 Distinguish between art historical periods, Renaissance through Contemporary.</p> <p>CO4 Build a heightened appreciation of differing forms of art expression through history.</p> <p>CO5 To bring out in students the sense of responsibility in creating their own opinion as designers and at the same time start getting critical about the creative changes happening around them..</p> <p>CO6 Observe art in a gallery or museum setting to understand the cultural climate in which works of art were conceived and executed.</p>
7	Course Description	The course is intended comprises of the evolution of art and design after the post renaissance renaissance period to the formation of not only modern art but the modern design as well as architecture .
8	Outline syllabus	CO Mapping
	<b>Unit 1</b>	<b>Introduction from Prehistoric Art</b>
	A	Stone Age
	B	Mesopotamian Civilization
	C	Indus valley Civilization



	<b>Unit 2</b>	<b>Ancient civilization</b>	CO1,CO2	
	A	Egyptian Civilization		
	B	Roman Civilization		
	C	Greek Civilization		
	<b>Unit 3</b>	<b>Beginning of Western Art</b>	CO1,CO2,CO3,CO6	
	A	<b>The Renaissance...</b> Artists- Leonardo da Vinci, Raphael, Michelangelo and their stylistic characteristics, analysis of artworks, social and cultural context.		
	B	<b>Baroque And Rococo...</b> Artists- Bernini, Caravaggio and its stylistic context. characteristics, analysis of artworks, social and cultural		
	C			
	<b>Unit 4</b>	<b>Early Indian Art Movement</b>	CO1,CO2,CO3	
	A	<b>Mauryan-</b> Prominent artists and their stylistic characteristics, analysis of artworks, social and cultural context.		
	B	<b>Buddhist, Gupta-</b> Prominent artists and their stylistic characteristics, analysis of artworks, social and cultural context.		
	C			
	<b>Unit 5</b>	<b>Early Modern &amp; Colonial Era</b>	CO3,CO4,CO6	
	A	<b>Mugals,</b> Prominent artists and their stylistic characteristics, analysis of artworks, social and cultural context.		
	B	<b>Rajput kingdom, Mysore-</b> Prominent artists and their stylistic characteristics, analysis of artworks, social and cultural context.		
	C	<b>British Period-</b> Prominent artists and their stylistic characteristics, analysis of artworks, social and cultural context.		
	Mode of examination	Theory		
	Weightage Distribution	CA	MTE	ETE
		30%	20%	50%
	Text book/s*			
	Other References			

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	3		3		2	2		2	3		2	2
CO2	3		3		2	2	1		3		2	2	1
CO3	2	3		3		2	2	1		3		2	2
CO4	2	3		3		2	2		2	3		2	2
CO5	3		3		2	2	1		3		2	2	1
CO6	2	3		3		2	2	1		3		2	2

## SEMESTER-II

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B. Design</b>		<b>Current Academic Year: 2018-19</b>	
<b>Branch: Foundation</b>		<b>Semester: II</b>	
1	Course Code	<b>BDZ135</b>	
2	Course Title	<b>Form &amp; Space</b>	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-4	
	Course Status	Compulsory	
5	Course Objective	Humans are surrounded by forms and spaces at all times. This course is designed to help the students understand the spaces around them by understanding and relating to shapes that help create forms and the forms that in turn create spaces. Shapes and forms are the basic and most integral part of design; be it interiors, product, fashion, etc. The lectures are planned to help incorporate this understanding into the design process to generate conscious design features, compositions and elements. Each exercise is planned and designed to help	

		<p>understand the various aspects and principles of how to combine various shapes and form in order to create unique spaces in a systematic step-wise process.</p> <ol style="list-style-type: none"> <li>1. To develop a conscious perception of their surroundings.</li> <li>2. Exploration of basic shapes and forms.</li> <li>3. To develop forms using other simple complex shapes and forms.</li> <li>4. To understand the co-relation between shapes form and the spaces they create.</li> <li>5. To understand the importance of scale and proportion with respect to shapes and Compositions.</li> </ol>	
6	Course Outcomes	<p>CO1: The students will understand and relate to the forms and spaces around them more consciously.</p> <p>CO2: Understanding the difference between shapes and form through interesting interactive activities.</p> <p>CO3: To understand the effects of positive and negative spaces and shapes in a composition.</p> <p>CO4: To help create forms with different materials and help understand how they are constructed geometrically.</p> <p>CO5: To create forms and understand the importance of scale and proportion with respect to a composition.</p>	
7	Course Description	This skills workshop is designed to explore and learn the fundamental of Form and Space ideas quickly and effectively.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Introduction</b>	
		<b>a) Basic understanding of shapes</b>	

		<b>b) Types of shapes : Regular and Irregular Shapes</b>	CO1, CO2
		<b>c) Sketch all the different types of Shapes we encounter every day.</b>	CO2,
	<b>Unit 2</b>	<b>Shapes</b>	CO2, CO3
		<b>a) Basic understanding of Forms and spaces</b>	
		<b>b) Exploring the possibilities of a shape and evolving a composition.</b>	
		<b>c) To understand the importance of composition with respect to presentation of work.</b>	CO3
	<b>Unit 3</b>	<b>Forms</b>	CO5
		<b>a) Understanding of basic shapes and forms that can be derived from them.</b>	CO5
		<b>b) To learn how to create interesting organic forms from basic regular shape</b>	
		<b>c) To understand how colour and light can affect the composition.</b>	
	<b>Unit 4</b>	<b>Regular &amp; Irregular</b>	CO3
		<b>a) To understand the importance of point of view of the form that has been created.</b>	CO4
		<b>a) To derive various 3D forms from shapes.</b>	CO3
		<b>b) To learn to draw and construct forms for regular geometric shapes.</b>	
		<b>Perspective</b>	
	<b>Unit 5</b>	<b>a) To understand Perspective theoretically.</b>	
		<b>b) To learn to draw one with different points of perspectives to understand the concept better.</b>	CO3
		<b>c) To understand the positive and negative of the same 2d image.(B/W only)</b>	CO5, CO4
	Mode of	Jury	

	examination				
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	<b>Interior Design Principles and Practice</b> by M. PratapRao			
	Other References	<b>The Sketch</b> by Robert S. Oliver, Van Nostrand Reinhold			

P Os C Os	P O 1	P O 2	P O 3	P O 4	P O 5	P O 6	P O 7	P O 8	P O 9	PS O1	PS O2	PS O3	PS O4
C O1	3	1	3	3	1	2	1	2	1	1	2	1	3
C O2	3	1	3	3	1	2	1	2	1	2	2	2	2
C O3	3	1	3	3	1	2	1	2	1	2	2	2	2
C O4	3	1	3	3	1	2	1	2	1	3	3	3	3
C O5	3	1	3	3	1	2	1	2	1	2	2	2	2

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B.Design</b>		<b>Current Academic Year:2018-19</b>	
<b>Branch:Foundation</b>		<b>Semester:II</b>	
1	Course Code	<b>BDZ127</b>	
2	Course Title	<b>Introduction to Photography</b>	
3	Credits	2	
4	Contact Hours (L-T-P)	0-0-4	

	Course Type	Compulsory /Elective/Open Elective
5	Course Objective	<ol style="list-style-type: none"> <li>1. To explore basic principles relations to the (re) production of sound and image.</li> <li>2. To understand the basic methods of audio recording and (re)generation.</li> <li>3. To understand basic methods of image (re)generation and photographic capture.</li> <li>4. To understand interactivity between sound, image and context.</li> <li>5. To learn to produce original design and artistic installations (both linear and interactive) using sound, image and context.</li> </ol>
6	Course Outcomes	<p>The student will be able to :</p> <p>CO1: Brief history of photography. Introduction to different types of cameras, lenses. Awareness of different types of photography.</p> <p>CO2: Handling DSLR camera/lenses and what are the basic care to be taken</p> <p>CO3: Understanding exposure triangle in photography (Aperture, Shutter Speed and ISO)</p> <p>CO4: Understanding light, different lighting effects. Indoor and outdoor shooting</p> <p>CO5: Portraiture,. Still life, product photography of simple objects.</p> <p>CO6: Understanding of Composition “rule of thirds” etc.and photographic vocabulary like Depth of field, leading lines, symmetry, space, perspective etc.</p> <p>CO7: Usage of Photography in Fashion, Interior, Industrial &amp; Product, and digital &amp; Communication</p>
7	Course Description	<p>This course uses the advanced digital camera to build basic skills in students who have an interest in photography, but no prior experience. Using a combination of lecture, demonstration, and hands-on exercises, this course will explore the basic Photographic techniques and artistic concerns involved in making photographs. These include camera handling, composition, effective use of light, file management, digital image manipulation and developing a photographic vision. Students entering the course must have a digital camera with aperture priority, shutter priority, and exposure compensation. Students are also responsible for all digital storage media.</p> <p>(Interior, Digital Communication &amp; Product )</p>
8	Outline syllabus	CO Mapping

	<b>Unit 1</b>		
	A	Introduction, brief history of photography, different types of photography, different types of cameras and basic equipment required in DSLR	CO1, CO2
	B	How to handle camera and general care to be taken while using DSLR camera. Practical with DSLR Camera – outdoor shoot <b>Assignment 1:</b> 100/150 words on how photography can help you in your creative process and enhance your creativity while designing.	
	C	Review of Photo shoot done by students. PPT of one leading professional photographer. Understanding of <b>Aperture</b>	
	<b>Unit 2</b>		
	A	<b>Practical with DSLR Camera – outdoor shoot - Using different aperture</b>	
	B	Review of Photo shoot done by students. PPT of one leading professional photographer. Understanding of <b>Shutter Speed</b>	CO1, CO3
	C	<b>Practical with DSLR Camera – outdoor shoot - Using different shutter speed</b>	
	<b>Unit 3</b>		
	A	Review of Photo shoot done by students. PPT of one leading professional photographer. Understanding of <b>ISO</b> <b>Practical with DSLR Camera – outdoor shoot - Using different ISO</b>	CO1, CO3, CO4
	B	Review of Photo shoot done by students. PPT of one leading professional photographer. Understanding of <b>EXPOSURE TRIANGLE</b> <b>Practical with DSLR Camera – outdoor shoot - WITH UNDERSTANDING OF EXPOSURE TRIANGLE</b>	CO1, CO3, CO7
	C	Review of Photo shoot done by students. PPT of one leading professional photographer. Understanding of <b>LIGHT</b> <b>Practical with DSLR Camera – outdoor /Indoor shoot - WITH UNDERSTANDING OF light (daylight, ambient light, flashlight etc.</b>	CO2, CO3,
	<b>Unit 4</b>		
	A	Review of Photo shoot done by students.	CO2, CO3,

		PPT of one leading professional photographer. Understanding of <b>composition</b> <b>Practical with DSLR Camera – outdoor /Indoor shoot - WITH UNDERSTANDING OF different composition</b>	
	B	Review of Photo shoot done by students. PPT of one leading professional photographer. Understanding of <b>DSLR, DIFFERENT MODES, PERSPECTIVE AND COMPRESSION BY USING LENSES</b> <b>Practical with DSLR Camera – outdoor /Indoor shoot - WITH UNDERSTANDING OF different MODES, PERSPECTIVE AND COMPRESSION</b>	CO2, CO3,CO4
	C	<b>STUDIO VISIT (STUDIO 89, LALADHAM, KP-II, GNIDA</b> <b>Introduction to Photography Accessories also introduction to the nuances of Dark Room for prints &amp; processing.</b> <b>Practical studio shots (still life, product, fashion, portraits)</b>	CO2, CO3,
	<b>Unit 5</b>		
	A	Review of Photo shoot done by students. PPT of one leading professional photographer. Understanding of <b>creative tools like aperture, depth of field, etc. and usage of photography in product/fashion/interior etc. in book form and photo journals</b> <b>Practical with DSLR Camera – outdoor location (local bazar, bird sanctuary, monuments etc.</b>	CO5, CO6,CO7
	B	Review of Photo shoot done by students. PPT of one leading professional photographer. <b>Photography as an art and tool in design</b> <b>Practical with DSLR Camera – outdoor /Indoor shoot</b>	CO5, CO6,
	C	Review of Photo shoot done by students. PPT of one leading professional photographer. <b>Introduction to experimental and specialized photography.</b> <b>Practical with DSLR Camera – outdoor /Indoor shoot</b> <b>ASSIGNMENT: SUBMISSION OF 10 COULOUR PRINTS IN A-4 SIZE FOR CLASS EXHIBITION</b>	CO5, CO7,



	Mode of examination	Theory/Jury/Practical/Viva			
	Weightage	CA	MTE	ETE	
	Distribution	60%	0%	40%	
	Text book/s*	Digital Photography Master class by Tom Ang			
	Other References	1. Better Photo Basics by Jim Miotke 2 <b>Hand Book of Photography</b> , 5th Edition, by James Folts, Ronald Lovell, Zwahlen 3 <b>Photography</b> 2nd Edition by Bruce Warren, Publisher: Delmar Cengage Learning; 2 edition (August 21, 2001), 4 <b>Starting Photography</b> , by Michael Langford (Paperback), Publisher: Focal Press 5 <a href="#"><u>Langford's Basic Photography: The Guide for Serious Photographers</u></a> , by Langford, Anna Fox et al., Focal Press 6 <b>The Photographer's Guide to Light</b> , by John Freeman, Publisher: Collins & Brown . <b>Reference Magazines, Journals and other sources:</b> <ul style="list-style-type: none"> <li>• Smart Photography</li> <li>• Better photography</li> <li>• Popular photography</li> </ul>			

P Os C Os	P O 1	P O 2	P O 3	P O 4	P O 5	P O 6	P O 7	P O 8	P O 9	PS O1	PS O2	PS O3	PS O4			
C O1	3	2	1	3	1	2	3	1	2	2	3	2	3			
C O2	3	2	1	3	1	2	3	1	2	2	3	1	2			
C O3	3	2	2	2	1	2	3	1	2	2	3	3	3			
C O4	3	2	2	3	1	2	3	1	2	2	3	1	3			
C O5	3	2	2	3	1	2	3	1	2	2	3	3	2			
C O6	3	2	2	3	1	2	3	1	2	2	3	1	3			

C 07	3	2	2	3	1	2	3	1	2	2	3	3	2			
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**1-Slight (Low)**
**2-Moderate (Medium)**
**3-Substantial (High)**

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B. Design</b>		<b>Current Academic Year: 2018-19</b>	
<b>Branch: Foundation</b>		<b>Semester: II</b>	
1	Course Code	<b>BDZ136</b>	
2	Course Title	<b>Freehand Drawing - II</b>	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-4	
	Course Status	Compulsory	
5	Course Objective	5. Demonstrate familiarity with basic drawing terms, tools, media and technique 6. Select frame and compose from reality to paper format 7. Recognise and manipulate negative / positive shapes and space with control variables 8. Perceive and utilize a full range of values for describing form, depth, structure while integrating these things into the forms surrounding space.	
6	Course Outcomes	CO1: Use materials common to the drawing process. CO2: Develop physical and visual skills related to the drawing process. CO3: Judge proportion, scale, and spatial relationships. CO4: Use linear and tonal techniques to depict light and shadow. CO5: Would be able to understand human anatomy. CO6: Would be able to understand through observation,	

		to rudimentary & formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion. CO7: Refine concepts understand Drawing I and 2-D Design utilizing the figure as the primary subject.	
7	Course Description	This skills workshop is designed to explore and learn the fundamental of sketching and communicating ideas quickly and effectively. <ul style="list-style-type: none"> <li>• Line Drawing</li> <li>• One point Prospective</li> <li>• Two point Prospective</li> <li>• Three point Prospective</li> <li>• Shading Techniques</li> <li>• Basic shapes and form</li> </ul>	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Introduction</b>	
		<b>b)</b> Object Projection Line Drawing with pencil.	CO1
		<b>c)</b> Object Projection Line Drawing rendering with colour Pencils	CO2
		<b>d)</b> One point prospective live drawing and rendering.	CO2,
	<b>Unit 2</b>	<b>Movement, Space and Time</b>	
		<b>a)</b> Observation based drawings and sketches - Still life	CO3
		<b>b)</b> Observation based drawings and sketches -Still life with pencil colour	CO6
		<b>c)</b> Indoor interior drawing with 1 and 2 point prospective.	CO7
	<b>Unit 3</b>	<b>Liner Prospective</b>	
		<b>a)</b> Elevation based drawings and sketches 2D building details and elevation studies - shade	CO3

		and shadow using oil pastels.							
		<b>b)</b> Drawing construction on the basis of 1 and 2 point perspective using colour pencils	CO3						
		<b>c)</b> Drawing construction on the basis of 3 and 4 point perspective using different grade pencils	CO3						
	<b>Unit 4</b>	<b>Volume and Proportion</b>							
		<b>b)</b> Drawing human figure - technique, proportion and ratio.  (Freehand and Guided) Lecture on work finishing	CO6						
		<b>c)</b> Still life - mixed media.	CO4,CO5						
		<b>d)</b> Introduction of hybrid drawings. Development of mixed media drawings	CO4						
	<b>Unit 5</b>	<b>Local and Tonal Values</b>							
		<b>d)</b> Outdoor landscape practice to understand perspective using water colour	CO4						
		<b>e)</b> Tonal Values using colour pencils	CO6,CO7						
		<b>f)</b> Portfolio Preparation for Final Exam	CO7						
	Mode of examination	Jury/Practical/Viva							
	Weightage Distribution	<table><tr><td>CA</td><td>MTE</td><td>ETE</td></tr><tr><td>60%</td><td>0%</td><td>40%</td></tr></table>	CA	MTE	ETE	60%	0%	40%	
CA	MTE	ETE							
60%	0%	40%							
	Text book/s*	<table><tr><td>-</td></tr><tr><td>Anatomy and Drawing by Victor Perard</td></tr><tr><td>Drawing Shortcuts by Jim Leggett, Wiley</td></tr></table>	-	Anatomy and Drawing by Victor Perard	Drawing Shortcuts by Jim Leggett, Wiley				
-									
Anatomy and Drawing by Victor Perard									
Drawing Shortcuts by Jim Leggett, Wiley									
	Other References	<b>The Sketch</b> by Robert S. Oliver, Van Nostrand Reinhold <b>Interior Design Principles and Practice</b> by M. PratapRao							

P Os C Os	P O 1	P O 2	P O 3	P O 4	P O 5	P O 6	P O 7	P O 8	P O 9	PS O1	PS O2	PS O3	PS O4
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C O1	3	2	1	3	1	2	3	1	2	1	2	3	1
C O2	3	2	1	3	1	2	3	1	2	1	2	3	1
C O3	3	2	2	3	1	2	3	1	2	1	2	3	1
C O4	3	2	2	3	1	2	3	1	2	1	2	3	1
C O5	3	2	2	3	1	2	3	1	2	1	2	3	1
C O6	3	2	2	3	1	2	3	1	2	1	2	3	1

**1-Slight (Low)**

**2-Moderate (Medium)**

**3-Substantial (High)**

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B.Design</b>		<b>Current Academic Year: 2018-19</b>	
<b>Branch:Foundation</b>		<b>Semester:II</b>	
1	Course Code	BDZ 129	
2	Course Title	Design skill	
3	Credits	2	
4	Contact Hours (L-T-P)	0-0-4	
	Course Status	Compulsory	
5	Course Objective	The objective of this course is to inculcate design skills within students relevant to their respective domain. These skills can be soft skills which are	

		required for the overall grooming of students as professionals or software skills which facilitates them for further learning throughout the whole curriculum.	
6	Course Outcomes	<p>CO1: The students would be able to develop skills which foster their confidence in presentation and speaking for their domain area ie FD,ID,DnC &amp; IPD.</p> <p>CO2: The students are able to imbibe skills respective to their domain which helps them for their learning ahead in the curriculum.</p> <p>CO3- The students gets proficient in making technical perspective drawings which helps them to create a picture for their visualisation.</p> <p>CO4: The students get proficient in hand skills like sketching,drawing and measurements etc, which espouse their visualisation and quick modelling capabilities.</p>	
7	Course Description	The course has been designed in a way which equip the students with different type of skills required for the profession in the practice. Starting from soft skills like team building, speaking and presentation/techniqal drawing for developing visualisation capabilities but also foster their confidence to take their designs and ideas further in a well organised and creative way.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Introduction to Fashion Design</b>	CO1,CO2,C O3
		1 a. Intro to Elemnets of Design & principles of Design	
		1 b Terminology, areas of fashion,	
		1 c Carrier Options in Fashion Design Course Including Various Design fields	
	<b>Unit 2</b>	<b>Introduction to the fashion</b>	<b>CO1. CO2</b>
		2 a. Fashion flow chart, fashion cycle, Study of Different fashion Garments	
		2 b Fashion in clothing, classification of fashion	
		<b>2 c</b> accessories used with garments- handbags, footwear, belts & ties	
	<b>Unit 3</b>	<b>Intro to fashion Processes</b>	<b>CO2, 3</b>
		3 a. Intro To fibre, Yarn and Fabric, Types and Uses	
		3 b. basic techniques of fabric construction - Weaving & Knitting	
		3 c. sewing machine- types of sewing machine	

Beyond Boundaries

	Unit 4	Detailing of garments-			CO3,4
		4a Basic Surface ornamentation used in garment Designing- Types of Embroidery stitches, dyeing and printing			
		4 b Trims and decorations used in designing			
		4 c Basic garment construction technique- draping & pattern making			
	Unit 5	Intro to fashion Dewsign Process			CO3, Co4
		5 a Intro to fashion Forecasting and Trends, fashion procedures			CO1,CO2,C O3
		5 b Dress designing- study of structural lines of human figure, selection of material, with reference to colour, texture & weave			
		5 c Designing a collection, Designing a garment, Fashion illustration			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO 1	2	3	3	2	2	2	3	2	2	2	3	3	3
CO 2		3	2	2	3	2		1	3	3	2	2	2
CO 3	2	2	2	2	3	2	3	2	3	3	2	3	3
CO 4	3	2	2	3	2		1	3	3	2	3	3	2

**1-Slight (Low)**
**2-Moderate (Medium)**
**3-Substantial (High)**

<b>School: SCADMS</b>	<b>Batch : 2018-2022</b>
<b>Program:</b>	<b>Current Academic Year: 2018~19</b>

<b>Branch: FOUNDATION</b>		<b>Semester: II</b>
1	Course Code	BDZ114
2	Course Title	REPRESENTATION SKILLS II
3	Credits	2
4	Contact Hours (L-T-P)	0-2-0
	Course Type	Compulsory
5	Course Objective	<p>1. In conjunction with design and application, the studio aims at harnessing the presentation skills of students.</p> <p>2. It takes the students on a journey where they explore their communication ability and comprehend its significance in practicing design.</p> <p>3. It brings the students a step closer to understanding the initial struggles in establishing their own practice in the recognised field of study.</p> <p>4. Sensitizing the students with the significance of expression and observation.</p>
6	Course Outcomes	<p>The student will be able to :</p> <p>CO1: Develop and understanding of the nature of the products and the environment as a whole.</p> <p>CO2: Gain and understanding of clients needs and desires.</p> <p>CO3: Incorporate sensory awareness into the design process for clients, engineers, marketers and other stake holders.</p> <p>CO4: Understand how the product is perceived with respect to external environment as a whole.</p> <p>CO5: To construct analysis report, to understand how a product is perceived by a client using his sensory inputs.</p> <p>CO6: Using small experiments within cohered groups to understand human sensory perception and cognitive abilities.</p>
7	Course Description	<p>In conjunction with design and application, the studio aims at harnessing the presentation skills of students. It takes the students on a journey where they explore their communication ability and comprehend its significance in practicing design. It brings the students a step closer to understanding the initial struggles in establishing their own practice in the recognised field of study. Sensitizing the students with the significance of expression and observation. The students will be expected to study the reference material provided as well as finish the assignments given in the class.</p>



8	Outline syllabus			CO Mapping
	<b>Unit 1</b>			
	A	Introductory class with an overview of the syllabus		CO1, CO2
	B	Explaining the significance of communication and design		
	C	Presenting a product they wish to sell and exhibit		
	<b>Unit 2</b>			
	A	Explaining students the ways of presenting a product using a power point presentation .		
	B	Making a power point presentation on a chosen brand and presenting it in the class.		CO1, CO3
	C	Providing the students with feedback on their presentation.		
	<b>Unit 3</b>			
	A	Introducing the students with the vocabulary specific to their field of study and the required skills they need to be able to talk to clients and buyers of their design .		Co4
	B	Exposure to the real market scenario~ Introducing the students with clients from their specific field of design and making them aware about the needs of the clients.		Co4-5
	C	Using the briefs given by the clients and prepare a prototype of the design to be presented in the class.		
	<b>Unit 4</b>			
	A	Presentation to the client		
	B	Client feedback as well as faculty ( Facilitator ) feedback .		Co5
	C	Introducing the students to the digital space of design which include their social media ,websites,blogs,etc		Co4
	<b>Unit 5</b>			
	A	Introducing the students with the significance of building a portfolio on a digital portal.		Co5
	B	Create your portfolio on a digital portal		Co6
	C	Presentation and feedback,		Co1-CO6
	Mode of examination	Theory/Jury/Practical/Viva		
	Weightage Distribution	CA	MTE	ETE
		30%	20%	50%
	Text book/s*			
	Other References			

P Os C Os	P O 1	P O 2	P O 3	P O 4	P O 5	P O 6	P O 7	P O 8	P O 9	PS O1	PS O2	PS O3	PS O4
C O1	2	3		3		2	2	3	2	3	2	3	3
C O2	3		3		2	2	1		3	2	3	2	2
C O3	2	3		3		2	2	1		3	2	3	3
C O4	2	3		3		2	2	3	2	3	2	3	3
C O5	3		3		2	2	1		3	2	3	2	2
C O6	2	3		3		2	2	1		3	2	3	3

**1-Slight (Low)**
**2-Moderate (Medium)**
**3-Substantial (High)**

<b>School: SCADMS</b>		<b>Batch : 2018 -22</b>
<b>Program: B.Design</b>		<b>Current Academic Year: 2018 - 19</b>
<b>Branch:Foundation</b>		<b>Semester: II</b>
1	Course Code	BDZ131
2	Course Title	History of Art Design-II
3	Credits	2
4	Contact Hours (L-T-P)	2-0-0
	Course Type	Compulsory

Beyond Boundaries

5	Course Objective	<div><div>5</div><div>To understand the complex behaviour of various artists from post Classical era to Modern times .</div></div> <div><div>6</div><div>To make students understand the effect of repeated political changes on art which led to string of artists to create their own style .</div></div> <div><div>7</div><div>To develop an appreciation of art and study of the changing social and political changes and their effects on Art.</div></div> <div><div>8</div><div>To distinguish various styles from classical to western art styles.</div></div>
6	Course Outcomes	<div><div>CO1</div><div>Learn basic terminology and a conceptual understanding of how Art and Design is defined.</div></div> <div><div>CO2</div><div>Write descriptive, analytic and comparative analyses.</div></div> <div><div>CO3</div><div>Distinguish between art historical periods, Renaissance through Contemporary.</div></div> <div><div>CO4</div><div>Build a heightened appreciation of differing forms of art expression through history.</div></div> <div><div>CO5</div><div>Experiment with the creative process through class exercises and assignments.</div></div> <div><div>CO6</div><div>Observe art in a gallery or museum setting to understand the cultural climate in which works of art were conceived and executed.</div></div>
7	Course Description	The course is intended comprises of the evolution of art and design after the post renaissance renaissance period to the formation of not only modern art but the modern design as well as architecture .
8	Outline syllabus	CO Mapping
	Unit 1	Introduction of Western Art movement
	A	Neoclassism ... Artist-Jacques-Louis David, and their stylistic characteristics, analysis of artworks, social and cultural context.
	B	Romanticism...Artists-Delacroix, Goya, and their stylistic characteristics, analysis of artworks, social and cultural context.
	C	
	Unit 2	Post Art Western Art
	A	Realism...Artists- Gustave Courbet, Manet, and their stylistic

		characteristics, analysis of artworks, social and cultural context.	
	B	<b>Impressionism...</b> Artists- Monet, Renoir, Degas and their stylistic characteristics, analysis of artworks, social and cultural context.	
	C	<b>Postimpressionism...</b> Artists- Seurat, Cezanne, Van Gogh and their stylistic characteristics, analysis of artworks, social and cultural context.	
	<b>Unit 3</b>	<b>Modern Art</b>	CO1,CO2,CO3,CO5
	A	<b>Expressionism...</b> Artists-Ed Munch and its stylistic characteristics, analysis of artworks, social and cultural context.	
	B	<b>Art Nouveau</b> Movement . About Artist-Antonio Gaudi and his important buildings.	
	C	<b>The Fauves...</b> Artists- Henri Matisse and its stylistic characteristics, analysis of artworks, social and cultural context. <b>Expressionism...</b> Ed Munch and its stylistic characteristics, analysis of artworks, social and cultural context.	
	<b>Unit 4</b>	<b>War Interim Modern art</b>	CO1,CO2,CO3,CO4,CO5,CO6
	A	<b>Cubism...</b> Picasso, Braque,	
	B	<b>Futurism...</b> U.Boccioni and its stylistic characteristics, analysis of artworks, social and cultural context.	
	C	<b>Fantasy &amp; Dada...</b> Paul Klee, Bauhaus ,Marcel Duchamp <b>Surrealism...</b> Salvador Dali and its stylistic characteristics, analysis of artworks, social and cultural context.	
	<b>Unit 5</b>	<b>Indian Art Movement</b>	CO3,CO4,CO5,CO6
	A	<b>Bengal School...</b> Prominent artists and their stylistic characteristics, analysis of artworks, social and	

		cultural context.	
	B	<b>Progressive Art movement-</b> Prominent artists and their stylistic characteristics, analysis of artworks, social and cultural context.	
	C		
	Mode of examination	Theory	
	Weightage Distribution	CA 30%	MTE 20%
		ETE 50%	
	Text book/s*		
	Other References		

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	3		2	3	2	3	2	3		3	2	3
CO2	2	3	2	2	2		3	2	1	3	2		3
CO3	3	2	1	3	3	3	3	3	3	2	1	3	3
CO4		3		3	3	2	3	3	3	3	3	2	3
CO5	3	1	3	3	1	3	3	3	3	1	3		3
CO6	3	1	3	3	1	3	3	3	3	1	3		3

**1-Slight (Low)**

**2-Moderate (Medium)**

**3-Substantial (High)**

<b>School: SCADMS</b>		<b>Batch : 2018-2022</b>
<b>Program: B.DESIGN</b>		<b>Current Academic Year: 2018-19</b>
<b>Branch: Foundation</b>		<b>Semester: II</b>
1	Course Code	<b>BDC121</b>
2	Course Title	<b>COMPUTER GRAPHICS</b>
3	Credits	3
4	Contact Hours (L-T-P)	0-1-4
	Course Type	Compulsory

5	Course Objective	<ul style="list-style-type: none"><li>• Use basic selection tools and edge refinement to isolate and edit parts of an image.</li><li>• Manipulate layers through ordering, positioning, scaling, rotation, and adjustments.</li><li>• Create composite images that demonstrate advanced selection and layering techniques.</li><li>• Prepare images for Web and print output with appropriate sizing and resolution.</li><li>• Apply painted masks, selection-based masks, gradient masks, and blend modes to create sophisticated image effects.</li><li>• Create adjustment layers for editable, non-destructive changes to image coloration and exposure.</li><li>• Set and modify typography using the full range of type tools, the Character panel, and the Paragraph panel.</li><li>• Apply special effects to typography using masks, paths, and layer styles.</li><li>• Use preset brushes and custom brushes to colorize images, enhance images, and build illustrations.</li><li>• Stylize images by combining filters with blending and masks.</li><li>• Evaluate and correct image imperfections using the Info panel, adjustment layers, and retouching tools.</li></ul>	
6	Course Outcomes	<p>The student will be able to :</p> <p><b>CO1.</b> Demonstrate basic skills using Photoshop software and the peripherals.</p> <p><b>CO2.</b> Demonstrate an ability to use a range of tools and filters in Photoshop.</p> <p><b>CO3.</b> Demonstrate an ability to print with a variety of techniques and papers.</p> <p><b>CO4.</b> Creatively solve visual problems.</p> <p><b>CO5.</b> Evaluate, adjust, refine, and rework solutions.</p>	
7	Course Description	The course enables students to develop soft skills which they can enable in various presentation methodologies. It will also help them to develop a brief understanding towards software's and thus improving their presentation skills.	
8	Outline syllabus		CO Mapping
	<b>Unit 1</b>	<b>INTRODUCTION</b>	
	A	Introduction to Photoshop & Rendering.	CO1, CO2
	B	Selection processes & overview.	CO1, CO2
	C	Designing using selection tools and processes.	CO1, CO2
	<b>Unit 2</b>	<b>Working with selection tools.</b>	
	A	Marquee tool.	CO2

	B	Inverse selection	CO2
	C	Lasso tool and its application.	CO2
	<b>Unit 3</b>	<b>Rendering .</b>	
	A	Understanding rendering styles.	CO2,CO4
	B	Using different mediums of rendering.	CO2,CO4
	C	Rendering using Montaging.	CO2,CO4
	<b>Unit 4</b>	<b>Postproduction.</b>	
	A	Architectural rendering :Rendering Plan, Elevation & Section.	CO2
	B	Perspective rendering Using Image montaging.	CO2, CO5
	C	Rendering Postproduction using textures.	CO5
	<b>Unit 5</b>	<b>Composition &amp; Imagery</b>	
	A	Using different image formats: PNG, JPEG and BMP.	
	B	Using Isotypes and creating resume or cover.	
	C	3D Text effect & Text bending.	
	Mode of examination	Theory/Jury/Practical/Viva	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*		
	Other References		

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PS O1	PS O2	PS O3	PS O4			
CO 1	2	1	2	2	1	1	1	1	1	1	1	2	2			
CO 2	3	1	1	2	1	1	2	1	1	1	1	2	3			
CO 3	1	2	3	1	1	1	3	1	1	1	1	1	2			
CO 4	2	1	1	2	1	1	1	2	3	1	1	2	2			
CO 5	2	1	1	2	2	1	2	1	1	2	1	1	2	1	1	2

**1-Slight (Low)**
**2-Moderate (Medium)**
**3-Substantial (High)**

### SEMESTER-III

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B. Design</b>		<b>Current Academic Year: 2019-20</b>	
<b>Branch: Foundation</b>		<b>Semester: III</b>	
1	Course Code	<b>BDF 215</b>	
2	Course Title	<b>Introduction to Fashion Design &amp; Fashion Technology</b>	
3	Credits	3	
4	Contact Hours (L-T-P)	1-2-0	



	Course Status	Compulsory	
5	Course Objective	Students should be able to Basic story boarding and colour mapping Rudimentary figure sketching Introduction to standard sewing techniques and apparel construction Training in trend and inspiration research	
6	Course Outcomes	CO6: Introduction to Fashion, Fashion Design and Design Process CO7: Introduction to Fashion Design Process CO8: Study of Iconic Womenswear Designs & Designers CO9: Study of Fashion eras CO10: Relationship between Designer & Wearer CO11: Basic Study of Trends- Why What & How CO12: Story Boarding- Theme, Inspiration, Trend, Color, Material CO13: Designing Shapes & Designing Details CO14: Designing & constructing 1 Women's basic look CO15: Portfolio of Explorations of Fabric Play & Quick Sketching	
7	Course Description	This course addresses the basics elements of the fashion design process, from concept through 2-D development towards a final 3-D realization. Assignments introduce the design processes of trend and inspiration research, storyboarding compiling, colour story, fashion sketching, flats and design innovation. Students are also introduced to professional standard sewing techniques and apparel construction. Through assignments, the techniques are applied to produce finished garments.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Introduction</b>	
		a) Introduction to Fashion & Fashion Design; Study of Fabric Play on Body & Quick Sketching Fabric Movement	CO1, CO10
		b) Introduction to Fashion Design Process; Study of Fabric Play on Body & Quick Sketching Fabric Movement	CO2, CO10
		c) Study of Iconic Womenswear Designers of the world;	CO3, CO10

		Study of Fabric Play on Body & Quick Sketching Fabric Movement	
	<b>Unit 2</b>	<b>Historic Study of Fashion</b>	
		a) Study of Fashion eras & Fashion in India; Study of historically influenced Fabric Play on Body & Quick Sketching Fabric Movement	CO4, CO6
		b) Analysis of Fashion eras influence in contemporary Fashion; Study of historically influenced Fabric Play on Body & Quick Sketching Fabric Movement	CO4, CO6
		c) Historic Study of Womenswear Fashion- Couture, RTW, Street Fashion; Study of historically influenced Fabric Play on Body & Quick Sketching Fabric Movement	CO3, CO4, CO10
	<b>Unit 3</b>	<b>Fashion Designer &amp; Wearer</b>	
		a) Relationship between Designer & Wearer- Who influences whom; Study of Visual expression through Fabric Manipulation on Body & Quick Sketching fabric manipulations	CO5, CO10
		b) Basic Study of Trends- Why, What & How; Study of Visual expression through Fabric Manipulation on Body & Quick Sketching fabric manipulations	CO6, CO10
		c) Streetstyle & Sustainable Fashion; Study of Visual expression through Fabric Manipulation on Body & Quick Sketching fabric manipulations	CO5, CO6, CO10
	<b>Unit 4</b>	<b>Fashion- an art of story telling</b>	
		a) Fashion- An art of story-telling & Designing emotions; Expression of mood with Fabric Play	CO7, CO10
		b) Story Boarding- Theme, Inspiration & Trend Board; Expression of mood with Fabric Play	CO7, CO10
		c) Story Boarding- Color & Material Board; Expression of mood with Fabric Play	CO7, CO10
		<b>Design- Application of elements of design</b>	
	<b>Unit 5</b>	a) Designing Story based Shapes	CO8
		b) Designing Story based Details	CO8
		c) Designing Story based look	CO9, CO10
		Jury/Practical/Viva	
	Mode of examination	CA & End Term Jury	

	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*				
	Other References				

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	1		2		1	3	3	2	3	3	2	3	2
CO2	2	2	1	3	2	2			2	2	2	3	3
CO3	1	2		2	2	3		3	1	3	3	2	1
CO4	1		2		1	3	3	2	3	3	2	3	2
CO5	2	2	1	3	2	2			2	2	2	3	
CO6		2		2	2	3	2	3	1		3	1	2
CO7		2		2	2	3	2	3	1	3	3	2	1
CO8	1		2		1	3	3	2	3		2	3	2
CO9		2	1	3	2	2			2	2	2	3	3
CO10	2	2		2	2	3	2	3	1		3	2	1

**1-Slight (Low)**

**2-Moderate (Medium)**

**3-Substantial (High)**

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>
<b>Program: B.Design</b>		<b>Current Academic Year:2019-20</b>
<b>Branch:Common subject</b>		<b>Semester:III</b>
1	Course Code	<b>BDC220</b>
2	Course Title	<b>Social Science</b>
3	Credits	3

4	Contact Hours (L-T-P)	3-0-0
	Course Type	Compulsory
5	Course Objective	<p>1. Indian Politics and Society aims to develop the learner's capacity to engage in reflective and active citizenship, informed by the insights and skills of social and political sciences.</p> <p>2. to understand population groups that are till today discriminated both socially and economically and are not able to participate freely and fully in the development process and reap its benefits.</p> <p>3. To understand the basic concepts, facts and processes of social stratification, communities and societies, cause and significance of similarities and differences in rural &amp; urban communities about belief, teaching and practice.</p> <p>4. to understand the approaches to the study of religion and belief.</p> <p>5. To understand the concept of social Globalization and impact of globalization on society.</p>
6	Course Outcomes	<p>The student will be able to :</p> <p>CO1: An understanding of and a respect for human rights and responsibilities, for human dignity and for democratic modes of governance</p> <p>CO2: Students will demonstrate an understanding of sociological concepts of social inequality,</p> <p>CO3: An understanding of various factors responsible for regional imbalances and socio-economic disparities in India.</p> <p>CO4: Demonstrate knowledge and understanding of religion and belief, including: religious, philosophical and/or ethical thought and teaching</p> <p>CO5: an understanding of the social systems within which people act: locally, nationally and more widely</p>
7	Course Description	
8	Outline syllabus	CO Mapping
	<b>Unit 1</b>	<b>Democracy</b>
	A	A. What is Democracy? Why Democracy? Working of Institution, ,
	B	B. Democratic Rights and Responsibilities of Individuals in Democratic Society

	C	C. What is constitution any way, Introduction, meaning and Technical definition of the constitution, Features of Indian constitution	
	<b>Unit 2</b>	<b>Tribal Social system &amp; Social Institutions</b>	CO1,CO2,CO3
	A	Characteristics of tribe, Tribe , Tribes in India,	
	B	The Tribal Marriage, Tribal Religion In India,	
	C	Modern Trends In Tribal Culture, Impact of Hindu and Christian cultures on Tribes	
	<b>Unit 3</b>	<b>Rural Social System Urbanization and Urban lives</b>	CO2,CO3 CO4,CO5
	A	Essential Characteristics of the Village Community, Change in village life, Rural Problems.	
	B	The Urban Community and Urban lives, characteristics of urban life.	
	C	Causes of growth of cities, Types of Cities.	
	<b>Unit 4</b>	<b>Major Religious Groups</b>	CO4,CO5
	A	The Hindus: Characteristics of Hindu religion,	
	B	The Muslims: Compilation of Koran, Chief Tenets of Islam,	
	C	The Christians: Teachings of Christ,	
	<b>Unit 5</b>	<b>Social Stratification</b>	CO4,CO5,CO6
	A	Definition and characteristics of caste system, causes of changes in the traditional features of caste system	
	B	Definition & Characteristics of Estates system, Nature	
	C	<b>What is Class</b> , Characteristics of Social Class.	
	Mode of examination	Theory	
	Weightage Distribution	CA 30%	MTE 20%
			ETE 50%
	Text book/s*		
	Other References	.	

P Os C Os	P O 1	P O 2	P O 3	P O 4	P O 5	P O 6	P O 7	P O 8	P O 9	PO 10	PO 11	PO 12	PS O1	PS O2	PS O3	PS O4
C O1	3	2	1	3	1	2	3	1	2	3	2	3	2	3	2	3

C O2	3	2	1	3	1	2	3	1	2	3	1	3	2	3	1	2
C O3	3	2	2	2	1	2	3	1	2	3	3	3	2	3	3	3
C O4	3	2	2	3	1	2	3	1	2	3	1	3	2	3	1	3
C O5	3	2	2	3	1	2	3	1	2	3	3	3	2	3	3	2
C O6																

**1-Slight (Low)**

**2-Moderate (Medium)**

**3-Substantial (High)**

<b>School: SCADMS</b>	<b>Batch : 2018-22</b>	
<b>Program: B.Design</b>	<b>Current Academic Year-2019-20</b>	
<b>Branch: Fashion Design</b>	<b>Semester:03</b>	

1	Course Code	<b>BDF213</b>	
2	Course Title	<b><u>Introduction to Pattern Making &amp; draping</u></b>	
3	Credits	8	
4	Contact Hours (L-T-P)	0-4-8	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> <li>● To employ the art / technique of draping to develop basic garments</li> <li>● To introduce student to the basics of Patternmaking</li> <li>● To understand the relevance of draping in fashion</li> <li>● To develop a feel for fabric</li> <li>● To be able to measure the dress form</li> <li>● To familiarize students with terminologies used in patternmaking</li> </ul>	
6	Course Outcomes	<p>CO1: To give knowledge of Patternmaking tool, terminologies, tool &amp; machinery, basic seams and stitches to students.</p> <p>CO2: The students will be able to develop a Design on sheet, for different Body types and sizing, Measuring the dress form.</p> <p>CO3: The students will be able to Drape &amp; make patterns of basic bodice blocks ( Front, back, sleeve and skirt, with dart and fabric manipulation</p> <p>CO4: The students will be able to stitch and finish the garments with different attachments.</p>	
7	Course Description	After successful completion of this course, the students should be able to employ the art/ technique of pattern making & draping for construction of basic garments. Develop an understanding for feel of fabric, human anthropology, tools and techniques used for draping and patternmaking.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Introduction</b>	
		1a. Meaning & definition of pattern making & draping, their uses,	CO1,CO2
		1b. Terminology & Tools used for Pattern making &	CO1,CO2

		Draping			
		1c. Introduction to Pattern Making techniques, Human Body Anatomy and measurements.			CO1, CO2
	<b>Unit 2</b>	<b><u>Pattern making for upper body</u></b>			
		2a. Making Of front bodice and Back Bodice Pattern with Single Dart( by Pattern Making			CO1, CO2, CO3
		2b. Fit Check and trueing of pattern. / By Draping			CO1, CO2, CO3
		2 C. Making of front & back bodice (Double Dart) by Draping			CO1, CO2, CO3
	<b>Unit 3</b>	<b><u>Pattern making for Lower Body and Sleeve</u></b>			
		3a. Making of Front and back Skirt with two dart by Pattern Making.			CO3 CO1,CO2,
		3b. Making of Basic Sleeve block			CO3 CO1,CO2,
		3c. Making of Front & Back Skirt and basic Sleeve with Draping			CO3 CO1,CO2,
	<b>Unit 4</b>	<b><u>Dart Manipulation Techniques</u></b>			
		4a. Intro to dart manipulation techniques: Slash & spread technique and pivot method			CO3,
		4b. Pattern alteration of basic bodice and basic skirt by using any one technique			CO3,
		4c. making of basic princess line pattern			CO3,
	<b>Unit 5</b>	<b><u>Intro to Basic garment Construction Techniques</u></b>			<b>CO1, CO4</b>
		5a. Tools and terminology used for garment Construction.			CO1
		5b. Parts of Sewing Machine and its working			CO1, CO4
		5c. Types of machine Stitches and their uses.			CO1, CO4
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			



		Patternmaking for fashion design by Helen Joseph Armstrong The Art of Fashion Draping – Connie Amaden Crawford (CAC)	
	Other References	New encyclopaedia of fashion detail by Patrick	

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO 1		2		2	2	3	2	3	1	3	3	2	1
CO 2	1		2		1	3	3	2	3	3	2	3	2
CO 3	2	2	1	3	2	2		2	2	2	2	3	3
CO 4	1	2		2	2	3	2	3	1	3	3	2	2
CO 5													
CO 6													

**1-Slight (Low)**

**2-Moderate (Medium)**

**3-Substantial (High)**

<b>School: SCADMS</b>	<b>Batch : 2018-22</b>	
<b>Program: B. Design</b>	<b>Current Academic Year: 2019-20</b>	
<b>Branch: Fashion Design</b>	<b>Semester: III</b>	
1   Course Code	<b><u>BDF214</u></b>	

2	Course Title	<b>Introduction to Textiles-I</b>	
3	Credits	3	
4	Contact Hours (L-T-P)	2-1-0	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> <li>● To give knowledge of Textiles in terms of Fibre, yarn and Fabric</li> <li>● To give knowledge of the source, manufacturing &amp; processing and properties of fibres, Yarns &amp; Fabrics</li> <li>● To identify the woven, knitted, felts and non-woven.</li> <li>● To know the different methods of printing and Dyeing</li> <li>● To impart knowledge in the areas of new research and concepts or problems in relation to environment.</li> </ul>	
6	Course Outcomes	CO1 Be well versed with terms such as fibers, construction of textiles, fabric care, etc. CO2-Student will be able to do basic identification of different textiles. CO3-Understand the basic processes in textile production , Pollution caused by such process. CO4- Be aware of different uses of different fabrics. CO5-Be aware about the role of natural fibres,dyes, in terms of environment protection& sustainability	
7	Course Description	After successful completion of this course, the students should be able to employ the art/ technique of pattern making & draping for construction of basic garments. Develop an understanding for feel of fabric, human anthropology, tools and techniques used for draping and patternmaking.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Introduction To Textiles fibres yarn &amp; fabrics , Basic Terminology&amp; their Uses</b>	
		1 a. Fibre & their classification	CO1
		1 b. Fibre Properties -Primary	CO1,CO3
		1 c. Fibre Properties- Secondary	CO1,CO3

	<b>Unit 2</b>	<b>2 Natural &amp; man made Fibres</b>			
		2a. Natural Fibres- their origin production & properties & new development of Regenerated fibres.			CO3, CO4, CO5
		2 b. Man made Fibres, their origin, production & properties & effect on environment			CO3, CO4, CO5
		Fibres identification, their uses & by products.			CO2, CO4
	<b>Unit 3</b>	<b>YARN</b>			CO1, CO2, CO3
		2 a. Definition & Making of Yarn- spinning Process & yarn count.			CO 1, CO3
		2b. Yarn Classification- Novelty, Simple & Textured yarn			CO1, 2,3
		2 c. Uses & Identification of different yarns			CO 3, CO4
	<b>Unit 4</b>	<b>Fabric Manufacturing Process</b>			
		4a. Weaving, Woven Fabric & their Uses			CO1, CO3
		4b. Knitting & Knitted Fabric & Their Uses			CO1, CO3
		4 c. Non-Woven & Felts & Properties			CO1, CO3,
	<b>Unit 5</b>	<b>Ornamentation of Textile Fabrics</b>			<b>CO1, CO4</b>
		5a. Finishes and sustainability			CO 3, CO1, CO5
		5 b. Dyes & Dyeing of Textiles, and environmental Concerns			CO3, CO1, CO5
		5 C. Printing – techniques, Processes and Care			CO3, CO1, CO5
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	1. Textiles- Fibre to Fabric By Bernard P.Corbman			
	Other References	1. Understanding Textiles-Sixth Edition, Bellie .J. Collier, Phyllis Toratora			
		2. J.J. Pizzuto's Fabric Science-Seventh Edition Arthur Price, Allen C-Cohen, Ingrid Johnson			
		3. Roadmap to Sustainable Textiles and Clothing: Regulatory Aspects and Sustainability Standards			

		of Textiles and the Clothing Supply Chain (Textile Science and Clothing Technology)Subramanian Senthilkannan Muthu	
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POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO 1	2	2	1	3	2	2		2	2	2	2	3	3
CO 2	1	2		2	2	3	2	3	1	3	3	2	2
CO 3		2	2	2	2	3	2	3	2	3	3	2	
CO 4	2	2	1	3	2	2		2	2	2	2	3	3
CO 5		2		2	2	3	2	3	1	3	3	2	2

**1-Slight (Low)**

**2-Moderate (Medium)**

**3-Substantial (High)**

<b>School: SCADMS</b>	<b>Batch : 2018-22</b>	
<b>Program: B.Design</b>	<b>Current Academic Year: 2019-20</b>	

<b>Branch: Fashion Design</b>		<b>Semester:03</b>	
1	Course Code	<i>BDF217</i>	
2	Course Title	<i>Fashion promotion and marketing</i>	
3	Credits	3	
4	Contact Hours (L-T-P)	2-1-0	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> <li>1. To acquire knowledge about the marketplace and the approach towards marketing.</li> <li>2. To learn the different components of fashion pipeline background and their purposes with the understanding of fashion promotion.</li> <li>3. To understand the Marketing focus, advertising approach and Fashion Promotional techniques of fashion industry</li> <li>4. To understand the nature of fashion business, elements and challenges associated with Fashion Industry.</li> </ol>	
6	Course Outcomes	<p>CO1: Study of the Marketing mechanisms that promote fashion change.</p> <p>CO2: Marketing Focus, Advertising approach, components of fashion industry, National and International Brands.</p> <p>CO3: Fashion Marketing, strategies and types of promotion.</p> <p>CO4: Consumer research and sales forecasting, students identify and analyse the connection between consumer preferences and product.</p> <p>CO5. Problem solving skills relevant to creative direction for fashion marketing and interpret knowledge</p>	

7	Course Description	Student will understand the Marketing focus, advertising approach and Fashion Promotional techniques of fashion industry	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	Introduction of fashion Marketing	
		1a. Core Concepts of Marketing	<b>CO1</b>
		1b. Role of marketing in fashion	CO1
		1c. National and International Brands	<b>CO1</b>
	<b>Unit 2</b>	Detail study of marketing Management	
		2a. The rapid adoption of Marketing Management	<b>CO1, CO2</b>
		2b. Managing Marketing Information	<b>CO2</b>
		2c. Measuring market demand	<b>CO2</b>
	<b>Unit 3</b>	Marketing mix	
		3a. Basis components of marketing mix	<b>CO2, CO3</b>
		3b. Method used to apply components differs between industries	<b>CO2, CO3</b>
		3. Components of Fashion Pipe-line in marketing	<b>CO2, CO3</b>
	<b>Unit 4</b>	Marketing promotion and its objectives	
		4a. Promotion techniques-advertising, sales promotion, personal selling, public relation and direct marketing	<b>CO3,CO4</b>
		4b. Role of magazine, celebrity and fashion show and exhibition in fashion world	<b>CO3,CO4</b>
		4c. Strategy's for fashion marketing promotion	<b>CO4</b>
	<b>Unit 5</b>	Assessing the effectiveness of fashion marketing	
		5a. Elements and challenges associated with fashion industry	<b>CO4</b>
		5b. Market research of fashion industry	<b>CO4,CO5</b>
		5c. Brand development	<b>CO4,CO5</b>

	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO 1	2	2	1	3	2	2		2	2	2	2	3	3
CO 2		2		2	2	3	2	3	1	3	3	2	2
CO 3	2	2	2	2	2	3	2	3	2	3	3	2	2
CO 4			1	3	2	2		2	2	2	2	3	3
CO 5	1	2	1	3	2	2		2	2	2	2	2	3

**1-Slight (Low)**

**2-Moderate (Medium)**

**3-Substantial (High)**

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B.Design</b>		<b>Current Academic Year: 2019-20</b>	
<b>Branch:Interior Design</b>		<b>Semester: III</b>	
1	Course Code	<b>BDC216</b>	
2	Course Title	<b>Environmental Science</b>	
3	Credits	3	
4	Contact Hours (L-T-P)	<b>60 hrs. (3-0-0)</b>	
	Course Type	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> <li>1. Identify and understand basic aspects, practices and terminology related to environment.</li> <li>2. The aim of the course is to develop an understanding among students about environmental studies and its implications in design.</li> <li>3. Developing an attitude of concern for the environment.</li> <li>4. Emphasise the importance of sustainable development .</li> </ol>	
6	Course Outcomes	<p>CO1. Students will be able to identify the human activities and manufacturing processes affecting environment and design.</p> <p>CO2 Students will develop awareness about environmental problems among people.</p> <p>CO3 Demonstrate competency in developing environment friendly designs in their specific fields.</p> <p>CO4. Students will start demonstrating an ability to integrate the many design disciplines intersect with environmental concerns.</p>	
7	Course Description	Environmental studies are the scientific study of the environmental system and the status of its inherent or induced changes on organisms. It includes not only the study of physical and biological characters of the environment but also the social and cultural factors and the impact of man on environment.	
8	Outline syllabus		CO Mapping
	<b>Unit 1</b>	Introduction to Environment & Ecology	CO1,CO2,CO3
	A	Environmental pollution and its types	
	B	Effect of human population and natural resources over design.	
	C	Introduction -Manufacturing	



		processes and its effects over environment	
	<b>Unit 2</b>	Introduction to ecological design	CO1,CO2,CO3
	A	Ecological design process	
	B	Make nature visible through design	
	C	Natural products	
	<b>Unit 3</b>	<b>3Rs – Reduce,Reuse,recycle</b>	CO2,CO3,CO4
	A	Renewable energy sources	
	B	Recycled products	
	C		
	<b>Unit 4</b>	<b>Code of Conduct and role of Agencies</b>	
	A	Introduction to Code of conduct	
	B	Governing and regulatory bodies for Environment	
	C		
	<b>Unit 5</b>	<b>Sustainable Classroom Project</b>	
	A	Case study and its new proposal.	CO1,CO2,CO3,CO 4
	B	Research – Market and Virtual	
	C	Modeling and documentation	
	Mode of examination	Jury	
	Weightage Distribution	CA 30%	MTE 20%
			ETE 50%
	Text book/s*		
	Other References		

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4
CO1	2	3		3		2	2		2	3	2	3	3	2	3	3
CO2	3		3		2	2	1		3	2	3	3	2	3	2	2
CO3	2	3		3		2	2	1		3	2	3	3	2	3	3
CO4	1	2	3		2	2	1		3	2	3	3	2	3	2	2
CO5																
CO6																

- 1-Slight (Low)**  
**2-Moderate (Medium)**  
**3-Substantial (High)**

#### SEMESTER-IV

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B.Design</b>		<b>Current Academic Year: 2019-20</b>	
<b>Branch: Fashion Design</b>		<b>Semester: 04</b>	
1	Course Code	BDF219	
2	Course Title	Apparel Development I	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	1. Basic design and sampling of a garment 2. Basic fabric selection and garment styling 3. Understand body scaling and draping	
6	Course Outcomes	CO1. Development of basic level apparel styles CO2. Application of the pattern making principles on paper to final test fit. CO3. Ability to use, acquire and integrate relevant technical skills CO4. Basic understanding of range development CO5. Capacity to interpret complex ideas	
7	Course Description	This studio course explores the development of basic	

		level apparel styles through the application of the draping principles on the three-dimensional dress form. Students study the process from initial design concept through first sample.			
8	Outline syllabus				CO Achievement
	<b>Unit 1</b>	<b>Introduction to apparel development</b>			
		1a Tools and terms used in construction of garment			CO1
		1b. Role of construction in fashion designing			CO1, CO2
		1c. Study of fashion designer			CO3
	<b>Unit 2</b>	<b>Collars</b>			
		2a.Basic collar -convertible collar, stand collar, peter pan, sailor, mandarin with stand			<b>CO2, CO3</b>
		2b. Advanced collar -Collar with deep, open neckline, shirt collar and shawl collar			<b>CO2, CO3</b>
		2c. Construction of samples			<b>CO5</b>
	<b>Unit 3</b>	<b>Sleeves</b>			
		3a. Basic sleeve- Bishop, puff, cap, Petal etc			CO3,CO4
		3b. Advanced sleeve- lantern, leg-of-mutton sleeve kimono, Raglan sleeve.			CO3,CO4
		3c. Construction of sleeve samples			CO3,CO5
	<b>Unit 4</b>	Additional features			
		4a. Ruffles & flounces			<b>CO3, CO4</b>
		4b. Pockets			<b>CO2, CO3, CO4</b>
		4c. Trims			<b>CO2, CO3, CO4</b>
	<b>Unit 5</b>	Collection plan			
		5a. Concept and theme board			<b>CO3, CO5</b>
		5b. Developing patterns			<b>CO4, CO5</b>
		5c. Construction of garments			<b>CO5</b>
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO 1	2	2	1	3	2	2		2	2	2	2	3	3
CO 2	3	2		2	2	3	2	3	1		3	2	2
CO 3	2	2	2	2	2	3	2	3	2	3	3	2	2
CO 4	2	2	1	3	2	2		2	2	2	2		3
CO 5	2	2	1	3	2	2		2	2	2	2	3	3

**1-Slight (Low)**

**2-Moderate (Medium)**

**3-Substantial (High)**

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B. Design</b>		<b>Current Academic Year: 2019-20</b>	
<b>Branch: Fashion Design</b>		<b>Semester: 04</b>	
1	Course Code	<b><u>BDF 207</u></b>	
2	Course Title	<b>History Of Fashion</b>	
3	Credits	3	
4	Contact Hours (L-T-P)	2-1-0	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> <li>● Introduction to early Fashion and it's applications in the contemporary world.</li> <li>● Development of contemporary fashion through the 20<sup>th</sup> century.</li> <li>● Analysing the influence of culture and society on fashion and style through time</li> </ul>	
6	Course Outcomes	CO1 Learn basic terminology and a conceptual	

		<p>understanding of how fashion developed during different time periods.</p> <p>CO2 Write descriptive, analytic and comparative analyses about influence of different cultures on early costume.</p> <p>CO3 Distinguish between art historical periods,- Egyptian, Roman, Greek, Renaissance, Baroque, Rococo and Western Design styles.</p> <p>CO 4 The students will be able to understand the movement, advancement and revolution of fashion in different time periods .</p> <p>CO5 The students will be able to design contemporary fashion based on historical research and connecting them with the present trends.</p>	
7	Course Description	By studying the history of fashion we would travel through ages students would learn the evolution of early costumes, Historic costumes of America, France & Asian countries . Fashion comes and goes but leaves its impact in many ways. This course represents a visual history of fashion from ancient Egypt to the present. The students will discuss and analyse historical periods and their influence on contemporary fashion.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Aesthetics of Fashion Movement</b>	
		1a. Origin Of Costume	CO1, CO2,
		1b. Types of Early costumes	CO1, CO2,
		<b>1 C. Factors influencing Costume Development</b>	CO1, CO2,CO4
	<b>Unit 2</b>	<b>Historic Costumes- Evolution and Development</b>	
		2a. Stone Ages	CO1,CO2
		2b. Ancient Egyptian Era	CO1,CO3
		2c. Decline and start of new Bronze Era	CO3,CO4,CO5
	<b>Unit 3</b>	<b>Ancient Greece</b>	
		3a. Ancient Greece- Minoans & Mycenaean	CO2,CO3,CO4

		3b. Dark Ages -Archaic Age Classical Age Hellenistic Age	<b>CO2,CO3,CO4</b>
		3C. Ancient Rome & Byzantine Pd.	<b>CO4, CO5</b>
	<b>Unit 4</b>	<b>Rebirth Of Fashion</b>	<b>CO3, CO4, CO5</b>
		4a. Renaissance pd -16 <sup>th</sup> century	<b>CO3, CO4, CO5</b>
		4 b Renaissance pd - 17 <sup>th</sup> century	<b>CO3, CO4, CO5</b>
		4 c Renaissance pd - 18 <sup>th</sup> century	<b>CO3, CO4, CO5</b>
	<b>Unit 5</b>	<b>Coloniel Clothing</b>	
		<u>5a. American Costumes- 18<sup>th</sup> Century</u>	<b>CO3,CO4, CO5</b>
		5b. American Costumes-19 <sup>th</sup> Century	<b>CO3,CO4, CO5</b>
		5c.American Costumes- 20 <sup>th</sup> Century	<b>CO3,CO4, CO5</b>
	Mode of examination	Jury/Practical/Viva	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	A complete History Of Costume: By Carl Kohler	
	Other References	The complete History of Costume and fashion: from Ancient Egypt to the present day by- Bronwyn Cosgrave The complete Costume History: by Auguste Racinet Indian Costumes- B.N Goswamy Incredible Human Journey- Daily motion videos, America,Australia, Europe, Asia, Africa Secrets Of The Stone Age- The Human Story-daily motion video	

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO 1	1	2	1	3	2	2		2	2	2	2	2	3
CO 2	2	2	1	3	2	2		2	2	2	2	3	3

CO 3	3	2		2	2	3	2	3	1	3	3	2	2
CO 4	2	2	2	2	2	3	2	3	2	3	3	2	2
CO 5	2	2	1	3	2	2		2	2	2	2	3	3
CO 6													

**1-Slight (Low)**

**2-Moderate (Medium)**

**3-Substantial (High)**

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B Design</b>		<b>Current Academic Year: 2019-20</b>	
<b>Branch: Fashion Design</b>		<b>Semester: IV</b>	
1	Course Code	BDC219	
2	Course Title	Portfolio - I	
3	Credits	2	
4	Contact Hours (L-T-P)	0-0-4	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> <li>● To develop critical, analytical, aesthetic skills among the students in an contemporary way.</li> <li>● To understand the creativity and innovation and it's significance.</li> <li>● To improve the presentation techniques</li> <li>● To understand and apply different stages of design process and principles .</li> </ul>	
6	Course Outcomes	CO1: Students will be able to develop a	

		contemporary approach towards Portfolio  CO2 : To understand the latest trends settings.  CO3: It will strengthen the individual and collaborative abilities to understand the design problems and final output challenges.  CO4: Students will able to create unique individual style required for the current scenario.	
7	Course Description	Course will focus primarily on the latest presentation and portfolio techniques required and practiced in the market. Contemporary style and approach enhance the student to increase the design presentation ability.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Introduction software</b>	<b>CO1</b>
		Sub unit - a, b and c detailed in Instructional Plan	
	<b>Unit 2</b>	<b>Case study</b>	<b>CO2,</b>
		Sub unit - a, b and c detailed in Instructional Plan	
	<b>Unit 3</b>	<b>Conceptual</b>	<b>CO2,CO3</b>
		Sub unit - a, b and c detailed in Instructional Plan	
	<b>Unit 4</b>	<b>Development</b>	<b>CO3</b>
		Sub unit - a, b and c detailed in Instructional Plan	
	<b>Unit 5</b>	<b>Finalisation</b>	<b>CO3,CO4</b>
		Sub unit - a, b and c detailed in Instructional Plan	
	Mode of examination	Jury/Practical/Viva	
	Weight age Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	-	
	Other References		

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO 1	1	2	1	3	2	2		2	2	2	2	2	3
CO 2	2	2	1	3	2	2		2	2	2	2	3	3



CO 3	3	2		2	2	3	2	3	1	3	3	2	2
CO 4	2	2	2	2	2	3	2	3	2	3	3	2	2

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B. Design</b>		<b>Current Academic Year: 2019-20</b>	
<b>Branch: Fashion Design</b>		<b>Semester: IV</b>	
1	Course Code	<b>BDZ208</b>	
2	Course Title	<b>Current Trends and Forecasting</b>	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-4	
	Course Status	Compulsory	
5	Course Objective	Students should be able to 1. Predicting future trends of fashion through analysis of historical trends	

		2. Analyzing fashion literature 3. Understanding trends and fashions as a product of society and culture	
6	Course Outcomes	CO1: Studying Indian consumer trends CO2: Understanding of forecasting tools CO3: Understanding of Fashion movement cycles & Theory of Diffusion of Innovation CO4: Learning and using various research tools for trend forecasting CO5: Studying effects of Cultural Indicators to predict consumer trends, color & material trends, Styling & Print & graphics trends CO6: Exploring the concept of Sustainability in fashion from future perspective CO7: Predicting Fashion trends in Indian market for Spring summer 2020 CO8: Applying Trends forecast on Fashion styling	
7	Course Description	This course focuses on current fashion trends in the international market. Through group discussion and analysis of current videos and published fashion materials, students produce reports on their own observations of the trends and how these trends relate to personal design developments.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Introduction</b>	
		a) Class introduction- divide class into 2 groups- western wear & Ethnic Wear Theme selection	CO1
		b) Fashion Forecasting Process Color & Fabric selection & Board	CO2, CO4
		c) Diffusion of Innovation Fashion Sketch drawing- Renaissance	CO3
	<b>Unit 2</b>	<b>Basics of Fashion Forecasting</b>	
		a) Theories of fashion movement & Fashion cycle, Fashion Sketch drawing- Roman	CO3
		b) Cultural Indicators	CO5

		Graphic Design for Renaissance Period	
		c) Consumer Research Flat sketches- Renaissance & Trim finalisation	CO1, CO2, CO5
	<b>Unit 3</b>	<b>Color &amp; Textile Forecasting</b>	
		a) Color Forecasting	CO4, CO5
		b) Flat sketches- Roman	CO6, CO7
		c) Textile Forecasting Natural fiber textile study	CO4, CO5
	<b>Unit 4</b>	<b>Shape &amp; Streetstyle Forecasting</b>	
		a) Styling Forecasting	CO5, CO8
		b) Streetstyle photography	CO8
		c) Styling Forecasting, Sales Forecasting	CO5, CO8
		<b>Print Forecasting &amp; Competitive analysis</b>	
	<b>Unit 5</b>	a) Graphics & prints forecast	CO4, CO5
		b) Competitive Analysis	CO4, CO7
		c) Compilation & ordering of all the trend boards	CO4, CO6, CO7
		Jury/Practical/Viva	CO7
	Mode of examination	CA & End Term Jury	
	Weightage Distribution	CA 60% MTE 0% ETE 40%	
	Text book/s*		
	Other References	<b>Guest Lecture on Sustainable Fashion</b> <b>Workshop on Fashion styling</b> <b>www.tag-walk.com</b> <b>www.trendstop.com</b> <b>Lakme India Fashion week</b>	

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO 1	1	2	1	3	2	2		2	2	2	2	2	3
CO 2		2		3	2	2	2	3	2	2	2	3	3
CO 3	1	2		2	2	3	2		1	3	3	2	2
CO 4		2	2	2	2	3	2	3	2	3	3	2	2
CO 5	2		3	2	2	2	3	2	2	2	3	3	2

CO 6			2	2	3	2		1	3	3	2	2	1
CO 7	2	2	2	2	3	2	3	2	3	3	2	2	3

**1-Slight (Low)**
**2-Moderate (Medium)**
**3-Substantial (High)**

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B. Design</b>		<b>Current Academic Year: 2019-20</b>	
<b>Branch: Fashion Design</b>		<b>Semester:IV</b>	
1	Course Code	<b><u>BDF218</u></b>	
2	Course Title	<b><u>Draping-I</u></b>	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> <li>To employ the art / technique of draping to develop basic garments</li> <li>To understand the relevance of draping in</li> </ul>	

		fashion <ul style="list-style-type: none"> <li>● To develop a feel for fabric &amp; To apply the Technique Effectively for a desired Fit in garment</li> <li>● To apply inputs from the other related techniques (Patternmaking) to create Garment.</li> <li>● To apply principles of Design while exploring the technique.</li> </ul>	
6	Course Outcomes	<p><b>CO1:-</b> Students need to explore all the styles, detailing's, fabrics, textures silhouette to produce new designs.</p> <p><b>CO2</b> - Understand how the basic pattern is altered and draped on a dress form.</p> <p><b>CO3.</b> Student will have a better understanding of placement of fabric grain, seamlines, and style lines to produce a certain pattern.</p> <p><b>CO4</b> Designers will be able to use different colour and textures to produce beautiful effects of light and shadows.</p> <p><b>CO5</b> With fashion and styles ever changing, students will be able to understand the basic patterns and silhouettes for creating new styles with just the finishing touch.</p> <p><b>CO6</b> They will be able to decide which fabric will work best for a style.</p>	
7	Course Description	<p>Draping is an art of manipulating a three dimensional Fabric into a Beautiful garment. Many Designers prefer to use Draping methods to create their original designs. A designer can easily see the proportion, Fit, Balance and Style Lines of a design, exactly as it will look on the bodice. Working with actual materials gives a designer greater inspiration and a better understanding and indication of the flow and performance of the fabric.</p>	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Introduction of Foundation Drapes</b>	
		1a. Basic one dart Bodice sloper	CO1,CO2, CO3

		1b. Basic one dart Skirt sloper	CO1,CO2, CO3
		<b>1 C. Understanding the human body and basic tunic</b>	CO1,CO2, CO3
	<b>Unit 2</b>	<b>Basic Fits of Female Body</b>	CO1, CO2, CO3
		2a Sheath- fitted with two darts	CO1, CO2, CO3
		2b. Shift Block – semi fitted with one dart	CO1, CO2, CO3
		2c. Box fit- without waist dart and extra ease for side	CO1, CO2, CO3
	<b>Unit 3</b>	<b>Variation of basic Fits as per Inspiration &amp;</b>	
		3a. Empire Line	CO1,CO2, CO5
		3b. Structured Patterns	CO3,4, 5
		3C. designing and draping of skirt with different pleats	CO3, 4,6
	<b>Unit 4</b>	<b>Dart Manipulation Techniques</b>	
		4a. Dart manipulation with Tucks , Pleats and Geathers	CO3,CO2, CO1, CO5
		4 b. Variation of Skirts- Flared/ Gored/ Godets	CO4, CO5
		4c Introduction of Yokes in bodice & Skirts	
	<b>Unit 5</b>	<b>Advance Draping Styles</b>	
		5a. Assymetric patterns in Skirts & Bodice	CO 4,5,6
		5b. Cowls & Peg skirts	CO3, 4,5,6
		5c.Haulter Neck	CO3, 4,5,6
	Mode of examination	Jury/Practical/Viva	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	- The Art of Fashion Draping – Connie Amaden Crawford (CAC)	
	Other References	New encyclopaedia of fashion detail by Patrick Patternmaking for fashion design by Helen Joseph Armstrong	

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO 1	2		3	2	2	2	3	2	2	2	3	3	3

CO 2			2	2	3	2		1	3	3	2	2	2
CO 3	2	2	2	2	3	2	3	2	3	3	2	2	2
CO 4	1		3	2	2	2	3	2	2	2	3	3	3
CO 5	2		2	2	3	2		1	3	3	2	2	2
CO 6	1	2	2	2	3	2	3	2	3	3	2	2	1
<b>1-Slight (Low)</b>			<b>2-Moderate (Medium)</b>					<b>3-Substantial (High)</b>					

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>		
<b>Program: B.Design</b>		<b>Current Academic Year: 2019-20</b>		
<b>Branch: Fashion Design</b>		<b>Semester: 4th</b>		
1	Course Code	BDF216		

2	Course Title	Introduction to Fashion Sketching and Illustration	
3	Credits	3	
4	Contact Hours (L-T-P)	45 hrs (2-1-0)	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> <li>• Understanding aspects of free hand sketching</li> <li>• Understanding 2D flat drawings.</li> <li>• Understanding proportions and measurements of drawing garments with scale.</li> <li>• To learn detailed technical drawings.</li> </ul>	
6	Course Outcomes	<p>CO1: Students will have an understanding of measurement and proportions through free hand sketching</p> <p>CO2: Students will know pose, balance and rhythm.</p> <p>CO3: Understanding garments drawing &amp; draping on the model posture.</p> <p>CO4: Familiarity with blue prints aligned with the mood board.</p>	
7	Course Description	This course will introduce the students with the free hand drawing in fashion Industry. Understanding of proportions, balance and pose with drawing croquis . Garments drawing with detailed rendering of drapes and other elements.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Introduction</b>	
		1a. Sketching	CO1
		1b. Study from characters	CO1
		1c. Croquis drawings.	CO1
	<b>Unit 2</b>	<b>Interface</b>	
		2a. 9 head measurement croquis.	CO1
		2b.. Frontal ,Back and side view of the croquis	CO4
		2c. Drawing with pose	CO2
	<b>Unit 3</b>	<b>Layouts</b>	
		3a. drawing with accessory	CO2
		3b. feet and hand gesture	CO2
		3c. Head drawing both Male/ Female	CO2
	<b>Unit 4</b>	<b>Attributes of Classical Animation</b>	
		4a. Colour theory and scheme	CO3
		4b. Draping rendering Pencil colours/ Water colours	CO3



		4b. Draping rendering Pencil colours/ Water colours	CO3
	<b>Unit 5</b>	<b>Presentation and Modification</b>	
		5a. different garments with colour (velvet/ Denim etc. )	CO3 & CO4
		5b Composition with theme.	CO3 & CO4
		5c. Final Presentation.	CO3 & CO4
	Mode of examination	Jury/Practical/Viva	
	Weight age Distribution	CA 60%	MTE 0%
		ETE 40%	
	Text book/s*	Fashion Sketching by Bina Abling	
	Other References	1. Fashion Illustration ; Flat Drawing by Maite, Lafuente  2. New fashion figure templates by Ireland, Patrick John  3. Fashion illustration Techniques: DUMode by Techniken Der Moddez	

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO 1	1	2		2	2	3	2	3	1		3	2	2
CO 2		1	2	2	2	3	2	3	2	3	3	2	2
CO 3		2	1	3	2	2		2	2	2	2		3
CO 4		1	1	3	2	2		2	2	2	2	3	3

**1-Slight (Low)**
**2-Moderate (Medium)**
**3-Substantial (High)**

<b>School: SAP</b>	<b>Batch : 2018-22</b>	
<b>Program: B. Design</b>	<b>Current Academic Year: 2019-20</b>	
<b>Branch: Fashion Design</b>	<b>Semester: IV</b>	
1 Course Code	<b>BDC215</b>	
2 Course Title	<b>CAD I</b>	
3 Credits	3	

4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	This course is in continuation to Introduction to Digital design & presentation, the students will learn to create graphic designs using Adobe Illustrator vectorization tools.	
6	Course Outcomes	CO1: To create graphic design concepts such as logos, banners, catalogues, graphic artworks, product line art sketches, etc. CO2: To create graphic presentations, that can be presented on both digital & printed formats.	
7	Course Description	In this course students will have the possibility to know everything they need from Adobe Illustrator to make visual impact presentations and vector graphics. The course will be conducted using guided tutorials, and illustrative presentations.	
8	Outline syllabus		CO Achievemen t
	<b>Unit 1</b>	<b>Introduction</b>	
		a) Introduction to the course syllabus	CO1, CO2,
		b) Introduction to the software	CO1
		c) Use of colour & layer tools	CO1
	<b>Unit 2</b>	<b>Colour, Layers, Drawing, Modify &amp; Effects</b>	
		a) Working with Colour, colour guides, colour themes, colour swatches & colour libraries	CO2
		b) Working with drawing tools	CO2
		c) Working with modify tool & effects menu	CO2
	<b>Unit 3</b>	<b>Paint, Type , Draw</b>	
		a) Gradient tool, mesh tool, shape builder tool, live paint bucket and lives paint selection tool	CO2
		b) Working with Type tool & Effects menu	CO2
		c) Working with other drawing tools	CO2
	<b>Unit 4</b>	<b>Developing Story Boards</b>	
		a) Development of Story Boards	CO3
		b) Catalogs Developments	CO3
		c) Creating graphics	CO3
	<b>Unit 5</b>	<b>Line Art Sketches</b>	
		a) Creating flat sketches	CO3

		<b>b) Application of graphics on product line arts</b>			CO3
		<b>c) Making print ready files</b>			CO1, CO2, CO3
	Mode of examination	CA & End Term Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	1. Fashion Designer's Handbook for Adobe Illustrator, Author- Centner, Marianne 2. Digital fashion illustration with Photoshop and Illustrator, Author- Tallon, Kevin 3. Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice by Robert Hume, Fairchild Books, 2016			
	Other References	1. <a href="https://helpx.adobe.com/illustrator/user-guide.html">https://helpx.adobe.com/illustrator/user-guide.html</a> 2. <a href="https://help.adobe.com/archive/en/illustrator/cs6/illustrator_reference.pdf">https://help.adobe.com/archive/en/illustrator/cs6/illustrator_reference.pdf</a> 3. Graphics Design projects on Coroflot & Behance			

P Os C Os	P O 1	P O 2	P O 3	P O 4	P O 5	P O 6	P O 7	P O 8	P O 9	PO 10	PO 11	PO 12	PS O1	PS O2	PS O3	PS O4
C O1	3	1	3	3	1	2	1	2	1	3	3	3	2	3	3	
C O2	3	2	3	3	1	2	1	2	1	3	3	3	1	3	2	
C O3	3	1	3	3	1	2	1	2	1	3	3	3	2	2	3	
C O4	3	2	3	2	1	2	1	2	1	3	3	3	1	3	3	

	<b>School: SCADMS</b>		<b>Batch :2018-22</b>	
	<b>Program: B. Design</b>		<b>Current Academic Year: 2019-20</b>	
	<b>Branch: Common</b>		<b>Semester:V</b>	
	1	Course Code	<b>BDF 221</b>	
	2	Course Title	<b>Design Process</b>	
	3	Credits	3	
	4	Contact Hours (L-T-P)	2-0-2	
		Course Status	Compulsory	
	5	Course Objective	Students should be able to <ol style="list-style-type: none"> <li>1. Basic definition &amp; understanding of need for Design process</li> <li>2. Experiential learning of Design process stages in order</li> <li>3. In-depth Research on consumer needs, market &amp; constraints</li> <li>4. Converting research into a Design brief, plan &amp; a story.</li> <li>5. Converting Plan into Design concepts &amp; ideas in form of concepts and Design boards</li> <li>6. Continuous Review and Feedback- from consumer group representative, Academic &amp; Industrial perspective</li> </ol>	
	6	Course Outcomes	CO16: Thorough understanding of the definition, need and effects of Design Process CO17: Learn to Brainstorming Design in relation with the Consumer CO18: Learn to do detailed Research for- Consumer insight& analysis of Market CO19: Developing a design brief, Target costing & pricing CO20: Learn to Plan a collection& develop story aligned to Consumer and market CO21: Application of Elements & principles of Design to conceptualize design concepts to the final product.	
	7	Course Description	Design Process is an approach for breaking down a large project into manageable chunks. Design Professionals use the design process to solve a variety	

			of problems. Use this process to define the steps needed to tackle each project and remember to hold to all of their ideas and sketches throughout the process.This subject aim to understand whole design process for completing project for respective domain ie Fashion Design( <b>FD</b> ),Interior Design( <b>ID</b> )Industrial & Product Design( <b>IPD</b> )Digital & Communication Design( <b>DnC</b> ).			
	8	Outline syllabus				CO Achievement
		Unit 1	Introduction& Brainstorming			
			As per the detailed Instructional plan of respective specialization.			CO1 CO2, CO4
		Unit 2	Research			
			As per the detailed Instructional plan of respective specialization.			
		Unit 3	Planning & Conceptualization			CO5 CO1, CO6
			As per the detailed Instructional plan of respective specialization.			
			Unit 4	Conceptualization & Design		
			As per the detailed Instructional plan of respective specialization.			
		Unit 5	Design & developments			CO5, CO6
			As per the detailed Instructional plan of respective specialization.			
		Mode of examination	CA& End Term Jury			
		Weightage Distribution	CA	MTE	ETE	
			60%	0%	40%	
		Text book/s*				

	Other References															
POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO1 1	PO1 2	PSO 1	PSO 2	PSO 3	PSO 4
CO 1	2	3		3		2	2		2	3	2	3	3	2	3	3
CO 2	3		3		2	2	1		3	2	3	3	2	3	2	2
CO 3	2	3		3		2	2	1		3	2	3	3	2	3	3
CO 4	3		3		2	2	1		3	2	3	3	2	3	2	2
CO 5	2	3		3		2	2	1		3	2	3	3	2	3	3
CO 6	2	3		3		2	2	1		3	2	3	3	2	3	3

## SEMESTER-V

<b>School: SCADMS</b>		<b>Batch: 2018-22</b>	
<b>Program: B.Design</b>		<b>Current Academic Year: 2020-21</b>	
<b>Branch: Fashion Design</b>		<b>Semester:05</b>	
1	Course Code	BDF301	
2	Course Title	<b>Apparel Development II</b>	
3	Credits	8	
4	Contact Hours (L-T-P)	0-4-8	
	Course Status	Compulsory	
5	Course Objective	1. Advanced understanding of garment styling 2. Comprehensive understanding of the production process 3. Drafting of patterns of different styles of garments	
6	Course Outcomes	CO1: The development of intermediate level apparel styles through the application of pattern drafting	

		<p>principles.</p> <p>CO2: Execute professional standard for different categories of garments construction</p> <p>CO3: Students study the process from initial design concept through test fits.</p> <p>CO4: Application of basic knowledge of garment construction to the fashion industry</p>	
7	Course Description	This studio course explores the development of intermediate level apparel styles through the application of pattern drafting principles. Students draft and execute professional standard patterns through flat pattern methods, measurements, and rub-off. Students study the process from initial design concept through first sample.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Introduction</b>	
		1a. Introduction to Pattern Making techniques, Human Body Anatomy and measurements	CO1
		1b. Yoke and its variation	CO1
		1c. Cowl- Bodice and skirt	CO1
	<b>Unit 2</b>	<b>Skirts &amp; its variations</b>	
		2a. Basic skirt	CO2, CO3
		2b. Variation of skirts	CO2, CO3
		2c. Adaptation of different technique to form sample	CO2, CO3
	<b>Unit 3</b>	<b>Dresses without waistline</b>	
		4a. Tent & Empire	CO2, CO3
		4b. Jumper and over size dress	CO2, CO3
		4c. Construction of garment	CO2, CO3
	<b>Unit 4</b>	<b>Development of advance dresses</b>	
		5a. Panel Dress	CO2, CO3

		5b. Strapless foundation	<b>CO2, CO3</b>	
		5c. Bias cut Dresses	<b>CO2, CO3</b>	
	<b>Unit 5</b>	<b>Collection Plan</b>		
		5a. Flat sketches	<b>CO4</b>	
		5b. Making of Patterns	<b>CO4</b>	
		5c. Construction of garments	<b>CO4</b>	
	Mode of examination	Jury/Practical/Viva		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	-		
	Other References			

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO 1	3	2	1	3	2	2		2	2	2	2	2	3
CO 2	2	2	1	3	2	2	2	3	2	2	2	3	3
CO 3	3	2		2	2	3	2	3	1	3	3	2	2
CO 4	2	2	2	2	2	3	2	3	2	3	3	2	2



<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B. Design</b>		<b>Current Academic Year: 2020-21</b>	
<b>Branch: Foundation</b>		<b>Semester: V</b>	
1	Course Code	<b>BDF 311</b>	
2	Course Title	<b>Functional clothing</b>	
3	Credits	3	
4	Contact Hours (L-T-P)	2-0-2	
	Course Status	Compulsory	
5	Course Objective	Students should be able to 7. Recognize the classification and design requirements of various functional clothing like medical wear, protective wear, sportswear, smart and intelligent wear 8. Develop technical design specifications for functional clothes 9. Prescribe suitable textile raw materials suitable for developing functional clothes 10. Apply the knowledge on textiles processes in	

		designing functional clothing 11. Acquire knowledge on the evaluation methods and standards available to evaluate the various functional clothing	
6	Course Outcomes	<b>CO1:</b> Establish & determine difference between Fashion clothing & Functional clothing <b>CO2:</b> Understand needs of Functional clothing and its historical progression to contemporary Functional clothing to Futuristic Functional clothing <b>CO3:</b> Conceptualizing & designing a Functional clothing collection <b>CO4:</b> Testing & prototyping of Functional Designs	
7	Course Description	To develop an understanding among students about functional clothing techniques & development	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Introduction</b>	
		a) Difference between Functional & Fashion design concept; Identify some Functional clothing designs that we use in our everyday lives & identifying their needs (Group discussion & lecture)	CO1
		b) Types of functional clothing - medical wear, protective wear, sportswear, smart and intelligent wear (Group Discussion, Book, Internet based study)	CO1
		c) Textiles used in various types of Functional clothing, Identification of Class project product category (Book, Internet based study)	CO1, CO3
	<b>Unit 2</b>	<b>Research &amp; Analysis</b>	
		a) Study of great Functional designs of History-Apparel & Fashion (Lecture, Book & Library based study)	CO2
		b) Study of current Functional Designs and how are they aligned with Current Trends (Lecture, Book, Internet based study)	CO2
		c) Analysing Future roadmap of Functional Designs mapped with predicted future needs (Group discussion, Library, Internet based study)	CO2
	<b>Unit 3</b>	<b>Conceptualization and Design</b>	
		a) Writing a Design Brief, Target customer profile & development of Inspiration & Material Board (Adobe Illustrator)	CO3

				<b>b)Concept Designing (Sketch Book &amp; color pencils)</b>								CO3			
				<b>c) Product Designing- Application of concept (Sketch Book &amp; color pencils)</b>								CO3			
<b>Unit 4</b>				<b>Design Development</b>											
				<b>a) Develop Technical Drawing of Product design (Adobe Illustrator)</b>								CO3, CO4			
				<b>b) Technical&amp; AcademicFeedback &amp; review of Design idea – (Interview based- recorded)</b>								CO3, CO4			
				<b>c) Development ofFinal rendered Prototype Design (Adobe Illustrator)</b>								CO3, CO4			
				<b>Prototype developments</b>											
<b>Unit 5</b>				<b>a) Pattern Making for finalised design</b>								CO4			
				<b>b) Garment construction of finalised design</b>								CO4			
				<b>c) Finishing of finalised design</b>								CO4			
				Jury/Practical/Viva											
Mode of examination				CA & End Term Jury											
Weightage Distribution				CA		MTE		ETE							
				60%		0%		40%							
Text book/s*															
Other References															
POs	PO	PO	PO	PO	PO	PO	PO	PO	PO	PSO	PSO	PSO	PSO		
COs	1	2	3	4	5	6	7	8	9	1	2	3	4		
CO1	1	2		2	2	3	2	3	1		3	2	2		
CO2		1	2	2	2	3	2	2	2	3	3	2	2		
CO3	1	2	1	3	2	2	1	2	2	2	2		3		
CO4		1	1	3	2	2		2	2	2	2	3	1		
<b>1-Slight (Low)</b>				<b>2-Moderate (Medium)</b>								<b>3-Substantial (High)</b>			

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B. Design</b>		<b>Current Academic Year: 2020-21</b>	
<b>Branch: Fashion Design</b>		<b>Semester: V</b>	
1	Course Code	<b><u>BDF309</u></b>	
2	Course Title	<b>Children's wear Design</b>	
3	Credits	3	
4	Contact Hours (L-T-P)	1-2-0	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> <li>● To give knowledge of childrens wear, in terms of Needs, age groups, movements, Fibres &amp; fabric.</li> <li>● To understand the sources, types, Brands, Market and consumer Demand for childrens wear.</li> <li>● To give knowledge and impart skill for patternmaking &amp; construction and sizing of childrens wear.</li> </ul>	

		<ul style="list-style-type: none"> <li>To develop the advance children wear design as per the consumer and market</li> </ul>	
6	Course Outcomes	<p>CO1 Be well versed with need of childrens in terms of garments,as per the different age groups</p> <p>CO2-Student will be able to develop a sense of fibres and fabrics&amp; construction design used for children wear.</p> <p>CO3. The students will know the different brands and movement of market for Kids Wear.</p> <p>CO4-students will be able to develop patterns for kids wear in different sizes.</p> <p>CO5. Will be able to Design the garments for Kids wear as per current Trend, advancements in technology- textiles, and consumer's requirements.</p>	
7	Course Description	This course addresses the unique considerations in designing and manufacturing childrenswear, including identification of childrenswear construction, pattern components and apparel sizing. advanced childrenswear designs will be executed.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Introduction</b>	
		1 a. Introduction to children's wear	CO1
		1 b. Clothing Needs for Infant & Toddlers	CO1
		1 c. Clothing needs for children of different Ages (3-15yrs.)	CO1
	<b>Unit 2</b>	<b>Brand &amp; Market study</b>	CO2,
		2a. Study of National brands for children	CO2,
		2 b. Study of international Brand for children	CO2,
		2C. Study of local & online market in terms of Price, Designs. Selling & profit.	CO2,
	<b>Unit 3</b>	<b>Understanding the size and body proportions</b>	CO1, CO3
		2 a. Measuring the Child body and develop a size Chart	CO 1, CO3
		2b. Pattern Making for basic Blocks – Infants& Toddlers	CO1, 3
		2 c. Pattern making for Basic Blocks- for 3-12 yrs.	CO 3,
	<b>Unit 4</b>	<b>Pattern &amp; Construction</b>	

		4aDeveloping the patterns from basics for Girls	CO1, CO3
		4b. Developing the Pattern for Boys	CO1, CO3
		4 c. basic seams& Finishes used for Kids wear.	CO1, CO3
	<b>Unit 5</b>	<b>Design Development</b>	<b>CO1, CO4</b>
		5a. Development of Design collection – Girls wear	CO1,CO3, CO4
		5 b. Development of Design collection – Girls wear	CO1,CO3, CO4
		5 C. Construction of design Collection.	CO1,CO3, CO4
	Mode of examination	Jury/Practical/Viva	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	2. Metric Pattern Cutting- For Childrens wear- Winfred Aldrich	
	Other References	1. Patternmaking for fashion design by Helen Joseph Armstrong 2. New encyclopaedia of fashion detail by Patrick	

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	1	2		2	2	3	2	3	1		3	2	2
CO2			2	2	2	3	2	2	2	3	3	2	2
CO3	1	2	1	3	2	2	1	2		2	2		3
CO4			1	3	2	2		2	2	2	2	3	1
CO5	1	2	1	3	2	2	1	2		2	2		3

**1-Slight (Low)**
**2-Moderate (Medium)**
**3-Substantial (High)**

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B.Design</b>		<b>Current Academic Year: 2020-21</b>	
<b>Branch: Fashion Design</b>		<b>Semester:05</b>	
1	Course Code	BDF302	
2	Course Title	<b>Fashion Illustrations</b>	
3	Credits	3	
4	Contact Hours (L-T-P)	1-2-0	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> <li>● Looking at fashion illustration as a unique and independent discipline</li> <li>● Understanding how fashion illustration can contribute to the dissemination of fashion</li> <li>● Producing finished professional illustrations in colour.</li> <li>●</li> </ul>	
6	Course Outcomes	<p>CO1: Detail knowledge of Fashion figure and movements.</p> <p>CO2: To impart skill to draw Fashion figures in different poses and dresses &amp; accessories.</p> <p>CO3: Provide in-depth knowledge of different colour schemes, colour trends, and their use.</p>	

		CO4: To be able to render the different textures, prints, folds and drapes as per the garment designs.  CO5: Innovative Portfolio creation with the use of different components aesthetically.			
7	Course Description	To enable the students to have an overview of the different traditional textiles for their respective regions and use traditional textiles with a sense of appreciation for its roots.			
8	Outline syllabus				CO Achievement
	<b>Unit 1</b>	<b>Introduction -Traditional India Textiles</b>			
		1a.free hand sketching			<b>CO1</b>
		1b. Hands and feet gestures			<b>CO1</b>
		1.c full body postures			<b>CO1</b>
	<b>Unit 2</b>	<b>Drawing with industry standards</b>			
		2a.Technical drawing with measurements			CO2
		2b. croquis (front, back, side)*			CO3
		2c. 9 head measurement drawings,			CO5
	<b>Unit 3</b>	<b>Colour, Harmony and trends</b>			
		3a. Colour Theory			CO2, CO3
		3b. Colour Schemes			CO4
		3c. Contemporary Colour Trends and its uses			CO5
	<b>Unit 4</b>	<b>Rendering Techniques</b>			
		4a.Rendering using markers/ pens/ color pencils			<b>CO2, CO3,</b>
		4b. Rendering different textures using mix media			<b>CO4</b>
		4c. Rendering of folds and drapes in different materials			CO5
	<b>Unit 5</b>	<b>Composition &amp; Presentation</b>			
		5a. Composition aesthetics			<b>CO2, CO3,</b>
		5b. rendering details of primary elements			CO4
		5c. Final presentation			CO5
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				



POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	1	2		2	2	3	2	3	1		3	2	2
CO2			2	2	2	3	2	2	2	3	3	2	2
CO3	2	2	1	3	2	2	1	2		2	2		3
CO4	2		1	3	2	2		2	2	2	2	3	1
CO5	1	2	1	3	2	2	1	2		2	2		3

**1-Slight (Low)**
**2-Moderate (Medium)**
**3-Substantial (High)**

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B.Design</b>		<b>Current Academic Year: 2020-21</b>	
<b>Branch: Fashion Design</b>		<b>Semester:05</b>	
1	Course Code	BDF304	
2	Course Title	<b><u>Introduction to Textile II</u></b>	
3	Credits	3	
4	Contact Hours (L-T-P)	1-2-0	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> <li>● To develop a sense of appreciation for traditional art and craft</li> <li>● To use traditional textiles to create clothing and life style products</li> <li>● To have an overview of the various processes involved in the development of traditional textiles</li> </ul>	
6	Course Outcomes	CO1: Detail knowledge about vast history of Indian	

		textiles CO2: To provide sense of appreciation for traditional embroideries in India. CO3: Provide in-depth knowledge of different woven textiles of India CO4: To provide finer nuances of painted, printed traditional textiles. CO5: Innovative design creation traditional Indian textiles	
7	Course Description	To enable the students to have an overview of the different traditional textiles for their respective regions and use traditional textiles with a sense of appreciation for its roots.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Introduction -Traditional India Textiles</b>	
		1a. History of Indian textiles	<b>CO1</b>
		1b. Importance of textiles in fashion industry	<b>CO1</b>
		1.c Influence of fast fashion on traditional textiles in India	<b>CO1</b>
	<b>Unit 2</b>	<b>Traditional Textiles of Western India:</b>	
		2a. Embroidered and surface ornamentation	CO2
		2b. Printed/Painted textiles	CO3
		2c. Woven textiles	CO5
	<b>Unit 3</b>	<b>Traditional Textiles of the North:</b>	
		3a. Embroidered textiles	CO2, CO3
		3b. Printed/Painted textiles	CO4
		3c. Woven textiles	CO5
	<b>Unit 4</b>	<b>Traditional Textiles of the Eastern India:</b>	
		2a. Embroidered textiles	<b>CO2, CO3,</b>
		2b. Printed/Painted textiles	<b>CO4</b>
		2c. Woven textiles	CO5

	<b>Unit 5</b>	<b>Traditional Textiles of the Southern India:</b>			
		5a. Embroidered textiles			<b>CO2, CO3,</b>
		5b. Printed/Painted textiles			CO4
		5c. Woven Textiles			CO5
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	1	2		2	2	3	2	3	1		3	2	2
CO2	1		2	2	2	3	2	2	2	3	3	2	2
CO3	1	2		3		2	1	2		2	2	2	3
CO4	2		1	3	3	2		2	2	2	2	3	1
CO5		2	1	3	2	2	1			1	2		3

**1-Slight (Low)**
**2-Moderate (Medium)**
**3-Substantial (High)**
**SEMESTER-VI**

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B.Design</b>		<b>Current Academic Year: 2020-21</b>	
<b>Branch:B.Design (common)</b>		<b>Semester: VI</b>	
1	Course Code	<b><u>BDC323</u></b>	
2	Course Title	Retail Management	
3	Credits	3	
4	Contact Hours (L-T-P)	3-0-0	
	Course Type	Core	
5	Course Objective	The aim of the course is to develop an understanding among students about retail management theory and techniques.	
6	Course Outcomes	The student will be able to : CO1: Students will demonstrate the ability to identify and understand basic theories, principles, practices and terminology related to	

		each functional area of retailing.
		CO2: Students will demonstrate the ability to describe how the consumers' decision process affects retailers.
		CO3: Students will demonstrate competency in developing a retail strategy that appeals to a specific target market.
7	Course Description	This course enables students to understand the importance and techniques of Retail management . This shall hence focuses on strategic planning in retailing with detailing on retail promotions and controll systems and consumer behaviour .
8	Outline syllabus	CO Mapping
	<b>Unit 1</b>	Introduction to RM
	A	Introduction to retailing: Definition and scope, evolution of retailing
	B	Characteristics and functions of a retailer, retailing wheel and retailing decisions.
	C	Types of retail stores, formats and vertical marketing system.
	<b>Unit 2</b>	<b>STRATEGIC PLANNING IN RETAILING:</b>
	A	Retail Environment and consumer behavior.
	B	Factors affecting Consumer decision making process and Retail Information System.
	C	Location of retails and Retail Audits.
	<b>Unit 3</b>	<b>RETAIL OPERATIONS MANAGEMENT:</b>
	A	Resource allocation and Retail Budgeting.
	B	Working Capital and Retail store building, format and layout.
	C	Retail store layout and Visual merchandising
	<b>Unit 4</b>	<b>INVENTORY MANAGEMENT AND RETAIL PRICING:</b>
	A	Product assortment, merchandising forecasting and inventory management.
	B	Retail pricing Objectives and Retail pricing approaches
	C	Retail pricing strategies, labeling and packaging in retail.
	<b>Unit 5</b>	<b>RETAIL PROMOTION AND CONTROL SYSTEMS:</b>
	A	Promotional Objectives and Retail promotion mix.
	B	Customer Relationship Management (CRM ) and Retail control systems,.
	C	Retail Operations control, Human resource management

		in Retail.			
	Mode of examination	<b>Theory</b>			
	Weightage Distribution	CA	MTE	ETE	
		30%	20%	50%	
	Text book/s*				
	Other References				

PO s CO s	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PS O1	PS O2	PS O3	PS O4
CO 1	2	3		3		2	2		2	3	2	3	3	2	3	3
CO 2	3		3		2	2	1		3	2	3	3	2	3	2	2
CO 3	2	3		3		2	2	1		3	2	3	3	2	3	3
CO 4																
CO 5																
CO 6																

**1-Slight (Low)**
**2-Moderate (Medium)**
**3-Substantial (High)**

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>		
<b>Program: B.Design</b>		<b>Current Academic Year: 2020-21</b>		
<b>Branch: Common subjects</b>		<b>Semester: 6th Sem</b>		
1	Course Code	BDC324		
2	Course Title	Portfolio II		
3	Credits	2		
4	Contact Hours (L-T-P)	0-0-4		
	Course Status	Compulsory		
5	Course Objective	1. To make students learn that how to showcase their skills, expertise and talent.		

		<p>2. To introduce students to software like Adobe Indesign.</p> <p>3. Students learn to document and present their academic works in portfolio for job interviews and placement.</p>	
6	Course Outcomes	<p>CO1: Filter &amp; Categorize Design for Portfolio</p> <p>CO2: About page Layout Design Elements. i.e. Color, Text, Style, Page Size, Graphics and Consistency.</p> <p>CO3 : Will create a booklet with their introduction and work (Printable version)</p> <p>CO4: Interactive portfolio</p> <p>CO5: Website displaying their work</p>	
7	Course Description	<p>A portfolio for a designer is the basis of clients whether to hire you for their designing needs or not. Students' portfolio demonstrates their skills, expertise and talent.</p> <p>A design portfolio is compulsory for freelance designers as well as those running a designing company.</p> <p>There are a number of things to consider but before student start designing their portfolio. They will study the reasons why is it important and in what ways will it help them. This will help them in coming up with more creative ideas for their design showcase.</p>	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	Grid system	CO 1 & CO2
	<b>Unit 2</b>	Layout design for portfolio	CO 1, CO2
	<b>Unit 3</b>	Arrange their data	CO 1, CO3
	<b>Unit 4</b>	Design for their interactive portfolio	CO 4, CO5

	<b>Unit 5</b>	Execution	CO5
	Mode of examination	Jury/Practical/Viva	
	Weightage Distribution	CA 60%	MTE 0%
		ETE 40%	
	Text book/s*	-	
	Other References		

PO s CO s	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PS O1	PS O2	PS O3	PS O4
CO 1	3	2	1	3	1	2	3	1	2	3	1	3	1	2	3	2
CO 2	3	2	1	3	1	2	3	1	2	3	1	3	2	3	3	3
CO 3	3	2	2	3	1	2	3	1	2	3	1	3	2	3	2	3
CO 4	3	2	2	3	1	2	3	1	2	3	2	3	2	3	2	2
CO 5	3	2	2	3	1	2	3	1	2	3	1	3	3	1	2	3

**1-Slight (Low)**

**2-Moderate (Medium)**

**3-Substantial (High)**

<b>School: SCADMS</b>		<b>Batch 2018-22</b>	
<b>Program: B.Design</b>		<b>Current Academic Year: 2020-21</b>	
<b>Branch: Common subject</b>		<b>Semester: 6th Sem</b>	
1	Course Code	BDC 320	
2	Course Title	Computer Aided Design II	
3	Credits	3	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	1. To teach them the grid system, as when it is applied brings more efficiency, because it offers the right way to place and align content, making your job easier and faster.  2. Students will learn harmony and consistency in work, and making layout more clean and	



		<p>organized, to give user a better experience.</p> <p>3. They will learn to work in certain parameters like boundaries of text areas, the typeface, font size, and justification preferences etc.</p> <p>4. Will learn to think about how much text and imagery they need. They will arrange all visuals elements and text on canvas of different size.</p>	
6	Course Outcomes	<p>CO1:To become aware of a vocational bitmap drawing tool</p> <p>CO2:To convert ideas into bitmap imagery</p> <p>CO3:To construct their sketched artistic ideas into graphics</p> <p>CO4:To express &amp; render original digital designs as per industrial manufacturing processes &amp; methods</p> <p>CO5:To compile &amp; present creative works in form of portfolio</p>	
	Course Description	<p>Students will be taught Page Layout Design Elements. i.e. Color, Text, Style, Page Size, Graphics and Consistency. One more important element is grid. Apart from two to four column grid they will learn about asymmetrical grid with use of narrow column (sidebar)</p> <p>For execution students will learn Adobe Indesign software and corelDraw</p>	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Getting started with Photoshop</b>	
		a) Introduction of Vector & Bitmap, file formats, Resolution for different devices	CO1
		b) Photoshop Tools and Batch Processing	CO1
		c) Introduction of Photoshop selection Tools (Marquee, Magic Wand, Quick Selection tool)	CO1
	<b>Unit 2</b>	<b>Image composition with Masking (part-1)</b>	
		a) Basics of Masks & Different types of masking techniques	CO1
		b) digital collage (grid, overlap, collage)	CO1
		c) Creating Boards (Mood, Colour, Fabric, Client)	CO1

	<b>Unit 3</b>	<b>Graphic &amp; Print design</b>			
		a) Print Design Development (Scanning, Tracing)			CO2
		b) Repeats and Pattern (types of patterns)			CO2
		c) Print Design Development (Seamless/All over print {AOP} prints with colourways)			CO2
	<b>Unit 4</b>	<b>Image composition with Masking (part-2)</b>			
		a) Blending Images for Composition (Layer Blend Modes)			CO3
		b) Matching & Replacing Colors for composition			CO3
		c) Image Adjustment through non-destructive methods			CO3
	<b>Unit 5</b>	<b>Portfolio development</b>			
		a) Lay outing for Portfolio (e-portfolio, e-book, print)			CO4
		b) Lay outing for Portfolio (e-portfolio, e-book, print)			CO4
		c) Portfolio Evaluation			CO4
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	1. - Digital fashion illustration with Photoshop and Illustrator, Author- Tallon, Kevin  <i>Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice by Robert Hume, Fairchild Books, 2016</i>			
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1			1		3		1	1		1	1	2	2
CO2			1		3		1	1		1	1	2	2
CO3			2		3		1	1		2	1	2	2
CO4			3		3		1	1		3	1	2	2
CO5			2		3		2	1		3	1	3	3
<b>School: SCADMS</b>		<b>Batch : 2018-22</b>											
<b>Program: B.design</b>		<b>Current Academic Year: 2020-21</b>											
<b>Branch: fashion design</b>		<b>Semester: 06</b>											
1	Course Code	<b><u>BDF310</u></b>											

2	Course Title	<b>Advanced Draping</b>	
3	Credits	3	
4	Contact Hours (L-T-P)	1-2-0	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> <li>● To understand the relevance of draping in fashion</li> <li>● To apply the technique effectively for a desired fit in a garment</li> <li>● To apply inputs from other related techniques (patternmaking) to create garments</li> </ul>	
6	Course Outcomes	CO1: Recognizes different materials can be used in the draping CO2: To apply principles of design while exploring the	

		technique CO3: To understand the essence of tradition and fuse it with contemporary styles CO4: To be able to drape different styles of garments CO5. Applies his/her designs through the draping method.	
7	Course Description	Draping is an art of manipulating a three-dimensional Fabric into a Beautiful garment. Many Designers prefer to use Draping methods to create their original designs. A designer can easily see the proportion, Fit, Balance and Style Lines of a design, exactly as it will look on the bodice. Working with actual materials gives students greater inspiration and a better understanding and indication of the flow and performance of	

		the fabric	
8	Outline syllabus		CO Ach ieve men t
	<b>Unit 1</b>	<b>Introduction to draping</b>	
		1a. Tools and equipment for draping	<b>CO 1</b>
		1b. Understanding various fabrics for draping	<b>CO 1</b>
		1.c Preparing of fabric for draping	CO 1
	<b>Unit 2</b>	<b>Gathers and pleats</b>	
		2a. Flat sketches on selected theme	<b>CO 1, CO 2</b>
		2b. Draping of selected fabric	<b>CO 1, CO 2</b>
		2c. Construction of garment	<b>CO 2</b>
	<b>Unit 3</b>	<b>Advanced designing</b>	
		3a. Dress designing- Bustier dress, circular dress etc	<b>CO 2, CO 3, CO 5</b>
		3b. Draping and covert into pattern	<b>CO 2, CO 3,</b>
		3c. Test fit on selected fabric	<b>CO 3,</b>

			<b>CO 5</b>		
	<b>Unit 4</b>	<b>Surface enhancement</b>			
		4a. Basic surface enhanced fabric- Fur Leather etc	<b>CO 3, CO 2</b>		
		4b. Design- Layering of fabric	<b>CO 4</b>		
		4c. Create new forms using surface enhancement technique	<b>CO 2, CO 3, CO 4, CO 5</b>		
	<b>Unit 5</b>	<b>Traditional Indian textiles dress</b>			
		5a. Flat sketches of selected theme	<b>CO 3</b>		
		5b. Muslin drape and pattern finalisation	<b>CO 4</b>		
		5c. Construction of garment	<b>CO 3, CO 4, CO 5</b>		
	Mode of examination	jury			
	Weightage Distribution	CA	MT E	ETE	
		60%	0%	40%	
	Text	-			

	book/s*		
	Other References		

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	1	2		2	2	3	2	3	1		3	2	2
CO2	1		2	2	2	3	2	2	2	3	3	2	2
CO3	2	1	1	3	2	2	1	2		2	2		3
CO4		1	2	3	2	2		2	2	2	3	3	1
CO5	1	2	1	3	2	2	1	2		2		3	3

**1-Slight (Low)**

**2-Moderate (Medium)**

**3-Substantial (High)**

<b>School: SACDMS</b>		<b>Batch: 2018-22</b>	
<b>Program: B.Design</b>		<b>Current Academic Year: 2020-21</b>	
<b>Branch: Fashion Design</b>		<b>Semester:06</b>	
1	Course Code	BDF305	
2	Course Title	<b><u>Apparel Development III</u></b>	
3	Credits	8	
4	Contact Hours (L-T-P)	0-4-8	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> <li>• Detailed, advanced understanding of the garment finishing process</li> <li>• In-depth know-how of the entire apparel design and manufacturing process</li> <li>• First-hand experience of the final execution of finished garments</li> </ul>	
6	Course Outcomes	CO1. Development of basic skill of different categories of garment. CO2. Application of the pattern making principles on paper to final test fit. CO3. Ability to use, acquire and integrate relevant	



		technical skills CO4. Basic understanding of range development CO5. Capacity to interpret complex ideas CO6. Different methods of construction for specific fabric types	
7	Course Description	This studio course explores the development of advanced apparel styles through the application of pattern drafting and draping principles. This course exposes the student to the design process from initial concept, muslin sample development and final execution of finished garments.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Introduction to different categories of garments</b>	
		1a. Women’s categories	<b>CO1</b>
		1b. Men’s categories	<b>CO1</b>
		1c. Study of different designer work	<b>CO1, CO2</b>
	<b>Unit 2</b>	<b>Women’s wear</b>	
		2a. Study of formal wear	<b>CO2, CO3</b>
		2b. Patterns making of formal dresses	CO3
		2c. Adaptation of design as per global trends	<b>CO5, CO6</b>
	<b>Unit 3</b>	<b>Men’s wear</b>	
		3a. Study of different type of men’s wear.	<b>CO2, CO3</b>
		3b. Basic upper & lower bodies Sloppers	CO4
		3c. Application on innovative designs	<b>CO5, CO6</b>
	<b>Unit 4</b>	<b>Knitted Garments</b>	
		4a. Knitted – Tops & bottoms garment	<b>CO2, CO3</b>
		4b. Construction of knitted patterns	CO4
		4b. Ethics in Knitted garment industry	<b>CO5, CO6</b>
	<b>Unit 5</b>	<b>Collection plan-</b>	
		5a. Adaptation of pattern according to selected theme	<b>CO5, CO6</b>
		5b. Construction of garments based of selected theme	<b>CO5, CO6</b>
		5c. Finishing of garments	<b>CO4, CO5, CO6</b>
	Mode of examination	Jury	
	Weightage	CA	MTE
			ETE

	Distribution	60%	0%	40%	
	Text book/s*	-			
	Other References				

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	1	2		2	2	3	2	3	1		3	2	2
CO2	1		2	2	2	3	2	2	2	3	3	2	2
CO3	2	1	1	3	2	2	1	2		2	2		3
CO4		1	2	3	2	2		2	2	2	3	3	1
CO5	1	2	1	3	2	2	1	2		2		3	3
CO6	1	2	1	3	2	2	1	2		2		3	3

**1-Slight (Low)**
**2-Moderate (Medium)**
**3-Substantial (High)**

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B. Design</b>		<b>Current Academic Year: 2020-21</b>	
<b>Branch: Foundation</b>		<b>Semester: VI</b>	
1	Course Code	<b>BDF 307</b>	
2	Course Title	<b>Menswear Design</b>	
3	Credits	3	
4	Contact Hours (L-T-P)	1-2-0	
	Course Status	Compulsory	
5	Course Objective	Students should be able to 1. Exploring trends in the fashion menswear market 2. Stressing on the concept of innovative design 3. Developing and realizing a wide variety of creative menswear ideas	
6	Course Outcomes	CO1-Looking at Fashion from Men's Market's perspective and designing a theme-based collection covering all the major categories of Menswear. CO2-Studying Iconic Menswear designs of the past as well as influence of Military design on Men's Fashion. CO3-Exploring various online & offline Fashion research tools.	

		CO4-Understanding how the current key market direction of Sustainability effecting Menswear Design in India. CO5-Amalgamating global & Indian trends to come up with designs that will resonate with the Indian customer's new age & future needs, based on any 1 of the themes- Cosmic Traveller, Best in Craft, Headspace. CO6-Designing & constructing 1 Men's Fashion look based on selected theme.	
7	Course Description	This studio course explores the fashion menswear market. Focus is on trend identification, silhouette and style, portfolio presentation of trend boards and design developments. This course is for students who are interested in the concept of innovative design. Students will acquire a clear understanding and the necessary experience of generating, developing and realizing a wide variety of creative menswear ideas.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Fashion for Men</b>	
		a) Fashion for men- Socio-economic-cultural-technological influences on Men from Global & Indian context	CO1
		b) Theme selection	CO5
		c) Research theme & catwalk trends & draw quick sketches for final garment.	CO3, CO5
	<b>Unit 2</b>	<b>Study of Menswear design &amp; Iconic Design</b>	
		a) Colour, Material & Trend Board- Illustrator	CO5, CO6
		b) Fashion Sketch based on theme board for final garments submission	CO5, CO6
		c) Iconic Menswear Designs (GLOBAL)	CO2
	<b>Unit 3</b>	<b>Current influences on Menswear</b>	
		a) Sustainable Design for Menswear Fashion- List and research sustainable Fabrics & practices.	CO4
		b) Menswear Design in India- Fashion, Style, Fabric & fit	CO3, CO5
		c) Menswear Design- Denim	CO2
	<b>Unit 4</b>	<b>Traditional influences on Menswear</b>	
		a) Military Influence on Menswear fashion	CO2
		b) Menswear design – Tailored clothing	CO2
		c) Menswear design – Prints, Graphics & Embroidery- final arts placed on styles	CO6

		<b>Final Collection Board development</b>			
	<b>Unit 5</b>	<b>a) Final Collection Plan 1- Theme boards, Write up, shortlisting of styles.</b>			CO6
		<b>b) Photoshoot prep for final garments.</b>			CO6
		<b>c) Final Collection Plan 2- incorporating all the categories, Boards and placement of prints/ embroideries</b> Work on value addition on the menswear looks- Intarsia knit graphics/ embroidery/badges/ surface interest/ Accessories			CO6
		Jury/Practical/Viva			
	Mode of examination	CA & End Term Jury			
	Weightage	CA	MTE	ETE	
	Distribution	60%	0%	40%	
	Text book/s*				
	Other References				

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO1			1	3	2	2	1	2		2		3	3
CO2	2	2	2	3	2	2	2		3	2	2	3	2
CO3	1	3			1	2		2	2		3	2	
CO4	2	3	2	2		2	2	2	3	3	1	3	3
CO5	1	3	2		1	2		2		3	3		3
CO6	1		2	2				2		3	3		3

**1-Slight (Low)**
**2-Moderate (Medium)**
**3-Substantial (High)**

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B. Design</b>		<b>Current Academic Year: 2020-21</b>	
<b>Branch: Foundation</b>		<b>Semester: VI</b>	
1	Course Code	<b>BDF 306</b>	
2	Course Title	<b>Knitwear Design for Fashion</b>	
3	Credits	3	
4	Contact Hours (L-T-P)	2-1-0	
	Course Status	Compulsory	
5	Course Objective	Students should be able to 1. Understanding the processes of creating fully-fashioned knitwear 2. Making a knitwear sample book 3. Exploring various techniques and processes needed to create finished apparel	
6	Course Outcomes	CO1: The students will Study history of Knitwear & knitwear in modern times CO2: The students will Study & identifying Fibre to fabric from identification, utility & technical perspective. CO3: The students will learn about sewing & construction techniques used for Knit	

		fabrics CO4: The students will do In depth study of knits & design Knit collections CO5: The students will be able to construct knitted garments.	
7	Course Description	Students are introduced to the processes of creating fully-fashioned knitwear. Assigned projects support the development of a knitwear sample book, and students explore various techniques and processes needed to create finished apparel.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Introduction &amp; History of Knits</b>	
		a) Class Introduction History of Sportswear & it's modern day application, Active wear, Athletic wear, Athleisure Theme Selection	CO1
		b)Types of Knit Fabric & their utility- Circular, Flat	CO2, CO3
		c)Research theme, Colour, Material & Trend Board-Illustrator	CO1, CO4
	<b>Unit 2</b>	<b>Fibre to Fabric</b>	
		a) Fibre to fabric of knits	CO2
		b)Fashion Sketch based on theme board for final garments submission	CO4
		c) Machines & Stitches used with Circular & Flat Knits Draw quick sketches for final garment	CO2
	<b>Unit 3</b>	<b>Circular Knit</b>	
		a) Circular Knit- Womenswear design.	CO3, CO4
		b) Design 2 Womenswear circular looks. Value addition for circular knits.	CO3, CO4
		c) Work on value addition on the womenswear looks- prints/ graphics/ embroidery/surface interest/ Accessories	CO3, CO4
	<b>Unit 4</b>	<b>Circular Knit</b>	
		a) Circular Knit- Menswear design.	CO3, CO4
		b) Design 2 Menswear Flat looks	CO3, CO4
		c) Value addition for Circular knits. Work on value addition on the menswear looks- prints/ graphics/ embroidery/surface interest/	CO3, CO4

		Accessories	
		<b>Flat Knit</b>	
	<b>Unit 5</b>	a) Flat Knit- design	CO3, CO4
		b) Design 2 Flat looks	CO3, CO4
		c) Value addition for Flat knits. Work on value addition on the menswear looks- Intarsia knit graphics/ embroidery/badges/ surface interest/ Accessories	CO3, CO4
		Jury/Practical/Viva	
	Mode of examination	CA & End Term Jury	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*		
	Other References		

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	1		1	3	2	2	1	2		2		3	3
CO2	2	2	2	3	2	2	2		3	2	2	3	2
CO3	1	3			1	2		2	2		3	2	
CO4	2	3	2	2		2	2	2	3	3	1	3	3
CO5	2	3	2	2		2	2	2	3	3	1	3	3

**1-Slight (Low)**
**2-Moderate (Medium)**
**3-Substantial (High)**





## SEMESTER VII

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B. Design</b>		<b>Current Academic Year:</b>	
<b>Branch: Fashion Design</b>		<b>Semester: 08</b>	
1	Course Code	<b><u>BDF409</u></b>	
2	Course Title	<b>Professional Practices For Fashion Design</b>	
3	Credits	3	
4	Contact Hours (L-T-P)	1-1-2	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> <li>• To make student understand about global trading</li> <li>• To analyze how working and documentation is done in export and imports</li> <li>• Give the students an understanding of the value and criteria for quality control , Fashion Business, Visual merchandising consumer research in the apparel industry .</li> </ul>	
6	Course Outcomes	<p>CO1 - The students will be able to understand the different processes that are involved in Global Trading</p> <p>. CO2 – The students will be able to understand working and documentation done in export and imports.</p> <p>CO3 - The students will understand the basic structure of retailing and merchandising.</p> <p>CO4 The students will understand different processes , professional ethics that are involved in quality assessment.</p> <p>CO 5. To understand the registration of company or firm.</p> <p>CO6. To understand the environmental concerns &amp; need for sustainable Fashion</p>	

		CO7. The students will be able to translate text based knowledge into ingredients & practical performance	
7	Course Description	This course is an introduction about global market scenario. Topics include global trading, documentation for import & export, foreign trade Policies & methods of payment .The course also promotes discussion on fashion business management and quality control in fashion industry. Through methods of consumer research and sales forecasting, students identify and analyze fashion market.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Global Trade Practices</b>	
		1 a. Study of Export Market	<b>CO1, CO2,</b>
		1b. Study Of Import Market	<b>CO1, CO2,</b>
		1 c. Sustainability in Global Trade Market.	<b>CO1, CO2,CO4, CO6</b>
	<b>Unit 2</b>	<b>Retail &amp; Merchandising</b>	
		2a. Principals & practices of Retail marketing	<b>CO2, CO3,</b>
		2b. Visual Merchandising- Principles & Practices	<b>CO1,CO3,CO6</b>
		2c. Ergonomics study	<b>CO3,CO4,CO6</b>
	<b>Unit 3</b>	<b>Quality Control In Fashion Industry</b>	
		3a. Areas of Quality Control	<b>CO4</b>
		3b Standards & Ethics in Textile & Clothing Industry	<b>CO2,CO3,CO4</b>
		3C. Application Methods & Documentation	<b>CO4,</b>
	<b>Unit 4</b>	<b>Registration or IPR</b>	

		4a Registration For Company Or IPR	CO3, CO4, CO5
		4 b Registration For GST	CO3, CO4, CO5
		4 c Documentation & Certification	CO4,CO5
	<b>Unit 5</b>	<b>Design Problem</b>	
		<u>5a. Identification &amp; Defining a innovative design Problem</u>	CO6, CO7
		5b. Consumer , Market Research	CO3,CO6, CO7
		5c.Development Of Product	CO4, CO6, CO7
	Mode of examination	Jury/Practical/Viva	
	Weightage Distribution	CA MTE ETE	
		60% 0% 40%	
	Text book/s*	A complete History Of Costume: By Carl Kohler	
	Other References	The complete History of Costume and fashion: from Ancient Egypt to the present day by- Bronwyn Cosgrave The complete Costume History: by Auguste Racinet Indian Costumes- B.N Goswamy Incredible Human Journey- Daily motion videos, America,Australia, Europe, Asia, Africa Secrets Of The Stone Age- The Human Story-daily motion video	

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	3	3	2	2	1	2	3	2	3	3	3	3	3
CO2	2	3	2	2	2		3	2	2	3	2	3	3
CO3	3	2	1	2	2	2	2		3	2	3	2	2
CO4	2	2	2	2	2	2	3	3	1	3	3	3	3
CO5	2	2	1	2	3	2	3	3	3	3	3	2	3
CO6	2	2	2		3	2	2	3	2	3	3	3	3
CO7	2	2	2		3	2	2	3	2	3	3	3	3

**1-Slight (Low)**
**2-Moderate (Medium)**
**3-Substantial (High)**

<b>School:</b>		<b>Batch : 2018-22</b>	
<b>Program:</b>		<b>Current Academic Year: 2018-19</b>	
<b>Branch:</b>		<b>Semester: VIII</b>	
1	Course Code	BDF411	
2	Course Title	Fashion Design Project	
3	Credits	3	
4	Contact Hours (L-T-P)	1-2-0	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> <li>● To develop a concept for designing fashion range.</li> <li>● To use the skills to create clothing and life style products</li> <li>● To have an overview of the customers requirement &amp; current market .and develop a design collection for them.</li> </ul>	
6	Course Outcomes	CO1: Design thinking CO2: Collection Planning CO3: Concept Design CO4: Design and development CO5: Product presentation and portfolio development	
7	Course Description	This studio course explores the fashion market. Focus is on trend identification, silhouette and style, portfolio presentation of trend boards and design developments. This course is for final year students in the concept of innovative design as per the market / Industry demand. Students will acquire a clear understanding and the necessary experience of generating, developing and realizing a wide variety of creative fashion ideas and will make a garment collection as their Final project.	
8	Outline syllabus		CO

											Achievement	
	Unit 1	Introduction to fashion project										
		1a. Customer profile										CO1
		1b. Design category										CO1
		1c. budget plan										CO1
	Unit 2	Research study										
		2a. Review of literature										CO1
		2b. Case Study										CO1
		2c. Need of research										CO1
	Unit 3	Conceptualization										
		2a. Collection plan- flat sketches										CO2, CO3
		2b. Material details techpacks										CO2, CO3
		2c. Costing										CO2, CO3
	Unit 4	Development of collection										
		4a. Final garment construction										CO3
		4b. Finishing										CO3, CO4
		4c. Final costing &tagging										CO4
	Unit 5	Portfolio compilation										
		4a.Photoshoot										CO5
		4b. Catwalk shot										CO5
		4c.Fashion show										CO5
	Mode of examination	Jury/Practical/Viva										
	Weightage Distribution	CA	MTE	ETE								
		60%	0%	40%								
	Text book/s*	-										
	Other References											

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	3	3	2	2	3	2	3	2	3	3	3	3	3
CO2	2	3	2	2	2		3	2	2	3	2	3	3
CO3	3	2	1	3	3	3	3	3	3	2	3	2	2
CO4	3	3	3	3	3	2	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3	3	3	3

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B.Design</b>		<b>Current Academic Year: 2020-2021</b>	
<b>Branch: Common</b>		Semester: VIII	
1	Course Code	BDC 412	
2	Course Title	Research & Communication	
3	Credits	3	
4	Contact Hours (L-T-P)	1-2-0	
	Course Type	Compulsory	
5	Course Objective	The focus of this course is not on mastery of statistics but on the ability to use research in the Design environment.	
6	Course Outcomes	The student will be able to learn :  CO1:Develop a hypothesis, a research problem and related questions CO2: Frame the problem with the correct research methodology CO2:Collect accurate data to addresses the research problem CO3: Use the data to make decisions CO4: Create a effective research proposals	
7	Course Description	To develop an understanding among students about an overview of the important concepts of research design, data collection, statistical and interpretative analysis, and final report presentation.	
8	Outline syllabus		CO Mapping
	<b>Unit 1</b>	INTRODUCTION	CO1, CO2
	A	Foundations of Research: Meaning, Objectives, Motivation, Utility	
	B	Concept of theory, empiricism, deductive and inductive theory	

	C	Characteristics of scientific method – Understanding the language of research – Concept, Construct, Definition, Variable. Research Process	
	<b>Unit 2</b>	<b>PROBLEM IDENTIFICATION AND HYPOTHESIS GENERATION</b>	CO1, CO3
	A	Problem Identification & Formulation and Measurement Issues	
	B	Hypothesis – Qualities of a good Hypothesis –Null Hypothesis & Alternative Hypothesis.	
	C	Hypothesis Testing – Logic & Importance	
	<b>Unit 3</b>	<b>RESEARCH DESIGN</b>	CO2,CO3,CO4
	A	Research Design: Concept and Importance in Research – Features of a good research design	
	B	Exploratory Research Design – concept, types and uses, Descriptive Research Designs – concept, types and uses. Experimental Design: Concept of Independent & Dependent variables.	
	C	Qualitative and Quantitative Research: Qualitative research – Quantitative research – Concept of measurement, causality, generalization, replication and Merging the two approaches.	
	<b>Unit 4</b>	<b>SAMPLING</b>	CO2,CO3 CO4,
	A	Measurement: Concept of measurement– what is measured? Problems in measurement in research – Validity and Reliability and Levels of measurement – Nominal, Ordinal, Interval, Ratio.	
	B	Sampling: Concepts of Statistical Population, Sample, Sampling Frame, Sampling Error, Sample Size, Non Response. Characteristics of a good sample. Probability Sample – Simple Random Sample, Systematic Sample, Stratified Random Sample & Multi-stage sampling	
	C	Determining size of the sample – Practical considerations in sampling and sample size	
	<b>Unit 5</b>	<b>DATA ANALYSIS AND INTERPRITATION</b>	CO3,CO4,
	A	Data Analysis: Data Preparation – Univariate analysis (frequency tables, bar charts, pie charts, percentages	
	B	Bivariate Analysis – Cross tabulations and Chi-square test including testing hypothesis of association.	
	C	Interpretation of Data and Report Writing – Layout of	

		a Research Paper, Ethical issues related to publishing, Plagiarism and Self-Plagiarism and Effective report writing.			
	Mode of examination	Theory			
	Weightage Distribution	CA	MTE	ETE	
		30%	20%	50%	
	Text book/s*	1.Research Methodology – C.R.Kothari 2.Business Research Methods – Donald Cooper & Pamela Schindler, TMGH, 9th edition. 3.Business Research Methods – Alan Bryman& Emma Bell, Oxford University Press.			
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	-	2	-	1	3	2	2	1	3	3	3	3
CO2	3	1	2	1	1	3	2	2	2	3	2	3	3
CO3	3	2	3	-	1	3	3	1	2	3	1	2	2
CO4	3		1	-	-	2	3	1	-	3	2	2	2
CO5	3	2	3	-	-	3	2	2	2	3	1	3	3

### SEMESTER-VIII

<b>School: SCADMS</b>		<b>Batch : 2018-22</b>	
<b>Program: B.Design</b>		<b>Current Academic Year: 2021-22</b>	
<b>Branch: Digital &amp; Communication design</b>		<b>Semester: VII</b>	
1	Course Code	BDF 410	
2	Course Title	Professional Training	



3	Credits	20	
4	Contact Hours (L-T-P)	0-10-20	
	Course Status	Compulsory	
5	Course Objective	1. To get an industry and market exposure. 2. To become industry oriented and learn to work under peer pressure of deadline and quality work. 3. Develop the entrepreneur skills	
6	Course Outcomes	CO1: Be able to fill the gap between concept and final product, so become professional CO2 : Think out of the box and execute within given limits and deadline. CO3: become sensible and learn to manage their time and resources effectively . CO4 : be aware of the environmental issue and sensitive towards society and nature.	
7	Course Description	This course requires student to do an industry training for at least 3.5 months equivalent to one semester. At the end , students are required to submit an internship report along with a work portfolio.	
8	Outline syllabus		CO Achievement
	<b>Unit 1</b>	<b>Internship</b>	<b>CO1, CO2, CO3, CO4</b>
	<b>Unit 2</b>	<b>Internship</b>	
	<b>Unit 3</b>	<b>Internship</b>	
	<b>Unit 4</b>	<b>Internship</b>	
	<b>Unit 5</b>	<b>Internship report</b>	
	Mode of examination	Jury/Practical/Viva	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	-	
	Other References		

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	3	3	2	2	1	2	3	2	3	3	3	3	3
CO2	2	3	2	2	2		3	2	2	3	2	3	3
CO3	3	2	1	2	2	2	2		3	2	3	2	2
CO4	2	2	2	2	2	2	3	3	1	3	3	3	3
CO5													

CO6													
<b>1-Slight (Low)</b>				<b>2-Moderate (Medium)</b>				<b>3-Substantial (High)</b>					