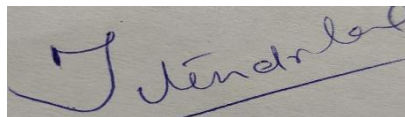


Program and Course Structure

**School of Architecture and Planning
Bachelor of Design
SDM0201**

**(Specialization in Fashion Design)
Batch 2019-23**



**HOD
Art & Design**



**DEAN
SAP**

1. Standard Structure of the Program at University Level

1.1 Vision, Mission and Core Values of the University

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.

Guidelines: Similar Mnemonics can be designed by schools.

Core Values

**Integrity
Leadership
Diversity
Community**

School of Architecture & Planning

1.2 Vision and Mission of the School

Vision of the School

To be amongst the top institutes in India imparting quality education and professional skills to the students to emerge as architects of global calibre and thus the society in large.

Mission of the School

To create and sustain a stimulating and responsive academic inclusive environment.

To regularly enhance the teaching contents & techniques in keeping with current and future trends.

To provide a competitive and career-oriented programme.

To encourage students to be socially responsive and responsible architects

Core Values

**Innovation
Awareness
Information
Ethics**

DEPARTMENT OF DESIGN

1.2.1 Vision and Mission of the Department

Vision of the Department

To be a center 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 Program Educational Objectives (PEO)

- 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 program 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.

1.3.2 Map PEOs with School Mission Statements:

PEO Statements	School Mission-1	School Mission-2	School Mission-3	School Mission-4
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.	2	2	1	3
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.	2	3	1	2
PEO 3 The program 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.	3	1	2	1
PEO4: Promoting humanity and culture in designing systems and environments to improve the human condition, an approach that draws on design thinking.	1	2	3	2

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

1.3.2 Map PEOs with Department Mission Statements:

PEO Statements	Department Mission-1	Department Mission-2	Department Mission-3
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	3	2	1
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.	2	3	1
PEO 3 The program 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.	2	3	1
PEO4: Promoting humanity and culture in designing systems and environments to improve the human condition, an approach that draws on design thinking.	3	1	3

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

1.3.3 Program Outcomes (PO's)

PO1: Project& research-based learning at the center of the educational experience

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 with knowledge of professional ethics and social responsibilities.

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

PO & PSO

Subject Code	Subject 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
SEM-I														
BDZ138	Basic of Design	2	2	1	3	2	1	2	1	-	3	3	2	3
BDZ137	Free hand Drawing	2	2	1	3	3	1	2	1	3	3	2	3	2

BDZ139	Introduction to Digital design & presentation	3	2	1	3	2	1	2	1	-	3	-	2	3
CCU302	Community Connect	1	2	1	-	3	1	2	-	3	3	2	3	2
ARP101	Communicative English-I	1	2	1	3	3	1	2	1	3	3	2	3	2
BDZ140	History 1- History of Art-I	2	1	2	1	2	3	1	3	2	1		3	3
-	VAC	-	2	3	-	3	-	3	-	1	-	-	-	2
SEM-II														
BDF101	FD Studio 1- Introduction to Fashion Design	2	2	1	3	2	1	2	1	-	3	-	2	2
BDF102	Fashion Art Studio 1- Fashion Illustration 1	2	1	2	1	2	3	1	3	2	1	3	3	3
BDF103	Digital 1 - Illustrator	1	1	2	1	2	3		3	2	1	1	3	3
OPE216	Design Thinking	2	1	2		2	3	1	3	2	2	3	3	2
ARP102	Communicative English II		1	2	1	2	3	1	1	3	1		3	3
BDC102	Environmental Science		1	2	2	3	2	2	3	2	1	3	2	3
BDC101	History 2- History of Art-II	1	1	2	1	2	3	1	3	2	2	3	3	2
	VAC	-	2	3	-	3	-	3	-	1	-	-	-	2
SEM-III														
BDF 223	Apparel development 1- Pattern Making, Draping, Garment Construction	2	1	2	1	2	3	1	3	2	1	2	3	3
BDF220	FD Studio 2- Fashion Research and Trends	2	1	2	1	2	3	1	3	2	1	2	3	3
BDF221	Fashion Art Studio 2- Fashion Art & Design	3	2	1	3	2	1	2	1	-	3	3	2	2
BDF222	Digital 2 – Photoshop	1	1	2	1	2	3	1	3	2	1		3	3
BDF224	History 3 - Clothing	1	1	2	1	2	3	1	3	2	1		2	3
BDF225	Fabric 1- Fibre to Fabric	2	2	1	3	2	1	2	1	-	3	3		2
	OPE													
	RSP	3	2	1	3	2	1	1		3	1		2	
	VAC	-	2	3	-	3	-	3	-	1	-	-	-	2
SEM-IV														
BDF226	Apparel development 2-	2	1	2	1	2	3	1	3	2	1	2	3	3

	Pattern Making, Draping, Garment Construction -													
BDF227	FD Studio 3- Fashion Research and Design	3	2	1	3	2	1	2	1	-	3	3	2	2
BDF228	Fashion Art Studio 3- Fashion Illustration 2	21	1	2	1	2	3	1	3	2	1		3	3
BDF229	Digital 3 –Digital Fashion Design Studio	1	2	1	3	2	1	2	1	-	3	3	2	1
BDF230	History 4 - Indian Textiles	1	2	1	3	2	1	2	1	-	3	3		2
BDF231	Fabric 2- Fiber to Fabric 2 (fabric Construction)	2	1	2	1	2	3	1	3	2	1		2	3
	OPE/ MOOC													
	VAC	-	2	3	-	3	-	3	-	1	-	-	-	2
SEM-V														
BDF313	Apparel development 3- Pattern Making, Draping, Garment Construction	2	1	2	1	2	3	1	3	2	1	2	3	3
BDF314	FD Studio 4- Fashion Forecasting	3	2	1	3	2	1	2	1	-	3	3	2	2
BDF315	Fashion Art Studio 4- Surface design & development	3	1	2	1	2	3	1	3	2	1	1	3	1
BDF316	Digital 4- 3D Design Studio	1	2	1	3	2	1	2	1	-	3	3	2	2
BDF318	Fashion Marketing		2	1	3	2	1	2	1	-	3	3		2
BDF319	Fabric 3- Ornamentation of Textiles – Finishing, dyeing and printing		2	1	2	3	1	3	2	1		2	3	
	DSE													
	VAC	-	2	3	-	3	-	3	-	1	-	-	-	2
BDF317	RSP	3	2	1	3	2	1	1		3	1		2	
SEM-VI														
BDF327	Buying & Merchandising 2	1	1	2	1	2	3	1	3	2	1	2	3	3
BDF328	Fabric 4- Sustainable Textiles & Fashion	3	2	1	3	2	1	2	1	-	3	3	2	2
BDF323	FD Studio 5- Conceptualization	3	1	2	1	2	3	1	3	2	1		3	2

	& Collection Design													
BDF324	Fashion Art Studio 5- Fabric Design & development	3	2	1	3	2	1	2	1	-	3	3		2
BDF322	Apparel development 4- Pattern Making, Draping, Garment Construction	3	2	1	3	2	1	2	1	-	3	3		2
BDF325	Research Methodology	3	2	1	3	2	1	2	1	3	3	3	2	2
	DSE													
	VAC	-	2	3	-	3	-	3	-	1	-	-	-	2
SEM VII														
BDF420	Fabric 5- Functional Textile & Clothing	2	1	3	2	1	2	1	-	3	3			
BDF416	FD Studio 6- Portfolio Development 1 (GP focused)	1	2	1	2	3	1	3	2	1				
BDF417	Dissertation 6hrs -	1	2	1	2	3	1	3	2	1	2			
BDF415	GP Apparel development- Pattern Making/Draping/ Garment construction	2	1	3	2	1	2	1	-	3	3			
BDF419	Professional Practices - 2hrs-	2	1	3	2	1	2	1	-	3	3			
	DSE													
	VAC	-	2	3	-	3	-	3	-	1	-	-	-	
	RSP/Internship	3	2	1	3	2	1	1		3	1		2	
SEM-VIII														
BDF421	GP Studio- Graduation Project (Jan-April)	3	3	3	2	3	3	3	2	3	3	3	3	
BDF422	Internship 10 credits(May-July) (NGPA)	2	1	3	2	1	2	1	3	1	2	1	2	
	VAC	-	2	3	-	3	-	3	-	1	-	-	-	

1. Slight (Low)

2. Moderate (Medium)

3.Substantial(High)

SHARDA UNIVERSITY
School of Architecture and Planning/SAP
Program / Branch/Specialization: BACHELOR OF DESIGN/Fashion Design
Session: 2020-2021

TERM I : FOUNDATION									
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits	Core/Elective, Pre-Requisite, Co-Requisite	1.CC,2-AECC,3-SEC,4-DSI
JURY SUBJECTS									
1	11180	BDZ138	Basic of Design	0	2	4	6	Core	CC
2	11179	BDZ137	Free hand Drawing	0	2	8	10	Core	CC
3	11181	BDZ139	Introduction to Digital design & presentation	0	1	2	3	Co- requisite	SEC
4	12042	CCU302	Community Connect	0	2	0	2	Co Requisite	DSE
5			Value Added Course (1 course of 30hrs duration to be conducted once in an academic year-semester optional)	-	-	-	NC		
THEORY SUBJECTS									
1	16254	ARP101	Communicative English-I	1	0	2	2	Pre requisite	AECC
2	11182	BDZ140	History 1- History of Art-I	2	0	0	2	Core	CC
			Total				25		

Beyond Boundaries

TERM II: FASHION DESIGN										
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits	Core/Elective,Pre-Requisite, Co-Requisite	1.CC,2-AECC,3-SEC,4-DSE	
JURY SUBJECTS										
1	11424	BDF101	FD Studio 1- Introduction to Fashion Design	0	2	6	8	Core	CC	
2	11425	BDF102	Fashion Art Studio 1- Fashion Illustration 1	0	2	4	6	Core	CC	
3	11426	BDF103	Digital 1 - Illustrator	0	1	2	3	Co requisite	SECC	
4	16342	ARP102	Communicative English II	1	0	2	2	Pre requisite	AECC	
5	11144	OPE216	Design Thinking	0	1	2	2	Elective	OPE	
6	-		Value Added Course (1 course of 30hrs duration to be conducted once in an academic year- semester optional)	-	-	-	NC	VAC		
THEORY SUBJECTS										
1	11428	BDC102	Environmental Science	2	0	0	2	Co- requisite	AECC	
2	11427	BDC101	History 2- History of Art-II	2	0	0	2	Core	CC	
			Total				25			

TERM III: FASHION DESIGN

S.No	Paper Id	Subject Code	Subjects	L	T	P	Cred its	Core/Elec tive,Pre- Requisite, Co- Requisite	1.CC,2- AECC,3- SEC,4- DSE
JURY SUBJECTS									
1	11487	BDF 223	Apparel development 1- Pattern Making, Draping, Garment Construction	0	6	6	12	Core	SEC
2	11484	BDF220	FD Studio 2- Fashion Trends and Storyboarding	0	1	2	3	Core	CC
3	11485	BDF221	Fashion Art Studio 2- Fashion Art & Design	0	1	3	4	Core	CC
4	11486	BDF222	Digital 2 – Photoshop 3hrs- 3(0-1-2)	0	1	2	3	Co requisite	CC
5	?	OPE272	OPE/ MOOC	0	1	2	2	OPE	OPE
6	11538	SAP222	Value Added Course (1 course of 30hrs duration to be conducted once in an academic year- semester optional)	-	-	-	NC	Co requisite	VAC
7	-	-	RSP/ craft documentation/ internship	-		4	NGPA		AECC/ SEC
THEORY SUBJETCS									
1	11488	BDF224	History 3 - Clothing 2	2	0	0	2	Co requisite	AECC
2	11489	BDF225	Fabric 1- Fiber to Fabric 1	2	0	1	3	Core	CC
			Total				29		

TERM IV: FASHION DESIGN

S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits	Core/Elective, Pre-Requisite, Co-Requisite	1.CC,2-AECC,3-SEC,4-DSE
JURY SUBJECTS									
1	11640	BDF232	Apparel development II- Pattern Making, Draping, Garment Construction	0	6	6	12	Core	SEC, AECC
2	11588	BDF227	FD Studio III- Fashion Research and Inspiration	0	1	2	3	Core	CC, AECC
3	11589	BDF228	Fashion Art Studio III- Fashion Illustration 2	0	1	3	4	CORE	SEC
4	11635	BDF229	Digital III –Digital design Fashion Studio	0	1	2	3	CO-REQUISITE	AECC
5	11630	OPE275	OPE/ MOOC-V	0	1	2	2	ELECTIVE	SEC
6	-	-	VAC (1 course of 30hrs duration to be conducted once in an academic year- semester optional)	-	-	-	NC	Co requisite	VAC
THEORY SUBJECTS									
1	11591	BDF230	History 4 – Indian Textiles	2	0	0	2	Core	CC
2	11592	BDF231	Fabric 2- Fiber to Fabric	2	0	1	3	CORE	CC
			Total				29		

TERM V: FASHION DESIGN										
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Cred its	Core/Elec tive,Pre- Requisite, Co- Requisite	1.CC,2- AECC,3- SEC,4- DSE	
JURY SUBJECTS										
1	To be issued by COE Cell	BDF313	Apparel development 3- Pattern Making, Draping, Garment Construction	0	6	6	12	Core	CC, SEC	
2	To be issued by COE Cell	BDF314	FD Studio 4- Fashion Forecasting	0	1	2	3	Core	SEC, AECC	
3	To be issued by COE Cell	BDF315	Fashion Art Studio 4- Surface design & development	0	1	3	4	Core	AECC SEC	
4	To be issued by COE Cell	BDF316	Digital 4- 3D Design Studio	0	1	2	3	Co requisite	SEC	
5	To be issued by COE Cell		DSE	0	1	1	2	DSE	SEC	
6	To be issued by COE Cell		VAC (1 course of 30hrs duration to be conducted once in an academic year- semester optional)	-	-	-	NC	Co- requisite	VAC	
7	To be issued by COE Cell	BDF317	RSP/ craft documentation/ internship	-	-	-	4 NGPA		SEC/AEC C	
THEORY SUBJECTS										
1	To be issued by COE Cell	BDF318	Fashion Marketing	2	0	0	2	Co requisite	AECC	
2	To be issued by COE Cell	BDF319	Fabric 3- Ornamentation of textiles	2	0	0	2	Core	CC, AECC	
			Total				28			

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SEMESTER-I

BDZ138 Basic of Design

School: SAP		Batch : 2020-2024	
Program: B. Design		Current Academic Year: 2020-21	
Branch: Foundation		Semester: I	
1	Course Code	BDZ138	
2	Course Title	Basic of Design	
3	Credits	6	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	<i>The program intends to introduce the followings:-</i> <ol style="list-style-type: none"> 1. Elements of Design-point, line, form (2D/3D), movement, colour, colour psychology, pattern, texture etc. 2. Design Overview and Visual Thinking, Colour theory and composition 3. Design- balance, proportion, rhythm, emphasis, unity etc. 4. Creativity in Design process. 5. Mediums of Design- textile, clay, metal, wood, glass, ceramics etc. 6. Design Process and Methods. 	
6	Course Outcomes	<i>The student will be able to :</i> <p>CO1: Comprehend the significance of line and point in a design.</p> <p>CO2: Visualise and reproduce visual forms by using principle of design which includes movement and space.</p> <p>CO3: Organize compositions using directional lines and basic geometric shapes to convey/change meaning.</p> <p>CO4: Apply the concept of positive and negative space to black and white designs.</p> <p>CO5: Employ a value volume, scale and proportion in creating compositions.</p> <p>CO6: Will be to apply the basic tools to understand texture and lights effects.</p>	
7	Course Description	The course aims at introducing the basic elements and principles of design and their application. It also focuses	

		on comprehending the difference between various materials significant for visualizing and reproducing visual forms.	
8	Outline syllabus		CO Achievement
	Unit 1	2D Composition - 3D Form Generation	
		a) Creating Shapes from Elements : Line & Dots	CO1
		b) Converting 2D shapes into 3D space	CO2
		c) Shapes & Emotion	CO2,
	Unit 2	Additive & Subtractive	
		a) Additive based Exercises	CO3
		b) Subtractive based Exercises	CO6
		c) Abstract Design Exercises	CO7
	Unit 3	Movement, Space and Time - Environment	
		a) The Process of changing place or direction, orientation, and / or Position the visual illustration	CO3
		b) Positive and Negative space	CO3
		c) Typography & Graphics	CO3
	Unit 4	Colour	
		a) Colour Theory- warm & cool colours , Tint –Tone - Shades	CO6
		b) Effects of Colour in Geometrical forms	CO4,CO5
		c) Exercise based on pattern & texture using colour theory	CO4
	Unit 5	Form Exploration in Soft Materials	
		a) Dynamic and Spatial Forms	CO4
		b) Radial forms modifications	CO6,CO5
		c) Clustered Forms	CO4
	Mode of examination	Jury	

Weight Distribution	age	CA	MTE	ETE	
		60%	0%	40%	
Text book/s*		<ul style="list-style-type: none"> The Non-Designers Design Book by <i>Robin Williams</i> Design Basic Index by <i>Jim Krause</i> 			
Other References		<ul style="list-style-type: none"> Theory of Colours Book by Johann Wolfgang von Goethe Interaction of color Book by Josef Albers 			

CO-PO	PO 1 Research based learning	PO 2 Community Learning	PO 3 Learning Outside Classroom	PO 4 Hand Drawing	PO 5 Team play	PO 6 Design Point of View	PO 7 Global trends	PO 8 New Technology	PO 9 Business Practices	PSO1 Research & Market Trends	PSO2 History of Indian Textiles	PSO3 Futuristic Design	PSO4 Industrial Approach
CO1	3					3							
CO 2	3					3							
CO 3	3					3							
CO 4	3					3							
CO 5	3					3	1			1	1	1	1
CO 6	3					3	1			1	1	1	2

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

BDZ140- History of Art -I

School: SAP		Batch : 2020-2024	
Program: B.Design		Current Academic Year: 2020-21	
Branch: Foundation		Semester: I	
1	Course Code	BDZ140	
2	Course Title	History of Art -I	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	1 To know about the inter-relation of Human Evolution and Art. 2 To make the students understand the true meaning of Art . 3 To develop an appreciation of Art . 4 To study and understand the influence of various eras on the development of art from the classical to current modern times	
6	Course Outcomes	<i>The student will be able to :</i> CO1: Learn basic terminology and a conceptual understanding of how Art and Design are defined. CO2: Write descriptive, analytic and comparative analyses. CO3: Distinguish between Art historical periods, Renaissance through Contemporary. CO4: Develop heightened appreciation of different forms of art expression through history. CO5: Imbibe in students a 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.. CO6: Observe art in a gallery or museum setting to understand the cultural climate in which works of art were conceived and executed.	
7	Course Description	The course is intended comprises of the evolution of art and design post 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	Renaissance	CO1,CO2
	A	Perspective: Giotto, Masaccio, Cimabue, (gates to paradise) (Early Renaissance)	
	B	Renaissance Art: Sculptures (High Renaissance)	
	C	Renaissance Art: Painting (High Renaissance)	
	Unit 2	Baroque and Rococo	CO1,CO2
	A	Baroque – Caravaggio, Titian (Painting)	
	B	Baroque Architecture	

	C	Rococo Art and Architecture	
	Unit 3	Neoclassicism ,Romanticism, Realism	CO1,CO2,CO3,CO6
	A	Neoclassical period : Jacque - Louis -David	
	B	Romanticism-Eugene Delacroix (turner seascape , landscape)	
	C	Realism –Gustave Courbet, Goya	
	Unit 4	Impressionism & Post Impressionism	CO1,CO2,CO3
	A	Claude Manet, Monet, Renoir	
	B	Paul Cezanne	
	C	Van Gogh,Gauguin	
	Unit 5	The Fauvism and Cubism	CO3,CO4,CO6
	A	Henri Matisse	
	B	Cubism : Analytical	
	C	Cubism : Synthetic	
	Mode of examination	Theory	
	Weightage	CA	MTE
	Distribution	30%	20%
	Text book/s*	Janson's History of Art	
	Other References	Understanding Art By Louis Fischer	

CO-PO	PO1 Research bases learning	PO2 Community Learning	PO3 Learning Outside Classroom	PO4 Hand Drawing	PO5 Team player	PO6 Design Point of View	PO7 Global trends	PO8 New Technology	PO9 Business Practices	PSO1 Research & Market Trends	PSO2 History of Indian Textiles	PSO3 Futuristic Design	PSO4 Industrial Approach
CO1	1			1		1				3	1		2
CO2	3		1	2	1				2	3			3
CO3	3		1				1			1		1	
CO4	2		3	3	1	2	2	1		2	2	1	1
CO5	3	2	2	1	1	2	3	3	2	2	3	3	3
CO6	3	1	3	1	1		2	2	2	3	2	2	3

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

BDZ137 - Free Hand Drawing

School: SAP		Batch : 2020-2024	
Program: B. Design		Current Academic Year: 2020-21	
Branch: Foundation		Semester: I	
1	Course Code	BDZ137	
2	Course Title	Freehand Drawing	
3	Credits	10	
4	Contact Hours (L-T-P)	0-2-8	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. Demonstrate familiarity with basic drawing terms, tools, media and technique 2. Select frame and compose from reality to paper format 3. Recognise and manipulate negative / positive shapes and space with control variables 4. 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	<p><i>The Students will be able to :</i></p> <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 Aerial 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 & 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	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"> • Line Drawing • One point Perspective • Two point Perspective • Three point Perspective • Shading Techniques • Basic shapes and form 	
8	Outline syllabus		CO Achievement
	Unit 1	Basic Sketching	
		a) The Sketch, Basics Drawing tools, materials, drawing size, drawing element and technique and Object Projection sketch with pencil.	CO1
		b) Drawing Construction –Negative / Framed space and Object Projection Line Drawing rendering with Grade Pencils	CO2
		c) Drawing Construction – Line and shape, Drawing Surface, Contour and One point Perspective live sketch and rendering.	CO2,
	Unit 2	Movement, Space and Time - Environment	
		a) Observation based drawings and sketches - Live Study	CO3
		b) Observation based Perspective drawings and sketches -with grade pencil	CO6
		c) Indoor interior drawing with 1 and 2 point Perspective.	CO7
	Unit 3	Linear & Arial Perspective	
		a) Drawing construction on the basis of 1 point perspective using pencils and Elevation based drawings and sketches 2D building details and elevation studies - shade and shadow using Drawing Ink / Charcoal	CO3
		b) Drawing construction on the basis of 2 point perspective using Drawing Ink / Charcoal	CO3
		c) Drawing construction on the basis of 3 and 4 point Perspective using different grade pencils	CO3

	Unit 4	Volume and Proportion			
		a) Drawing Interior & Exterior - technique, proportion and ratio. (Freehand and Guided) Lecture on work finishing			CO6
		b) Furniture with Natural texture - mixed media.			CO4,CO5
		c) Details Drawing of Interior (Living room, Study room & Kitchen)			CO4
	Unit 5	Local and Tonal Values- Effects of Light			
		a) Outdoor landscape practice to understand Perspective using water colour			CO4
		b) 3D Rendering using Grade Pencils 3 tone study (Tint, Tone & Shade)			CO6,CO7
		c) Portfolio Preparation for Final Exam			CO7
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	- Anatomy and Drawing by <i>Victor Perard</i>			
	Other References	-Drawing Shortcuts by <i>Jim Leggett, Wiley</i> - The Sketch by <i>Robert S. Oliver, Van Nostrand Reinhold</i> Interior Design Principles and Practice by <i>M. PratapRao</i>			

CO-PO	PO1 Research based learning	PO2 Community Learning	PO3 Learning Outside Classroom	PO4 Hand Drawing	PO5 Team player	PO6 Design Point of View	PO7 Global trends	PO8 New Technology	PO9 Business Practices	PSO1 Research & Market Trends	PSO2 History of Indian Textiles	PSO3 Futuristic Design	PSO4 Industrial Approach
CO1				3									
CO2			2	3		1							1
CO3			2	3		1						1	
CO4				3		1							
CO5				3		1						1	
CO6				3		1						1	

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

BDZ139 Introduction to Digital design& Presentation

School: SAP		Batch : 2020-24
Program: B.DESIGN		Current Academic Year:
Branch: FOUNDATION		Semester: 1
1	Course Code	BDZ139
2	Course Title	Introduction of Digital Design & Presentation
3	Credits	2
4	Contact Hours (L-T-P)	0-1-2
	Course Type	Compulsory
5	Course Objective	<ul style="list-style-type: none"> • Use basic selection tools and edge refinement to isolate and edit parts of an image. • Manipulate layers through ordering, positioning, scaling, rotation, and adjustments. • Prepare images for Web and print output with appropriate sizing and resolution. • Create adjustment layers for editable, non-destructive changes to image coloration and exposure. • Use preset brushes and custom brushes to colorize images, enhance images, and build illustrations. • Stylize images by combining filters with blending and masks. • Evaluate and correct image imperfections using the Info panel, adjustment layers, and retouching tools.

6	Course Outcomes	The student will be able to : CO1. Identify and describe the most common word-processing features and uses in Ms Word and Using presenting and composing information using Ms PowerPoint. CO2. Identify and describe the most common spreadsheet features and uses in Microsoft excel. CO3. Demonstrate an ability to use a range of tools and filters in Illustrator & Photoshop. CO4. Demonstrate basic skills using Illustrator &Photoshop software and the peripherals. CO5. Evaluate, adjust, refine, and creatively solve visual problems.	
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. It will enable them to use Microsoft Word to create and edit documents, Excel to perform the mathematical and logical calculation with analytical functions, PowerPoint for presentation.	
8	Outline syllabus		CO Mapping
	Unit 1	Productivity applications. (Ms word, Ms Excel)	
	A	<ul style="list-style-type: none"> General introduction to application window. Creating, saving, and opening documents. Formatting and editing pages, text, and paragraphs. Print preferences, printer properties, and printing a document. 	CO1, CO2
	B	<ul style="list-style-type: none"> General introduction to spreadsheets interface. Creating, saving, and opening spreadsheets. Using worksheets (renaming and adding worksheets). 	CO1, CO2
	C	<ul style="list-style-type: none"> Changing the look of information with spreadsheets (cell alignment, changing font face and size, adding background colour to cells and rows, inserting picture) Doing mathematics (formulas: addition, subtraction, average, logic formula, etc.) 	CO1, CO2
	Unit 2	Productivity applications (Ms Power point)	
	A	<ul style="list-style-type: none"> Creating, saving, and opening presentations Viewing and working with slides Building presentations (adding, moving/sorting, and duplicating slides). 	CO2
	B	<ul style="list-style-type: none"> Making slides look good (applying templates and changing colour schemes, slide layout, and background) 	CO2

		<ul style="list-style-type: none">▪ Adding pictures and artistic effects (inserting and compressing pictures, applying borders to pictures and other objects, adding 3D effects) Adding sounds, movies, and links.							
	C	<ul style="list-style-type: none">▪ Setting up and playing presentations (printing presentations, setting time)	CO2						
	Unit 3	Introduction to Illustrator & Photoshop							
	A	<ul style="list-style-type: none">▪ Introduction to Photoshop & Rendering.	CO2,CO4						
	B	<ul style="list-style-type: none">▪ Selection processes & overview.	CO2,CO4						
	C	<ul style="list-style-type: none">▪ Designing using selection tools and processes.	CO2,CO4						
	Unit 4	Working with drawing, selection tools and Editing.							
	A	<ul style="list-style-type: none">▪ Using selection tools via Inverse selection Marquee tool.	CO2						
	B	<ul style="list-style-type: none">▪ Lasso tool and its application in various type of selection.	CO2,CO5						
	C	<ul style="list-style-type: none">▪ Using Magic wand and quick selection tool as an effective tool.	CO5						
	Unit 5	Postproduction and Rendering.							
	A	<ul style="list-style-type: none">▪ Rendering	CO4,CO5						
	B	<ul style="list-style-type: none">▪ Perspective rendering Using Image montaging.	CO4,CO5						
	C	<ul style="list-style-type: none">▪ Rendering Postproduction using textures.	CO4,CO5						
	Mode of examination	Jury							
	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*	<ol style="list-style-type: none">1. Fashion Designer's Handbook for Adobe Illustrator, Author- Centner, Marianne2. Digital fashion illustration with Photoshop and Illustrator, Author- Tallon, Kevin3. Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice by Robert Hume, Fairchild Books, 2016							
	Other References	<ol style="list-style-type: none">1. https://helpx.adobe.com/illustrator/user-guide.html2. https://help.adobe.com/archive/en/illustrator/cs6/illustrator_reference.pdf3. Graphics Design projects on Coroflot & Behance							

CO-PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
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	Research bases learning	Community Learning	Learning Outside Classroom	Hand Drawing	Team player	Design Point of View	Global trends	New Technology	Business Practices	Research & Market Trends	History of Indian Textiles	Futuristic Design	Industrial Approach
CO1									1				3
CO2									1				3
CO3									1				3
CO4									1				3
CO5	2					3	1	1	3				3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

CCU302- Community Connect

School: SAP		Batch : 2020-24
Program: B.DESIGN		Current Academic Year: 2020-24
Branch: FOUNDATION		Semester: 1
1	Course Number	CCU302
2	Course Title	Community Connect
3	Credits	2
4	(L-T-P)	(0-2-0)
Course Type		
5	Course Objectives	<p>1. The objective of assigning the project related to community work is to expose our students to different social and infrastructural issues faced by the people in different sections of society in rural areas.</p> <p>2. This type of project work will help the students to develop better understanding of problems of people living in a less privileged position in the society, may be socially, medically, economically, in the built fabric or otherwise.</p> <p>3. This type of live project work will help our students to connect their class-room learning with practical issues/problems in the rural setup.</p>
6	Course Outcomes	<p><i>The Students will be able to :</i></p> <p>CO1.Find out the factors affecting the use of Mask, Helmet and Sanitiser by consumer.</p> <p>CO2. Identifying the possible design intervention.</p> <p>CO3. Giving customized design solutions.</p> <p>CO4. Train the people for proper use of mask, helmet and sanitizer.</p>
7	Theme	<p>Major Sub-themes for research:</p> <ul style="list-style-type: none"> a. Impact of government projects in community b. Social issues through surveys c. Environment issues through primary and secondary surveys d. Economic issues, through census and primary surveys. e. Technology-adaption f. Infrastructure Issues.
8.1	Guidelines for Faculty Members	<p>It will be a group assignment.</p> <p>There should be not more than 8 students in each group.</p> <p>The faculty guide will guide the students and approve the project title and help the student in preparing the questionnaire and final report.</p> <p>The questionnaire should be well design and it will carry at least 20 questions (Including demographic questions).</p> <p>The faculty will guide the student to prepare the PPT.</p> <p>The topic of the research should be related to social, economical, infrastructural or environmental issues concerning the common man in a rural setup.</p>

		<p>The Final output shall be a report of 2,500 to 3,000 words with relevant charts, tables and photographs.</p> <p>The student shall submit the report to CCC-Coordinator signed by the faculty guide by 25 March 2019.</p> <p>The students have to send the hard copy of the report and PPT, and then only they will be allowed for ETE.</p>
8.2	Role of CCC-Coordinator	<p>UG- B. DES, Semester 1</p> <p>The CCC Coordinator will supervise the whole process and assign students assignment.</p> <ol style="list-style-type: none"> 1. The coordinator will teach, guide, access & evaluate students work allocated to them.
8.3	Layout of the Report	<p>Abstract(250 words)</p> <ol style="list-style-type: none"> a. Introduction b. Literature review(optional) c. Objective of the research d. Research Methodology e. Data Collection f. Finding and discussion g. Conclusion and recommendation h. References <p>Note: Research report should base on primary data.</p>
8.4	Guideline for Report Writing	<p>Title Page: The following elements must be included:</p> <ul style="list-style-type: none"> • Title of the article; • Name(s) and initial(s) of author(s), preferably with first names spelled out; • Affiliation(s) of author(s); • Name of the faculty guide and Co-guide <p>Abstract: Each article is to be preceded by a succinct abstract, of up to 250 words, that highlights the objectives, methods, results, and conclusions of the paper.</p> <p>Text: Manuscripts should be submitted in Word.</p> <ul style="list-style-type: none"> • Use a normal, plain font (e.g., 12-point Times Roman) for text. • Use italics for emphasis. • <i>Use the automatic page numbering function to number the pages.</i> • <i>Save your file in docx format (Word 2007 or higher) or doc format (older Word versions)</i> <p>Reference list:</p> <p>The list of references should only include works that are cited in the text and that have been published or accepted for publication.</p> <p>The entries in the list should be in alphabetical order.</p> <p>Journal article</p> <p>Hamburger, C.: Quasimonotonicity, regularity and duality for nonlinear systems of partial differential equations. Ann. Mat. Pura Appl. 169, 321–354 (1995)</p> <p>Article by DOI</p>

		<p>Sajti, C.L., Georgio, S., Khodorkovsky, V., Marine, W.: New nanohybrid materials for biophotonics. Appl. Phys. A (2007). doi:10.1007/s00339-007-4137-z</p> <p>Book</p> <p>Geddes, K.O., Czapor, S.R., Labahn, G.: Algorithms for Computer Algebra. Kluwer, Boston (1992)</p> <p>Book chapter</p> <p>Broy, M.: Software engineering — from auxiliary to key technologies. In: Broy, M., Denert, E. (eds.) Software Pioneers, pp. 10–13. Springer, Heidelberg (2002)</p> <p>Online document</p> <p>Cartwright, J.: Big stars have weather too. IOP Publishing PhysicsWeb. http://physicsweb.org/articles/news/11/6/16/1 (2007). Accessed 26 June 2007</p> <p>Always use the standard abbreviation of a journal's name according to the ISSN List of Title Word Abbreviations, see www.issn.org/2-22661-LTWA-online.php</p> <p>For authors using EndNote, Springer provides an output style that supports the formatting of in-text citations and reference list.</p> <p>EndNote style (zip, 2 kB)</p> <p>Tables:All tables are to be numbered using Arabic numerals.</p> <p>Figure Numbering:All figures are to be numbered using Arabic numerals.</p>
8.5	Format:	<p>The report should be Spiral/ hardbound</p> <p>The Design of the Cover page to report will be given by the Coordinator- CCC</p> <p>Coverpage</p> <p>Acknowledgement</p> <p>Content</p> <p>Project report</p> <p>Appendices</p>
8.6	Important Dates:	<p>Students should prepare questionnaire and get it approved by concern faculty member and submit the final questionnaire within----- to CCC- Coordinator.</p> <p>Students will complete their survey work within----- and submit the same to concern faculty member. (Each group should complete 50 questionnaires)</p> <p>The student should show the 1st draft of the report to concern faculty member within 5th March 2019 and submit the same to concern faculty member.</p> <p>Faculty members should give required inputs, so that students can improve their project work and make the final report submission on -----.</p> <p>The students should submit the hard copy and soft copy of the report to CCC- Coordinator signed by the faculty guide within -----.</p> <p>The students should submit the soft copy of the PPT to CCC-Coordinator signed by the faculty guide within -----.</p> <p>The final presentation will be organised on -----.</p>
8.7	ETE	<p>The students will be evaluated by panel of faculty members on the basis of their presentation on -----Nov 2019.</p>

9	Course Evaluation	
9.01	Continuous Assessment	50%
	Questionnaire design& Discussion	10 Marks

	PPT Presentation on data and survey	20 Marks
	Report Writing	20 Marks
9.02	ETE(PPT presentation& Report)	50%

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

ARP 101-Communicative English-I

School: SAP		Batch : 2020-24
Program: B.DESIGN		Current Academic Year:
Branch: FOUNDATION		Semester: 1
1	Course Code	ARP101
2	Course Title	Communicative English-1
3	Credits	2
4	Contact Hours(L-T-P)	1-0-2
5	Course Objective	To minimize the linguistic barriers that emerge in varied socio-linguistic environments through the use of English. Help students to understand different accents and standardise their existing English. Guide the students to hone the basic communication skills - listening, speaking, reading and writing while also uplifting their perception of themselves, giving them self-confidence and building positive attitude.
6	Course Outcomes	<p>The students will be able :</p> <p>CO1: Learn to use correct sentence structure and punctuation as well as different parts of speech. Learning new words its application and usage in different contexts helpful in building meaning conversations and written drafts. Develop over all comprehension ability, interpret it and describe it in writing. Very useful in real life situations and scenarios.</p> <p>CO2: recognition of one's self and abilities through language learning and personality development training leading up to greater employability chances. Learn to express oneself through writing while also developing positive perception of self. To be able to speak confidently in English.</p> <p>CO3: To empower them to capitalise on strengths, overcome weaknesses, exploit opportunities, and counter threats. To ingrain the spirit of Positive attitude in students through a full length feature film followed by a storyboarding activity. Create a Self Brand,</p>

		identity and self esteem through various interesting and engaging classroom activity CO4: Exposing students to simulataions and situations wherein students learn to describe people and situations and handle such situations effectively and with ease. Teaching students how to engage in meaningful dialogues and active conversational abilities to navigate through challenging situations in life and make effective conversations. Learn how to transform adverse beginnings into positive endings – through writing activities like story completion	
7	Course Description	The course is designed to equip students, who are at a very basic level of language comprehension, to communicate and work with ease in varied workplace environment. The course begins with basic grammar structure and pronunciation patterns, leading up to apprehension of oneself through written and verbal expression as a first step towards greater employability.	
8	Outline syllabus – ARP 201		
	Unit A	Sentence Structure	CO Mapping
	Topic 1	Subject Verb Agreement	CO1
	Topic2	Parts of speech	
	Topic3	Writing well-formed sentences	
	Unit B	Vocabulary Building & Punctuation	
	Topic 1	Homonyms/ homophones, Synonyms/Antonyms	CO2
	Topic2	Punctuation/ Spellings (Prefixes-suffixes/Unjumbled Words)	CO1, CO2
	Topic3	Conjunctions/Compound Sentences	CO1, CO2
	Unit C	Writing Skills	
	Topic 1	Picture Description – Student Group Activity	CO3
	Topic2	Positive Thinking - Dead Poets Society-Full-length feature film - Paragraph Writing inculcating the positive attitude of a learner through the movie SWOT Analysis – Know yourself	CO8, CO5, CO7
	Topic3	Story Completion Exercise –Building positive attitude - The Man from Earth (Watching a Full length Feature Film)	CO5, CO9, CO12
	Unit D	Speaking Skill	
	Topic 1	Self-introduction/Greeting/Meeting people – Self branding	CO6, CO9
	Topic2	Describing people and situations - To Sir With Love (Watching a Full length Feature Film)	CO9, CO10

	Topic3	Dialogues/conversations (Situation based Role Plays)	CO6, CO10, CO11
9	Evaluations	<i>Class Assignments/Free Speech Exercises / JAM Group Presentations/Problem Solving Scenarios/GD/Simulations (60% CA and 40% ETE</i>	N/A
10	Texts & References Library Links	<ul style="list-style-type: none"> Blum, M. Rosen. <i>How to Build Better Vocabulary</i>. London: Bloomsbury Publication Comfort, Jeremy(et.al). <i>Speaking Effectively</i>. Cambridge University Press 	

CO-PO	PO1 Research bases learning	PO2 Community Learning	PO3 Learning Outside Classroom	PO4 Hand Drawing	PO5 Team player	PO6 Design Point of View	PO7 Global trends	PO8 New Technology	PO9 Business Practices	PSO1 Research & Market Trends	PSO2 History of Indian Textiles	PSO3 Futuristic Design	PSO4 Industrial Approaches
CO1	3	2				2			3	2			
CO2	2	2				2			2	2			
CO3		2				2				2			
CO4		2		3	3	2				2		3	3
CO5	2	2				2			2	2			
CO6		2				2				2			
CO7		2		3	3	2				2		3	3

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

SEMESTER II

BDF101 FD Studio 1- Introduction to Fashion Design

School: SAP		Batch : 2020-24	
Program: B. Design		Current Academic Year:	
Branch: Fashion Design		Semester: II	
1	Course Code	BDF101	
2	Course Title	FD Studio 1- Introduction to Fashion Design	
3	Credits	8	
4	Contact Hours (L-T-P)	0-2-6	
	Course Status	Compulsory	
5	Course Objective	The objective of the course is to introduce & prepare students to the business of Fashion & clothing and Fashion as design.	
6	Course Outcomes	<i>The student will be able to :</i> CO1: Learn basic fashion terminology, and to understand, define and grasp key terms, principles, concepts and theories of fashion. CO2: Explore the impact of fashion on our everyday lives, and be able to identify trends, recognize leaders, and industry momentum as it effects individual fashion decisions. CO3: Understand the roles and responsibilities of designers, manufacturers, and retailers. CO4: Explore the manner in which economic, sociological and psychological factors influence fashion & clothing trends CO5: Analyse how the demand for Fashion products is affected CO6: Apply the knowledge in developing design projects	
7	Course Description	This course is an essential preparatory course for fashion design students introducing them to basic terminologies, fashion & clothing industry, Iconic designs, designers. The course also focuses on impacts on fashion & impacts of Fashion on the world. The course will be taught using journal making exercise.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Fashion & Clothing I	

		a)What is Fashion & Fashion Design, Analyse Relationship between Designer & Wearer.	CO1, CO2
		b)Introduction to useful Fashion research tools, books, movies, videos, etc	CO1
		c)Difference between Fashion Design & Clothing Design; Impact of Fashion on the world	CO1, CO2
	Unit 2	Introduction to Fashion Industry	
		a)Fashion Categories - Avant Garde,Couture, Ready to wear, Mass production	CO1, CO3
		b) Fashion seasons, Fashion cities, Product categories	CO1, CO3
		c)Roles and responsibilities of designers, manufacturers, and retailers.	CO1, CO3
	Unit 3	Fashion History	
		a)1850-1900, Father of Haute Couture & Vogue	CO2, CO4
		b)1900-1950- Poiret to Dior, Edwardian Fashion, Effects of World war & Hollywood	CO2, CO4
		c) 1960-1990- Retro, Hippies, era of Glamour, Japanese Fashion & 90's	CO2, CO4
	Unit 4	Fashion Trends	
		a)Fashion Subcultures	CO2, CO4
		b)What are Fashion Trends & Fad's	CO2, CO4
		c) Indian Fashion Movements & Contemporary Indian Fashion	CO2, CO4
	Unit 5	Indian Fashion	
		a)Fashion Influences on Indian Fashion	CO1, CO4
		b)Indian Designers	CO1, CO4
		c) Positive & Negative Impacts of Fashion on the world	CO1, CO4
	Mode of examination	CA& End Term Jury	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	4. Berg Encyclopaedia of World Dress and Fashion: Global Perspectives - Vol. 10 by Joanne B. Eicher 5. Indian Fashion- Tradition, Innovation, style by Arti Sandhu 6. The Fundamentals of Fashion Design by by Richard Sorger (Author), Jenny Udale (Author)	
	Other References	1. The House of Worth: The Birth of Haute Couture by Chantal Trubert-Tollu 2. Fashion-ology: An Introduction to Fashion Studies (Dress, Body, Culture) by Yuniya Kawamura	

CO- PO	PO1 Research bases learning	PO2 Community Learning	PO3 Learning Outside Classroom	PO4 Hand Drawing	PO5 Team player	PO6 Design Point of View	PO7 Global trends	PO8 New Technology	PO9 Business Practices	PSO1 Research & Market Trends	PSO2 History of Indian Textiles	PSO3 Futuristic Design	PSO4 Industrial Approach
CO1						1	1		1				2
CO2	1	1	1			1	3	1	2	2	2	1	3
CO3	1	1	1		1		1		3	1			3
CO4	3	2	1			1	3			3			2
CO5	2	2	1		2	2	3			3			2
CO6	3	3	3	1	3	3	3	1	2	3	1	1	3

BDF102 Fashion Art Studio 1- Fashion Illustration 1

School: SAP		Batch : 32020-24	
Program: B.Design		Current Academic Year:	
Branch: Fashion Design		Semester: II	
1	Course Code	BDF 102	
2	Course Title	Fashion Art Studio I –Fashion Illustration 1	
3	Credits	6	
4	Contact Hours (L-T-P)	(0-2-4)	
	Course Status	Compulsory	
5	Course Objective	The objective of the subject is to develop fashion Sketching and rendering skills to enable students to present their ideas on paper.	
6	Course Outcomes	<p><i>The students will be able to :</i></p> <p>CO1: Develop an understanding of measurement and proportions through free hand sketching of fashion figures</p> <p>CO2: Create drawing fashion figures in different poses and details drawings of Fashion illustrations</p> <p>CO3: Analyse and Comprehend garments drawing & draping the fashion figures</p> <p>CO4: Draw Artworks rendering different materials used in Fashion Art & illustration</p> <p>CO5: Create composition for fashion design</p> <p>CO6: Apply the skills of Fashion Art and Illustration in future for Design collection</p>	
7	Course Description	This course will introduce the students with fashion sketching used in Fashion. Understanding of proportions, balance and pose with drawing Croqui. Garments drawing with detailed rendering of drapes and accessorising.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction	
		1a.Drawing stick figures	CO1
		1b.Basic human figure Anatomy	CO1

		1c.Drawing Ball Joint Croqui			CO1
	Unit 2	Movements & Postures			
		2a.Drawing of Petite , Model and Fashion Figures			CO1
		2b.Sketching of Limbs , Hand and Feet Gestures			CO2
		2c.Drawing different postures and Movements of Fashion Figures			CO2
	Unit 3	Fashion Figure Details and Accessorising			
		3a.Drawing of Faces and Facial Features			CO2
		3b. Drawing hairstyles			CO2
		3c. Accessorising Fashion Figures- Jewellery, Shoes etc			CO2
	Unit 4	Draping Fashion Figures			
		4a.Dividing the figure into various parts using lines like plumb line, center front line, Princess line, waistline, side seam, armholes, jewel neckline, bust line etc			CO3
		4b.Draping Fashion Figures			CO3
		4c.Developing Range of Croquis			CO1, CO3
	Unit 5	Rendering			
		5a.Rendering fabrics with different mediums			CO4
		5b.Magazine Figure Rendering			CO4
		5c.Drawing and Rendering concept based Fashion Illustrations			CO4
	Mode of examination	Jury/Practical/Viva			
	Weight age Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	Fashion Sketching by Bina Abbing			
	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			

CO-PO	PO1 Resear ch	PO2 Com munit	PO3 Learn ing	PO4	PO5 Team player	PO6 Desig n	PO7	PO8	PO9 Busin ess	PSO1 Researc h &	PSO2 History of	PSO3 Futuristi c Design	PSO 4
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	bases learn ing	y Learn ing	Outsid e Classr oom	Hand Drawi ng		Point of View	Globa l trends	New Techn ology	Practi ces	Market Trends	Indian Textiles		Indust rial Appro ach
CO1			1	3	2	2		2			3	1	1
CO2			1	3	2	2		2			3	1	1
CO3		1		3		3	1	2		2		3	1
CO4				3		2		3	1	1	1		1
CO5	1			3		3	1			1			3
CO6	2			3		3	1			1			3

BDF103 Digital 1 –Adobe Illustrator

School: SAP		Batch : 2020-24	
Program: B. Design		Current Academic Year:	
Branch: Fashion Design		Semester: II	
1	Course Code	BDF 103	
2	Course Title	Digital 1- Adobe Illustrator	
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	<p><i>The student will be able to</i></p> <p>CO1: To use a vocational digital vector drawing tool</p> <p>CO2: To convert ideas into digital vector drawings</p> <p>CO3: To construct their sketched artistic ideas into graphics</p> <p>CO4: To express original digital designs as per industrial manufacturing processes & methods</p> <p>CO5: To compile & present creative works in form of portfolio</p> <p>CO6: To create digital creative stories, design ideas & variations</p>	
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 Achievement
	Unit 1	Introduction	
		a) Introduction to the course syllabus	CO1, CO2,
		b) Introduction to the software	CO1
		c) Use of colour & layer tools	CO1
	Unit 2	Colour, Layers, Drawing, Modify & Effects	

		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
	Unit 3	Paint, Type , Draw	
		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
	Unit 4	Developing Story Boards	
		a)Development of Story Boards	CO3
		b) Catalogs Developments	CO3
		c)Creating graphics	CO3
	Unit 5	Line Art Sketches	
		a)Creating flat sketches	CO3
		b) Application of graphics on product line arts	CO3
		c)Making print ready files	CO1,CO2,C O3
	Mode of examination	CA & End Term Jury	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 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	4. https://helpx.adobe.com/illustrator/user-guide.html 5. https://help.adobe.com/archive/en/illustrator/cs6/illustrator_reference.pdf 6. Graphics Design projects on Coroflot & Behance	

POs COs	PO1 Research bases learning	PO2 Community Learning	PO3 Learning Outside Classroom	PO4 Hand Drawing	PO5 Team player	PO6 Design Point of View	PO7 Global trends	PO8 New Technology	PO9 Business Practices	PSO1 Research & Market Trends	PSO2 History of Indian Textiles	PSO3 Futuristic Design	PSO4 Industri Approach
CO1								3					2
CO2								3					2
CO3						2		2					2
CO4						1		2					3
CO5						3		2					3
CO6						3		2					3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

BDC 102 Environmental Science

School: SAP		Batch :2020-2024
Program: B.Design		Current Academic Year:
Branch: Foundation		Semester: II
1	Course Code	BDC102
2	Course Title	Environmental Science
3	Credits	2
4	Contact Hours (L-T-P)	30 hrs. (2-0-0)
	Course Type	Compulsory
5	Course Objective	<ol style="list-style-type: none"> 1. Identify and understand basic aspects, practices and terminology related to environment. 2. The aim of the course is to develop an understanding among students about environmental studies and its implications in design. 3. Developing an attitude of concern for the environment. 4. Emphasise the importance of sustainable development .
6	Course Outcomes	<p><i>The student will be able to :</i></p> <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
	Unit 1	Introduction to Environment & Ecology
	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	
	Unit 2	Introduction to ecological design	CO1,CO2,CO3
	A	Ecological design process	
	B	Make nature visible through design	
	C	Natural products	
	Unit 3	3Rs – Reduce,Reuse,recycle	CO2,CO3,CO4
	A	Renewable energy sources	
	B	Recycled products	
	C	Recycling methods	
	Unit 4	Code of Conduct and role of Agencies	
	A	Introduction to Code of Conduct	
	B	Governing and regulatory bodies for Environment	
	C	Constitutional & legal provisions to protect environment of India	
	Unit 5	Sustainable Classroom Project	
	A	Case study and its new proposal.	CO1,CO2,CO3,CO4
	B	Research – Market and Virtual	
	C	Modeling and documentation	
	Mode of examination	Jury	
	Weightage	CA	MTE
	Distribution	30%	20%
			50%
	Text book/s*	Environmental Studies, Author Benny Joseph, 2 nd edition, McGraw Hill education	
	Other References		

Pos Cos	PO 1	PO2	PO3	PO4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO1 1	PO1 2	PSO 1	PS O2	PS O3	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

BDC 101History 2- History of ART II

School: SAP		Batch 2020-24
Program: B.Design		Current Academic Year
Branch: Foundation		Semester: II
1	Course Code	BDC101
2	Course Title	History of Art II
3	Credits	2
4	Contact Hours (L-T-P)	2-0-0
	Course Type	Compulsory
5	Course Objective	<ol style="list-style-type: none"> 1 To know about the interrelation of Human Evolution and Art. 2 To make the students understand the true meaning of Art . 3 To develop an appreciation of Art . 4 To study and understand the influence of various eras on the development of art from the classical to current modern time
6	Course Outcomes	<p>CO1 Learn basic terminology and a conceptual understanding of how Art and Design are defined.</p> <p>CO2 Write descriptive, analytic and comparative analyses.</p> <p>CO3 Distinguish between Art historical periods, Renaissance through Contemporary.</p> <p>CO4 Develop heightened appreciation of different forms of art expression through history.</p> <p>CO5 Imbibe in students a 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 post 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	Symbolism, Art Nouveau and German Expressionism
	A	Gustave Moreau, Odilon Redon
	B	Alphonse Mucha Edvard Munch

	C	Emil Nolde and Gustav Klimt	
	Unit 2	Birth of Abstract Art and Abstract Expressionism	CO1,CO2
	A	Wassily Kandinsky Kasimir Malevich, Constantin Brancusi	
	B	Piet Mondrian and Jackson Pollock	
	C	Abstract Sculptures	
	Unit 3	Constructivism, Dadaism and Surrealism	CO1,CO2,CO3,CO6
	A	Naum Gabo and Alexander Rodchenko	
	B	Marcel Duchamp and Man Ray	
	C	Max Ernst, Joan Miro, Salvador Dali, Rene Magritte	
	Unit 4	Bauhaus to Conceptual Art	CO1,CO2,CO3
	A	Bauhaus, Mexican Art (Frida Kahlo) and Avant Garde (Henry Moore)	
	B	Minimal Art, Pop Art, Op and Kinetic Art	
	C	Assemblage, Junk, Land Art and Conceptual Art	
	Unit 5	Contemporary	CO3,CO4,CO6
	A	Superrealism, Feminism, Neo-Expressionism and Graffiti.	
	B	New Media Art	
	C	Contemporary and Experimental Art	
	Mode of examination	Theory	
	Weightage Distribution	CA	MTE
		30%	20%
			ETE
			50%
	Text book/s*	1. Lois Fichner-Rathus - Understanding Art- Wadsworth Publishing (2013) 2. Debra DeWitte, Ralph Larmann, Kathryn Shields - Gateways to Art_ Understanding the Visual Arts-Thames & Hudson (2015) 3. Laurie Adams - A History of Western Art-McGraw-Hill Humanities_Social Sciences_Languages (2011) 4. Penelope J.E. Davies, Walter B. Denny - Janson's History of Art The Western Tradition, 8th Edition-Pearson (2010)	

	Other References		

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

OPE216- Design Thinking

School: SAP		Batch : 2020-2024	
Program:		Current Academic Year:	
Branch: Fashion Design		Semester:	
1	Course Code	OPE 216	
2	Course Title	Design Thinking	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status		
5	Course Objective	This course introduces the concept of design thinking which is iterative, synthetic, and convergent and discusses the aspects of creativity, empathy, inspiration, and ambiguity which work at the level of multiple cognitive domains – visual, mathematic, auditory etc.	
6	Course Outcomes	CO1: Working knowledge of design thinking and design methodologies CO2: Ability to appreciate and augment one's own creative and design strengths CO3: Ability to understand and apply the diverse methods employed in design thinking including innovative approaches to design and exploratory methodologies to one's own work CO4: Understanding and adopting Design Methodology	
7	Course Description	This course will introduce the students with various techniques of Creative Thinking and Design Methodology	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Design Thinking	
		Defining Design	CO1
		Need Identification & Design brief	CO1
		Creative Thinking & Development	CO1
	Unit 2	Research	
		Data Collection and Information Gathering	CO1
		Identifying Target Consumer	CO2
		Research methodology	CO2
	Unit 3	Idea Generation	
		Inspiration & References	CO2
		Brainstorming & Visual Narratives	CO2
		Theme Board Development	CO2
	Unit 4	Prototyping and Implementation	
		Sketching	CO3
		Material Understanding & Model Development	CO3

		Final Prototyping & Refinement			CO1, CO3
	Unit 5	Analysis and Range Creation			
		Prototype Viewing and Market Testing			CO4
		Variation/ Range Development			CO4
		Story Boards Compilation and Presentation			CO4
	Mode of examination				
	Weight age Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	Understanding How Designers Think and Work <i>By: Nigel Cross</i>			
	Other References	Basics Design 08: Design Thinking <i>By: Gavin Ambrose, Paul Harris</i> Design Thinking for Visual Communication <i>By: Gavin Ambrose</i>			

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

ARP102- Communicative English -2

Schools:SAP		Batch : 2020-24	
		Current Academic Year:	
		Semester: 2nd (Second)	
1	Course Code	ARP102	
2	Course Title	Communicative English -2	
3	Credits	2	
4	Contact Hours(L-T-P)	1-0-2	
5	Course Objective	To Develop LSRW skills through audio-visual language acquirement, creative writing, advanced speech et al and MTI Reduction with the aid of certain tools like texts, movies, long and short essays.	
6	Course Outcomes	<p><i>The students will be able to:</i></p> <p>CO1 Move from primary self-assessment to larger goal and vision statement realisation with the help of feature length films as enablers and multimedia as language facilitators.</p> <p>CO2 To develop a positive attitude through written expression of positive thought process and outlook with the help of writing activities like story completion et al.</p> <p>CO3 Learn advanced writing skills in English like full length essays et al.</p> <p>CO4 Master the science of speech and correct pronunciation through the accent-neutralisation program followed by reading sessions applying the lessons learnt.</p>	
7	Course Description	The course takes the learning from the previous semester to an advanced level of language learning and self-comprehension through the introduction of audio-visual aids as language enablers. It also leads learners to an advanced level of writing, reading, listening and speaking abilities, while also reducing the usage of L1 to minimal in order to increase the employability chances.	
8	Outline syllabus – ARP 202		
	Unit A	Acquiring Vision, Goals and Strategies through Audio-visual Language Texts	CO Mapping
	Topic 1	Pursuit of Happiness / Goal Setting & Value Proposition in life	CO1
	Topic2	12 Angry Men / Ethics & Principles	
	Topic3	The King's Speech / Mission statement in life strategies & Action Plans in Life	
	Unit B	Creative Writing	
	Topic 1	Story Reconstruction - Positive Thinking	CO2
	Topic2	Theme based Story Writing - Positive attitude	
	Topic3	Learning Diary Learning Log – Self-introspection	
	Unit C	Writing Skills 1	

	Topic 1	Precis	CO3
	Topic2	Paraphrasing	
	Topic3	Essays (Simple essays)	
	Unit D	MTI Reduction/Neutral Accent through Classroom Sessions & Practice	
	Topic 1	Vowel, Consonant, sound correction, speech sounds, Monothongs, Diphthongs and Triphthongs	CO4
	Topic2	Vowel Sound drills , Consonant Sound drills, Affricates and Fricative Sounds	
	Topic3	Speech Sounds Speech Music Tone Volume Diction Syntax Intonation Syllable Stress	
	Unit E	Gauging MTI Reduction Effectiveness through Free Speech	
	Topic 1	Jam sessions	N/A
	Topic2	Extempore	
	Topic3	Situation-based Role Play	
9	Evaluations	<i>Class Assignments/Free Speech Exercises / JAM Group Presentations/Problem Solving Scenarios/GD/Simulations (60% CA and 40% ETE</i>	N/A
10	Texts & References Library Links	<ul style="list-style-type: none"> Wren, P.C.&Martin H. <i>High English Grammar and Composition</i>, S.Chand& Company Ltd, New Delhi. Blum, M. Rosen. <i>How to Build Better Vocabulary</i>. London: Bloomsbury Publication Comfort, Jeremy(et.al). <i>Speaking Effectively</i>. Cambridge University Press. <p>The Luncheon by W.Somerset Maugham - http://mistera.co.nf/files/sm_luncheon.pdf</p>	

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

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

SEMESTER-II

BDF -224-History3- Clothing

School: SAP		Batch : 2020-24	
Program: B. Design		Current Academic Year:	
Branch: Fashion Design		Semester: 03	
1	Course Code	BDF224	
2	Course Title	History 3- Clothing	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> ● Introduction to early clothing and it's applications in the contemporary world. ● Development of contemporary fashion through the 20th century. ● Analysing the influence of culture and society on fashion and style through time 	
6	Course Outcomes	<p>CO1 Students will gain knowledge of fashion Development during ancient times.</p> <p>CO2 Students will develop an understanding of different factors and their effect on fashion movement.</p> <p>CO3 They will gain the knowledge of different socio-political movement through different period and understand their effects on fashion.</p> <p>CO 4 the students will understand the concept of rebirth of fashion and effect of Industrial revolution</p> <p>CO5 The students will be able to analyse and do trend research and connecting them with the present trends.</p> <p>Co6 The students will be able to combine & apply their knowledge in creative Design Collection or Research projects and Presentations.</p>	
7	Course Description	By studying the history of clothing 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
	Unit 1	Aesthetics of clothing movement			
		1a. Origin, types Of Costume, Factors influencing Costume Development			CO1, CO2,
		1b. Stone ages & ancient Egyptian Era			CO1, CO2,
		1c. Decline and start of new Bronze Era			CO1, CO2, CO6
	Unit 2	Ancient Greece			
		3a. Ancient Greece- Minoans & Mycenaean			CO1,CO2
		3b. Dark Ages -Archaic Age Classical Age Hellenistic Age			CO1,CO3
		3C. Ancient Rome & Byzantine Pd.			CO3,CO4,CO5
	Unit 3	Rebirth of clothing			
		4a. Renaissance pd -16 th century			CO2,CO3,CO4, CO6
		4 b Renaissance pd - 17 th century			CO2,CO3,CO4
		4 c Renaissance pd - 18 th century			CO4, CO5
	Unit 4	Industrial revolution			CO3, CO4, CO5, CO6
		5a. American Costumes 18 th Century			CO3, CO4, CO5
		5b. American Costumes-19 th Century			CO3, CO4, CO5
		5c.American Costumes- 20 th Century			CO3, CO4, CO5
	Unit 5	Indian Clothing			
		5a. Ancient & classical periods- Vedic & Mauryan, Gupta			CO3,CO4, CO5, CO6
		5b. Medieval period			CO3,CO4, CO5, Co6
		5c. Modern period -Mughal, Rajput & Sikhs			CO3,CO4, CO5, Co6
	Mode of examination	Theory			
	Weightage Distribution	CA	MTE	ETE	
		30%	20%	50%	
	Text book/s*	A complete History Of Costume: By Carl Kohler			

	Other References	<p>Bronwyn Cosgrave -The complete History of Costume and fashion: from Ancient Egypt to the present day</p> <p>Auguste Racinet -The complete Costume History: - B.N Goswamy - Indian Costumes</p> <p>Incredible Human Journey- Daily motion videos, America, Australia, Europe, Asia, Africa Secrets Of The Stone Age- The Human Story-daily motion video</p>	
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POs Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3			1	-	2	2	-	1	3	3	1	1
CO2	2	2	1	1	1	3	3	-	2	2	3	2	1
CO3	3	2	1		-	3	2	1	1	1	1	2	1
CO4	2	1	2	2		2	3	2	2	2	3	2	1
CO5	2	1	1	2	1	3	3	3	3	3	3	1	1
CO6	3	2	1				3	2	3	2	2		1

School: SAP		Batch :2020-2024	
Program: B. Design		Current Academic Year:	
Branch: Fashion Design		Semester: III	
1	Course Code	BDF225	
2	Course Title-	Fibre to Fabric-I	
3	Credits	3	
4	Contact Hours (L-T-P)	2-0-1	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> • To give knowledge of Textiles in terms of Fibre, yarn and Fabric • To give knowledge of the source, manufacturing & processing and properties of fibres, Yarns & Fabrics • To identify the woven, knitted, felts and non-woven. • To impart knowledge in the areas of new research and concepts or problems in relation to environment. 	
6	Course Outcomes	CO1 Be well versed with textiles nomenclature. CO2 -Student will be able to identify & distinguish between different textile Fibres. CO3 -Understand the basic processes in textile production and environmental ramifications caused by the same. CO4 - Be aware of applications of different Fibres and yarns. CO5 -Be aware about the method of making yarn and their effect on fabric properties.	
7	Course Description	This lecture course introduces students to the types and properties of fashion fibres. By investigating the fibers, quality, construction, care and finishing of textiles, students will learn the basics of fabric identification and specific uses in the fashion industry.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction To Textiles Fibres	
		1 a. Fibre & their classification	CO1
		1 b. Fibre Properties -Primary	CO1,CO3
		1 c. Fibre Properties- Secondary	CO1,CO3
	Unit 2	Natural Fibres	

		2a. Natural Fibres- their origin & production	CO3, CO4, CO5
		2b. Properties & new development in natural fibres.	CO3, CO4, CO5
		2 c. Fibres identification, their uses & by products.	CO2, CO4
	Unit 3	Man-made & regenerated Fibres	CO1, CO3
		3a. . Man-made Fibres- their origin&properties	CO1, CO3
		3b. Regenerated fibres- their origin&properties	CO1, CO3,
		3c. Production & effect on environment of Man-made & regenerated fibres	CO1, CO4
	Unit 4	Spinning	CO 3, CO1, CO5
		4a. What is spinning, its initial processes& their importance	CO3, CO1, CO5
		4b. Different methods and types of spinning	
		4c. Spinning – uses & effect on yarn and fabric quality	
	UNIT 5	YARN	CO1,CO2, CO3
		5 a. Definition & classification of yarns	CO 1, CO3
		5b. Yarn Classification- Novelty, Simple & Textured yarn	CO1, 2,3
		5 c. yarn properties, Uses & Identification of different yarns	CO 3, CO4
	Mode of examination	Theory	
	Weightage Distribution	MTE 20%	CA 30%
			ETE- Theory 50%
	Text book/s*	1. Textiles- Fibre to Fabric By Bernard P.Corbman	
	Other References	1. Understanding Textiles-Sixth Edition, Bellie .J. Collier, PhyllisToratora 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	

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	2	1	3	2	2		2	2	2	2	3	3

CO2	1	2		2	2	3	2	3	1	3	3	2	2
CO3		2	2	2	2	3	2	3	2	3	3	2	
CO4	2	2	1	3	2	2		2	2	2	2	3	3
CO5		2		2	2	3	2	3	1	3	3	2	2

BDF 220-FD Studio 2- Fashion Research & Trends

School: SAP		Batch: 2020-24	
Program: B. Design		Current Academic Year:	
Branch: Fashion Design		Semester: III	
1	Course Code	BDF220	
2	Course Title	FD Studio 2- Fashion Research & Trends	
3	Credits	3	
4	Contact Hours (L-T-P)	1-0-2	
	Course Status	Compulsory	
5	Course Objective	The objective of the course is to provide basic fundamental knowledge about essential stages of research, as a vital part of any design process along with building awareness about the current Fashion trends & sustainability challenges.	
6	Course Outcomes	On successful completion the students will be able to- CO1: Establish the needs & methods for research as an essential step in Fashion & write a brief for their projects. CO2: Research & analyse to develop understanding of current prevailing Fashion trends. CO3: Conduct in-depth research on the chosen inspiration CO4: Create & present their ideas into story boards.	
7	Course Description	An introductory course that will expose students to concepts such as Research for fashion, Sustainability & ethics, Fashion trends, Design brief, Inspiration & various techniques that can be used to compile & present research. Through lectures, brainstorming, research, discussions, group assignments, sketchbook exercises & mood boards, students explore the essential tools of a creative process.	
8	Outline syllabus		CO Achievement
	Unit 1	Research for Fashion	
		a) Sustainability & ethics in Fashion; Sketchbook: a method to assemble research (Lecture)	CO1
		b) Brief: what, types & components; Inspiration: types & sources (Lecture)	CO1
		c) Research: Need, types, sources, markets, muse, components (Lecture)	CO1
	Unit 2	Basics of Fashion Trends	
		a) Zeitgeist & Fashion trends- Why, how, benefits & side effects (Lecture)	CO2
		b) Fashion trends- Diffusion & movement theories; Types of fashion trends (Lecture)	CO2
		c) Trends research: Primary & Secondary sources (Lecture)	CO2
	Unit 3	Contemporary Trend Research	

		a) People watching: Street looks, lifestyle & culture (Tutorial & Assignment)	CO2
		b) Research & assemble Global Fashion trends (Tutorial, Practical & Assignments)	CO2
		c) Research & assemble Indian Fashion trends (Tutorial, Practical & Assignments)	CO2
	Unit 4	Inspiration: Choose & research	
		a) Choose an inspiration, Write a brief (Tutorial)	CO3
		b) Brainstorming; Using primary & secondary research together (Tutorial, Practical & Assignments)	CO3
		c) Assembling your research (Tutorial, Practical & Assignments)	CO3
	Unit 5	Storyboards: Compiling & presenting research	
		a) Analysis of research & Focus research pages (Tutorial, Practical & Assignments)	CO4
		b) What are mood boards & its Key elements (Lecture), Build your own mood boards (Tutorial & Assignments)	CO4
		c) Building mood boards (Tutorial, Practical & Assignments)	CO4
	Mode of examination	CA & End Term Jury	
	Weightage Distribution	CA 60%	ETE 40%
	Text book/s*	1. Seivewright, S., & Sorger, R. (2016). Research and design for fashion. Bloomsbury Publishing. 2. Calderin, J., & Volpintesta, L. (2013). The Fashion Design Reference & Specification Book: Everything Fashion Designers Need to Know Every Day. Rockport Publishers Incorporated.	
	Other References	1. Sorger, R., & Udale, J. (2017). The fundamentals of fashion design. Bloomsbury Publishing. 2. Aspelund, K. (2014). The design process. Bloomsbury Publishing. 3. Seeling, C., & Teibler, C. (2010). Fashion: 150 years: couturiers, designers, labels. Hfullmann. 4. Online Trend Research- Tag-walk, Wgsn, Vogue, Lakme India Fashion week.	

POs Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2		1	1	2	1	2		3	3	1		1

CO2	2		3	1	3	2	2		3	3	3		1
CO3	1		2	3	3	3	3		3	3	3		2
CO4	1		2	3	3	3	3		3	3	3		2

BDF 221 -Fashion Art Studio 2- Fashion Art & Design

School: SAP		Batch : 2020-24	
Program: B. Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: III	
1	Course Code	BDF221	
2	Course Title	Fashion Art Studio 2- Fashion Art & Design	
3	Credits	4	
4	Contact Hours (L-T-P)	1-1-2	
	Course Status	Compulsory	
5	Course Objective	The objective of this subject is to enable understanding of different elements and types of fashion garments and styling details, in order to further imply the same in developing design collections.	
6	Course Outcomes	<p>The students will be able to :</p> <p>CO1: Define types of garment construction and fashion details</p> <p>CO2: Draw and Render of different types of garments.</p> <p>CO3: Draw types of accessories and illustrating the same</p> <p>CO4: Design various ensembles with creative concepts using Colour Psychology, Seasons, Occasions, Clients etc.</p> <p>CO5: Create composition for fashion design</p> <p>CO6: Apply the skills of Fashion Art and Illustration in future for Design collection</p>	
7	Course Description	This course will enable students with an understanding of various types of garments and fashion details, vital to learn for developing Design Collection.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Garment Construction Details	
		1a.Understanding fashion construction details and its types	CO1
		1b.Illustrating Pattern Details like Seams, Stitches, Collars, Yokes, Pockets, Sleeves and Necklines.	CO1

Beyond Boundaries

		1c.Rendering the fashion details using different colour mediums	CO1	
	Unit 2	Fashion Details Development		
		2a.Understanding of fashion details like Gathers , Pleats, Smocking, Ruffles, Tucks etc.	CO1	
		2b.Illustrating the fashion details using different handing materials	CO1	
		2c.Developing concept swatches , textures and rendering the same using different mediums	CO1	
	Unit 3	Categories of Fashion Garments		
		2a.Learning the types of garments in Topwear category	CO2	
		2b.Learning the types of garment in Bottomwear category	CO2	
		2c.Learning the types of Dresses and Outerwear	CO2	
	Unit 4	Accessorising		
		4a.Learning different categories of accessories and its types - Shoes , bags , jewellery etc.	CO3	
		4b.Illustrating and Rendering accessories in different materials	CO3	
		4c.Styling and accessorising the fashion Croquis	CO3	
	Unit 5	Range development		
		4a.Introduction to drawing of flat Sketches	CO4	
		4b.Developing design concepts	CO4	
		4c. Designing a concept based range of garments combining various fashion details and illustrating the same on fashion Croquis	CO4	
	Mode of examination	Jury/Practical/Viva		
	Weight age Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	1. Delong M., 1998, The Way We Look: Dress and Aesthetics		
	Other References	2. Steele V., 2010, THE BERG COMPANION TO FASHION 3. Eicher, Joanne B, "Introduction: Dress as Expression of Ethnic Identity." Dress and Ethnicity: Change Across Space and Time, Joanne B. Eicher (ed), Ethnicity and Identity Series (Shirley Ardener, ed.), 1995, The Berg Fashion Library. DOI: http://dx.doi.org/10.2752/9781847881342/DRESSE_THN00_05 4. Bulag, Uradyn. "Wearing Ethnic Identity: Power of Dress." Berg Encyclopedia of World Dress and Fashion, Volume 6 – East Asia, Berg Fashion Library. DOI: http://dx.doi.org/10.2752/BEWDF/EDch6014		

		5. Eicher, Joanne B, Sumberg, Barbara, "World Fashion, Ethnic and National Dress." Dress and Ethnicity: Change Across Space and Time, Joanne B. Eicher (ed), Ethnicity and Identity Series (Shirley Ardener, ed.), 1995, The Berg Fashion Library. DOI: http://dx.doi.org/10.2752/9781847881342/DR ESSETHN00 20	
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POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1		1	3	3		3		2				1	
CO2		1	3	3		3		2				1	
CO3		1	3	3		3		2				1	
CO4	1		2	3		2	3	3	1			1	1
CO5	1			3		3	1			1			3
CO6	2			3		3	1			1			3

BDF222Digital 2- Adobe Photoshop

School: SAP		Batch: 2020-24	
Program: B. Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: III	
1	Course Code	BDF222	
2	Course Title	Digital 2- Adobe Photoshop	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	Learn the essential tools of Photoshop and use these to digitally sketch & create original designs.	
6	Course Outcomes	Students will be able to- CO1: To discover a vocational digital bitmap drawing tool CO2: To convert ideas into digital bitmap imagery CO3: To construct, express their sketched artistic ideas into graphics and render as per industrial manufacturing processes & methods CO4: To compile & present creative works in form of portfolio & create digital creative stories, design ideas & renderings & presentations	
7	Course Description	The course is an introduction to Adobe Photoshop, an essential digital tool for design. The students will be experientially learning through live demonstrations & industry aligned exercises.	
8	Outline syllabus		CO Achievement
	Unit 1	Getting started with Photoshop	
		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
	Unit 2	Image composition with Masking (part-1)	
		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
	Unit 3	Graphic & Print design	
		a) Print Design Development (Scanning, Tracing)	CO2, CO3
		b) Repeats and Pattern (types of patterns)	CO2, CO3
		c) Print Design Development (Seamless/All over print {AOP} prints with colourways)	CO2, CO3
	Unit 4	Image composition with Masking (part-2)	
		a) Blending Images for Composition (Layer Blend Modes)	CO3

		b) Matching & Replacing Colors for composition	CO3
		c) Image Adjustment through non-destructive methods	CO3
	Unit 5	Portfolio development	
		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	CA& End Term Jury	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	1. Tallon, K. (2008). Digital Fashion Illustration: With Photoshop and Illustrator. Anova Books.	
	Other References	2. Hume, R. (2020). Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice. Bloomsbury Publishing.	

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

BDF223Apparel Development-I -PM, Draping and Garment construction

School: SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year: 2020-21	
Branch: Fashion Design		Semester:03	
1	Course Code	BDF 223	
2	Course Title	Apparel Development-I -PM, Draping and Garment construction	
3	Credits	12	
4	Contact Hours (L-T-P)	2-4-6	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> ● To introduce student to the basics of Patternmaking ● To be able to take measurements of human figure & dress form. ● To familiarize students with terminologies used in patternmaking ● To know & develop skill for different hand stitches and seams ● To be able to do various seam finishes and garment finishes 	
6	Course Outcomes	<p>CO1: Student will gain knowledge of different methods of patten making techniques, tools and terminology and their importance.</p> <p>CO2: The students will be able to measure the different Body types & the dress form with the knowledge of landmarks of body and sizing.</p> <p>CO3: Students will develop an understanding of terminology associated for garment construction.</p> <p>Co4: The student will develops understanding and skill of different seams and seam finishes and their applications</p> <p>CO5: The students will be able to identify the different types of garment accessories for production and use of different fasteners.</p> <p>CO6: the student will be able to apply the Detailing's in Garments</p>	

Beyond Boundaries

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
	Unit 1	Introduction to Apparel Construction			
		1a. Introduction to Pattern making- methods of pattern making and their importance. Methods of garment construction: Patternmaking & draping			CO1, CO2
		1b. Taking body measurements & size charts.			CO1, CO2
		1c. Tools and terminology used for pattern making and draping.			CO1, CO2
	Unit 2	Basic garment Construction Techniques			
		2a. Basics of sewing machines for knitted & woven fabric.			CO3, CO4
		2b. Introduction to fabric terminologies: warp, weft, selvedge, fabric grain – types, identification and importance in apparel construction			CO3, CO4
		2c.Preparation of fabrics for clothing construction-shrinking, straightening, amount of ease and seam allowances, layout, marking and cutting of patterns.			CO3, CO4
	Unit 3	Garment Accessories			
		3a. Basic accessories			CO5
		3b. Decorative Accessories			CO5
		3c types of fastners and attachment techniques			CO5
	Unit 4	Pattern manipulation techniques			
		4a. Tucks& darts			CO6
		4b. Gathers & pleats			CO6
		4c. Ruffles & Flounce			CO6
	Unit 5	Finishing of garments			
		5 a. Machine Seams & hand stitches			CO4
		5 b. Finishing of garment- facing, piping and plackets			CO4
		5 c. Pocket attachments			CO6
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	

	Text book/s*				1. Armstrong, H. J., & Maruzzi, V. J. (2010). Pattern making for fashion design. Prentice hall.								
	Other References				1. Bubonia, J. E. (2017). Apparel production terms and processes: Studio Instant Access. Bloomsbury Publishing USA. 2. Ireland, P. J. (2008). New encyclopaedia of fashion details. Anova Books. 3. Reader's Digest. (2010). Reader's Digest Complete Guide to Sewing: Step-by-step Techniques for Making Clothes and Home Accessories. Taylor & Francis.								
POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1		2	3	2	2	3	2	3	1	3	3	2	1
CO2	1	1	2	3	1	3	3	2	3	3	2	3	2
CO3	2	2	1	3	2	2		2	2	2	2	3	3
CO4	1	2	3	2	2	3	2	3	1	3	3	2	2
CO5	2	3	2	2	3	2	3	1	3	3	2	1	
CO6	1	2	3	1	3	3	2	3	3	2	3	2	

OPE- Open Elective/MOOC

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SEMESTER-IV

BDF230History 4- Indian Textiles

School: SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year	
Branch: Fashion Design		Semester:04	
1	Course Code	BDF230	
2	Course Title	History 4- Indian Textiles	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> ● To develop a sense of appreciation for traditional art and craft ● To use traditional textiles to create clothing and life style products ● To have an overview of the various processes involved in the development of traditional textiles 	
6	Course Outcomes	The students will be able to : CO1: Gain Detail knowledge about vast history of Indian textiles CO2: Appraise traditional embroideries in India. CO3: Understand in-depth knowledge of different woven textiles of India CO4: Comprehend finer nuances of painted, printed traditional textiles. CO5: Innovate and design collections using 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
	Unit 1	Introduction -Traditional India Textiles	
		1a. Brief about Indian textiles	CO1
		1b. Importance of textiles in fashion industry-case studies	CO1

		1.c Influence of fast fashion on traditional textiles in India	CO1	
	Unit 2	Traditional hand-woven textiles		
		2a. Origin ,type and techniques of woven textiles of north & South	CO2	
		2b. Origin ,type and techniques of woven textiles of west & east	CO3	
		2c.Case-studies designers work on woven textiles	CO5	
	Unit 3	Traditional embroidered textiles:		
		3a. Embroidered textiles from North – its history, techniques & products	CO2, CO3	
		3b. Embroidered textiles from south – its history, techniques & products	CO4	
		3c. Embroidered textiles from west & east – its history, techniques & products	CO5	
	Unit 4	Traditional Printed/Painted textiles:		
		2a.Resist dye textiles & ikat	CO2, CO3,	
		2b. Block, screen & stencil printing	CO4	
		2c. Painted textiles	CO5	
	Unit 5	Surface embellishment :		
		5a. lace, bead, mirror work	CO2, CO3,	
		5b. Applique & patch	CO4	
		5c. Quilting & smoking	CO5	
	Mode of examination	Theory		
	Weightage Distribution	CA	MTE	ETE
		30%	20%	50%
	Text book/s*	1. Chattopadhyaya, K. (1977). Indian embroidery. 2. Naik, S. D. (1996). Traditional embroideries of India. APH Publishing.		
	Other References	1. Jettmar, G., Irwin, J., & Hall, M. (1976). Indian Embroideries, Vol. II-Historic Textiles of India at the Calico Museum. 2. Das, S. (1992). Fabric art: heritage of India. Abhinav Publications. 3. Gupta, C. S. (1996). Zardozi: Glittering gold embroidery. Abhinav Publications.		

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
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

BDF231Fibre to Fabric2 – Fabric Construction

School: SAP		Batch : 2020-2024	
Program: B. Design		Current Academic Year:	
Branch: Fashion Design		Semester: IV	
1	Course Code	BDF231	
2	Course Title-	Fibre to Fabric2 – Fabric Construction	
3	Credits	3	
4	Contact Hours (L-T-P)	2-0-1	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> ● To give knowledge of Textiles in Fabric Construction ● To identify the woven, knitted, felts and non-woven. ● To give knowledge of the weaving process, its types and the properties of different weaves ● To give knowledge of the Knitting process, types of knits and their properties & uses. ● To impart knowledge of other fabric construction process like felts and non-woven, ● Methods of creating non-woven, their construction, properties and uses. ● To impart knowledge in the areas of other textile materials which are used as fabric, leather. 	
6	Course Outcomes	<p>CO1 Students will be able to use knowledge of fundamentals of textile to understand different fabric constructions</p> <p>CO2- Student will be able to do basic identification of different textile construction process and do research on them.</p> <p>CO3- Students will be Understand the basic processes in fabric production, their effect on fabric properties and provide specific solution in relation to needs of society.</p> <p>CO4- will gain basic knowledge of leather processing and fabric construction in terms of usage and need.</p> <p>CO5- Be able to conduct research on uses of different woven knitted nonwoven and other textile materials.</p> <p>CO6 – Students will be able design & create their own design alterations, as per the need of sustainability.</p>	

7	Course Description	This lecture course introduces students to the types and properties of fashion fibres. By investigating the fabric, quality, construction, care and finishing of textiles, students will learn the basics of fabric identification and specific uses in the fashion industry.			
8	Outline syllabus				CO Achievement
	Unit 1	Introduction To Fabric construction			
		1a. Types of Fabric construction techniques			CO1
		1 b. Intro to weaving			CO1
		1c, Parts of loom and the weaving Process.			Co1,CO5,
	Unit 2	Types of weaves and their uses			
		2 a. Basic Weaves, Construction and properties			CO1,CO5,Co6
		2 b. Decorative weaves construction and properties			CO2,CO5, CO6
		2c. Identification of different woven fabrics and uses			CO2,CO3
	Unit 3	Knitting			
		3a. Intro to knitting & Difference between knitting and weaving			CO1,CO3
		3 b Types of knitting- Flat, circular, Jaquard			Co2, CO5, CO6
		3c Types of knit fabrics and their uses			CO2,CO3, CO5
	Unit 4	Felts and non woven			
		4a. Felts & needle punched			CO!, CO2, Co3,Co5, CO6
		4b. Laminates			
		4c. Braiding, knotting, unconventional weaving			CO2, CO6, CO5,
	UNIT 5	Leather & fur			
		5a Processing of leather			CO1,CO4
		5b Types of leathers and animal skins as a textile			CO2,CO3,C O4. CO5
		5c Products Uses and properties.			CO3,Co4,CO 5
	Mode of examination	Theory			
	Weightage Distribution	MTE	CA	ETE- Theory	
		20%	30%	50%	
	Text book/s*	1. Textiles- Fibre to Fabric By Bernard P.Corbman			
	Other References	3. Understanding Textiles-Sixth Edition, Bellie .J. Collier, PhyllisToratora			

		4. J.J. Pizzuto's Fabric Science-Seventh Edition Arthur Price, Allen C-Cohen, Ingrid Johnson 5. 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	PO1	PO2	PO 3	PO4	PO5	PO6	PO7	PO8	PO9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	1			1	1	1	2	3	1	1	-	2	2
CO2	1	3	2		2	1	2	1	2		-	2	2
CO3	1	2		1		2	1	2		1	2	2	3
CO4	2	1	2	1	1			2	1	1	1	2	1
CO5			2	1	2	2	1	2		1	2	2	3

BDF227 FD Studio 3- Fashion Research &Design

School: SAP		Batch: 2020-24	
Program: B. Design		Current Academic Year:	
Branch: Fashion Design		Semester: IV	
1	Course Code	BDF227	1
2	Course Title	FD Studio 3- Fashion Research &Design	2
3	Credits	3	3
4	Contact Hours (L-T-P)	1-0-2	4
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The objective of the course is to experientially explain students the Fashion Design process 2. To enable students to develop their first fashion collection & understand the process of converting research into design ideas and design ideas into product developments 3. To enable students, explore & find their individual design styles & preferences in terms of sustainable design ideas, Avant Garde design ideas & customised hi-end couture 	5
6	Course Outcomes	<p>CO 1: -The students will be able to examine various design works of prominence</p> <p>CO2: - The students will be able to extend Fashion research techniques & processes to build initial design ideas</p> <p>CO3: - The students shall be able to construct story boards & detailed design concepts including prints, embroideries & embellishments</p> <p>CO 4: -The students shall be able to apply design development techniques to break down design ideas into product variations & develop technical drawings</p> <p>CO 5: -The students shall be able to convert design ideas from paper to product applying Pattern making & garment construction skills to develop muslin fits</p> <p>CO 6: -The students shall be able to integrate Digital design skills, Fashion Art Aesthetics & Apparel development skills to develop an exhibit comprising Design Diary, Story boards, Fashion sketches, technical drawings, artworks, concept swatches & muslin fits.</p>	6
7	Course Description	The course Design for Fashion is Paper-1 of Subject Fashion Research & Design split into 2, semester 3 & 4 taught using studio pedagogy. The course focuses on enabling students design & develop their first fashion collection. Integrating their understanding & learnings of Research for Fashion, Digital design studio, Fashion Art- Aesthetics, Apparel development &Textile	7

		study. The final outcome will be development of Design Diary, Story boards & concept ideas in form of collages, artworks & swatches & Muslin fits.			
8	Outline syllabus				CO Achievement
	Unit 1	Study & Analysis of Fashion Collections (10%)			CO1
		Create Visual Research Boards on- 1A: - A Sustainable design collection- Material, Process & Market 1B: - A Historically iconic fashion collection- Influence, Process, Elements & Principles 1C: - Avant Garde Collection- Inspiration, Influence, Techniques, Elements & Principles			
	Unit 2	Research for Fashion (15%)			CO2
		2A: - Read, evaluate, brainstorm & research on the given Market specific Design Brief 2B: -Conduct market driven Material & Trend study 2C: - Assemble Research & build initial concepts in Design Diary			
	Unit 3	Story & Concept Development (25%)			CO3, CO6
		3A: - Create Story Boards 3B: - Design development: Develop concepts to create series of ideas 3C: - Design Detail development- Print, embroidery, embellishments, etc			
	Unit 4	Design development (30%)			CO4, CO6
		4A. Product design: Refinement of individual garments to create variations as Technical Drawings 4B. Selection of final Designs to form the Collection 4C. Create Final Collection Design Boards including Fashion sketches & Technical drawings			
	Unit 5	Product Development (20%)			CO5, CO6
		5A: - Develop patterns & Muslin fits of selected looks 5B: - Develop Final Design Detail ideas as Swatches/ Artworks 5C: - Exhibit Presentation of the Final edits			
	Mode of examination	CA & End Term Jury			
	Weightage Distribution	CA	Mid term	ETE JURY	
		60%	0%	40%	
	Text book/s*	1. Seivewright, S., & Sorger, R. (2016). <i>Research and design for fashion</i> . Bloomsbury Publishing.			

		2. Fletcher, K. (2013). <i>Sustainable fashion and textiles: design journeys</i> . Routledge.	
	Other References	1. Jenkyn, S. (2011). <i>Fashion design</i> . Laurence King Publishing. 2. Seeling, C., & Teibler, C. (2010). <i>Fashion: 150 years: couturiers, designers, labels</i> . Hf ullmann. 3. Pedersen, E. R. G., & Andersen, K. R. (2013). SocioLog. d x. 4. Online Trend Research- Tag-walk, Wgsn, Vogue, Lakme India Fashion week.	

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO7	PO8	PO9	PO10	PO11	PO12
CO 1	1	1	2	2		2	3	3	3	2		3
CO 2	3	2	3	3	2	2	2	1	1	3	1	1
CO 3	3	2	3	2	2	2	2		2	3	2	1
CO 4	3	2	3	2	2	2	2		2	3	2	1
CO 5	3	2	3	2	2	2	2		2	3	2	1
CO 6	3	2	3	2	2	2	2		2	3	3	3

BDF228 Fashion Art Studio 3 – Fashion Illustration 2

School: SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year:	
Branch: Fashion Design		Semester: IV	
1	Course Code	BDF228	
2	Course Title	Fashion Art studio 3 – Fashion Illustration 2	
3	Credits	4	
4	Contact Hours (L-T-P)	1-1-2	
	Course Status	Compulsory	
5	Course Objective	Students learn to sketch and render the contemporary fashion figure in order to create a fashion design collection. The course concentrates on proportion, fabric rendering, design details, garment silhouettes, and presentation techniques	
6	Course Outcomes	<i>Students will be able to:</i> CO1: Define and categorize types of clothing concepts and draw silhouettes, colours, details etc. CO2: Draw of silhouettes and details according to various different forms and concepts CO3: Create designs with appropriate details. CO4: Students develop original designs through researching historical periods, current fashion styling, and colour trends as they are applied in fashion design. CO5: Distinguish between Mass Fashion & High Fashion CO6: Conceptualize, Illustrate and Draw Fashion Design Collection	
7	Course Description		
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Mass Fashion	
		1a. Understanding the concept of Pret-a-Porter and Mass Fashion	CO1
		1b. Research on various brands of Mass Fashion	CO1

		1c. Illustrating and rendering the ensembles for ready to Wear Mass Fashion			CO1
	Unit 2	Theories of High Fashion			
		2a.Birth of Haute Couture – Charles Fredrick view – Westernwear			CO4
		2b.Haute couture – Indian Designers perspective – Indianwear			CO4
		2c.Concept creation of embroideries, prints, other details. Illustrating and rendering range of garments for Haute Couture			CO4,CO2
	Unit 3	Concept of Avant Garde			
		3a.Concept of fashion experimental, radical, or unorthodox with respect to art, culture, or society			CO1,CO2
		3b.Creation and Utilisation of different 2D and 3D concepts for fashion garment and accessories			CO2
		3c.Illustrating and rendering range of garments for Avant Garde collection			CO2
	Unit 4	Categories of Clothing			
		4a.Learning the basic categories of Clothing – Casual wear, Executive wear , Sleepwear & Lingerie			CO1
		4b.Developing Client based collection			CO1
		4c.Illustrating and Rendering the range of garments			CO1
	Unit 5	Presentation Skills			
		5a. Creating colour palettes			CO3
		5b.Developing Flat Sketches			CO3
		5c.Developing Technical Specifications			CO3
	Mode of examination	Jury/Practical/Viva			
	Weight age Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	Fashion Sketching by Bina Abling			
	Other References	1. Ireland Patrick John, Fashion Design Drawing &Presentation, Children, Men 2. Ritu, Fashion Design illustrations 3. Julian Seaman, Foundation in fashion design and illustration 4. Zeshu Takamura, Fashion Illustration Techniques: A Super Reference Book for Beginners.			

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

BDF229Digital 3- Digital Fashion Design Studio

School: SAP		Batch: 2020-24	
Program: B. Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: IV	
1	Course Code	BDF229	1
2	Course Title	Digital 3- Digital Fashion Design Studio	2
3	Credits	3	3
4	Contact Hours (L-T-P)	0-1-2	4
	Course Status	Compulsory	
5	Course Objective	The objective of the course is to digitally design & present an in-depth, innovative & creative collection by using multiple design software & techniques such as Adobe Illustrator, photoshop, Laser cutting, or any other 3D design tool.	5
6	Course Outcomes	On successful completion the students will be able to CO1: To discover multiple digital design & presentation tools at various stages of Design process CO2: To digitally express design ideas focusing on all aspects & details CO3: To explore design variations & compile & present creative works in form of portfolio CO4: To create digital creative stories, design ideas & renderings & presentations using mixed mediums starting from hand sketching to a variety of digital design software	6
7	Course Description	Students learn the fundamental and advanced techniques specific to fashion design using relevant software such as Adobe Photoshop and Illustrator. Course assignments emphasize digital design development sketching techniques, colour stories, line planning, silhouette, and fabric design. Explore multiple product categories- clothing, Accessories, Footwear, Make up	7
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to digital design using multiple platforms	
		a) Introduction to the course project brief	CO1
		b) Explore Digital design & presentation tools virtually and in audio & video formats	CO1
		c) Create Mood boards- covering garment shapes & details, determining fabric qualities, using colour & print.	CO1
	Unit 2	Design Detail	
		a) Develop Forms & Shape variations: Use Collaging, Photomontage, Model & drape techniques	CO2
		b) Develop surface Design details: focus on Print	CO2
		c) Create Construction details- Trims, sewing details, labels, etc	CO2
	Unit 3	Flat Sketch Templates: Construction details	
		a) Develop Flat sketch templates of clothing products	CO2
		b) Develop Flat sketch templates of Accessories	CO2

		c) Develop Flat sketch templates of Footwear	CO2
	Unit 4	Design Variations & Line planning	
		a) Render Surface detail on Flat sketch templates: Clothing Products, Footwear & Accessories	CO3, CO4
		b) Create multiple Colourways of each design: Clothing products, Footwear & Accessories	CO3, CO4
		c) Analyse & edit to create final collection	CO3, CO4
	Unit 5	Digital Look Book	
		a) Create Fashion sketches for select looks: focus on styling	CO4
		b) Create creative digital look book	CO4
		c) Compile final presentation	CO4
	Mode of examination	CA& End Term Jury	
	Weightage Distribution	CA 60%	Weightage Distribution 0% 40%
	Text book/s*	1. Hume, R. (2020). Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice. Bloomsbury Publishing. 2. Szkutnicka, B. (2010). Flats: Technical Drawing for Fashion, Portfolio Skills: Fashion & Textiles.	
	Other References	1. Burrough, X. (2013). Foundations of Digital Art and Design with the Adobe Creative Cloud. Pearson Education. 2. Jackson, C., & Ciolek, N. (2017). Digital design in action: Creative Solutions for Designers. CRC Press.	

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

BDF226Apparel Development 2 -PM, Draping and Garment Construction

School:SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year:	
Branch: Fashion Design		Semester: 04	
1 Course Code		BDF226	
2	Course Title	Apparel Development II	
3	Credits	12	
4	Contact Hours (L-T-P)	2-4-6	
	Course Status	Compulsory	
5	Course Objective	1. Basic design and sampling of a garment 2. Basic fabric selection and garment styling 2. Understand body scaling and draping	
6	Course Outcomes	CO1. Student will be able to Develop understanding of basic level apparel styles CO2. They will be able to Apply the knowledge of the pattern making principles on paper to final test fit. CO3.They will gain Ability to use, acquire and integrate relevant technical skills to complex pattern making problems CO4. They will gain basic understanding of range development CO5. They will be able to analyse 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	8
	Unit 1: Basic Upper bodice blocks		CO1, CO3
		1a. Making basis front & back bodice from pattern making	
		1b. Making basis front & back bodice from draping technique	
		1c. Marking on Patterns in both the techniques	
	Unit 2	Basic Lower bodice blocks & Sleeve	CO2, CO3

		2a. Making basis front & back skirt bodice from pattern making	
		2b. Making basis front & back Skirt bodice from draping technique	
		2c. Making of sleeve draft & marking on same.	
	Unit 3	Dart Manipulation	CO2, CO3
		3a. Intro to dart manipulation techniques: Slash & spread technique and pivot method	
		3b. Pattern alteration of basic bodice and basic skirt by using any one technique	
		3c. making of basic princess line pattern	
	Unit 4	Collars	CO2, CO3
		4a. Basic collar -convertible collar, stand collar, peter pan, sailor, mandarin with stand	
		4b. Advanced collar -Collar with deep, open neckline, shirt collar and shawl collar	
		4c. Construction of samples	
	Unit 5	Knitted basic blocks	CO1, CO2, CO5
		5a. Knitted – Tops & bottoms blocks	
		5b. Construction of knitted patterns	
		5b. Construction of samples	
	Mode examination of Weightage Distribution	Jury/Practical/Viva	
		CA 60%	ETE 40%
	Text book/s*	-Arm strong- Pattern Making For Fashion Design	

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

CO5	2	1	3	2	1	3	3	2	2	2	2	3	3
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SEMESTER-V

BDF318 Fashion Marketing

School: SAP		Batch 2020-24	
Program: B.Design		Current Academic Year	
Branch: Fashion Design		Semester: V	
1	Course Code	BDF318	
2	Course Title	Fashion Marketing	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	The course aims to give students a hands-on grounding in marketing concepts as applied to the world of fashion and how to manage them effectively, using actual case history examples and current information gathered directly from the industry	
6	Course Outcomes	The students will be able to : CO1:Understand the concept of Marketing in the present era CO2:Define marketing and the utility it creates for the customers CO3:Trace the origin of marketing and comprehend how it has evolved during the years CO4:To identify the Role of Marketing and the thinl upon strategic marketing planning CO5:Differentiate amongst the approaches of market CO6:Differentiate between selling and marketing	
7	Course Description	The module of Fashion Marketing & Promotion aims at developing individuals to function as higher managers and specialists in the dynamic fashion industry in India and abroad.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to the Concept of Fashion Marketing & Theories	CO1, CO2, CO3
		1a.Fashion Seasons – International & Indian Market	
		1b.Fashion Cycles-- Classic, FAD, Trend, Style, Fashion product	
		1c.Fashion Adoption Theories	
	Unit 2	Introduction to basics of Marketing	CO1, CO4
		2a. Definitions of Marketing, Concept of Marketing, Marketing Mix -Meaning. nature, functions,	

		importance, marketing environment, Scope of Marketing	
		2b. Functioning of Fashion Markets, tasks, significance other philosophies	
		2c. Functions of marketing manager	
	Unit 3	Concept of Product	CO2, CO3
		3a.Product Mix	
		3b.Product Life Cycle, New Product Development	
		3c.Pricing Objectives & Pricing Methods	
	Unit 4	Promotion	CO1, CO3
		4a. Understanding of Promotion	
		4b. Elements of the promotional mix- Sales promotion, public relations and publicity, advertising, and personal selling	
		4c.Promotional Strategies	
	Unit 5	Channels Distribution	CO1, CO2, CO3
		5a.Introduction to Marketing Channels	
		5b.Types of fashion retailers and their target markets	
		5c. Distribution Channels: Types, Levels, Development.	
	Mode of examination	Theory	
	Weight age	CA	MTE
	Distribution	30%	20%
			ETE
		50%	
	Text book/s*	Fashion Marketing – Janet Bohdanowicz&LisClamb	
	Other References	<ul style="list-style-type: none"> - Essentials of Marketing – Jerome E. McCarthy & William D. Perrault - Principals of Marketing – Philip Kotler 11th edition - Essentials of Marketing – Stanton&Futrell - Principles of internet marketing by W. Hanso 	

CO-PO	PO1 Research bases learning	PO2 Community Learning	PO3 Learning Outside Classroom	PO4 Hand Drawing	PO5 Team player	PO6 Design Point of View	PO7 Global trends	PO8 New Techno logy	PO9 Business Practices	PSO1 Research & Market Trends	PSO2 History of Indian Textiles	PSO 3 Futuris tic Design	PSO 4 Industr ial Approa ch
CO1									3	3			3
CO2	1						1		3	3			3
CO3		1					3		3	3	1		2
CO4							2		3	3	1		3
CO5	2	1	1				1		3	1			3
CO6	2	1	1		1		1		3	1			3

School: SAP		Batch : 2020-2024	
Program: B. Design		Current Academic Year: 2018-19	
Branch: Fashion Design		Semester: V	
1	Course Code	BDF319	
2	Course Title- Fabric 2	Fabric-3-Ornamentation of Textiles-Dyeing, printing & finishing	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> ● To give knowledge of Ornamentaion process of textiles ● To give knowledge of the basic and advance finishings of textiles in fashion industry ● Todevelop the skill of creating patterns with dyeing and printing techniques. ● To impart knowledge in the areas of Garment and textile washes in reference to market demand' ● new research and concepts or environmental concers due to textile processing. 	
6	Course Outcomes	<p>.</p> <p>CO1- Be aware of different finishes & their uses for fibre yarn &fabrics</p> <p>CO2--Student will gain basic knowledge of Dyeing and printing of textile materials.</p> <p>CO3-Understand the basic processes in textile production, Pollution caused by such process</p> <p>CO4- the students will gain knowledge of garment washing & its effect on durability of textiles</p> <p>CO5-Be aware about the role of dyeing printing finishing and garment washes in terms of environment protection& sustainability</p>	
7	Course Description	This lecture course introduces students to the preparation and ornamentation of fashion fabrics. By understanding the different methods and techniques of Finishing, dyeing printing and Garment washing, students will be able to explore and apply their knowledge for their design collections.	

8	Outline syllabus			CO Achievement
	Unit 1	Textile Finishes		
		1a. Definition and Classification of textile finishes		CO1
		1b. Types of Finishes and their Uses		CO1
		1c. Finishes and concept of sustainability -		CO5, Co3
	Unit 2	Introduction, classification and selection of dyes.		
		2a Types of dyes; direct, acid, reactive, basic, vat, azoic, sulphur, disperse and mordant dyes.		CO2. Co6
		2b. Methods of dyeing		CO2, CO3
		2c Identifying dyeing defects		CO2, CO3
	Unit 3	3 Color-Design & Decoration		CO3, CO4, CO5
		3a. Colourfastness: fastness to washing, light, perspiration, crocking and gas fading		CO2,3,
		3b. Difference between dyeing & printing		CO2, Co3
		3 c. preparation of fabric for printing, printing Auxillaries		CO3.CO5
	Unit 4	Printing		
		4 a printing techniques- on fabric, yarn, and defects of printed Fabrics		CO2, 3, 5,
		4b. Printing Techniques-Direct ,indirect and resist		Co2. 3.5,
		4 c. Applications of Dyeing & Printing		
	Unit 5	Fabric and textile Washes and their uses		CO4, CO5
		5a. Different types of washes		CO4, 5
		5b. Object and advantages of garment washes		CO4,5
		5c. Environmental effect of Dyes and printing and washing process		CO5
	Mode of examination	Theory		
	Weightage Distribution	CA	MTE	ETE- Theory
		30%	20%	50%
	Text book/s*	1. Textiles- Fibre to Fabric By Bernard P.Corbman 2. Gohl & Vilensky- Textile Science, CBS publisher, New Delhi, 1999		
	Other References	<ul style="list-style-type: none"> ● VA Shenai- textile printing ● Clarke. W. 1974. An Introduction to Textile Printing. London, Newness Butter Worth ● . J.J. Pizzuto's Fabric Science-Seventh Edition, Fairchild publication, london ● Arthur Price, Allen C-Cohen,Ingrid 		

		<ul style="list-style-type: none"> ● Johnson Smith, J.L. Textile Processing: Printing, Finishing, Dyeing. ● H.Panda. Modern Technology of Textile: Dyes & Pigments. 	
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POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	1	2	-	1		1	1	2	2	-	2	2
CO2	2	1	2	-	2	2	2		1	2	2	3	3
CO3	1	1	1	-	2		1	2	2	2	1	3	3
CO4	1	2	2	1	2	1	1	1	2	2	-	2	2
CO5	2	2	2	1	2	2	2	1	2	2	1	2	3

BDF314 FD Studio 4- Fashion Forecasting

School: SAP		Batch: 2020-24	
Program: B. Design		Current Academic Year:	
Branch: Fashion Design		Semester: V	
1	Course Code		
2	Course Title	FD Studio 4- Fashion Forecasting	
3	Credits	3	
4	Contact Hours (L-T-P)	1-0-2	
	Course Status	Compulsory	
5	Course Objective	The course gives them the ability to pick the right fashion concept to work on by establishing links between politics, economics, technology, art, music.	
6	Course Outcomes	CO1: Understand Fashion forecasting tools, consumer behaviour & mapping of trends on fashion curve CO2: Investigate emerging global issues and strategically respond to their impact in the fashion industry. CO3: Identify and analyse global trends appropriate for Indian consumer CO4: Create professional trend presentation boards to recognize trends. CO5: Create trend presentations to recognize global trends applicable to Indian market. CO6: Apply Trends Forecasting in Design projects	
7	Course Description	The course begins with studying basic fashion forecasting & research methodologies and applying the learning to Contemporary fashion & key fashion concepts that are aligned with fashion future. The course will use journaling & trend board creation as research & presentation tools. The course assignments will be research focused and should include extensive reading & continuous trend mapping on fashion curve.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction & Zeitgeist	CO1, CO2
		a) Fashion forecasting: What, Why, Who & How; Types of Fashion forecasts: Long, short, seasonal	

		b) Target Market segmentation: Identify target customer & segmentation defining Demographics, Geographic & Psychographics	
		c) Observing the Zeitgeist of the current times: Nystrom's Framework for	
	Unit 2	Fashion forecasting tools: Consumer & Fashion scan	CO3, CO4
		a) Identify Social & economic trends focusing on culture, global economics, politics influences	
		b) Identify environmental, science & technological influences	
		c) Spot emerging fashion & lifestyle trends focusing on color, textiles & styles	
	Unit 3	Fashion Analysis 1: Consumer behaviour	CO1, CO3
		a) Predict dominating ideas that may influence future trends	
		b) Predict future consumer behaviour- write a report	
		c) Predict themes & moods of future trends aligned with consumer behaviour	
	Unit 4	Fashion Analysis 2: Edit & Interpret fashion trends	CO3, CO4
		a) Colour- formulate ideas, develop stories aligned to the themes	
		b) Textiles & materials- source & analyse	
		c) Looks & design elements- source & analyse	
	Unit 5	Develop Fashion forecasts	CO4
		a) Develop theme, colour & material forecast	
		b) Develop Looks & design detail forecasts	
		c) Compile & present the final edits	
	Mode of examination	CA & End Term Jury	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	1. Fashion Foreward	

CO-PO	PO1 Research bases learning	PO2 Community Learning	PO3 Learning Outside Classroom	PO4 Hand Drawing	PO5 Team player	PO6 Design Point of View	PO7 Global trends	PO8 New Technology	PO9 Business Practices	PSO1 Research & Market Trends	PSO2 History of Indian Textiles	PSO3 Futuristic Design	PSO4 Industrial Approach
CO1	2	2	3			1	3		2	3			
CO2	3	2	3			1	3	1	3	3		1	2
CO3	3	2	3			1	3	1	3	3	1	1	2
CO4	1	1	2		1	2	3	1	3	3	1	2	3
CO5	1	1	2		1	2	3	1	3	3	1	2	3
CO6	3	1	3	2	1	3	3	3	3	3	1	2	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

BDF 315 Fashion Art Studio 4- Surface Design & Development

School: SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year	
Branch: Fashion Design		Semester:05	
1	Course Code	BDF315	
2	Course Title	Fashion Art studio 4- Surface design & development	
3	Credits	4	
4	Contact Hours (L-T-P)	1-1-2	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> ● To develop basic concept of surface development for designers ● To develop a sense of appreciation for traditional art and craft ● To have an overview of the various processes involved in the development of traditional textiles ● Developing sense of visual thinking through mix media techniques 	
6	Course Outcomes	The students will be able “ CO1: To develop appreciation of surface development techniques CO2: To explore dyeing & printing surface design techniques CO3: To innovate through fiber & fabric manipulations CO4: To ideate & express through embellishments CO5: Develop design diary to collect ideas, techniques & inspirations CO6: To Apply the techniques for Surface Design in creating Fashion and Design collections	
7	Course Description	To make students understand that textile surface design is the art of changing the appearance of natural and synthetic surfaces by the application of traditional, stylized, digitized and illusionary techniques to embellish a product. It is also the art of enhancing a textile surface structure by applying various three-dimensional techniques	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction & explorations with weaving	CO1, CO5

		1a. Study of surface innovation through designer's & craftsperson's works & environmental concerns with various techniques	
		1b. Design Process of surface design developments	
		1c. Explorations & documentation with weaves & yarns	
	Unit 2	Explorations with fiber manipulation, dyeing, rusting, staining	CO2, CO3, CO5
		2a. Fabric choice, material & methods- chemical effects on fiber, Heat effects on fiber	
		2b. Fabric choice, material & methods for dyeing, Rusting, Staining	
		2c. Fabric choice, material & methods for marbling & removing colour	
	Unit 3	Explorations with printing, painting, applique, etc	CO3, CO4, CO5
		3a. Fabric choice, material & methods for block, screen	
		3b. Fabric choice, material & methods for painting	
		3c. Fabric choice, material & methods for Applique patchwork, cording, quilting	
	Unit 4	Explorations with embroidery & embellishments	CO3, CO4, CO5
		4a. Embroidery stitches & techniques- Open work, machine embroidery, stump work embroidery	
		4b. Embroidery stitches & techniques- traditional Indian techniques	
		4c. Explorations with embellishments- Beading, Sequins, Foil & glitter	
	Unit 5	Creative exploration with mixed medium	CO1, CO5
		5a. Development of inspiration & design idea	
		5b. Material & method	
		5c. Explorations & documentation of chosen techniques	
	Mode of examination	Jury/Practical/Viva	
	Weightage Distribution	CA 60% MTE 0% ETE 40%	
	Text book/s*	Irwin, K.A. (2015). Surface Design for Fabric. London: Fairchild Books. Retrieved April 24 2021, from http://dx.doi.org/10.5040/9781501304187.ch-001	
	Other References	Cadigan, E. (2014). Surface Design. In Sourcing & Textiles for Fashion (pp. 80–107). London: Fairchild Publications. Retrieved April 24 2021, from http://dx.doi.org/10.5040/9781474218566.ch-003	

POs COs	PO1 Research based	PO2 Community Learning	PO3 Learning	PO4 Hand Drawing	PO5 Team player	PO6 Design Point	PO7 Global trends	PO8 New Technology	PO9 Business Practices	PSO1 Research & Market Trends	PSO2 History of Indian Textiles	PSO3 Futuristic Design	PSO4 Industrial Approach
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	learnin g		Outs ide Clas sroo m			of View							
CO1	-	-	2	-	1	3	1	1	2	2	2	1	3
CO2	-	-	-	-	-	2	-	-	-	-	2	-	1
CO3	3	1	2	-	2	3	2	2	1	2	1	1	1
CO4	-	-	2	-	1	3	1	1	2	2	2	1	3
CO5	3	1	2	-	2	3	2	2	1	2	1	1	1
CO6	3	1	2	-	2	3	2	2	1	2	1	1	1

BDF BDF316 Digital design 4- 3D Digital Design

School: SAP	Batch: 2020-24	
Program: B. Design	Current Academic Year:	
Branch: Fashion Design	Semester: V	
1	Course Code	BDF316
2	Course Title	Digital design 4- 3D Digital Design
3	Credits	3
4	Contact Hours (L-T-P)	0-1-2
	Course Status	Compulsory
5	Course Objective	The objective of the course is to digitally design & present a production ready & creative collection through TUKACAD & other virtual & 3D tools.
6	Course Outcomes	Students will be able to 1. To use Computer Aided tools and techniques 2. To refine his/her skills to observe and stylize visual imagery and develop a range of garments and other elements 3. To digitally develop & present a production ready & creative collection through TUKACAD 3D 4. To develop Design collection and prototypes digitally
7	Course Description	The course will introduce digital prototype & virtual design & presentation tools for the students. Lesson plans will include blended, flipped & learning by doing teaching pedagogy. The course will be delivered using a series of tutorials & assignments. Assignments will be focused on giving students individual practice time to work on individual & group projects.
8	Outline syllabus	CO Achievement
	Unit 1	Introduction to TukaCAD
		a) Drafting basic upper bodice
		b) Drafting basic lower bodice & sleeve
		c) Drafting shirt, trouser, dress, top patterns
	Unit 2	Introduction to grading and marker
		a) Advance grading tools such as angle grading, variation grading
		b) Advanced marker making tools and report generation
		c) Different types of markers (singular, tubular, one way, etc) for different garment categories
	Unit 3	Applications of 3D TUKACAD in the apparel industry
		a) Introduction to 3D and its application in industry
		b) Developing garments on TUKA3D software
		c) Create virtual presentation of the design collection
	Unit 4	Virtual & advanced 3D design- Marvelous designer/ Clo3D
		a) Introduction & use of software
		b) 3D simulation & layering

		c) 3D garment edit	CO3, CO4
	Unit 5	3D design output	
		a) Avatar, Fit check, color way, print layout	CO3, CO4
		b) Rendering, animation, line sheet & collaboration via closet	CO3, CO4
		c) Edit & Presentation	CO3, CO4
	Mode of examination	CA & End Term Jury	
	Weightage Distribution	CA 60%	ETE JURY 40%
	Text book/s*		
	Other References	https://tukatech.com/Tuka3D/	

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

BDF313 Apparel Development 3-PM,Draping &GC

School: SAP		Batch: 2020-2024	
Program: B.Design		Current Academic Year:	
Branch: Fashion Design		Semester:05	
1	Course Code	BDF313	
2	Course Title	Apparel Development III	
3	Credits	12	
4	Contact Hours (L-T-P)	2-4-6	
	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 student will be able to develop intermediate level apparel styles through the application of pattern drafting principles. CO2: student will be able to Execute professional standard for different categories of garments construction CO3: Students will gain knowledge of Design Development from initial design concept till product development CO4: Will gain skill and knowledge of garment construction and Finishing as per Industry	
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
	Unit 1	Collars	CO1
		2a.Basic collar -convertible collar, stand collar, peter pan, sailor, mandarin with stand	
		2b. Advanced collar -Collar with deep, open neckline, shirt collar and shawl collar	
		2c.Research on current trends for collar construction	
	Unit 2	Sleeves	CO2, CO3
		3a. Basic sleeve- Bishop, puff, cap, Petal etc	

		3b. Advanced sleeve- lantern, leg-of-mutton sleeve kimono, Raglan sleeve.	
		3c. Construction of sleeve based on current trends research	
	Unit 3	Skirts & its variations	CO2, CO3
		2a. Basic skirt	
		2b. Variation of skirts	
		2c. Adaptation of different technique of skirt construction on the bases on research	
	Unit 4	Dresses without waistline	CO2, CO3
		4a. Tent & Empire	
		4b. Jumper and over size dress	
		4c. Construction of garment	
	Unit 5	Advance Draping Styles	CO4
		5a. Dress designing- Bustier dress, circular dress	
		5b. Layering of fabric	
		5c Draping of garments & trueing	
	Mode of exam	Jury/Practical/Viva	
	Weightage Distribution	CA	Weightage Distribution
		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		

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

SEMESTER VI

BDF327 Buying & Merchandising

School: SAP		Batch : 2020-2024	
Program: B.Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: VI	
1	Course Code	BDF327	
2	Course Title	Fashion Buying & Merchandising	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	This module will introduce students to the supply chain and source market functions of the Fashion Industry. It will give an overview of the activities of the diverse agents and activities in the supply and Production of fashion merchandise and would include an understanding of the raw materials of fashion, the supply chain processes, logistics and distribution, merchandising and retail.	
6	Course Outcomes	The students will be able to : CO 1: Define the basic concepts of Fashion Market and demand for fashion product. CO 2: Describe Merchandising and related concepts CO3: Explain and Demonstrate concept of Market Structure, Output and Pricing CO4: Understand about the concepts of supply chain management and Inventory Planning CO5: Understand about the concepts of Inventory Planning CO6: Infer the concepts of Buying and Merchandising into live practices	
7	Course Description	To match the trend in the fast-moving fashion world. Fashion buying and merchandising course refers to the planning required to have the right merchandise, at the right time, place, price, and with the good sales promotion	
8	Outline syllabus		CO Achievement
	Unit 1	Fashion Market & Demand	
		1a. Understanding the types of Fashion Businesses & Market Demand - Demand Concepts, Demand analysis, Demand Elasticity, Demand Estimates and Demand Forecasting.	CO1
		1b. Fashion Product Life Cycle & Fashion Adoption theories, Fashion Seasons	CO1

		1c. Fashion in relation to how it impacts the local, state, national, and international economies.			CO1
	Unit 2	Merchandising			
		2a. Concept of fashion Merchandising			CO2
		2b. Definition, Role and responsibilities of a merchandiser, Buying or Merchandise Planning and its processes, Industrial Overview and SWOT Analysis			CO2
		2c. Visual Merchandising: - Meaning, scope and Purpose, Setting up of a design studio - store layout, types of store layout, space planning, Planning Merchandise assortments, Pricing strategies, Mark-ups and mark downs			CO2
	Unit 3	Sourcing, Market structure, Pricing and output			
		3a. Sourcing: Need for sourcing - sourcing materials - manufacturing resources planning -			CO3
		3b. Price determination, Perfect competition and monopoly, Oligopoly and Monopolistic Competitions			CO3
		3c.Pricing Strategies- full Cost Pricing, product line pricing Skimming pricing, penetration Pricing, loss leader pricing, product life cycle pricing			CO3
	Unit 4	Category Management			
		4a.Category Management and collaborative planning and forecasting			CO4
		4b.Basic Profit Factors – The Relationship of Mark-up to Profit & Retail Pricing			CO4
		4c. Inventory Methods			CO4
	Unit 5	Supply Chain Management and Sustainable Practices			
		5a.Introduction to Supply Chain Management- Definition, Features, Scope & Importance of Supply Chain Management			CO4
		5b.Planning & Sourcing in Supply Chain, Demand forecasting, Type and Time			CO4
		5c.Logistical Activities-Definition of Logistics Management, Scope and role of Transportation, Relationship between transportation and other business functions , Sustainable Practices			CO4
	Mode of examination	Theory			
	Weight age Distribution	CA	MTE	ETE	
		30%	20%	50%	
	Text book/s*	1. Fashion Merchandising: Principles and Practice Paperback – Illustrated, 14 December 2014 by James Clark (Author) 2. Basics Fashion Management 01: Concept to Customer			

		By: Virginia Grose	
	Other References	https://www.bloomsbury.com/us/merchandising-theory-principles-and-practice-9781563678264/ https://www.bloomsbury.com/us/case-studies-in-merchandising-apparel-and-soft-goods-9781563670855/ https://www.bloomsbury.com/us/an-introduction-to-fashion-retailing-9781350098275/ https://www.bloomsbury.com/us/merchandise-buying-and-management-9781609014902/ https://www.bloomsbury.com/us/mens-fashion-reader-9781563675362/	

CO-PO	PO1 Research bases learning	PO2 Community Learning	PO3 Learning Outside Classroom	PO4 Hand Drawing	PO5 Team player	PO6 Design Point of View	PO7 Global trends	PO8 New Technology	PO9 Business Practices	PSO1 Research & Market Trends	PSO2 History of Indian Textiles	PSO3 Futuristic Design	PSO4 Industrial Approach
CO1	1	1	2		1	1	2		3	1			3
CO2	1	1	2		2	1	3		3	1			3
CO3	1	1	2		1	1	1		3				3
CO4	1	1	2		1	1	1		3	1			3
CO5	1	1	2		1	1	1		3	1			3
CO6	3	1	2		3	1	1		3	2			3

BDF328 Fabric 4- Sustainable Textiles & Fashion

School: SAP		Batch : 2020-24	
Program:B. Design		Current Academic Year:	
Branch:Fashion Design		Semester: VI	
1	Course Code	BDF328	
2	Course Title	Fabric 4- Sustainable Textiles & Fashion	
3	Credits	2	
4	Contact Hours (L-T-P)	. (2-0-0)	
	Course Type	Compulsory	
5	Course Objective	1 To address the merging trend of developing healthier and smarter clothing by defining effective ways to utilise energy and water usage and material choices. 2 To create awareness about sustainability and its implication on the built environment. 3. To expose the students to the danger of the practises in the textile production and processes, fashion industry 4. To teach the integrated design approach to the students to achieve sustainability in design.	
6	Course Outcomes	The students will be able to : CO1: To create awareness about sustainability, its need and importance for present and Future. CO2: Become capable to understand the norms and measures outlined by Green Agencies and needs of Society CO3: To expose the students to the danger of the practises in the textile production and processes, fashion industry and introduce them to the different Approaches of sustainability. CO4: Develop sustainable design skills to convert any project small or big into a sustainable design Project.	
7	Course Description	To address the merging trend of developing healthier and smarter clothing by defining effective ways to utilise energy and water usage and material choices and create awareness about sustainability and its implication on the built environment.	
8	Outline syllabus		CO Mapping
	Unit 1	Introduction to Sustainability	CO1, CO4
	A	Need to be Sustainable.	
	B	History of the concept of sustainability	
	C	Philosophy of sustainability.	
	Unit 2	Sustainable textiles in fashion Design	CO2, CO3
	A	Interdisciplinary overview of sustainable design in various design fields	
	B	Significance of natural textile materials to support the environment.	
	C	Textile Agencies working on sustainability.	

	Unit 3	3Rs : Reduce, Reuse, Recycle			CO2
	A	Biodegradability			
	B	Textiles Waste Management			
	C	Material Board on Sustainability.			
	Unit 4	Efficient use of resources and solutions in Fashion industry			CO1,CO2,CO3
	A	Energy efficient solutions i.e. process controls, organic fibres, natural dyes, etc.			
	B	Sustainable Fashion.-Principles and ways of sustainability in fashion;			
	C	Human Behavioural aspects to improve sustainable environment-			
	Unit 5	Classroom project on Sustainable Design			CO2, CO3, CO4
	A	Material challenge and research on solution			
	B	Conceptualization			
	C	Presentation and Documentation			
	Mode of examination	Theory			
	Weightage Distribution	CA	MTE	ETE	
		30%	20%	50%	
	Text book/s*	1. Textiles and clothing sustainability edited by subramanian senthilkanan muthu published by springer 2. assessing the environmental impact of Textiles and the Clothing Supply chain by senthil kanan Muthu 2. Handbook of sustainable luxury textiles and fashion by subramanian senthilkanan muthu and Miguel Angel Gardetti published by springer 3. The UN Sustainable goal for Textiles & Fashion by by subramanian senthilkanan muthu and Miguel Angel Gardetti published by springer			
	Other References				

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

CO4	1	3	1		1	3	2	3	1	3	2	3	3
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BDF323 Fashion studio 5- Conceptualization&Collection plan

School: SAP		Batch: 2020-24	
Program: B. Design		Current Academic Year:	
Branch: Fashion Design		Semester: VI	
1	Course Code	BDF323	
2	Course Title	FD Studio 5- Conceptualisation & Collection design	
3	Credits	3	
4	Contact Hours (L-T-P)	1-0-2	
	Course Status	Compulsory	
5	Course Objective	The Course enables students to Research, Design, develop & present their first student collection using learning by doing & blended teaching pedagogy.	
6	Course Outcomes	<i>Students will be able to :</i> CO1: Identify and describe different types of markets & specialist collections CO2: Apply design process to conceptualise & design their first student collection CO3: Present a collection using look book & styling CO4: Apply learning's from Textiles, history, Fashion Art, Digital & Apparel Development subjects to design & develop a collection CO5: Identify the influences on Fashion Products CO6: Create a Fashion Design collection using the inspired concepts	
7	Course Description	In this course, <i>students design a market specific specialist collection</i> : Active Sportswear/ Intimate Apparel/ Shapewear/ Knitwear/ Ethnic collection using a range of innovative fabrications. Students will use all levels of research and inspiration appropriate to designing a fashion collection. They develop a "Creative Process Journal" to record their collection. During the course students will be writing their own brief, conduct detailed research, source material to develop key concepts & designing a collection. Students will be developing 2-3 looks out of finalised collection, to experience fitouts & styling stages. Finally, the students will be developing a look book using collection sketches & sample shoots. The students will be blending & applying their learnings of all the previous semester subjects.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to a Specialist Collection	CO1, CO4
		a) Specialist Collections	
		b) Designing for Different Markets: Identify Target Market/ customer & Inspiration	
		c) How to write your own DesignBrief	
	Unit 2	Collection Influences	CO2, CO4
		a) Analyse an Iconic Fashion collection	

		b) Market Research & Inspirational Research	
		c) Build Detailed Story Boards	
	Unit 3	Design Concepts & detailing	CO2, CO4
		a) Material Sourcing: How to choose the right material	
		b) Build key concept (Design) ideas	
		c) Design detailing: Focus on Surface design & Construction variations	
	Unit 4	Design Development	CO2, CO4
		a) Design Development to create Variations	
		b) Edit & finalise to build final collection	
		c) Sample development of selected looks	
	Unit 5	Presentation	CO3, CO4
		a) Final Fit outs	
		b) Styling & photo shoots	
		c) Create Look book & Presentation	
	Mode of examination	CA & End Term Jury	
	Weightage Distribution	CA	Weightage Distribution
		60%	0%
			40%
	Text book/s*	1. Developing a Fashion collection, authored by Elinor Renfrew & Colin Renfrew, Bloomsbury Publications 2. Sourcing and Selecting Textiles for Fashion by Erin Cadigan, Fairchild Publications, 2014 3. Textiles and Fashion, Author: Udale, Jenny 4. Basics Fashion Design: Knitwear. Author Juliana Sissons	
	Other References	1. Appearance and Identity : Fashioning the Body in Postmodernity by L. Negrin 2. Poiret, Dior and Schiaparelli: Fashion, Femininity and Modernity by Illya Parkins 3. The Art of Manipulating Fabric by Collette Wolff 4. Indian Saris :Traditions - Perspectives - Design Author: Katiyar, Vijai Singh, National Institute of Design 5. Fashion: 150 years: couturiers, designers, labels by Seeling, Charlotte 6. The Art of Manipulating Fabric by Collette Wolff	

CO-PO	PO1 Research bases learning	PO2 Community Learning	PO3 Learning Outside Classroom	PO4 Hand Drawing	PO5 Team player	PO6 Design Point	PO7 Global trends	PO8 New Technology	PO9 Business Practices	PSO1 Research &	PSO2 History of	PSO3 Futuristic Design	PSO4 Industri Appro
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BDF324 Fashion Art Studio 5- Fabric Design & Development

School: SAP		Batch :	
Program: B.Design		Current Academic Year	
Branch: Fashion Design		Semester:06	
1	Course Code		
2	Course Title	Fashion Art Studio 5- Fabric design & development	
3	Credits	5	
4	Contact Hours (L-T-P)	1-2-2	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> ● To develop a sense of fabric construction techniques used in textiles ● To have an overview of the various processes involved in the development of fabric from yarn to cloth. ● To use traditional techniques of fabric construction with modernised contemporary design by various designers ● Hand on experience how to create different types of fabric. 	
6	Course Outcomes	CO1: Detail knowledge about vast history of Indian textiles CO2: Provide in-depth knowledge of different woven textiles of India CO3: To provide sense of appreciation of woven & non-woven textiles CO3: Provide in-depth knowledge of knitted fabric CO4: To provide knowledge of interlaced & non-interlaced fabric CO5: Innovative fabric creation with using different techniques of construction	
7	Course Description	To enable the students to have an overview of the different fabric development techniques starting from origin to ultimate use by fashion designers for collection.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction – Fabric development	

Beyond Boundaries

		1a. Importance of fabric development through textiles for fashion designers	CO1
		1b. Study of Philosophical, aesthetic & physical needs of fabric as art of India	CO1
		1.c Status and significance of surface texture in various creative fields is explored and the evolution of surface texture is traced by analyzing a number of fashion design cases with representative surface textures.	CO1
	Unit 2	Woven Fabric	
		2a. Basic woven techniques	CO2
		2b. Complex woven techniques	CO3
		2c. Innovative woven techniques	CO5
	Unit 3	Knitted Fabric	
		3a. Different knitting machines	CO2, CO3
		3b. Warp & Weft knitting	CO4
		3c. Development of design concept	CO5
	Unit 4	Interlacing Fabric	
		Crochet & Macrame	CO2, CO3,
		Braiding or plaiting	CO4
		Net & Lace making	CO5
	Unit 5	Non interlacing	
		Felts and its variations	CO2, CO3,
		Bonding & lamination	CO4
		Development of Design project	CO5
	Mode of examination	Jury/Practical/Viva	
	Weightage Distribution	CA 60%	MTE 0%
		ETE 40%	
	Text book/s*	1. Surface design for fabric by Kimberly A.Irwin - bloomsbury 2. Textile and fashion (From Fabric construction to surface Treatment) by Jenny Uddale- bloomsbury 3. Extreme Textiles (Designing for High Performance) by Maltida McQuaid 4. Watson’s Advanced Textile Design: Compound Woven Structures (Woodhead Publishing Series in Textiles) Hardcover – 1 January 1977 by Z Grosicki (Editor)	
	Other References		

BDF325- Research Methodology

School: SAP		Batch : 2020-24
Program: B.Design		Current Academic Year:
Branch: Common		Semester: VI
1	Course Code	BDF325
2	Course Title	Research Methodology
3	Credits	2
4	Contact Hours (L-T-P)	2-0-0
	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 CO3:Collect accurate data to addresses the research problem CO4: Use the data to make decisions CO5: Create a effective research Reports .
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
	Unit 1	INTRODUCTION
	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
	Unit 2	PROBLEM IDENTIFICATION AND HYPOTHESIS GENERATION
	A	Problem Identification & Formulation and Measurement Issues
	B	Hypothesis – Qualities of a good Hypothesis –Null Hypothesis & Alternative Hypothesis.

	C	Hypothesis Testing – Logic & Importance			
	Unit 3	RESEARCH DESIGN			CO2,CO3,CO4,CO5,
	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.			
	Unit 4	SAMPLING			CO2,CO3 CO4,CO5,
	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			
	Unit 5	DATA ANALYSIS AND INTERPRITATION			CO3,CO4, CO5,
	A	Data Analysis: Data Preparation – Univariate analysis (frequency tables, bar charts, pie charts, percentages			
	B	Bivariate Analysis – Intro statistical tests for data analysis			
	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	2	3		3		2	2		2	3	2	3	3
CO2	3		3		2	2	1		3	2	3	2	2
CO3	2	3		3		2	2	1		3	2	-	2
CO4	1	2	3		2	2	1		3	2	3	2	2
CO5	2	3		3		2	2	1		3	2	-	2
CO6	1	2	3		2	2	1		3	2	3	2	2

BDF322 Apparel Development IV-PM/ Draping & GC

School: SAP		Batch: 2020-24	
Program: B.Design		Current Academic Year:	
Branch: Fashion Design		Semester: VI	
1	Course Code	BDF322	
2	Course Title	Apparel Development IV	
3	Credits	12	
4	Contact Hours (L-T-P)	2-4-6	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> Detailed, advanced understanding of the garment finishing process In-depth know-how of the entire apparel design and manufacturing process First-hand experience of the final execution of finished garments 	
6	Course Outcomes	CO1. Students will be able to create different categories of garment. CO2. They will be able to use Pattern making principles to correction of pattern and test fits CO3. Students will be able to use, acquire and integrate relevant technical skills for complex patterns CO4. To experientially understand range development CO5. To interpret & solve complex design ideas CO6. To explore advanced methods of construction & finishing 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
	Unit 1	Development of advance dresses for women's	CO1
		5a. Research on different types of advanced dresses with the focus on current trends in industry	
		5b. Strapless foundation, Panel Dress, Bias cut Dresses	
		5c. Construction of test fit & making alteration accordingly	
	Unit 2	Formal wear for women's	CO2, CO3

		2a. Study of formal wear	
		2b. Patterns making of formal dresses	
		2c. Adaptation of design as per global trends	
	Unit 3	Trouser	CO2, CO3
		3a. Study of current trends and developing accordingly	
		3b. Making of pattern & test fit	
		3c. Making alterations	
	Unit 4	Men's clothing	CO2, CO3
		3a. Study of different type of men's wear.	
		3b. Basic upper & lower bodies Sloppers	
		3c. Application on innovative designs	
	Unit 5	Collection plan	CO5, CO6
		5a. Adaptation of pattern according to selected theme	
		5b. Construction of garments based of selected theme	
		5c. Finishing of garments	
	Mode examination of	Jury	
	Weightage Distribution	CA	Weightage Distribution
		60%	0% 40% 60%
	Text book/s*	1. Journal of textile design research and Practice 2. Apparel Quality (A guide evaluating sewn products) by Janace E. Bubonia - Bloomsbury publication 3. Apparel quality 2nd Edition (A guide evaluating sewn products) by Janace E. Bubonia - Bloomsbury publication 4. Apparel production terms & processes 2nd edition by Janace E. Bubonia - Bloomsbury publication 5. Patternmaking with stretch Knit fabric by Julie Cole - Bloomsbury publication 6. Sewing with Knit & stretch fabric by Sharon L. Czachor - Bloomsbury publication 7. Pattern-making for Menswear (Classis to Contemporary) by Myoungok Kim Injoo Kim- Bloomsbury publication	
	Other References		

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

CO5	3	3			1	2	3	3	3	2	1	3	3
CO6	3	2	1	1	3	1	3	2	3	3		1	

SEMESTER VII

BDF420 Functional textiles & clothing

School: SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year	
Branch: Fashion Design		Semester:07	
1	Course Code	BDF420	
2	Course Title	Functional Textiles & Clothing	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory/Elective	
5	Course Objective	Students should be able to <ul style="list-style-type: none"> ● Recognize the classification of various functional textiles & clothing like technical smart and intelligent wear ● Gather the technical knowledge & specifications of functional clothing. ● Prescribe suitable textile raw materials suitable for developing functional clothes ● Apply the knowledge on textiles processes in designing functional clothing ● Acquire knowledge on the evaluation methods and standards available to evaluate the various functional clothing 	
6	Course Outcomes	CO1: Establish & determine difference between Functional textiles & Functional clothing CO2: To build understanding & awareness about different types of technical textiles CO3: To innovations & applications of Smart clothing CO4: To differentiate between categories of technical textiles CO5: To Ideate & innovate with technical textiles & smart clothing CO6: To create Functional Clothing	
7	Course Description	To develop an understanding among students about functional textile & clothing techniques & new innovations	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction	CO1

		1a. Study of Functional textiles and aligned with physical & performance aspects , Classification of functional textiles.			
		1b. Recent developments, challenges and opportunities in the field of functional textiles and clothing			
		1c. Analysing and study different brands working with specific functional textiles			
	Unit 2	Technical textiles			CO2
		2a. Medical textiles			
		2b. Protective clothing –natural climates			
		2c. Other technical textile -Geo, Agro, Automobile etc.			
	Unit 3	Smart & wearable technology			CO3
		3a. Passive textiles structure capable of responding to external stimulation			
		3b. Wearable technology which is woven or sewn into clothing controlled by integrated control panel			
		3c. Applications of smart textiles in industry			
	Unit 4	Type of clothing in global functional textiles			CO4
		4a. Active wear			
		4b. Performance wear			
		4c. Seamless wear			
	Unit 5	Develop understanding of functional textiles.			CO5, CO6
		5a. Research on selected field for textile & clothing			
		5b. Design and prototyping of functional textiles applications			
		5c. Blending functional textiles in our daily life			
	Mode of examination	Theory			
	Weightage Distribution	CA	MTE	ETE	
		30%	20%	50%	
	Text book/s*	Functional Clothing Design: From Sportswear to Spacesuits, Book by Lucy Dunne Indian Journal of Fiber & textile research- Functional clothing Definitions & Classifications by Deepti Gupta Indian Journal of Fiber & textile research- Design & Engineering of Functional clothing by Deepti Gupta			
	Other References				

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

BDF 417 Dissertation

School: SAP		Batch: 2019-23	
Program: B. Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: VII	
1	Course Code	BDF417	
2	Course Title	Dissertation	
3	Credits	6	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	The course prepares students for industry by focusing on developing a domain specialisation, developing industry conduct for market exposure & sponsorship.	
6	Course Outcomes	<i>The students will be able to :</i> CO1: Write & brainstorm their own project brief CO2: Conduct deep primary & secondary research in identified domain CO3: Compile & analyse design research CO4: Ideate & finalise their graduation project topic CO5: Innovate concepts to create collection CO6: Design Collection for Fashion	
7	Course Description	In this course, students choose, research & ideate for their final year graduation project. The students are free to choose a fashion collection, image design & styling or a fashion merchandising or marketing project topic. They will conduct a detailed research & present key concepts/ solutions & ideas while working with 2 mentors from design & technical backgrounds. The course will parallelly run with GP: Apparel Development.	
8	Outline syllabus		CO Achievement
	Unit 1	Project Brief	CO1
		a) Identify problem/ solution, Influences/ Inspirations, Target markets/ Focus groups	
		b) Project Topic options: Brainstorming for Final Outcome	
		c) Project Brief writing	
	Unit 2	Historic research & Domain specialisation	CO2
		a) Inspiration research	
		b) Study of Iconic Work- Techniques/ methods/ details	
		c) Case studies: Innovations & advancements review	
	Unit 3	Market research & Industry connect	CO2
		a) Target Audience: Need analysis using interviews/ questionnaires/ experiments/ observations	
		b) Market Analysis & Literature review: existing products/ brands/ services	
		c) Trend analysis	
	Unit 4	Research compilation	CO3
		a) Research analysis: Sketch/ tables/ graphs	
		b) Documentation: Written/ audio-visual	
		c) Creative journals/ Story boards/ Research Papers	
	Unit 5	Key concepts/ solutions	CO4
		a) Key ideas/ solutions/ concepts	

		b) Compile presentation	
		c) Presentation Review	
	Mode of examination	CA & End Term Jury	
	Weightage Distribution	CA	Weightage Distribution
		60%	40%
	Text book/s*	1. Creative Research: The Theory and Practice of Research for the Creative Industries by Hilary Collins, Bloomsbury Visual Arts, 2018 2. Fashion Thinking: Creative Approaches to the Design Process by by Fiona Dieffenbacher, Fairchild Books, 2013 3. Appearance and Identity: Fashioning the Body in Postmodernity by L. Negrin 4. Fashionology by Junya Watanabe 5. Critical Fashion Practice: From Westwood to Van Beirendonck by Adam Geczy (Author), Vicki Karaminas (Author)	
	Other References	1. Creating a spectacle: Planning a fashion show by Gill Stark 2. Digital Disruption of the Fashion Industry by Wendy K. Bendon 3. The Fashion Show, Author Gill Stark 4. ISLAMIC FASHION AND ANTI-FASHION- New Perspectives from Europe and North America BY Emma Tarlo and Annelies Moors (eds) 5. Indian Saris : Traditions - Perspectives - Design Author: Katiyar, Vijai Singh, National Institute of Design 6. Designing with Smart Textiles by by Sarah Kettley 7. Functional Clothing Design by Susan Watkins and Lucy Dunne	

CO-PO	PO1 Research based learning	PO2 Community Learning	PO3 Learning Outside Classroom	PO4 Hand Drawing	PO5 Team player	PO6 Design Point of View	PO7 Global trends	PO8 New Technology	PO9 Business Practices	PSO1 Research & Market Trends	PSO2 History of Indian Textiles	PSO3 Futuristic Design	PSO4 Industrial Approaches
CO1	3		3			3	3	1	1	3			3

CO2	3	1	3			3	2	1	1	3			3
CO3	3			3		3	1		1	3			3
CO4	3			3		3	1		1	3			3
CO5	3		3	3	1	3	3	1	1	3			3

BDF416 FD STUDIO 6- Portfolio Development

School: SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: VII	
1	Course Code	BDF416	
2	Course Title	FD STUDIO 6 -Portfolio Development	
3	Credits	4	
4	Contact Hours (L-T-P)	(0-1-3)	
	Course Status	Compulsory	
5	Course Objective	The subject aims to develop contemporary portfolio practices and enables students to create portfolios that serve as both evolving collections of creative solutions to design problems and evidence of their abilities to visually relay messages. It teaches to how to create not just a collection of design work but a unique marketing tool for a successful design career.	
6	Course Outcomes	CO1: Students will have an understanding of methods to show your designs, skill sets, and creativity CO2: It will focus on both Logical and Creative Design Solutions CO3: Understanding of developing a Portfolio from Concept to a Finished Product CO4: Familiarity with different Layouts , and other methods of presentation in detail as per the Industry standards CO5: Curate better projects of Design & Innovation CO6: Compile Portfolio	
7	Course Description	This course will introduce the students with various techniques of presenting their works from concept to Finished Products.	
8	Outline syllabus		CO Achievement
	Unit 1	The Portfolio : Introduction	
		1a.Understanding the meaning and Need of Portfolio Development	CO1
		1b.The Design Sketch: Exploring the History of Style	CO1
		1c.Collection of works done in previous years	CO1
	Unit 2	Organizing and Content Development	

Beyond Boundaries

		2a.Building up a Profile/Resume based on your skill and current market trends			CO1
		2b.Curation of Works and creating Storage Bank to support the Portfolio development			CO2
		2c.The Design Journal to well keep the works of the past and support Portfolio Development			CO2
	Unit 3	Understanding the Customer			
		3a. The need of developing a portfolio as per the customer choices			CO2
		3b. Understanding Interviewer Expectations and ways to achieve the targets			CO2
		3c. Chapter creations for- Men’s wear, Women’s wear and Children’s wear			CO2
	Unit 4	Technical Drawings and Finishes			
		4a. Presentation Boards and Design Concepts & Solutions			CO3
		4b.Developing Fashion Figures and Croqui			CO3
		4c. Creating Flat Sketches and Specs			CO1, CO3
	Unit 5	Presentation & Layouts			
		5a.Developing Hand Portfolio and Digital Portfolio			CO4
		5b.Understanding Platforms to showcase works			CO4
		5c.The Portfolio Projects			CO4
	Mode of examination	Jury			
	Weight age	CA	MTE	ETE	
	Distribution	60%	0%	40%	
	Text book/s*	A guide to preparing your Portfolio : By Jay McCauley Bowstead			
	Other References	1. Designing your Fashion Portfolio : From Concept to Presentation : By <i>Joanne Barrett</i> 2. THE FASHION DESIGNER'S SKETCHBOOK: INSPIRATION, DESIGN DEVELOPMENT AND PRESENTATION : By Sharon Rothman 3. Portfolio Presentation for Fashion Designers : By Linda Tain			

CO-PO	PO1 Research bases learning	PO2 Community Learning	PO3 Learning Outside Classroom	PO4 Hand Drawing	PO5 Team player	PO6 Design Point of View	PO7 Global trends	PO8 New Technology	PO9 Business Practices	PSO1 Research & Market Trends	PSO2 History of Indian Textiles	PSO3 Futuristic Design	PSO4 Industrial Approach
CO1			1	3	2	3	2	1				1	1
CO2	2	2	2		2	3	2	2		2			1
CO3				3				2					3
CO4	3			2		3							3
CO5	3					3	3		1				3
CO6	3					3	3		2				3

School: SAP		Batch: 2019-23	
Program: B. Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: VII	
1	Course Code	BDF419	
2	Course Title	Professional Practice	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	This course is an introduction to professional practice in Design and is designed to prepare the students for graduate employment, professional conduct and the practice Design & entrepreneur roles.	
6	Course Outcomes	<p>Students will be able to :</p> <p>CO1: Describe sustainable professional practice.</p> <p>CO2: Explain the methods and ways the businesses can be started & existing MSME & Start-up schemes & support provided by the government.</p> <p>CO3: Develop understanding of Intellectual property rights and filing the</p> <p>CO4: To learn about Taxation needed in all kinds of practices, as a consultant, Design firm or a manufacturing Unit.</p> <p>CO5: Become professionals with an ethical value system.</p> <p>CO6: Infer various types of standardizations & quality control followed in the industry.</p>	
7	Course Description	The course will give all the basic knowledge required for a graduate to start their professional career as an entrepreneur, Consultant or part of an existing organization. Covering topics of sustainable professional practices, standardizations, Business developments, MSME Opportunities, taxation & contracts. The Lectures and assignments will be designed to encourage an awareness and basic knowledge of the nature of professional practice in order to further develop and apply this knowledge in graduates early working lives.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction	
		a) An overview of Indian fashion industry	CO1
		b) Career paths associated with fashion design	CO1

		c) Building networks	CO1
	Unit 2	Sustainable Professional Practices	
		a) UN Sustainability Goals: Cultural, Social, Economic responsibilities of design professionals	CO1
		b) Sustainability standards in Fashion industry	CO1
		c) Sustainability certifications & licensing	CO1
	Unit 3	Overview of a Business Start up	
		a) Business opportunities	CO2
		b) Gaining Funding & sponsorships	CO2
		c) MSME registration, schemes & Opportunities	CO2
	Unit 4	Intellectual Property Rights	
		a) Creative Crimes	CO3
		b) Types of Intellectual property rights	CO3
		c) Design Act 2000 & Process of Filing IPR	CO3
	Unit 5	Taxation, Contracts & Licensing	
		a) Introduction to All kind of Taxes & Consulting contracts	CO4
		b) GST & Income Tax	CO4
		c) Import Export licensing	CO4
	Mode of examination	Theory	
	Weightage Distribution	CA 30%	MTE 20%
			ETE 50%
	Text book/s*	1. The Essential Guide to Business for Artists and Designers, Author Alison Branagan, Bloomsbury Academic, 2018	
	Other References	1. Careers! Professional Development for Retailing and Apparel Merchandising by V. Ann Paulins and Julie L. Hillery	

CO-PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
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	Research bases learning	Community Learning	Learning Outside Classroom	Hand Drawing	Team player	Design Point of View	Global trends	New Technology	Business Practices	Research & Market Trends	History of Indian Textiles	Futuristic Design	Industrial Approach
CO 1			1				1		3	1			3
CO 2									3				3
CO 3									3				3
CO 4			1						3	1			3
CO 5									3				3
CO 6			1				1		3	1			3

Branch: fashion design		Semester: 07	
1	Course Code	BDF415	
2	Course Title	Apparel development V	
3	Credits	14	
4	Contact Hours (L-T-P)	2-4-8	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> • To understand the relevance of draping in fashion • To apply the technique effectively for a desired fit in a garment • To apply inputs from other related techniques (patternmaking) to create garments 	
6	Course Outcomes	CO1: Recognizes different Specialized categorise garment in industry CO2: Exploring different materials for specialized garment construction CO3: To apply principles of design while exploring the advanced construction technique CO4: To understand the essence of tradition and fuse it with contemporary styles CO5: To be able to drape different styles of garments CO6. Applies his/her designs through the draping method.	
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
	Unit 1	Introduction to different specialised apparel categories in industry	CO1
		1b. Men's categories	
		1c. Study of different designer work & their works	
	Unit 2	Advanced construction	CO1, CO2

		1a. Advanced construction techniques used in apparel industry	
		1b. Understanding various fabrics and techniques for advanced construction	
		1.c Construction of pattern for advanced garment	
	Unit 3	Advanced Draping	CO2, C)5
		3a. Dress designing- Bustier dress, circular dress etc	
		3b. Draping and convert into pattern	
		3c. Test fit on selected fabric	
	Unit 4	Surface enhancement	CO4
		4a. Basic surface enhanced fabric- Fur Leather etc	
		4b. Design- Layering of fabric	
		4c. Create new forms using surface enhancement technique	
	Unit 5	Collection plan-	CO5, CO6
		5a. Adaptation of pattern according to selected theme	
		5b. Construction of garments based of selected theme	
		5c. Finishing of garments	
	Mode of exam	Jury	
	Weightage	CA	MTE
	Distribution	60%	0%
		ETE	40%
	Text book/s*	1. Journal of textile design research and Practice 2. Apparel Quality (A guide evaluating sewn products) by Janace E. Bubonia - Bloomsbury publication 3. Apparel quality 2nd Edition (A guide evaluating sewn products) by Janace E. Bubonia - Bloomsbury publication 4. Apparel production terms & processes 2nd edition by Janace E. Bubonia - Bloomsbury publication 5. Patternmaking with stretch Knit fabric by Julie Cole - Bloomsbury publication 6. Sewing with Knit & stretch fabric by Sharon L. Czachor - Bloomsbury publication 7. Pattern-making for Menswear (Classis to Contemporary) by Myoungok Kim Injoo Kim- Bloomsbury publication	
	Other References		

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

SEMESTER VIII

BDF421 Graduation Project studio

School: SAP		Batch: 2019-23	
Program: B. Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: VIII	
1	Course Code	BDF421	
2	Course Title	Graduation Project: Studio	
3	Credits	16	
4	Contact Hours (L-T-P)	4-4-8	
	Course Status	Compulsory	
5	Course Objective	The course in continuation to Graduation Project: Research & Study will enable students to design/ execute, develop & deliver their final graduation project. The objective is to let students develop a professional portfolio with a research-based domain specialisation, to seek employment, establish a business or apply for higher education.	
6	Course Outcomes	<p><i>The students will be able to :</i></p> <p>CO1: Brain storm various concepts, appraise and critique various existing design works</p> <p>CO2: Ideate, Innovate & Create design products.</p> <p>CO3: The students will Review Literature and explore the gaps to induce Design concepts</p> <p>CO4: Apply knowledge for Developing Research papers, Case studies, Fashion Collection, Design Portfolio</p> <p>CO5: Gain knowledge of professional ethics and learn skills of project management.</p> <p>CO6: Students will be able to present their final outcome in form of Publication or Collection showcase.</p>	
7	Course Description	The course is a final culmination of all that students have studied & practiced throughout the Degree.	
8	Outline syllabus		CO Achievement
	Unit 1	Project Initiation & preparation	
		a) Develop a Time and action calendar with a reminder system and meeting schedule with mentor (s)	CO1
		b) Feedback overview of Research & study to rewrite final Brief	CO1
		c) Vendors/ experts/ organizations & Budget for development of project to be identified & communication established after approval by Mentor	CO1
	Unit 2	Design Development 1/ Data Analysis	
		a) Design Development/ Research Data analysis	CO2, CO3
		b) Material exploration & development/ Data analysis outcome	CO2, CO3
		c) Design Collection Finalisation/ Relative Data Analysis	CO2, CO3
	Unit 3	Collection/ Thesis frontage	

		a) Pattern making & Draping/ Topic finalization	CO2, CO3
		b) Fit approval/ Thesis Executive summary, Abstract, Introduction, Index	CO2, CO3
		c) Buying & sourcing/ Figures & abbreviations	CO2, CO3
	Unit 4	Production/ Content Compilation	
		a) Final construction/ Main body compilation	CO3, CO4
		b) Final Fit outs, Finishing & labelling/ Research outcome writing	CO3, CO4
		a) Conclusion & Review	CO3, CO4
	Unit 5	Presentation	
		a) Styling, Model Trials & Fittings, Photoshoot location/ References & citation	CO3, CO4
		b) Photoshoot/ Plagiarism check	CO3, CO4
		c) IPR filing & Portfolio Presentation/ Publication	CO3, CO4
	Mode of examination	CA & End Term Jury	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	<ol style="list-style-type: none"> 1. Creative Research: The Theory and Practice of Research for the Creative Industries by Hilary Collins, Bloomsbury Visual Arts, 2018 2. Fashion Thinking: Creative Approaches to the Design Process by by Fiona Dieffenbacher, Fairchild Books, 2013 3. Appearance and Identity : Fashioning the Body in Postmodernity by L. Negrin 4. Fashionology by Junya Watanabe 5. Critical Fashion Practice: From Westwood to Van Beirendonck by Adam Geczy (Author), Vicki Karaminas (Author) 	
	Other References	<ol style="list-style-type: none"> 1. Creating a spectacle: Planning a fashion show by Gill Stark 2. Digital Disruption of the Fashion Industry by Wendy K. Bendon 3. The Fashion Show, Author Gill Stark 4. ISLAMIC FASHION AND ANTI-FASHION- New Perspectives from Europe and North America BY Emma Tarlo and Annelies Moors (eds) 5. Indian Saris : Traditions - Perspectives - Design Author: Katiyar, Vijai Singh, National Institute of Design 6. Designing with Smart Textiles by by Sarah Kettley 7. Functional Clothing Design by Susan Watkins and Lucy Dunne 	

CO-PO	PO1	PO2 Community Learning	PO3	PO4 Hand Drawing	PO5 Team player	PO6 Design Point	PO7 Global trends	PO8 New Technology	PO9 Business Practices	PSO1 Research &	PSO2 History of	PSO3 Futuristic Design	PSO4 Industrial Appro
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BDF422 Internship

School: SAP		Batch : 2020-24			
Program: B.Design		Current Academic Year:			
Branch: Digital & Communication design		Semester: VIII			
1	Course Code	BDF422			
2	Course Title	Internship			
3	Credits	10 (NGPA)			
4	Contact Hours (L-T-P)	0-2-8			
	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. 3. Develop the entrepreneur skills			
6	Course Outcomes	<i>The Students will be able to :</i> CO1: Understand to fill the gap between concept and final product, 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. CO5: Develop industry acumen CO6: Become Future Professionals			
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
	Unit 1	Internship			CO1, CO2, CO3, CO4
	Unit 2	Internship			
	Unit 3	Internship			
	Unit 4	Internship			
	Unit 5	Internship report			
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

CO- PO	PO1 Research based learning	PO2 Community Learning	PO3 Learning Outside Classroom	PO4 Hand Drawing	PO5 Team player	PO6 Design Point of View	PO7 Global trends	PO8 New Technology	PO9 Business Practices	PSO1 Research & Market Trends	PSO2 History of Indian Textiles	PSO3 Futuristic Design	PSO4 Industrial Approach
CO1	3		3			3	1		3				3
CO2			3		2				3				3
CO3		3	3				1	1	3			2	3
CO4			3						3				3
CO5			3						3				3
CO6			3						3				3