

**Pt. Ravishankar Shukla University,
Raipur (C.G.) 492010**

CURRICULUM & Syllabus

**Bachelor of Vocation (Fashion Design)
(Semester System)**

Semester: I-VI

Session: 2025-28

Approved by

**B.Voc Ad-hoc Board of Study
Pt. Ravishankar Shukla University,
Raipur (C.G.)**

Session 2025-28
Bachelor of Vocation (Fashion Design)
Programme Structure

B.Voc (Fashion Design) Semester - I												
S.N	CA TE GO RY	SUBJECT NAME	SUBJEC T CODE	CRE DIT	HR / P W	L/ T	A/ PR E	P/ PR OJ	TER M- END MA RKS	INTE R NAL MAR KS	MINI. PASSI NG MAR KS	TOT AL MA RKS
1	The ory	Element & Principal of Design	BVFD101	4	4	4	0	0	70	30	40	100
2	Lab	Element & Principal of Design	BVFD102	6	4	0	4	2	70	30	40	100
3	The ory	Basics of Computer	BVFD103	4	4	4	0	0	70	30	40	100
4	Lab	Basics of Computer	BVFD104	6	4	0	3	3	70	30	40	100
5	The ory	Garment Manufacturing Technology	BVFD105	2	2	2	0	0	70	30	40	100
6	Lab	Garment Construction	BVFD106	5	4	0	2	3	70	30	40	100
7	The ory	Communicativ e English	BVFD107	2	2	2	0	0	70	30	40	100
Total				30	22	12	9	8	490	210	280	700

ABBREVIATION-

HR/PW – Hours/Per week

L/T -Lecture/Tutorial

A/PRE- Assignment/Presentation

P/PROJ-Practical/Project

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B.Voc. (Fashion Design) Semester - II

S. N O .	C A T E G O R Y	SUBJECT NAME	SUBJECT CODE	C R E D I T	H R / P W	L / T	A / P R E	P / P R O J	T E R M - E N D M A R K S	I N T E R N A L M A R K S	M I N I . P A S S I N G M A R K S	T O T A L M A R K S
1	T h e o r y	Textile Science & Development	BVFD201	4	3	4	0	0	70	30	40	100
2	L a b	Textile Science & Development	BVFD202	6	4	0	1	5	70	30	40	100
3	T h e o r y	Pattern Making	BVFD203	2	2	2	0	0	70	30	40	100
4	L a b	Pattern Making	BVFD204	4	4	0	2	2	70	30	40	100
5	L a b	Garment Construction- I	BVFD205	6	4	0	2	4	70	30	40	100
6	L a b	Fashion Illustration	BVFD206	4	4	0	1	3	70	30	40	100
7	T h e o r y	Environment Study	BVFD207	2	2	2	0	0	70	30	40	100
				30	23	8	6	14	490	210	280	700

ABBREVIATION-

HR/PW – Hours/Per week

L/T - Lecture/Tutorial

A/PRE - Assignment/Presentation

P/PROJ -Practical/Project

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Program/Semester- B. Voc. /I			Subject Name- Elements & Principal of Design (Theory)
Credit- 4			Subject Code- BVFD101
L/T-4	A/PRE-0	P/PRO-0	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction - This course explores the fundamental principles of visual composition, including line, shape, color, texture, and form. Students gain the ability to blend these components to create fashion items that are both conceptually sound and visually appealing.

Course Objective

The goal of this course is to give students a thorough understanding of the foundational components and ideas of design in the context of fashion. Students will be able to:

1. Apply design elements and principles in real-world fashion design projects, showcasing their technical proficiency, creativity, and inventiveness by the end of the course.
2. Acquire a conceptual framework and design lexicon to improve their communication and teamwork skills with other fashion industry professionals.

Unit- I

Introduction to elements of Design- line, color, texture, shape, space, form, and value

Unit- II

Introduction to Principles of Design- balance, harmony, rhythm, proportion

Unit- III

Introduction to color, color theory, psychology of color, color harmony

Unit- IV

Neckline, collar, cuff, sleeves, bow and ties, pockets

Unit- V

Pleats, yoke, frills and flounces, ruffles, cowls, silhouette.

Course Outcome –

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The ability to apply design elements and principles creatively in fashion contexts to produce visually striking and conceptually sound design solutions will be demonstrated by the students.

Referencing: -

1. "Design Basics" by David A. Lauer and Stephen Pentak
2. Elements of Design: Rowena Reed Kostellow and the Structure of Visual Relationships by Gail G. Hannah.
3. Fashion Design Course: Principles, Practice, and Techniques: The Practical Guide to Aspiring Fashion Designers by Steven Faerm.

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Program/Semester- B. Voc. /I			Subject Name- Elements & Principal of Design (Lab)
Credit- 6			Subject Code- BVFD102
L/T-0	A/PRE-4	P/PRO-2	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction - This course explores the fundamental principles of visual composition, including line, shape, color, texture, and form. Students gain the ability to blend these components to create fashion items that are both conceptually sound and visually appealing.

Course Objective

The goal of this course is to give students a thorough understanding of the foundational components and ideas of design in the context of fashion. Students will be able to:

3. Apply design elements and principles in real-world fashion design projects, showcasing their technical proficiency, creativity, and inventiveness by the end of the course.
4. Acquire a conceptual framework and design lexicon to improve their communication and teamwork skills with other fashion industry professionals.

Unit- I

Sheet preparation Elements of Design- line, color, texture, shape, space, form, and value

Unit- II

Sheet preparation to Principles of Design- balance, harmony, rhythm, proportion

Unit- III

Sheet preparation color theory, color harmony

Unit- IV

Sheet preparation Neckline, collar, cuff, sleeves, bow and ties, pockets

Unit- V

Sheet preparation Pleats, yoke, frills and flounces, ruffles, cowls, silhouette.
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Course Outcome –

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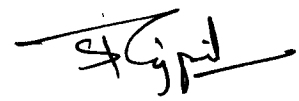
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The ability to apply design elements and principles creatively in fashion contexts to produce visually striking and conceptually sound design solutions will be demonstrated by the students.

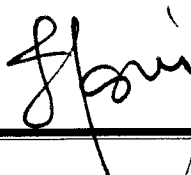
Referencing: -

4. "Design Basics" by David A. Lauer and Stephen Pentak
5. Elements of Design: Rowena Reed Kostellow and the Structure of Visual Relationships by Gail G. Hannah.
6. Fashion Design Course: Principles, Practice, and Techniques: The Practical Guide to Aspiring Fashion Designers by Steven Faerm.


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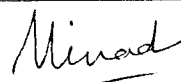








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Program/Semester- B. Voc. Semester – I			Subject Name - Basics of Computer (Theory)
Credit – 4			Subject Code- BVFD103
L/T-4	A/PRE-0	P/PRO-0	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

The goal of this course is to familiarize you with the fundamentals of computers, including hardware, operating systems, and software. Prepare to lay a strong foundation for computer literacy.

CourseObjective–

The goal of the course is to give the average person a basic appreciation program. Following course completion,

1. The incumbent can use the computer for standard tasks such as creating business or personnel letters, viewing information on the Internet, sending mail, and using online banking, among other things.
2. This makes it easier for students to use computers to manage their small businesses and accounts with the help of MS Word and Excel.

Unit- I

Introduction to word process, creating and saving files, typing, and use of the internet.

Unit- II

Microsoft PowerPoint- types of presentation, presentation preparation, formatting, notes preparation, slide show, animation, voice narration.

Unit- III

Spreadsheet- managing data, calculation, formulas, making tables, and charts, adding and removing cells.

Unit- IV

Introduction to Software for fashion design use, making visiting cards in Corel Draw- properties of Corel Draw, working on CorelDraw.

Unit- V

Introduction to software Photoshop and magazine cover making.

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Course Outcome –

The course outcomes of Basic Computer include understanding computer fundamentals, operating systems, software applications, and internet basics. Students will acquire skills in file management, word processing, spreadsheets, and presentations, preparing them for more advanced computer courses or everyday computer use.

Referencing: -

1. The basic handbook: Encyclopedia of the basic computer language by David A Lien.
2. Typing for Beginners: A Basic Typing Handbook Using the Self-Teaching, Learn-at-Your-Own-Speed Methods of One of New York's Most Successful Business Schools by Betty Owen.

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Program/Semester- B. Voc. Semester – I			Subject Name - Basics of Computer (Lab)
Credit – 6			Subject Code- BVFD104
L/T-0	A/PRE-3	P/PRO-3	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

The goal of this course is to familiarize you with the fundamentals of computers, including hardware, operating systems, and software. Prepare to lay a strong foundation for computer literacy.

Course Objective-

The goal of the course is to give the average person a basic appreciation program. Following course completion,

1. The incumbent can use the computer for standard tasks such as creating business or personnel letters, viewing information on the Internet, sending mail, and using online banking, among other things.
2. This makes it easier for students to use computers to manage their small businesses and accounts with the help of MS Word and Excel.

Unit- I

Introduction to word process, creating and saving files, typing, and use of the internet

Unit- II

Presentation of Microsoft PowerPoint document - formatting, notes preparation, slide show, animation, voice narration.

Unit- III

Document preparation of Spreadsheet- managing data, calculation, formulas, making tables, and charts, adding and removing cells

Unit- IV

Software practice - making visiting cards in Corel Draw- properties of Corel Draw, working on CorelDraw

Unit- V

Software practice- Photoshop and magazine cover making.
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Course Outcome –

The course outcomes of Basic Computer include understanding computer fundamentals, operating systems, software applications, and internet basics. Students will acquire skills in file management, word processing, spreadsheets, and presentations, preparing them for more advanced computer courses or everyday computer use.

Referencing: -

3. The basic handbook: Encyclopedia of the basic computer language by David A Lien.
4. Typing for Beginners: A Basic Typing Handbook Using the Self-Teaching, Learn-at-Your-Own-Speed Methods of One of New York's Most Successful Business Schools by Betty Owen.

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Program/Semester- B. Voc. /I			Subject Name - Garment Manufacturing Technology (Theory)
Credit- 2			Subject Code- BVFD105
L/T-2	A/PRE-0	P/PRO-0	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

The course on garment manufacturing technology will have the necessary skills, including knowledge of the newest technologies in apparel production, equipment and machines for efficient processes, various production systems, and processes involved in the production of clothing.

Course Outcome –

By the end of this course, students will be able to understand

1. The types of machines that are essential for the garment industry.
2. Use of machines.
3. Manufacture process in garment industry.

Unit- I

Introduction to stitching machine, types of stitching machine, garment manufacturing process.

Unit- II

Parts of the sewing machine, machine middle types, machine errors, and remedy.

Unit- III

Fabric cutting and pressing machine, sewing machine feed system.

Unit- IV

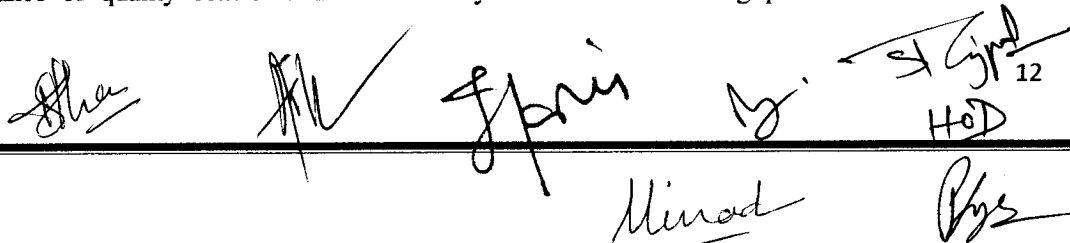
Garment finishing machines, packaging process of the garment.

Unit- V

Types of stitching, permanent stitch, and temporary stitches.

Course Outcome –

Students will be able to show that they have a thorough understanding of the principles of pattern-making, cutting, sewing, and finishing techniques by the end of the course. They will comprehend the significance of quality control and sustainability in the manufacturing process and be able to



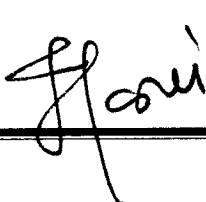
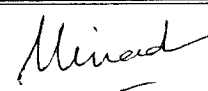
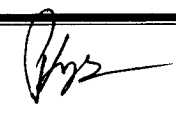
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analyse and choose the right materials and processes for the production of clothing. Pupils will be ready to put their knowledge into practice in practical settings, supporting creative and effective methods in the apparel manufacturing sector.

Referencing: -

1. Garment Manufacturing Technology by Rajkishore Nayak and Rajiv Padhye.
2. Garment Manufacturing: Processes, Practices and Technology by Prasanta Sarkar.
3. Manual of Work Garment Manufacture: How to Improve Quality and Reduce Costs (Classic Reprint) by Union Special Machine Company.


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Program/Semester- B. Voc. Semester – I			Subject Name - Garment Construction (Lab)
Credit- 5			Subject Code- BVFD106
L/T-0	A/PRE-2	P/PRO-3	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

The technical feat of creating a garment involves the application of fundamental sewing techniques, such as gathers, pleats, darts, stitches, and edge finishing. For a product of high quality, it must be used appropriately in the garment construction process.

Course Objective –

1. Students will be able to judge the right kind of seam finishes that have to be given to different fabrics.
2. Develop the skills of students to create basic garment parts and various design elements required for a garment.
3. To make students understand the basic skills related to hand stitches and seams.

Unit- I

Introduction to basic principles of stitching, and treading of machine

Basic hand stitches- running stitch (even-uneven), zig-zag stitch, blanket stitch, back stitch, cross stitch, button and buttonhole, huck, and eye.

Unit- II

Basic machine seams- plain seam, top seam, French seam, flat felled seam, corded seam, double top seam, bias bound seam.

Fitting techniques- darts.

Pleats, gathers, ruffles, shirring, smocking

Unit- III

Neckline development- Round, square, sweetheart, drop, V shape

Bias facing and binding

Unit- IV

Sleeve development- Short, 3/4th, ruffled, petal, bell, puff, bishop, flounce, leg-o-mutton.

Reglan, kimono, dolman

Unit- V

Collars - stand collar, French, collar, shirt collar

Cuff

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Course Outcome

Students will be able to use different stitches and seams as per the requirement of the garment Basic stitching and creative skills will be developed which will help them construct their Garments. Correct placement and attachment of placket and zippers.

File submission.

Referencing: -

1. McCall's® Essential Guide to Sewing: Tools * Supplies * Techniques * Fabrics * Patterns * Garments * Home Décor by Brigitte Binder , Jutta Kühnle, et al.
2. Elevate Your Sewing: Brilliant Techniques for Adding Personal Style to Any Garment by Joi Mahon.

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Program/Semester- B. Voc. Semester – I			Subject Name - Communicative English (Theory)
Credit- 2			Subject Code- BVFD107
L/T-0	A/PRE-0	P/PRO-0	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

This course, which aims to improve your speaking and writing abilities, concentrates on useful communication techniques, expanding your vocabulary, and fundamental grammar rules. Come learn with us how to communicate in English with confidence and effectiveness.

Course Objective –

1. To sensitize students to the language, forms, and types of poetry, fiction, prose, film and drama
2. To help them read, critically analyze, and appreciate poetry, fiction, prose, film, and drama.
3. To sensitize students to the nuances of spoken and written forms of English.

Unit- I

Introduction of communication, elements of communication, principles of communication (7's of Communication) types of communication, medium of communication, barriers of communication, effective communication.

Unit- II

Writing- Selecting materials for expository, descriptive, and argumentative pieces, resume cover letters, elements of letter writing, style of writing, and business letters.
Basic information on formal reporting, technical reporting, and writing

Unit- III

Reading- Effective reading, kind of text for different purposes, comprehensive unseen passages
English grammar- Tense, types of tense, verb, punctuation
Use of punctuation with sign

Unit- IV

Speaking and reading- objective, types, advantage, effective speaking, formal and semi-formal speaking
Advantages of listening, hearing and listening, visual communication

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Unit- V

Bio Data and resume-making

Body language, facial expression gestures

Presentation and group discussion

Course Outcome –

After completing this course, students will be able to communicate effectively in a variety of situations with enhanced spoken and written English proficiency. Their confidence in articulating thoughts, participating in dialogues, and creating comprehensible written materials will grow, improving their general communication abilities.

Referencing: -

1. A Communicative Grammar of English by Geoffrey Leech and Jan Svartvik.
2. A Workbook to Communicative Grammar of English by Edward Woods and Rudy Coppieters.

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Program/Semester- B. Voc. Semester – II			Subject Name - Textile Science & Development (Theory)
Credit- 4			Subject Code- BVFD201
L/T-4	A/PRE-0	P/PRO-0	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction –

Students who complete the textile science course will have a thorough understanding of the materials used in fashion and interior design. The course offers a thorough exploration of fabrics, fibers, and textile processes. Students learn important information about textile innovation and production through both theoretical and practical study.

Course Objective –

1. To develop sensitivity among students regarding dyeing and printing in general and in context to Indian craft.
2. To introduce different methods and materials of dyeing and printing.

Unit- I

Fibers

Importance of textile, define different terms related to textile fibers.

Fibers, filaments, yarns- spun yarns, filament yarns

Fabrics- woven, knitted, non-woven, Physical and chemical properties of fibers.

Classification and nature of fibers

Unit- II

Definition of yarn, Types of yarn, Yarn twist, Yarn count (definition, unit of yarn count)

Unit- III

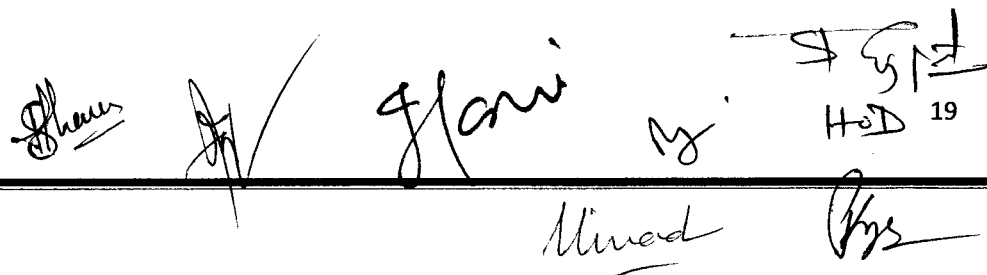
Looms

Basic loom & its structure

Basic weaves. (Plain weave, Rib weave, Variation of plain weave, Basket variation of plain weave, Twill weave, Satin weave, Sateen weave)

Knitted fabric, non-woven fabric.

Unit- IV



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History of dyeing and printing, different types of tie and dye samples.
Batik

Unit- V

Introduction to printing

Printing methods, style of printing, sample making of printing.

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Course Outcome

Students will be able to use the techniques for developing different products. Exploring and applying the old and new ideas of designing in different sectors.

Referencing: -

1. Textile Science 2Ed (Pb 2005) by GOHL.
2. TEXTILES SCIENCE (PB) by Rastogi Deepali and Chopra Sheetal.
3. Textile Science A Practical Manual by Dr. Deepali Rastogi Dr. Chanchal Dr. Sheetal Chopra Dr. Chitra Arora.

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Course Outcome

Students will be able to use the techniques for developing different products. Exploring and applying the old and new ideas of designing in different sectors.

Referencing: -

4. Textile Science 2Ed (Pb 2005) by GOHL.
5. TEXTILES SCIENCE (PB) by Rastogi Deepali and Chopra Sheetal.
6. Textile Science A Practical Manual by Dr. Deepali Rastogi Dr. Chanchal Dr. Sheetal Chopra Dr. Chitra Arora.

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Program/Semester- B. Voc. Semester – II			Subject Name - Pattern Making (Theory)
Credit- 2			Subject Code- BVFD203
L/T-2	A/PRE-0	P/PRO-0	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

The course on pattern-making and garment construction provides an in-depth examination of basic methods for drawing patterns and putting clothes together. Students will gain proficiency in sewing, cutting, and drafting, providing a solid basis for a future in fashion design.

Course Objective –

1. To introduce patternmaking to students to develop garments.
2. To introduce to the students the basic techniques of patternmaking
3. To equip students with a working knowledge of patternmaking

Unit- I

Introduction to pattern making

Types of patterns, how to take measurements, size chart preparation

Tools and equipment for pattern making.

Basic signs for pattern marking

Unit- II

Skirt development- Full circular, half-circular, gored, layered, panel, pleated, yoke
Sloper

Unit- III

Basic bodice block.

Unit- IV

Basic torso block.

Unit- V

Basic sleeve block and basic skirt block.

Course Outcome-

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Students will be able to apply patternmaking principles to create design variations and construct garments. Exploring the knowledge related to different fashion components students will be able to create a variety of patterns regarding sleeves and collars.

Referencing: -

1. The Theory of Garment-Pattern Making - A Textbook for Clothing Designers, Teachers of Clothing Technology, and Senior Students by W. H. Hulme.
2. Modern sizing and pattern making for women's and children's garments: a scientific study in pattern construction and a standard textbook for the clothing industry by Philip Kunick.

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Program/Semester- B. Voc. Semester – II			Subject Name - Pattern Making (Lab)
Credit- 4			Subject Code- BVFD204
L/T-0	A/PRE-2	P/PRO-2	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

The course on pattern-making and garment construction provides an in-depth examination of basic methods for drawing patterns and putting clothes together. Students will gain proficiency in sewing, cutting, and drafting, providing a solid basis for a future in fashion design.

Course Objective –

4. To introduce patternmaking to students to develop garments.
5. To introduce to the students the basic techniques of patternmaking
6. To equip students with a working knowledge of patternmaking

Unit- I

Pattern Preparation of skirts - Full circular, half-circular, gored, layered, panel, pleated

Unit- II

Pattern Preparation –yoke, Sloper drafting

Unit- III

Pattern development of basic bodice block

Unit- IV

Pattern development of basic torso block

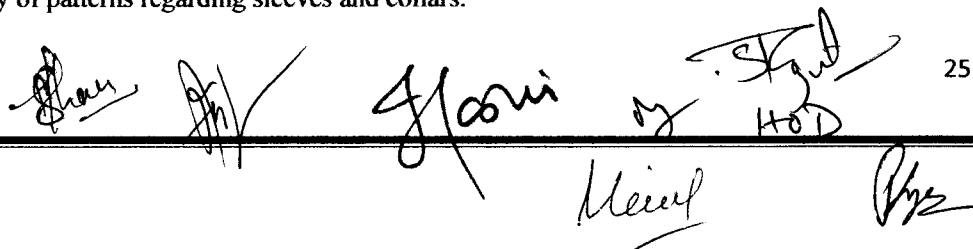
Unit- V

Pattern development of basic sleeve block and basic skirt block
File submission.

Course Outcome-

Students will be able to apply patternmaking principles to create design variations and construct garments. Exploring the knowledge related to different fashion components students will be able to create a variety of patterns regarding sleeves and collars.

25



Referencing: -

3. The Theory of Garment-Pattern Making - A Textbook for Clothing Designers, Teachers of Clothing Technology, and Senior Students by W. H. Hulme.
4. Modern sizing and pattern making for women's and children's garments: a scientific study in pattern construction and a standard textbook for the clothing industry by Philip Kunick.

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Program/Semester- B. Voc. Semester – II			Subject Name -Garment Construction-I (Lab)
Credit- 6			Subject Code- BVFD205
L/T-0	A/PRE-2	P/PRO-4	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

The course on garment construction provides an in-depth examination of basic methods for drawing patterns and putting clothes together. Students will gain proficiency in sewing, cutting, and drafting, providing a solid basis for a future in fashion design.

Course Objective –

1. To introduce Garment construction to students to develop garments.
2. To introduce to the students the basic techniques of Garment construction
3. To equip students with a working knowledge of garment construction

Unit- I

Body measurements, Skirt Construction - Full circular, half-circular, goted, layered, panel, pleated, yoke, Sloper drafting.

Unit- II

Garment construction of basic bodice block.

Unit- III

Garment construction of basic torso block.

Unit- IV

Garment construction of basic sleeve block and basic skirt block.

Unit- V

Make a Avant-garde garment
File submission.

Course Outcome-

Students will be able to apply patternmaking principles to create design variations and construct garments. Exploring the knowledge related to different fashion components students will be able to create a variety of patterns regarding sleeves and collars.

Referencing: -

4. The Theory of Garment-Pattern Making - A Textbook for Clothing Designers, Teachers of Clothing Technology, and Senior Students by W. H. Hulme.
5. Modern sizing and pattern making for women's and children's garments: a scientific study in pattern construction and a standard textbook for the clothing industry by Philip Kunick.

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Program/Semester- B. Voc. Semester – II			Subject Name - Fashion Illustration-I (Lab)
Credit- 4			Subject Code- BVFD206
L/T-0	A/PRE-1	P/PRO-3	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

The course on fashion illustration provides a concentrated examination of the skill of expressing fashion concepts through visuals. Students gain the ability to produce accurate and captivating fashion illustrations that encapsulate trends and design ideas by utilizing a variety of techniques and mediums.

Course Objective –

1. To understand the female figure form (both natural and fashion).
2. To explore the ability and skill to draw fashion figures and drape garments on them.
3. To enable students to transfer the complete idea of design (color, texture, silhouette, and technique) on paper.

Unit- I

Introduction to illustration and drawing

Different color mediums for illustration, rendering techniques, and coloring techniques

Unit- II

Understanding human anatomy and study of different body parts for illustration

Face proportion and expression.

Unit- III

Features drawing

Nose, eyes, lips ears, lips, arms, hands, legs, feet, and hairstyle.

Unit- IV

Fashion figure drawing 10 head and 12.5 head

Front view, side view, 3/4th view.

Unit- V

Stick figure different poses, flash figure different views.

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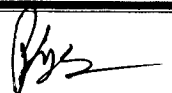
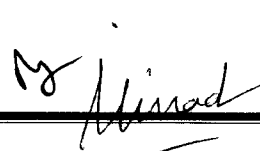
Bodyline rendering
File submission.

Course Outcome

Students will learn to draw fashion figures by understanding body proportions. They will be able to drape the desired idea of their design onto the fashion figure. They will be able to enhance their rendering skills using different color mediums.

Referencing: -

1. Basic Fashion Illustration Male by Kappil Kishor.
2. Fashion Design Studio, Hart Christopher.
3. FASHION DRAWING SECOND EDITION by Michele Wesen Bryant.


HOD

Program/Semester- B. Voc. Semester – II			Subject Name - Environment Studies (Theory)
Credit- 2			Subject Code- BVFD207
L/T-2	A/PRE-0	P/PRO-0	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

To understand the present, make sense of the past, and have an impact on the future, environmental science is focused on gaining a comprehensive understanding of Earth systems. It is the study of how life is maintained and interacts with physical, chemical, and biological processes. It also looks at how nature is affected by humans.

Course Objective –

1. Understanding the basic principles of environmental science, including the Earth's systems, ecosystems, and the interactions between humans and the environment.
2. Identifying and analyzing environmental issues, such as pollution, climate change, and resource depletion.
3. Exploring the impacts of human activities on the environment and ecosystems, and discussing sustainable solutions.

Unit- I

Multidisciplinary nature of environment studies
Definition, scope, and importance.

Unit- II

Natural Resource
Renewable and non-renewable resources-
Forest, food, water, mineral, energy, and land resources.

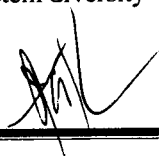
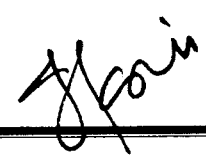
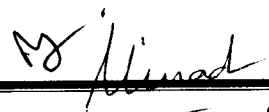
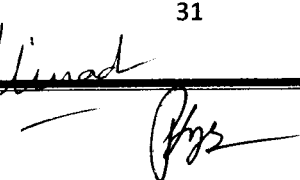
Unit- III

Ecosystem
Concept, function, forest and desert ecosystem introduction, type, classification

Unit- IV

Biodiversity and its conservation
Introduction, definition, ecosystem diversity


 HOD
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Value of biodiversity- comprehensive use, productive use, social, ethical

Unit- V

Environment pollution

Definition, cause, effect, and control measure- Air, water, soil, noise.

Solid waste management, pollution case study

Course Outcome-

The course outcomes of environmental studies typically include developing an understanding of environmental issues, promoting sustainable practices, fostering a sense of environmental responsibility, and encouraging active engagement in environmental conservation and protection efforts.

Referencing: -

1. Ecology, Environmental Science & Conservation.
2. Environment and Ecology: One Stop Destination for All Competitive Examinations by Matcha Ashok.
3. Text Book Of Environmental Studies by Asthana D.K. and Asthana Meera.

B.Voc (Fashion Design) Semester - III

S.N	CATE GO RY	SUBJECT NAME	SUBJECT CODE	CRE DIT	HR / P W	L/ T	A/ PR E	P/ PRO J	TER M- END MA RKS	INT ER NAL MA RKS	MINI. PASSI NG MAR KS	TOTA L MAR KS
1	The ory	Fashion Marketing and Merchandizing	BVFD301	6	4	6	0	0	70	30	40	100
2	Lab	Draping	BVFD302	6	4	0	3	3	70	30	40	100
3	Lab	Garment Construction-II	BVFD303	6	4	0	3	3	70	30	40	100
4	The ory	Computer- Aided Design (Corel Draw)	BVFD304	2	2	2	0	0	70	30	40	100
5	Lab	Computer- Aided Design (Corel Draw)	BVFD305	4	4	0	2	2	70	30	40	100
6	Lab	Embroidery & Surface Designing	BVFD306	6	4	0	3	3	70	30	40	100
Total				30	22	8	11	11	420	180	240	600

ABBREVIATION-

HR/PW – Hours/Per week

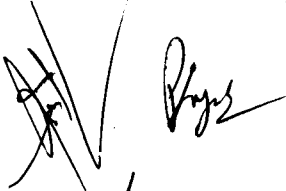
L/T - Lecture/Tutorial

A/PRE - Assignment/Presentation

P/PROJ -Practical/Project


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Ms. Anjali Sharma
Committee Member




B.Voc (Fashion Design) Semester - IV

S.N	CA TE GO RY	SUBJECT NAME	SUBJECT CODE	CRE DIT	HR / P W	L/ T	A/ PRE	P/ PROJ	TER M- END MA RKS	INT ER NAL MA RKS	MINI. PASSI NG MAR KS	TOTA L MAR KS
1	The ory	Apparel Quality Management & Export Sampling	BVFD401	6	4	6	0	0	70	30	40	100
2	Lab	Term Garment	BVFD402	6	4	0	3	3	70	30	40	100
3	The ory	CAD (Adobe Photoshop)	BVFD403	2	2	2	0	0	70	30	40	100
4	Lab	CAD (Adobe Photoshop)	BVFD404	4	4	0	2	2	70	30	40	100
5	Proj	Jewellery Designing	BVFD405	6	4	0	3	3	70	30	40	100
6	Lab	Advance Draping	BVFD406	6	4	0	3	3	70	30	40	100
Total				30	22	8	11	11	420	180	240	600

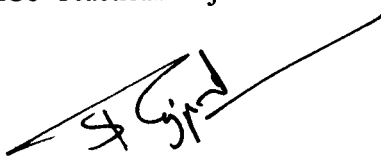
ABBREVIATION-

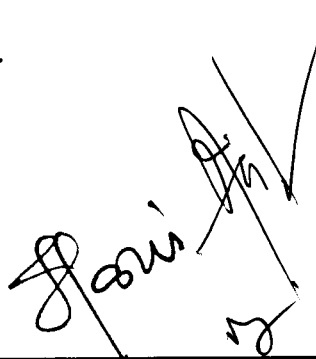
HR/PW – Hours/Per week

L/T - Lecture/Tutorial

A/PRE - Assignment/Presentation

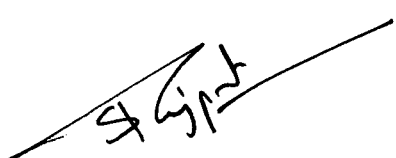
P/PROJ -Practical/Project


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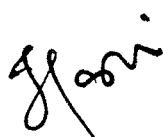

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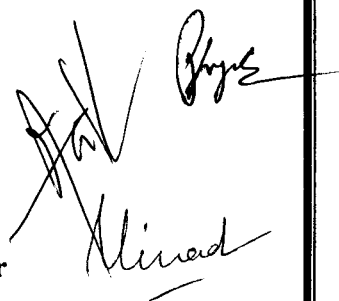

B. Voc. (Fashion Design) Semester – III


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Program/Semester- B. Voc. (Fashion Design) Semester - III			Subject Name – Fashion Merchandising and Marketing (Theory)
Credit- 6			Subject Code- BVFD301
L/T-6	A/PRE-0	P/PRO-0	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

Courses in fashion merchandising and marketing combine business and creative skills to give students a thorough understanding of the fashion industry. To prepare them for exciting careers in fashion, students study retail strategies, trend analysis, consumer behavior, and product development.

Course Objective –

1. Gain knowledge of the fashion industry's structure, including the roles of designers, manufacturers, retailers, and consumers.
2. Understand the process of developing fashion products from concept to production, including design, sourcing, and manufacturing.
3. Learn the principles of retail buying and merchandising, including inventory management, pricing, and promotion strategies.

Unit- I

Introduction of fashion merchandising, meaning, definition, types, merchandiser work
Quality of good merchandiser

Unit- II

Fashion forecasting meaning, definition, types of forecasting, direction of fashion change
Process of fashion forecasting

Unit- III

Fashion marketing meaning, definition, and concept, how it works, and types of fashion marketing strategies.
Fashion marketers and skills of fashion marketers
Marketing mix


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Unit- IV

Marketing vs. merchandising, consumer buying behaviour factors, types, Integrating Consumer Behaviour Patterns in Marketing Strategies

Unit- V

Introduction of Retailing, types, Brand, branding, pricing, and distribution channels

Course Outcome-

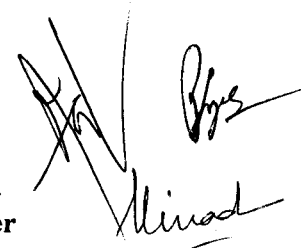
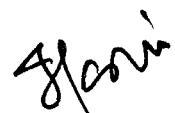
Upon completing this course, students will demonstrate a comprehensive understanding of fashion merchandising and marketing principles, including trend analysis, consumer behavior, retail operations, and promotional strategies. They will be equipped with the skills to succeed in the dynamic fashion industry.

Referencing: -

1. Fashion Merchandising: Principles and Practice Paperback – 14 December 2014 by James Clark.
2. Fashion Buying and Merchandising: The Fashion Buyer in a Digital Society (Mastering Fashion Management) Hardcover – Import, 28 May 2020 by Rosy Boardman (Author), Rachel Parker-Strak (Author), Claudia E. Henninger (Author)
3. Celebrity Fashion Marketing: Developing a Human Fashion Brand (Mastering Fashion Management) by Angela Lee and Fykaa Caan.
4. Fashion Marketing by M Easey.



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Ms. Anjali Sharma
Committee Member

Program/Semester- B. Voc. (Fashion Design) Semester - III			Subject Name –Draping (Lab)
Credit- 6			Subject Code- BVFD302
L/T-0	A/PRE-3	P/PRO-3	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

Using a dress form figure and the draping technique, one can create a three-dimensional dress pattern by pinning and pressing the fabric against the form to make a garment. Designers typically work with muslin because it's affordable and available in multiple weights.

Course Objective –

1. The objective of this course is to introduce students to the fundamental principles and techniques of fashion draping.
2. Through a combination of theoretical knowledge and practical hands-on experience, students will develop an understanding of how to drape fabric directly on a dress form to create various garment styles.
3. By the end of the course, students will be able to interpret and apply basic draping principles to create original designs, understand the relationship between draping and patternmaking, and develop the skills necessary to translate their design ideas into three-dimensional garments.

Unit- I

Introduction to draping, mannequin measurement, and mannequin taping
Preparation of muslin

Unit- II

Draping of a basic bodice block with darts

Unit- III

Draping of a basic bodice skirt with darts, full circular skirt, and yoke skirt.

Unit- IV

Draping of different sleeves and pants


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Committee Member





Unit- V

Draping of princess seam line body block.

Course Outcome-

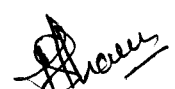
Students who complete this fashion draping course will be able to drape fabric on a dress form to create unique garment designs, showcasing their understanding of the principles of silhouette, fit, and garment construction.

Referencing: -

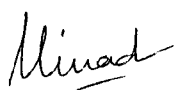
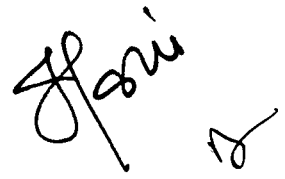
1. FASHION DRAPING TECHNIQUES V02: A Step-by-Step Course. Dresses, Coats, Blouses, Sleeves, and Jackets by Danilo Attardi.
2. Fashion Moulage Technique: A Step by Step Draping Course by Danilo Attardi.
3. Draping for Apparel Design by Helen Joseph-Armstrong.



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Program/Semester- B. Voc. (Fashion Design) Semester - III			Subject Name – Garment Construction-II(Lab)
Credit- 6			Subject Code- BVFD303
L/T-0	A/PRE-3	P/PRO-3	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction –

The technical feat of creating a garment involves the application of fundamental sewing techniques, such as gathers, pleats, darts, stitches, and edge finishing. For a product of high quality, it must be used appropriately in the garment construction process.

Course Objective –

1. To develop a comprehensive understanding of garment construction principles and techniques, enabling students to create well-constructed garments from basic patterns to complex designs.
2. Students will learn essential skills such as pattern making, cutting, sewing, and finishing, and will explore various fabrics, tools, and equipment used in garment construction.
3. Through practical hands-on projects and theoretical knowledge, students will cultivate the ability to analyze, interpret, and execute garment construction processes effectively, fostering creativity and precision in their work.

Unit- I

Garment detailing in sleeves, top, and kurta

Unit- II

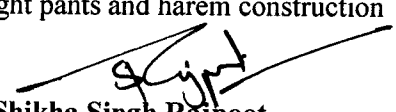
Ladies' salwar kameez construction

Unit- III

Princess seam line blouse construction.

Unit- IV

Straight pants and harem construction


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Committee Member


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Unit- V

Stylize garment construction using waist (scrab) fabric.

File submission.

Course Outcome-

Students will be proficient in pattern drafting, sewing, and finishing techniques for garment construction after completing this course. They will demonstrate their grasp of construction principles by being able to decipher and adhere to patterns, choose suitable fabrics, and assemble clothing by industry standards.

Referencing: -

1. ADVANCED GARMENT CONSTRUCTION GUIDE by M. Sumithra
2. Illustrated Guide to Sewing: Garment Construction: A Complete Course on Making Clothing for Fit and Fashion
3. by Colleen Dorsey and Fox Chapel Publishing.


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Program/Semester- B. Voc. (Fashion Design) Semester - III			Subject Name – Computer Added Design - Corel Draw (Theory)
Credit- 2			Subject Code- BVFD304
L/T-2	A/PRE-0	P/PRO-0	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

The CorelDRAW course provides comprehensive training in graphic design software, covering tools and techniques for creating illustrations, layouts, and designs. Students will learn to use CorelDRAW effectively for various design projects, enhancing their skills in digital design and visual communication.

Course Objective –

1. The CorelDRAW course aims to equip students with the essential skills and knowledge required to create professional-quality graphic designs.
2. Through hands-on practice and comprehensive instruction, students will learn to utilize CorelDRAW's tools and features effectively to design logos, illustrations, brochures, and other visual materials.
3. By the end of the course, students will be proficient in using CorelDRAW to bring their creative ideas to life, preparing them for a career in graphic design or related fields.

Unit- I

Various file formats- File formats for web (RGB - Red, Green Blue), File formats for printing (CMYK - Cyan, Magenta, Yellow, Black)

Corel Draw learning tools- Interactive blend tools, Interactive contour tool, Interactive distortion tool, Interactive drop shadow tool, CorelDraw shapes, Star tool, Crop tool, Eraser tool, Knife tool, Interactive fill tool, Complex star tool, Spiral tool, Graph paper tool, Interactive transparency tool, Interactive extrude tool, Interactive envelope tool

Unit- II

Corel Basics- Pick tool – Move, Pick tool – Skew, Pick tool – Resize, Corel text basics, Simple wireframe, Wireframe, Behind / in front of, Preview selected preview, Zoom selected, Fit in window, Zoom all, Basics graphics terms – ungroup, Guidelines details, Guidelines

Corel Techniques- Shaping basics, Weld, Weld to, Weld to - target, source object, Simplify, Trim, Front minus back, Intersect, Back minus front.

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Committee Member

Unit- III

Corel Draw basics effects- Fit text to path basic, Fit text to path intermediate, Fit text to path advanced, Removing text path basic, Removing text path intermediate, Blend rotation, Add respective basic, Add respective shape, Blend different shapes

Artistic effects- Sunset, Chess board, Explode, Making precious stones, Making rings, Fashion designing, Extrude project

Unit- IV

Corel Draw text effects- Cracked text effect, Combine effect, Shadows, Big text, Ray effect, Drop shadow, Line text, Sliced text, Contour effect, Grid effect, Adding effect

Unit- V

Design, Layout and photos- Create beautiful bevels, Tips for designing newsletter layouts, How to create a newsletter, Create perfect photo composites with the cutout lab, Top 5 photo fixes using Corel photo-paint, Tracing with Coreltrace

Course Outcome-

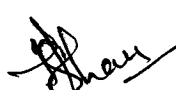
Upon completing the CorelDRAW course, students will proficiently utilize the software for graphic design, illustration, and layout tasks. They will demonstrate the ability to create professional-quality designs, apply design principles effectively, and understand the software's advanced features for diverse design projects.

Referencing: -

1. CorelDRAW Training Guide by Satish Jain
2. COREL-DRAW TOOLS MASTERY HANDBOOK (PRACTICAL): How to Use Coreldraw Tools (Practice Book) (1st series) by DeesorBarisere.
3. Corel Draw: A Practical Guide to Draws and Designs by Key Usen and Lydia Usen.



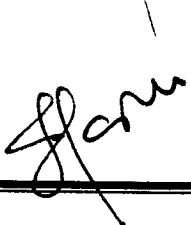
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Committee Member



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Program/Semester- B. Voc. (Fashion Design) Semester - III			Subject Name – Computer Added Design - Corel Draw (Lab)
Credit- 4			Subject Code- BVFD305
L/T-0	A/PRE-2	P/PRO-2	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

The CorelDRAW course provides comprehensive training in graphic design software, covering tools and techniques for creating illustrations, layouts, and designs. Students will learn to use CorelDRAW effectively for various design projects, enhancing their skills in digital design and visual communication.

Course Objective –

4. The CorelDRAW course aims to equip students with the essential skills and knowledge required to create professional-quality graphic designs.
5. Through hands-on practice and comprehensive instruction, students will learn to utilize CorelDRAW's tools and features effectively to design logos, illustrations, brochures, and other visual materials.
6. By the end of the course, students will be proficient in using CorelDRAW to bring their creative ideas to life, preparing them for a career in graphic design or related fields.

Unit- I

Workspace and fonts/Creating a simple report cover.

Unit- II

Drawing and editing objects/Creating a greeting card

Unit- III

Using photographs in a motivational poster

Unit- IV

Slideshow presentation


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HOD, BVoc(Fashion Design)


Ms. Anjali Sharma
Committee Member




Unit- V

Drawing flat sketches of garments and developing prints.

File submission.

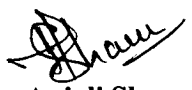
Course Outcome-

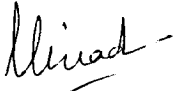
Upon completing the CorelDRAW course, students will proficiently utilize the software for graphic design, illustration, and layout tasks. They will demonstrate the ability to create professional-quality designs, apply design principles effectively, and understand the software's advanced features for diverse design projects.

Referencing: -

4. CorelDRAW Training Guide by Satish Jain
5. COREL-DRAW TOOLS MASTERY HANDBOOK (PRACTICAL): How to Use Coreldraw Tools (Practice Book) (1st series) by DeesorBarisere.
6. Corel Draw: A Practical Guide to Draws and Designs by Key Usen and Lydia Usen.


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Program/Semester- B. Voc. (Fashion Design) Semester - III			Subject Name – Embroidery and Surface Designing(Lab)
Credit- 6			Subject Code- BVFD306
L/T-0	A/PRE-3	P/PRO-3	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction –

Embroidery and Surface Development courses explore the art of embellishing fabrics through various stitching techniques. Students learn to create intricate designs, textures, and patterns, enhancing their skills in textile design and creating unique, visually appealing surfaces.

Course Objective –

1. To prepare students to be entrepreneurs in the field of Textile designing and surface ornamentation.
2. Introduce students to the software used for embroidery and designing.

Unit- I

Introduction to Embroidery, Backstitch variations – bullion knot – button hole & blanket – chainstitch – cable chain stitch – daisy stitch – open chain stitch – twisted chain – zigzag cable stitch – chevron stitch – coral stitch – couching – Bokhara couching – Rumanian couching – Cretan stitch – cross stitch – faggoting or insertion stitches – feather stitch – chained feather stitch – closed feather stitch – Chequered chain stitch – fish bone stitch – fly stitch – herring stitch – satin stitch – spider's web – stem stitch – Rumanian stitch – overcasting – straight stitch.

Unit- II

Importance of design – counted thread work – cut work – drawn thread work – use of beads and sequins. Developing (hand work) Aari, and Zardosi samples.

Unit- III

Traditional embroideries. Kantha, Zardosi, Phulkari, Chikankari, mirror work.

Unit- IV

Knitting, Tufting, Crochet, Macramé.

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Unit- V

Exploration, improvisation, and adaptation of the above techniques towards innovative surfaces and forms while using a variety of materials of different kinds of yarns. Vegetable fiber, threads and ropes, ribbons, braids, trimmings, paper, wires, fabrics, acrylics, polythene, self-reflecting foil, etc.

File submission.

Course Outcome

The student will be able to develop their ideas in real and use them as per the market demand. Understanding the process of making and using different fashion and textile materials.

Referencing: -

1. The Ladies' Hand-book Of Knitting, Netting, And Crochet, By The Author Of 'the Ladies' Hand-book Of Fancy Needlework And Embroidery' by Ladies.
2. Mary Thomas's Embroidery Book by Mary Thomas.
3. Neelkanth - Surface Ornamentation Techniques (Embroidery) I Year (Hindi) NSQF Level-3 ITI Book Hindi Edition,


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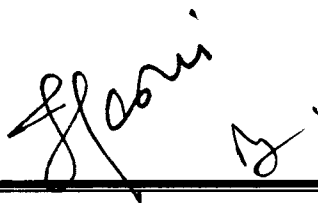

Minad

B. Voc. (Fashion Design) Semester – IV


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Program/Semester- B. Voc. (Fashion Design) Semester - IV			Subject Name –Apparel Quality Management & Export Sampling (Theory)
Credit- 6			Subject Code- BVFD401
L/T-6	A/PRE-0	P/PRO-0	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction –

This course is designed to provide you with a comprehensive understanding of the critical aspects of apparel quality management and export sampling in the fashion industry.

Quality management is a crucial component of the fashion industry, ensuring that products meet the required standards of design, materials, and workmanship. Export sampling, on the other hand, is essential for ensuring that products meet the expectations of international markets and comply with regulatory requirements.

Course Objective –

1. To impart awareness of quality parameters required for apparel quality products.
2. To acquaint students with the working atmosphere of the fashion and apparel industry.
3. To develop an understanding of supply chain and CSR.
4. To give knowledge about the importance of packaging.

Unit- I

Nature of management -Concept, management and administration importance, nature of management Analysis of garment manufacturing processes and casual factors: material quality requirements, costs, and productivity.

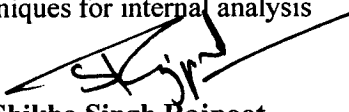
Unit- II

Indian quality standards for various fabrics: Silk Mark, Handloom Mark, Handicraft Mark.
Assessing internal strengths and weaknesses in respect of various areas of fin: Marketing, Production and operation, Human resources, Finance and Accounting, R&D, and Engineering, etc

Unit- III

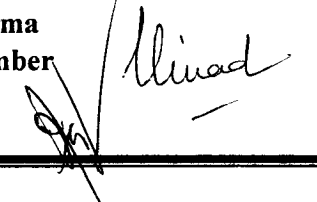
Concept of strategic management and its role in quality management. Strategic management elements mission, objectives, goals, goals strategies, and policies with an emphasis on quality issues.

Techniques for internal analysis


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Unit- IV

Export Marketing of Apparel, Global Scene, and Prospectus for Indian Apparel in Overseas Market. Globalization, Export barriers, GATE& WTO Agreement, and Bilateral Textile Agreements signed by India with importing Quota countries.

Introduction to Garment Industry: Woven Garment Industry, Knitted Garment Industry- Components of apparel Industry – Raw material of Apparel Industry – Fibre Development and production – Major fabric centers in India – Apparel Industry in India – Export Industry – APEC – GE A- AHEA.

Unit- V

Garment Exports Entitlements Policy, Multinational Marketing – Export Procedure – Document connected with Exports Exchange Control regulation to I exports – E-commerce – Shipping and Shipment document.

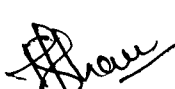
Course Outcome

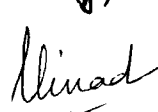
Students will gain insight into the fashion industry. They will develop a comprehensive understanding of the fashion industry, its markets, and the particular role of the fashion product designer and developer within the industry. Understand the importance of labels, its making as well as its connectivity with consumers.

Referencing: -

1. Manufacturing Excellence and Quality Management in Sustainable Fashion Apparel: Strategies for Lean Production and Environmental Responsibility by Liviu Ghiuzan.
2. Apparel Quality Management by Dr. V. Ramesh Babu.
3. Quality Management Handbook for the Apparel Industry by Pradip V. Mehta.


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Program/Semester- B. Voc. (Fashion Design) Semester - IV			Subject Name – Term Garment(Project)
Credit- 6			Subject Code- BVFD402
L/T-0	A/PRE-3	P/PRO-3	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction –

A garment course provides comprehensive training in the creation, design, and construction of clothing. It covers pattern-making, sewing techniques, and fabric selection. Students learn to develop their fashion ideas into wearable garments, honing skills crucial for a career in fashion design.

Course Objective –

1. The term garment course aims to equip students with a comprehensive understanding of garment construction, from conceptualization to production.
2. Through theoretical and practical modules, students will learn the principles of pattern making, fabric selection, and construction techniques.
3. By the end of the course, students will be able to create original garments, demonstrating mastery of design, fit, and functionality.

1. Work in a group of 5-6 students / or individually
2. Innovative Silhouette.
3. Avoid repetitive styles, silhouettes and colour.
4. Use material with soft fall and fashion fabrics
5. Work on the accessories for the garments.
6. Each collection should have

Project Report :-

- Season
- Categories
- Target Market
- Customer profile
- Age group

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- Income
- Taste and preferences
- Fabrics (construction course)
- Colours
- Silhouettes
- Accessories
- No. of garments
- Detail of garments, etc.

Students should choose a theme and the theme should provide for a wide scope for interpretation and adaptation.

File submission.

Course Outcome-

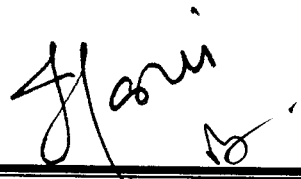
Upon completing the Tern Garment Course, students will demonstrate proficiency in creating stylish, sustainable, and functional garments. They will apply advanced techniques in pattern-making, fabric selection, and construction, integrating principles of sustainability and ethics in fashion.

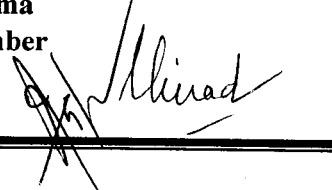
Referencing: -

1. Visualizing Research: A Guide to the Research Process in Art and Design by Carole Gray and Julian Malins.
2. Vastravigyan Evam paridhannirman (Clothing textile and garment production) Book Hindi Edition.


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Program/Semester- B. Voc. (Fashion Design) Semester - IV			Subject Name – Computer-Aided Design- Adobe Photoshop (Theory)
Credit- 2			Subject Code- BVFD403
L/T-2	A/PRE-0	P/PRO-0	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

For an exciting journey into the world of digital image editing and graphic design! Photoshop is a powerful and versatile tool. This course will provide you with the knowledge and tools you need to create stunning visual content. Students will learn how to navigate the Photoshop interface, work with layers, use tools and filters, and apply advanced techniques to enhance their images and designs.

Course Objective –

1. This course aims to equip students with the fundamental skills and knowledge necessary to proficiently use Adobe Photoshop for various design and editing purposes.
2. Through hands-on exercises and projects, students will learn the essential tools, techniques, and concepts of Photoshop, enabling them to create and manipulate images with precision and creativity.
3. By the end of the course, students will have the skills to confidently navigate Photoshop's interface, perform basic to intermediate image editing tasks, and create visually compelling graphics for both print and web applications.

Unit- I

Work Area- Using the tools, Using the options bar and other panels, Undoing actions in Photoshop, Customizing the workspace, Tools panel overview.

Basic Photo Corrections- Strategy for retouching, Resolution and image size, Adjusting the color in Camera Raw, Straightening and cropping the image in Photoshop, Replacing colors in an image, Adjusting saturation with the Sponge tool, Repairing areas with the Clone Stamp tool, Using the Spot Healing Brush tool, Using content-aware fill, Applying the Unsharp Mask filter.

Unit- II

Working with Selections- About selecting and selection tools, Using the Quick Selection tool, Moving a selected area, Manipulating selections, Using the Magic Wand tool, Selecting with the lasso tools,

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Rotating a selection, Selecting with the Magnetic Lasso tool, Cropping an image and erasing within a selection, Refining the edge of a selection.

Unit- III

Layer Basics- About layers, Using the Layers panel, Rearranging layers, Applying a gradient to a layer, Applying a layer style, Flattening and saving files.

Unit- IV

Masks and Channels- Working with masks and channels, Creating a mask, Refining a mask, Creating a quick mask, Manipulating an image with Puppet Warp, Working with channels.

Unit- V

Typographic Design- About type, Creating a clipping mask from type, Creating type on a path, Warping point type, Designing paragraphs of type.

File submission.

Course Outcome-

After completing this Photoshop course, students will confidently navigate Photoshop's interface, apply essential editing techniques, create captivating designs, and understand best practices for image manipulation. They will be equipped to produce professional-quality graphics for various digital platforms.

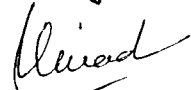
Referencing: -

1. Art and Design in Photoshop: How to simulate just about anything from great works of art to urban graffiti by Steve Caplin.
2. Introduction to Photoshop: An Essential Guide for Absolute Beginners by Kevin Wilson.
3. Mastering Adobe Photoshop Elements 2020- Second Edition by Robin Nichols.


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Program/Semester- B. Voc. (Fashion Design) Semester - IV			Subject Name – Computer-Aided Design- AdobePhotoshop (Lab)
Credit- 4			Subject Code- BVFD404
L/T-0	A/PRE-2	P/PRO-2	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

For an exciting journey into the world of digital image editing and graphic design! Photoshop is a powerful and versatile tool. This course will provide you with the knowledge and tools you need to create stunning visual content. Students will learn how to navigate the Photoshop interface, work with layers, use tools and filters, and apply advanced techniques to enhance their images and designs.

Course Objective –

4. This course aims to equip students with the fundamental skills and knowledge necessary to proficiently use Adobe Photoshop for various design and editing purposes.
5. Through hands-on exercises and projects, students will learn the essential tools, techniques, and concepts of Photoshop, enabling them to create and manipulate images with precision and creativity.
6. By the end of the course, students will have the skills to confidently navigate Photoshop's interface, perform basic to intermediate image editing tasks, and create visually compelling graphics for both print and web applications.

Unit- I

Introduction: Variations in Photoshop Applications Adobe Photoshop CC, Adobe Photoshop CS6, Adobe Photoshop CS5.

About Photoshop and its Features- Software development and design, Wallpapers, Advertisement Creation, Photo Modification Purposes

Unit- II

Opening and Importing Photos and creating Documents with Various Sizes- Inserting of images, New document properties.

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Unit- III

Creating Web Galleries and PDF Converts- PDF Presentation, Slide Show Presentation
Editing Raw Photos in Camera- Colour options for background shades, Photo Lighting, and Temperature

Unit- IV

Basic Photo Corrections, Retouching and Repairing, Manipulating Images, Typographic Design

Unit- V

3D Object Creation

A wine bottle, Soda Can, Cone, Cube, Sphere

Magazine cover design

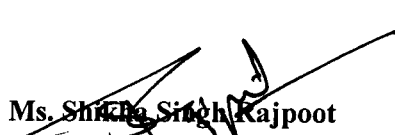
File submission.

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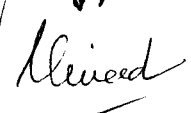
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4. Art and Design in Photoshop: How to simulate just about anything from great works of art to urban graffiti by Steve Caplin.
5. Introduction to Photoshop: An Essential Guide for Absolute Beginners by Kevin Wilson.
6. Mastering Adobe Photoshop Elements 2020- Second Edition by Robin Nichols.


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Program/Semester- B. Voc. (Fashion Design) Semester - IV			Subject Name – Jewellery Designing (Project)
Credit- 6			Subject Code- BVFD405
L/T-0	A/PRE-0	P/PRO-6	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction –

Through a jewellery design course, students can execute their creative design inspirations into a materialistic and usable piece of jewellery's. If jewellery design aspirants want to polish their drafting, designing, and shading theories, then this course will help them to do that. From the Jewellery Design course, one can learn how to add an expensive and ostentatious touch to a piece of ornament. Jewellery creation has been prevalent in our country for more than a few decades. In jewellery design, there are a few kinds of virtuosity that need to be conquered. They are - setting stone, electroplating, enamelling, and colouring of metals.

Course Objective –

1. To innovate and inspire through the creation of unique and expressive jewellery pieces that reflect individuality, culture, and artistry, enriching lives and fostering a deeper appreciation for craftsmanship and design in the world of jewellery.

1. Source of inspiration
 - a. Observation
 - b. Inspiration
 - c. Source
 - d. Innovation
 - e. Story creating on theme
2. Basic key skills
 - a. Basic shapes of stone
 - b. Stone Facets
 - c. Pencil shading
 - d. Reflection of shadow
 - e. Color shading
 - f. 3D color shading

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- g. Basic motifs
- h. Advance motifs
- 1. Gold textures
- 3. Technical tools of designing
- a. Importance of stone setting and its type
- 4. Types of jewellery
- 5. Designing any specific jewelry
- 6. Project report on jewelry design
- 7. Assessment.

File submission.

Course Outcome-

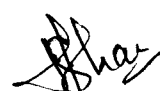
Innovative jewelry design that blends traditional craftsmanship with modern aesthetics.

Outcome: Stunning pieces that celebrate individuality, evoke emotions, and serve as timeless expressions of style and sophistication, inspiring confidence and admiration.

Referencing: -

- 1. Traditional Jewelry of India by Oppi Untracht.
- 2. How to Create Your Jewelry Line: Design – Production – Finance – Marketing & More by Emilie Shapiro.
- 3. Jewelry Designing by Blanche McGowan.
- 4. Designing Jewelry: Brooches, Bracelets, Necklaces and Accessories: Brooches, Bracelets, Necklaces & Accessories by Maurice P. Galli.


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Program/Semester- B. Voc. (Fashion Design) Semester - IV			Subject Name –Advance Draping (Lab)
Credit- 6			Subject Code- BVFD406
L/T-0	A/PRE-3	P/PRO-3	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

Using a dress form figure and the draping technique, one can create a three-dimensional dress pattern by pinning and pressing the fabric against the form to make a garment. Designers typically work with muslin because it's affordable and available in multiple weights.

Course Objective –

4. The objective of this course is to introduce students to the fundamental principles and techniques of advance fashion draping.
5. Through a combination of theoretical knowledge and practical hands-on experience, students will develop an understanding of how to drape fabric directly on a dress form to create various garment styles with its variation.
6. By the end of the course, students will be able to interpret and apply the draping principles to create original designs, understand the relationship between draping and patternmaking, and develop the skills necessary to translate their design ideas into three-dimensional garments.

Unit- I

Introduction to advance draping, mannequin measurement, types and methods of advance draping

Unit- II

Asymmetrical Designs. One-shoulder Dress. R.S.U./Right Side Up

Unit- III

Peg Skirt - Draping a Peg Skirt, and "Truing" pleats

Unit- IV

Cowl Skirt. Skirt with a Cowl on Side Seam.

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Unit- V

Adjusting and modifying pattern measurements to fit a specific size/body.

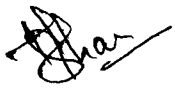
Course Outcome-

Students who complete this fashion draping course will be able to drape fabric on a dress form to create unique garment designs, showcasing their understanding of the principles of silhouette, fit, and garment construction.

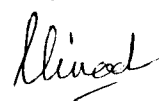
Referencing: -

4. FASHION DRAPING TECHNIQUES V02: A Step-by-Step Course. Dresses, Coats, Blouses, Sleeves, and Jackets by Danilo Attardi.
5. Fashion Moulage Technique: A Step by Step Draping Course by Danilo Attardi.
6. Draping for Apparel Design by Helen Joseph-Armstrong.


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B. Voc. (Fashion Design)
Semester – V & VI

Session 2025-28
Bachelor of Vocation (Fashion Design)
Programme Structure

B.Voc (Fashion Design) Semester - V												
S.N	CATE GO RY	SUBJECT NAME	SUBJECT CODE	CR ED IT	HR / P W	L/ T	A/ PR E	P/ PRO J	TER M- END MAR KS	INTE R NAL MAR KS	MINI. PASSI NG MAR KS	TOT AL MA RKS
1	The ory	Visual Merchandising	BVFD501	6	4	6	0	0	70	30	40	100
2	The ory	CAD (Adobe Illustrator)	BVFD502	2	2	2	0	0	70	30	40	100
3	Lab	CAD (Adobe Illustrator)	BVFD503	4	4	0	2	2	70	30	40	100
4	Lab	Fashion Styling & grooming	BVFD504	6	4	0	3	3	70	30	40	100
5	Lab	Garment Construction- III	BVFD505	6	4	0	3	3	70	30	40	100
6	Proj	Design Collection	BVFD506	6	4	0	0	6	70	30	40	100
Total				30	22	8	8	14	420	180	240	600

ABBREVIATION-

HR/PW – Hours/Per week

L/T - Lecture/Tutorial

A/PRE - Assignment/Presentation

P/PROJ -Practical/Project

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Session 2025-28
Bachelor of Vocation (Fashion Design)
Programme Structure

B.Voc (Fashion Design) Semester - VI												
S.N	CA TE GO RY	SUBJECT NAME	SUBJECT CODE	CR ED IT	HR / P W	L/ T	A/ PR E	P/ PRO J	TER M- END MAR KS	INTE R NAL MAR KS	MINI. PASSI NG MAR KS	TOT AL MA RKS
1	Lab	Portfolio Presentation	BVFD601	7	5	1	3	3	210	90	120	300
2		Internship (Production House)	BVFD602	7	0	0	0	0	210	90	120	300
		Internship (Retail House)	BVFD603									
Total				14	5	1	3	3	420	180	240	600

ABBREVIATION-

HR/PW – Hours/Per week

L/T - Lecture/Tutorial

A/PRE - Assignment/Presentation

P/PROJ -Practical/Project

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Program/Semester- B. Voc. (Fashion Design) Semester - V			Subject Name –Visual Merchandising (Theory)
Credit-6			Subject Code-BVFD501
L/T-6	A/PRE-0	P/PRO-0	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

This course is designed to provide you with a comprehensive understanding of the principles and practices of visual merchandising in the context of retail environments. Whether you're a seasoned professional looking to refresh your skills or someone new to the world of retail, this course will equip you with the knowledge and techniques to create compelling visual displays that attract customers and drive sales.

Course Objective–

1. To equip students with a comprehensive understanding of visual merchandising principles and practices, enabling them to create compelling and innovative retail displays that effectively communicate brand identity, attract customers, and drive sales.

Unit- I

Introduction to Visual Merchandising- Definition and importance of visual merchandising, History and evolution of visual merchandising, Role of visual merchandising in retail, Store Layout and Design.

Store layout principles- Space planning and utilization, Store design elements (lighting, color, signage, etc.)

Unit- II

Merchandise Presentation- Product grouping and categorization, Product placement and arrangement, Creating focal points and visual interest, Visual Communication.

Importance of visual communication in merchandising- Use of graphics, typography, and imagery, Creating effective displays and signage.

Unit- III

Window Display Design- Purpose and objectives of window displays, Window display design principles, Techniques for creating impactful window displays, In-Store Displays and Promotions.

Types of in-store displays (end caps, feature displays, etc.)- Promotional strategies and techniques
Coordinating in-store promotions with overall visual merchandising strategy.

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Unit- IV

Digital Merchandising- Introduction to digital merchandising, Integrating digital elements into physical stores, online visual merchandising strategies, Visual Merchandising Tools and Techniques. Merchandising props and fixtures- Use of mannequins and forms, Technology in visual merchandising (AR/VR, digital screens, etc.)

Unit- V

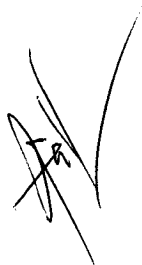
Visual Merchandising Trends and Case Studies- Current trends in visual merchandising, Case studies of successful visual merchandising campaigns, Forecasting future trends in visual merchandising. Retail Math and Analytics- Understanding retail metrics (KPIs, conversion rates, etc.), Using data to improve visual merchandising strategies, Budgeting, and ROI analysis for visual merchandising initiatives.

Course Outcome-

By the end of this course, students will be able to create compelling visual displays that effectively communicate brand identity, attract target customers, and enhance the overall shopping experience, using principles of design, color theory, and space management.

Referencing: -

1. Visual Merchandising and Display: Bundle Book + Studio Access Card by Martin M. Pegler and Anne Kong.
2. SILENT SELLING BEST PRACTICES AND EFFECTIVE STRATEGIES IN VISUAL MERCHANDISING - BUNDLE BOOK + STUDIO ACCESS CARD, 6TH EDITION by Judy Bell.
3. THE ART OF VISUAL MERCHANDISING: ADVANCED VISUAL MERCHANDISING BOOK by Patrick Nassif



Program/Semester- B. Voc. (Fashion Design) Semester - V			Subject Name – CAD – AdobeIllustrator (Theory)
Credit-2			Subject Code-BVFD502
L/T-2	A/PRE-0	P/PRO-0	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

this course offers comprehensive training in vector graphics creation. Learn to design logos, icons, illustrations, and more with industry-standard tools. Master the art of digital illustration and unleash your creativity with Adobe Illustrator.

Course Objective–

1. The objective of this course is to equip students with the fundamental skills and knowledge needed to proficiently use Adobe Illustrator for graphic design and illustration.
2. Through hands-on projects and guided tutorials, students will learn how to navigate the Illustrator interface, create vector graphics, manipulate shapes and text, use color effectively, and apply various effects and techniques to enhance their designs.
3. By the end of the course, students will have the skills to create professional-quality illustrations, logos, icons, and other graphic design elements using Adobe Illustrator.

Unit- I

Getting to know the work area- Control panel, Working with panels, Tool panel, Saving your work, Using multiple artboards, Customizing your workspace
Selecting and aligning- Selection Tool v. Direct Selection Tool, Magic Wand, Grouping objects, Aligning objects

Unit- II

Basic shapes- Basic Shape Tools, Stroke and Fill, Line segments, Joining paths, Modifying basic shapes
Pathfinder- Shape Modes v. Pathfinders, Shape builder (NEW TO CS5!)
Transforming objects- Scaling objects, Reflecting objects, Distorting objects, Shearing objects, Making multiple transformations

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Unit- III

Drawing with the pen tool/pencil tool- Creating straight lines, Creating curved paths, Curves and corner anchor points, Selecting and manipulating curves, Pencil tool, Changing pencil tool options, Smooth tool, Variable-width strokes (NEW TO CS5!), Drawing tablet

Using color- CMYK v. RGB, Colorpanel, Color guide, Appearance panel, Creating and saving custom colors

Unit- IV

Type- Importing text files, Using columns, Threading Text, Character Panel, Character Styles, Paragraph Panel, Type on a path, Outlining type

Layers- Creating layers, Moving layers, Locking layers, Viewing layers, Merging layers, Isolation mode

Unit- V

Gradients and blends- Linear vs. Radial Gradients, Using the Gradient Panel, Changing colors of gradient, Changing direction of gradient, Transparency and gradients

Working with symbols- Symbol libraries, Creating symbols, Editing symbols, Applying a symbols instance

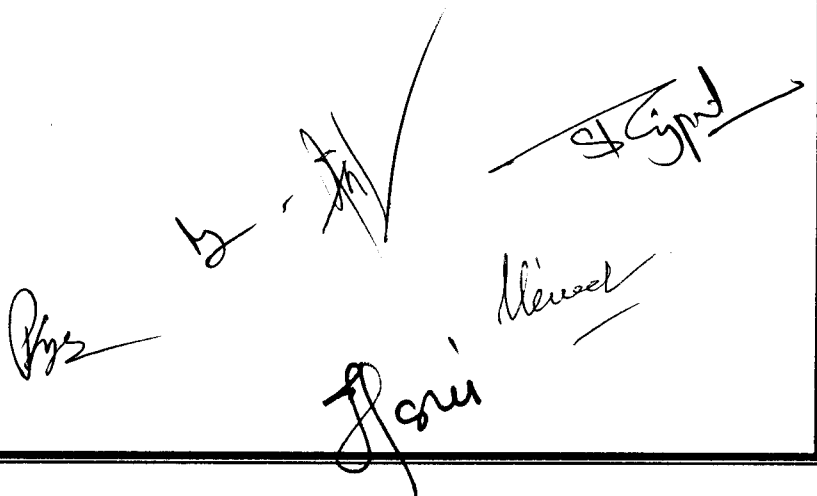
- 3D effects, Modifying 3D object, Mapping artwork to 3D object

Course Outcome-

Upon completion of this Adobe Illustrator course, students will proficiently create vector graphics, illustrations, and designs for various media. They will demonstrate mastery in using tools and techniques, enabling them to produce professional-quality artwork suitable for print, web, and multimedia applications.

Referencing: -

1. Perspective Warps and Distorts with Adobe Tools: Volume 2: Putting a New Twist on Illustrator by Jennifer Harde.
2. Symbol-Fonts erstellen: mit Adobe Illustrator und Fontself Maker German Edition.
3. Adobe Illustrator Classroom in a Book (2023 release): The Official Training Workbook from Adobe by Brian Wood.

The bottom of the page contains several handwritten signatures and initials in black ink. From left to right, there is a signature that appears to be 'Rys', a large checkmark, a signature that looks like 'Gyrd', and a signature that appears to be 'Goni' with 'Hewes' written above it.

Program/Semester- B. Voc. (Fashion Design) Semester - V			Subject Name – CAD – Adobe Illustrator (Lab)
Credit-4			Subject Code-BVFD503
L/T-0	A/PRE-2	P/PRO-2	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

this course offers comprehensive training in vector graphics creation. Learn to design logos, icons, illustrations, and more with industry-standard tools. Master the art of digital illustration and unleash your creativity with Adobe Illustrator.

Course Objective–

- The objective of this course is to equip students with the fundamental skills and knowledge needed to proficiently use Adobe Illustrator for graphic design and illustration.
- Through hands-on projects and guided tutorials, students will learn how to navigate the Illustrator interface, create vector graphics, manipulate shapes and text, use color effectively, and apply various effects and techniques to enhance their designs.
- By the end of the course, students will have the skills to create professional-quality illustrations, logos, icons, and other graphic design elements using Adobe Illustrator.

Unit- I

Introduction to Illustrator; Overview of the interface, tools, and basic operations.

Creating Shapes and Objects: Drawing and editing shapes, using the Pen tool, and creating custom shapes.

Working with Colors and Gradients: Applying colors, creating gradients, using the Color panel

Unit- II

Working with Text: Adding and formatting text, working with type on a path

Organizing Artwork with Layers: Understanding layers, creating and managing layers

Transforming and Editing Objects: Using the Transform panel, rotating, scaling, and skewing objects.

Unit- III

Working with Brushes: Using brushes to create artistic effects, creating custom brushes.

Using Effects and Styles: Applying effects such as shadows and glows, using graphic styles

Working with Images: Importing and placing images, using the Image Trace feature.

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Unit- IV

Creating and Editing Patterns: Making repeating patterns, and editing pattern swatches.

Exporting and Saving Files: Saving in different formats, preparing files for print or web.

Advanced Techniques: Using the Shape Builder tool, working with the Pathfinder panel, and creating 3D effects.

Unit- V

Drawing and Editing with the Pen Tool: Creating complex shapes, and editing paths.

Creating Infographics and Charts: Using Illustrator for data visualization.

Working with Symbols and Libraries: Using symbols to create reusable elements, and managing libraries.

Printing and Exporting: Understanding print settings, and exporting for web and mobile devices.

File Submission

Course Outcome-

Upon completion of this Adobe Illustrator course, students will proficiently create vector graphics, illustrations, and designs for various media. They will demonstrate mastery in using tools and techniques, enabling them to produce professional-quality artwork suitable for print, web, and multimedia applications.

Referencing: -

4. Perspective Warps and Distorts with Adobe Tools: Volume 2: Putting a New Twist on Illustrator by Jennifer Harde.
5. Symbol-Fonts erstellen: mit Adobe Illustrator und Fontself Maker German Edition.
6. Adobe Illustrator Classroom in a Book (2023 release): The Official Training Workbook from Adobe by Brian Wood.

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Program/Semester- B. Voc. (Fashion Design) Semester - V			Subject Name – Fashion Styling & Grooming(Lab)
Credit- 6			Subject Code-BVFD504
L/T-0	A/PRE-3	P/PRO-3	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

This course is designed to provide you with the essential knowledge and skills needed to succeed in the dynamic field of fashion whether you're interested in personal styling, editorial work, grooming, or brand consulting.

Course Objective–

1. Students will explore the fundamentals of fashion styling, including understanding body types, color theory, and current trends.
2. Delve into the art of grooming, learning how to enhance natural beauty and create polished looks for various occasions.

Unit- I

Introduction to Fashion Styling

Fashion History and Trends- Overview of fashion history, Analysis of current fashion trends

Understanding the relationship between historical trends and contemporary styling

Unit- II

Elements of Style- Understanding color, texture, pattern, Silhouette and proportion, Fabric selection, and garment construction.

Principles of Styling- Coordination and composition, Styling for different body types, Creating mood boards and style guides

Unit- III

Ethics and Sustainability in Fashion- Understanding the impact of fashion on the environment and society, Ethical considerations in fashion styling, and Sustainable practices in fashion styling and grooming.

Personal Styling- Client consultation and communication, Wardrobe assessment and personal shopping

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Unit- IV

Fashion Grooming- Skincare and makeup basics, Hair styling and grooming techniques, Styling for different occasions (e.g., professional, casual, formal)

Unit- V

Practical Projects and Assignments

Mood board creation

Styling photo shoots

Client styling projects

Course Outcome-

By the end of this course, students will be equipped with the knowledge and skills to effectively style and groom individuals, understanding the principles of fashion coordination, personal image enhancement, and industry-standard practices, preparing them for careers in fashion styling and grooming.

Referencing: -

1. Mastering Fashion styling (Macmillan Master Series) by Jo Dingemans.
2. Fashion Styling (Basics Fashion Design) by Jacqueline McAssey , Sophie Benson, et al.
3. Mastering Fashion styling (Macmillan Master Series) by Jo Dingemans.

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Program/Semester- B. Voc. (Fashion Design) Semester - V			Subject Name – Garment Construction-III (Lab)
Credit- 6			Subject Code-BVFD505
L/T-0	A/PRE-3	P/PRO-3	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction –

The technical feat of creating a garment involves the application of fundamental sewing techniques, such as gathers, pleats, darts, stitches, and edge finishing. For a product of high quality, it must be used appropriately in the garment construction process.

Course Objective –

1. To develop a comprehensive understanding of garment construction principles and techniques, enabling students to create well-constructed garments from basic patterns to complex designs.
2. Students will learn essential skills such as pattern making, cutting, sewing, and finishing, and will explore various fabrics, tools, and equipment used in garment construction.
3. Through practical hands-on projects and theoretical knowledge, students will cultivate the ability to analyze, interpret, and execute garment construction processes effectively, fostering creativity and precision in their work.

Unit- I

Garment detailing in sleeves, top, and kurta.

Unit- II

Ladies' salwar kameez construction.

Unit- III

Princess seam line blouse construction.

Unit- IV

Straight pants and haram construction.

Unit- V

Stylize garment construction using waist (scrab) fabric.
File submission.

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Course Outcome-

Students will be proficient in pattern drafting, sewing, and finishing techniques for garment construction after completing this course. They will demonstrate their grasp of construction principles by being able to decipher and adhere to patterns, choose suitable fabrics, and assemble clothing by industry standards.

Referencing: -

1. ADVANCED GARMENT CONSTRUCTION GUIDE by M. Sumithra
2. Illustrated Guide to Sewing: Garment Construction: A Complete Course on Making Clothing for Fit and Fashion
3. by Colleen Dorsey and Fox Chapel Publishing.

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Program/Semester- B. Voc. (Fashion Design) Semester - V			Subject Name – Design Collection (Project)
Credit- 6			Subject Code-BVFD506
L/T-0	A/PRE-0	P/PRO-6	Total Marks- 100

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	20
	Assignment	5
	Attendance	5
Term End Exam (Summative)	End term Examination	70
	Total	100
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction –

Embark on a transformative journey into the world of design with our collection course. Discover the core principles, techniques, and creative processes that define exceptional design, and unlock your potential to craft meaningful, innovative creations.

Course Objective –

1. Giving students a thorough understanding of the design process—from concept development to final presentation—is the aim of this design collection course.
2. Students will learn how to put together cohesive design collections that are inventive, marketable, and indicative of current trends through practical projects and theoretical learning.
3. Students will have produced a professional design collection portfolio by the end of the course, showcasing their technical proficiency, creativity, and capacity to formulate original design concepts.

1. Work individually
2. Innovative idea & concept for creating a garment
3. Creative silhouettes
4. The collection should have the following-
 - Visual research
 - Mind mapping
 - Theme
 - Mood
 - Client
 - Age group
 - Market research
 - Trend research
 - Flat sketches
 - Croquis
 - Tech-pack

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- Fabric & trim details
 - Cost sheet
 - Photo shoot of garment.
- File Submission.

Course Outcome-

Students who successfully complete the Design Development course will be able to conceptualize, plan, and carry out design projects with ease. They will be ready for a lucrative career in design since they will be able to apply design principles effectively, create creative solutions, and professionally convey their ideas.

Referencing: -

1. BEYOND DESIGN THE SYNERGY OF APPAREL PRODUCT DEVELOPMENT - BUNDLE BOOK + STUDIO ACCESS CARD by Sandra Keiser, Deborah Vandermar, et al.
2. Fashion Design and Product Development by Harold Carr and John Pomeroy.
3. Design development of thesaurus on fashion technology by Kumar Sanjeev.

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Program/Semester- B. Voc. (Fashion Design) Semester - VI			Subject Name – Portfolio (Practical)
Credit-7			Subject Code-BVFD601
L/T-1	A/PRE-3	P/PRO-3	Total Marks-300

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	60
	Assignment	15
	Attendance	15
Term End Exam (Summative)	End term Examination	210
	Total	300
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

The goal of this course is to give you the fundamental know-how and abilities required to build an impressive and polished portfolio. This course is intended for students who want to exhibit their work, professionals who want to improve their portfolio, and anyone who wants to work in the creative industry.

Course Objective–

1. To make the student understand the importance of displaying their work in the best possible way.
2. To prepare students for the world of fashion, where they can grab job opportunities by showcasing and explaining their talent through portfolios.

Course Outcome

Students will be able to prepare their portfolio in digital as well as other modes of presentation. Student's work will be best showcased and they will be able to discuss and explain their work professionally.

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Program/Semester- B. Voc. (Fashion Design) Semester - VI			Subject Name – Internship (Production House)
Credit-7			Subject Code-BVFD602
L/T-0	A/PRE-0	L/T-0	Total Marks- 300

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	60
	Assignment	15
	Attendance	15
Term End Exam (Summative)	End term Examination	210
	Total	300
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

This program is designed to provide you with hands-on experience and valuable skills in the field of fashion production house. Throughout the course, you will have the opportunity to apply theoretical knowledge in real-world settings, gain insight into industry practices, and build a professional network.

Course Objective-

The internship course aims to provide students with practical, real-world experience in their chosen field of study. Through hands-on work in a professional setting, students will develop and enhance their skills, apply theoretical knowledge to practical situations, and gain valuable insights into industry practices. The course will also help students build professional networks and enhance their employability by equipping them with the skills and experience sought after by employers in their field.

Course Outcome-

After completing this internship, students will demonstrate proficiency in applying fashion merchandising and marketing strategies, including trend analysis, retail buying, and promotion planning, enhancing their ability to succeed in the competitive fashion industry.

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Program/Semester- B. Voc. (Fashion Design) Semester - VI			Subject Name – Internship (Retail House)
Credit-7			Subject Code-BVFD603
L/T-0	A/PRE-0	L/T-0	Total Marks- 300

Assessment Plan-

Criteria	Description	Maximum Marks
Internal Assessment (Summative)	Internal Examination	60
	Assignment	15
	Attendance	15
Term End Exam (Summative)	End term Examination	210
	Total	300
Attendance (Formative)	A minimum of 75% attendance is required to be mentioned by a student to be qualified to take up the end-semester examination. The allowance of 25% includes all types of leaves including medical leaves.	

Introduction -

This program is designed to provide you with hands-on experience and valuable skills in the field of fashion retail house. Throughout the course, you will have the opportunity to apply theoretical knowledge in real-world settings, gain insight into industry practices, and build a professional network.

Course Objective—

The internship course aims to provide students with practical, real-world experience in their chosen field of study. Through hands-on work in a professional setting, students will develop and enhance their skills, apply theoretical knowledge to practical situations, and gain valuable insights into industry practices. The course will also help students build professional networks and enhance their employability by equipping them with the skills and experience sought after by employers in their field.

Course Outcome-

After completing this internship, students will demonstrate proficiency in applying fashion merchandising and marketing strategies, including trend analysis, retail buying, and promotion planning, enhancing their ability to succeed in the competitive fashion industry.

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