

CURRICULUM

The complete curriculum consists of 8 semesters in 4 years and each semester consists of 15 weeks. The pedagogy will include lectures, practical and presentation as per the following manner:

- a. The design course is always higher skill and practical oriented and so the curriculum is designed with 40% theory and 60% Practical/Sessional.
- b. With approx 30 hours load per week, there will be approx 12 hrs theory and 18 hours practical per week.
- c. On average, each semester consists of 4 (four) theory papers and 6 (six) practical papers for the first three years.
- d. The importance of each course is defined in terms of credits attached to it and it is defined in terms of contact hours, i.e. Lecture Hours (L), Tutorials Hours (T), and Practical Hours (P).
- e. In addition, each student will carry out craft documentation projects and integrated term projects at the end of each semester.

The foundation program is related to the basic raw material required, art and crafts and its history, basic sewing for stitch formation, computer application and English communication. Afterwards, the students will be exposed to related design and construction, computer aided design, manufacturing process, processing and management aspects of fashion and/or textile design. During the last phase of their skill development, each student will carry out their own portfolio development or different product development projects. The program also consists of 6 weeks industrial internship as per 6th semester to experience the real production aspects of the product. The last semester consists of a graduate program or major project to develop creative as well as technical skills to formulate or develop some product. The curriculum consists of all round skill development to have a career either in design, or in production, or in management or in quality control or in development of own design or production houses.

1. SALIENT FEATURES

- Students should be introduced to the design process in fashion and textiles. The main objectives in design include: (1) Establishing parameters of a design problem, (2) Devising

possibilities and alternatives, (3) Communicating solutions, (4) Production and (5) Evaluation of results.

- The Design core will encompass a strong integrated skill and knowledge base essential to the fashion & textile industry.
- Students should be encouraged to examine the relationship between fashion/textiles and society in various contexts. These could include : (1) Cultures and societies, (2) Historical perspectives, (3) The development of related industries, (4) The impact on the environment and (5) Vocational pathways / employment
- Students should be introduced to skills and techniques involved in fashion and textile processes, which could include (1) Fabric and garment construction, (2) Use of fabric, textiles and garments. (3) Enrichment of textiles, (4) Use of appropriate technology
- An overview of the apparel & textile industry shall provide inputs on the socio-economic, traditional and cultural aspects of the industry, which would lead to ideation, conceptualization and communication.
- Exploration with various materials and study of general and material science will enhance basic understanding and appreciation of the manufacturing process leading to product realization.
- To understand the intricacies of design, inputs in geometry and visualization and representation shall be part of the Foundation Program.
- The Management core will focus on the close nexus between the manufacturer, consumer and the commercial environment on one hand and the various infrastructures, administrative and human resource management on the other.
- The inputs in fundamentals of computer science shall be a part of the Foundation Program.
- The Communications and Liberal Arts core will address the essential socio-cultural perceptions and contexts: the evaluation and development. Envisioning and inculcating ethical and aesthetic values would lead to understanding and expression of physical, psychological and ergonomic concerns.
- Portfolio Development i.e., a group of tasks (essay, class work, oral presentation, assignment, project etc) each of which assesses the student's performance against the criteria in this course framework.

2. ELIGIBILITY FOR ADMISSION

10+2 pass with 50% marks in Arts/Science/Commerce or equivalent

3. EVALUATION SYSTEM

Evaluation system consists of the following guidelines:

- i. The theory consists of attendance, punctuality and discipline - 10%, assignment - 15%, midterm examination 25% and end term exam 50%.
- ii. The practical consists of Attendance, Punctuality & Discipline -10 %, Jury Presentation - 15%, Mid-Term Submission - 25% and End Term assignment submission - 50%.
- iii. The session consists of continuous evaluations (50% marks) of each segmented five assignments assigned to the students for the midterm evaluation. The remaining 50% marks will be evaluated through Jury Presentation at the end of the semester.
- iv. The weightage will be calculated at the semester end & results for the next semester will be published accordingly.
- v. Portfolio- 20% marks given by Faculty Mentor, 20 % by Industry Mentor, 25% Internal Jury & 35% External Jury.
- vi. Graduate Show- 20% marks given by Faculty Mentor, 25 % by Industry Mentor, 20% Internal Jury & 35% External Jury.

Student's performance will be evaluated through the following parameters-

- Punctuality, Sincerity & Discipline.
- Class Participation & Class Presentation.
- Weekly / Class Assignments.
- Targeted & Projected Mid Term & Final Term
- Project Assignment submissions.
- Project Report making- Craft Documentation, Internship Documentation, Market Survey Report etc.
- Updating Practical Record & its timely submission.
- Portfolio Development or project performance.
- Major Project or Graduation Project as Fashion Show & Exhibition Display for the final year.

4. PROMOTION POLICY

Those scoring below 35% aggregate will be asked to sit for back paper ; upon consulting the Management & the number of back papers to be cleared in re-exam is 3; those candidates having more than 5 back papers will be asked to repeat the semester. Students scoring above 40% will be considered as Average & passed.

5. OTHER RULES & REGULATIONS-

- Students should be punctual in attending the class.
- In case of leave-personal / medical reason; an application must be given to the department.
- Students must maintain discipline in the classroom as well as on campus.

6. PROGRAMME STRUCTURE

The Program Structure includes the course (Compulsory and core), arranged semester wise. The importance of each course is defined in terms of credits attached to it. The Credits attached to each course has been further defined in terms of contact hours, i.e. Lecture hours (L), Tutorial Hours (T), Practical hours (P). Towards earning credits in terms of contact hours, 1 Lecture 1 credit and 1 Tutorial is rated as 1 credit each, 3 Practical hours per week are rated as 2 credit and 3 hours sessional rated as 2 credits. Thus, for example, an L-T-P structure of 3-0-0 will have 3 credits, 3-1-0 will have 4 credits, 0-0-3 (Practical) will have 2 credits and 0-0-3 (Sessional) will have 2 credits.

NB: 1 hour Lecture/Tutorial rated as 1 credit. 1 ½ hour practical/ sessional rated as 1 credit per week.

Nomenclature

Every paper consists of two letters and 4 digits. like FP 3057

The first two letters FP stands for Foundation Programme for Bachelor in Design (Fashion and Textile Design)

The first two letters FD stands for Fashion Design Programme for Bachelor in Design (Fashion) and FC stands for Fashion Common subject for Fashion and Textile Design Programme.

The first digit stands for the year like 1 stand for 1st year, 2 for 2nd year, 3 for 3rd year and 4 for 4th year.

The second digit consists of either 0, or 1 or 2. 0 stands for common paper, 1 for fashion papers and 2 for textile papers.

The third digit consists of any number from 0 to 9. 0 to 7 consists of different theory specialization, 8 for sessional and 9 for practical

The fourth digit indicates the semester. An odd digit consists of odd semester papers and an even digit consists of even semester papers.

Understanding the nomenclature

For Example

-

FP 3057

FP – Foundation Program

3 - 3rd year;

0 - common paper to both fashion design and textile design

5 - Sub group,

7 - Odd semester

As the paper has the digit 3 in the first place, it indicates 3 rd year odd semester means it is a paper in 5th semester.

7. SUBJECT CATEGORIES & RANGE OF CREDITS

A student has to obtain 188 credit points in the various categories of subjects as shown below:

S. No	Components	Fashion
1	Communication Skill	06
2	Art	09
3	Design	08
4	Computer Application	02
5	Management	13
5	Core and Professional	156

FIRST SEMESTER

FIRST SEMESTER (FOUNDATION COURSE FOR FASHION & TEXTILE DESIGN)

Theory							
Sl. No	Course Code	Subject	L	T	P	Total	Credit
1	FP1001	History of Art & Design-I	3	0	0	3	3
2	FP 1003	Fashion & Textile Orientation	3	0	0	3	3
3	FP 1005	Communication Skills-I	3	0	0	3	3
3	FP 1007	Textile Science -I	3	0	0	3	3
Total Theory						12	12
Practical							
1	FP1091	Digital Media Application	0	0	3	3	2
2	FP1093	Elements & Principle of Design -I	0	0	6	6	4
Total Practical						09	06
Sessional							
1	FP 1083	Visualization & Representation Techniques I	0	0	6	6	4
2	FP 1085	Basics of Photography	0	0	3	3	2
3	YG 1081	Yoga for Health	0	0	2	2	1
Total Sessional						11	07
Semester total						32	25

SECOND SEMESTER (FOUNDATION COURSE FOR FASHION & TEXTILE DESIGN)

Theory							
Sl. No	Course Code	Subject	L	T	P	Total	Credit
1	FP 1002	History of Art & Design –II	3	0	0	3	3
2	FP 1004	Communication Skills-II	3	0	0	3	3
3	FP 1008	Textile Science-II	3	0	0	3	3
4	FP 1010	Environmental Studies	3	0	0	3	3
Total Theory						12	12
Practical							
1	FP1094	Introduction to CAD	0	0	3	3	2
2	FP1096	Introduction to Pattern Making	0	0	3	3	2
3	FP1098	Elements and Principles of Design-II	0	0	6	6	4
Total Practical						12	08
Sessional							
1	FP1082	Sewing Practice	0	0	3	3	2
2	FP1084	Visualization & Representation Techniques II	0	0	6	6	4
Total Sessional						9	6
Semester total						33	26

THIRD SEMESTER (FASHION DESIGN)

Theory							
Sl. No	Course Code	Subject	L	T	P	Total	Credit
1	FC 2003	Indian Traditional Textiles	3	0	0	3	3
2	FC 2005	Fabric Studies	3	0	0	3	3
3	FD 2103	History of Clothing	3	0	0	3	3
Total Theory						09	09
Practical							
1	FC 2091	Computer Aided Design (Motif Repeat)	0	0	3	3	2
2	FD 2191	Pattern Making –I	0	0	3	3	2
3	FD 2193	Draping – I	0	0	3	3	2
4	FD 2195	Garment Construction- I	0	0	3	3	2
Total Practical						12	08
Sessional							
1	FD 2181	Integrated Fashion Project – I	Two weeks				2
2	FD 2183	Fashion Illustration-1	0	0	3	3	2
3	FC 2085	Craft Documentation	3 weeks				4
Total sessional						03	08
Semester total						24	25

FOURTH SEMESTER (FASHION DESIGN)

Theory							
Sl. No	Course Code	Subject	L	T	P	Total	Credit
1	FC 2002	Introduction to Handloom Industry	3	0	0	3	3
2	FC 2004	Fabric Construction Design and Drafting	3	0	0	3	3
2	FD 2102	History of Fashion	3	0	0	3	3
Total Theory						09	09
Practical							
1	FC 2092	Digital Presentation Technique	0	0	3	3	2
2	FD 2192	Pattern Making – II	0	0	6	6	4
3	FD 2194	Draping – II	0	0	3	3	2
4	FD 2196	Garment Construction – II	0	0	3	3	2
Total Practical						15	10
Sessional							
1	FC 2082	Surface Ornamentation	0	0	3	3	2
2	FD 2182	Fashion Illustration II	0	0	3	3	2
3	FD 2184	Integrated Fashion Project – II	Two weeks				2
Total Sessional						06	06
Semester total						30	25

FIFTH SEMESTER (FASHION DESIGN)

Theory							
Sl. No	Course Code	Subject	L	T	P	Total	Credit
1	FC 3001	Marketing and Merchandising Management	3	0	0	3	3
2	FC 3003	Fashion Forecasting	3	0	0	3	3
3	FD 3101	Apparel Production Planning & Control	3	0	0	3	3
Total Theory						09	09
Practical							
1	FD 3191	Graphics Design	0	0	3	3	2
2	FD 3193	Pattern making –III	0	0	6	6	4
3	FD 3195	Garment Construction –III	0	0	3	3	2
4	FD 3197	Draping –III	0	0	3	3	2
Total Practical						15	10
Sessional							
1	FD 3181	Fashion Illustration - III	0	0	3	3	2
2	FD 3183	Integrated Fashion Project – III	Two weeks				2
3	FC 3083	Surface Ornamentation Technique (printing)	0	0	3	3	2
Total Sessional						06	06
Semester total						30	25

SIXTH SEMESTER (FASHION DESIGN)

Theory							
Sl. No	Course Code	Subject	L	T	P	Total	Credit
1	FC 3002	Research Methodology	3	0	0	3	3
2	FC 3004	Visual Merchandising	3	0	0	3	3
3	FC 3008	Digital Marketing	3	0	0	3	3
4	FD 3104	Responsible Fashion	3	0	0	3	3
Total Theory						12	12
Practical							
1	FD 3192	Creative Pattern Making	0	0	3	3	2
2	FD 3194	Grading	0	0	3	3	2
3	FD 3196	Surface Ornamentation Technique (Embroidery)	0	0	3	3	2
4	FD 3198	Fabric Studies (fabric analysis)	0	0	3	3	2
Total Practical						12	08
Sessional							
1	FD 3182	Knitwear Design Development	0	0	3	3	2
2	FD 3184	Integrated Fashion Project – IV	2 weeks				2
Total Sessional						3	04
Semester total						27	24

SEVENTH SEMESTER (FASHION DESIGN)

Theory								
Sl. No	Course Code	Subject	L	T	P	Total hours	Credit	
1	FC 4007	Intellectual Property Right	3	0	0	3	3	
2	FC 4009	Entrepreneurship development	3	0	0	3	3	
3		Open Elective (any one)	2	0	0	2	2	
Total Theory						08	08	
Practical								
1	FD 4193	Styling	0	0	6	6	4	
2		Department Elective (Any One)	0	0	3	3	2	
Total Practical						09	06	
Sessional								
1	FD 4181	Men's wear Development	0	0	3	3	2	
2	FD 4183	Portfolio Development	0	0	9	9	6	
3	FD 4185	Couture wear	0	0	3	3	3	
4	FC 4081	Industrial Internship	50 days					4
Total Practical & Sessional						15	14	
Semester total						32	28	

Departmental Elective (any one) Fashion design

Practical							
Sl. No	Course Code	Subject	L	T	P	Total hours	Credit
1	FD 4171	Fashion Communication	0	0	3	3	2
2	FD 4173	Fashion Stylization	0	0	3	3	2
3	FD4175	Theatre Costume & Design	0	0	3	3	2

Open Elective Course (any one) Fashion design

Theory							
Sl. No	Course Code	Subject	L	T	P	Total hours	Credit
1	FC 4071	Personnel Grooming Styling	2	0	0	2	2
2	FC 4073	Business Communication	2	0	0	2	2
3	FC 4075	Foreign Language (French)	2	0	0	2	2

EIGHTH SEMESTER (FASHION DESIGN)

Sl. No	Course Code	Subject	L	T	P	Total	Credit
PROJECT							
1	FD 4184	Graduate Fashion Design Project	0	0	30	30	20
Semester total credits						30	20

Semester Total Credit

Sl. No.	Semester	Semester Total Credit
1	Semester 1	25
2	Semester 2	26
3	Semester 3	25
4	Semester 4	25
5	Semester 5	25
6	Semester 6	24
7	Semester 7	28
8	Semester 8	20
	Total	198