



PUNJAB TECHNICAL UNIVERSITY

Jalandhar

DISTANCE EDUCATION PROGRAMME

<http://www.ptu.ac.in>

Syllabus

Manual

Fashion Technology Courses

Applicable to September 2005 Admission Batch

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Fashion Technology

Courses

Scheme

Applicable to September 2005 Admission Batch

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Scheme of Papers
B.Sc.Fashion Technology (BSCFT)
 Applicable to September 2005 Admissions onward

Sr	Semester	One	Contact Hours (PerSemester)			Theory Exam Marks			Practical Exam Marks			Duration of Exams	Remarks
			Theory Hrs	Practical Hrs	Total Hrs	Internal	External	Total	Internal	External	Total		
1	BSCFT-101	Color & Texture	10	30	40	25	75	100	-	-	-	3 Hrs	
2	BSCFT-102	Drafting & Pattern Making	10	30	40	25	75	100	-	-	-	3 Hrs	
3	BSCFT-103	Introduction to Textiles	30	8	38	25	75	100	-	-	-	3 Hrs	
4	BSCFT-104	Fashion Sketching	10	28	38	25	75	100	-	-	-	3 Hrs	
5	BSCFT-105	Computer Fundamentals	40	14	54	25	75	100	-	-	-	3 Hrs	
6	BSCFT-106	Communication & Soft Skills	20	10	30	-	-	-	50	0	50		Internal
7	BSCFT-107	Practical	-	-	-	-	-	-	25	75	100	3 Hrs	Practical
			120	120	240	500			150				650 Total

Sr	Semester	Two	Contact Hours (PerSemester)			Theory Exam Marks			Practical Exam Marks			Duration of Exams	Remarks
			Theory Hrs	Practical Hrs	Total Hrs	Internal	External	Total	Internal	External	Total		
1	BSCFT-201	Drafting, Pattern Making and Construction	10	34	44	-	-	-	25	75	100	6 Hrs	Practical
2	BSCFT-202	Fabric Studies	30	10	40	25	75	100	-	-	-	3 Hrs	
3	BSCFT-203	Traditional Indian Textiles	46	10	56	25	75	100	-	-	-	3 Hrs	
4	BSCFT-204	Fashion Illustration and Appreciation	10	40	50	25	75	100	-	-	-	3 Hrs	
5	BSCFT-205	Introduction to Computer Graphics	26	24	50	25	75	100	-	-	-	3 Hrs	
6	BSCFT-206	Practical (Portfolio & Viva)	-	-	-	-	-	-	25	75	100	3 Hrs	Viva
			122	118	240	400			200				600 Total

Sr	Semester	Three	Contact Hours (PerSemester)			Theory Exam Marks			Practical Exam Marks			Duration of Exams	Remarks
			Theory Hrs	Practical Hrs	Total Hrs	Internal	External	Total	Internal	External	Total		
1	BSCFT-301	Construction Studies for Innovative Garments	0	40	40	-	-	-	25	75	100	6 Hrs	Practical
2	BSCFT-302	Fashion History	26	14	40	25	75	100	-	-	-	3 Hrs	
3	BSCFT-303	Textile Dyeing and Printing	20	20	40	25	75	100	-	-	-	3 Hrs	
4	BSCFT-304	Fashion Presentation	10	30	40	25	75	100	-	-	-	3 Hrs	
5	BSCFT-305	Advance Drafting and Draping	10	30	40	25	75	100	-	-	-	3 Hrs	
6	BSCFT-306	Computer Graphics for Fashion Designing	16	24	40	-	-	-	25	75	100	3 Hrs	Practical
			82	158	240	400			200				600 Total

Sr	Semester	Four	Contact Hours (PerSemester)			Theory Exam Marks			Practical Exam Marks			Duration of Exams	Remarks
			Theory Hrs	Practical Hrs	Total Hrs	Internal	External	Total	Internal	External	Total		
1	BSCFT-401	Fashion Theory	28	12	40	25	75	100	-	-	-	3 Hrs	
2	BSCFT-402	Advance Design Studies	10	30	40	25	75	100	-	-	-	3 Hrs	

3	BSCFT-403	Knitwear Design Technology	30	10	40	25	75	100	-	-	-	3 Hrs	
4	BSCFT-404	Pattern Drafting, Grading & Construction Studies	0	40	40	-	-	-	25	75	100	6 Hrs	Practical
5	BSCFT-405	Computer Aided Fashion Designing - I	0	30	30	-	-	-	25	75	100	3 Hrs	Practical
6	BSCFT-406	Industry Internship	0	50	50	-	-	-	25	75	100	3 Hrs	Internship
			68	172	240	300			300			600 Total	

Sr	Semester	PaperCode	Five	Contact Hours (PerSemester)			Theory Exam Marks			Practical Exam Marks			Duration of Exams	Remarks
				Theory Hrs	Practical Hrs	Total Hrs	Internal	External	Total	Internal	External	Total		
1	BSCFT-501		Fashion Industry	30	10	40	25	75	100	-	-	-	3 Hrs	
2	BSCFT-502		Leather Technology	30	12	42	25	75	100	-	-	-	3 Hrs	
3	BSCFT-503		Marketing Fashion	30	10	40	25	75	100	-	-	-	3 Hrs	
4	BSCFT-504		Volume Production and Quality Control	30	8	38	25	75	100	-	-	-	3 Hrs	
5	BSCFT-505		Art Appreciation	10	30	40	25	75	100	-	-	-	3 Hrs	
6	BSCFT-506		Computer Aided Fashion Designing- II	16	24	40	-	-	-	25	75	100	3 Hrs	Practical
				146	94	240	500			100			600 Total	

Sr	Semester	PaperCode	Six	Contact Hours (PerSemester)			Theory Exam Marks			Practical Exam Marks			Duration of Exams	Remarks
				Theory Hrs	Practical Hrs	Total Hrs	Internal	External	Total	Internal	External	Total		
1	BSCFT-601		Fashion Merchandising	30	10	40	25	75	100	-	-	-	3 Hrs	
2	BSCFT-602		Foreign Language (French)	40	0	40	25	75	100	-	-	-	3 Hrs	
3	BSCFT-603		International Marketing	30	0	30	25	75	100	-	-	-	3 Hrs	
4	BSCFT-604		Computer Application	10	30	40	-	-	-	25	75	100	3 Hrs	Practical
5	BSCFT-605		Survey & Project	0	10	10	-	-	-	25	75	100	3 Hrs	Practical
6	BSCFT-606		Entrepreneurship	0	80	80	-	-	-	25	75	100	3 Hrs	Internship
				110	130	240	300			300			600 Total	

Scheme of Papers
M.Sc. Fashion Technology (MSCFT)
 Applicable to September 2005 Admissions onward

Sr	Semester	One	Contact Hours (PerSemester)			Theory Exam Marks			Practical Exam Marks			Duration of Exams	Remarks
			Theory Hrs	Practical Hrs	Total Hrs	Internal	External	Total	Internal	External	Total		
1	MSCFT-101	Drafting & Pattern Making	10	38	48	-	-	-	25	75	100	6 Hrs	Practical
2	MSCFT-102	Textile Studies - I	30	6	36	25	75	100	-	-	-	3 Hrs	
3	MSCFT-103	Sketching & Fashion Illustration	12	30	42	25	75	100	-	-	-	3 Hrs	
4	MSCFT-104	History of Fashion	32	4	36	25	75	100	-	-	-	3 Hrs	
5	MSCFT-105	Computer Application - I	34	14	48	25	75	100	-	-	-	3 Hrs	
6	MSCFT-106	Communication & Soft Skills	20	10	30	-	-	-	50	-	50		Internal
			138	102	240	400			150				550 Total

Sr	Semester	Two	Contact Hours (PerSemester)			Theory Exam Marks			Practical Exam Marks			Duration of Exams	Remarks
			Theory Hrs	Practical Hrs	Total Hrs	Internal	External	Total	Internal	External	Total		
1	MSCFT-201	Textile Studies - II	40	6	46	25	75	100	-	-	-	3 Hrs	
2	MSCFT-202	Inspirational Fashion	12	40	52	25	75	100	-	-	-	3 Hrs	
3	MSCFT-203	Knitting Technology	40	6	46	25	75	100	-	-	-	3 Hrs	
4	MSCFT-204	Pattern Drafting, Grading & Construction Studies	10	38	48	-	-	-	25	75	100	6 Hrs	Practical
5	MSCFT-205	Computer Application - II	34	14	48	-	-	-	25	75	100	3 Hrs	Practical
			136	104	240	300			200				500 Total

Sr	Semester	Three	Contact Hours (PerSemester)			Theory Exam Marks			Practical Exam Marks			Duration of Exams	Remarks
			Theory Hrs	Practical Hrs	Total Hrs	Internal	External	Total	Internal	External	Total		
1	MSCFT-301	Fashion Industry, Marketing & Management	40	10	50	25	75	100	-	-	-	3 Hrs	
2	MSCFT-302	Fashion Illustration and Appreciation	30	10	40	25	75	100	-	-	-	3 Hrs	
3	MSCFT-303	Garment Ornamentation	10	40	50	-	-	-	25	75	100	3 Hrs	Practical
4	MSCFT-304	Advance Garment Construction Techniques	10	40	50	-	-	-	25	75	100	6 Hrs	Practical
5	MSCFT-305	Computer Application - III	20	30	50	-	-	-	25	75	100	3 Hrs	Practical
			110	130	240	200			300				500 Total

Sr	Semester	Four	Contact Hours (PerSemester)			Theory Exam Marks			Practical Exam Marks			Duration of Exams	Remarks
			Theory Hrs	Practical Hrs	Total Hrs	Internal	External	Total	Internal	External	Total		
1	MSCFT-401	Garment Production and Techniques	36	4	40	25	75	100	-	-	-	3 Hrs	
2	MSCFT-402	Design Collection	36	4	40	25	75	100	-	-	-	3 Hrs	
3	MSCFT-403	Survey and Project	10	40	50	-	-	-	25	75	100	3 Hrs	Project
4	MSCFT-404	Computer Application - IV	10	40	50	-	-	-	25	75	100	3 Hrs	Practical
5	MSCFT-405	Entrepreneurship	0	60	60	-	-	-	25	75	100	3 Hrs	Internship
			92	148	240	200			300				500 Total

Scheme of Papers
Diploma in Fashion Technology (DFT)
 Applicable to September 2005 Admissions Batch

Sr	Semester	One	Contact Hours (PerSemester)			Theory Exam Marks			Practical Exam Marks			Duration of Exams	Remarks
			Theory Hrs	Practical Hrs	Total Hrs	Internal	External	Total	Internal	External	Total		
1	BSCFT-101	Color & Texture	10	30	40	25	75	100	-	-	-	3 Hrs	
2	BSCFT-102	Drafting & Pattern Making	10	30	40	25	75	100	-	-	-	3 Hrs	
3	BSCFT-103	Introduction to Textiles	30	8	38	25	75	100	-	-	-	3 Hrs	
4	BSCFT-104	Fashion Sketching	10	28	38	25	75	100	-	-	-	3 Hrs	
5	BSCFT-105	Computer Fundamentals	40	14	54	25	75	100	-	-	-	3 Hrs	
6	BSCFT-106	Communication & Soft Skills	20	10	30	-	-	-	50	0	50		Internal
7	BSCFT-107	Practical	-	-	-	-	-	-	25	75	100	3 Hrs	Practical
			120	120	240	500			150			650 Total	

Sr	Semester	Two	Contact Hours (PerSemester)			Theory Exam Marks			Practical Exam Marks			Duration of Exams	Remarks
			Theory Hrs	Practical Hrs	Total Hrs	Internal	External	Total	Internal	External	Total		
1	BSCFT-201	Drafting, Pattern Making and Construction	10	34	44	-	-	-	25	75	100	6 Hrs	Practical
2	BSCFT-202	Fabric Studies	30	10	40	25	75	100	-	-	-	3 Hrs	
3	BSCFT-203	Traditional Indian Textiles	46	10	56	25	75	100	-	-	-	3 Hrs	
4	BSCFT-204	Fashion Illustration and Appreciation	10	40	50	25	75	100	-	-	-	3 Hrs	
5	BSCFT-205	Introduction to Computer Graphics	26	24	50	25	75	100	-	-	-	3 Hrs	
6	BSCFT-206	Practical (Portfolio & Viva)	-	-	-	-	-	-	25	75	100	3 Hrs	Viva
			122	118	240	400			200			600 Total	

Scheme of Papers
Post Graduate Diploma in Fashion Technology (PGDFT)
 Applicable to September 2005 Admissions onward

Sr	Semester	One	Contact Hours (PerSemester)			Theory Exam Marks			Practical Exam Marks			Duration of Exams	Remarks
			Theory Hrs	Practical Hrs	Total Hrs	Internal	External	Total	Internal	External	Total		
1	MSCFT-101	Drafting & Pattern Making	10	38	48	-	-	-	25	75	100	6 Hrs	Practical
2	MSCFT-102	Textile Studies - I	30	6	36	25	75	100	-	-	-	3 Hrs	
3	MSCFT-103	Sketching & Fashion Illustration	12	30	42	25	75	100	-	-	-	3 Hrs	
4	MSCFT-104	History of Fashion	32	4	36	25	75	100	-	-	-	3 Hrs	
5	MSCFT-105	Computer Application - I	34	14	48	25	75	100	-	-	-	3 Hrs	
6	MSCFT-106	Communication & Soft Skills	20	10	30	-	-	-	50	-	50		Internal
			138	102	240	400			150				550 Total

Sr	Semester	Two	Contact Hours (PerSemester)			Theory Exam Marks			Practical Exam Marks			Duration of Exams	Remarks
			Theory Hrs	Practical Hrs	Total Hrs	Internal	External	Total	Internal	External	Total		
1	MSCFT-201	Textile Studies - II	40	6	46	25	75	100	-	-	-	3 Hrs	
2	MSCFT-202	Inspirational Fashion	12	40	52	25	75	100	-	-	-	3 Hrs	
3	MSCFT-203	Knitting Technology	40	6	46	25	75	100	-	-	-	3 Hrs	
4	MSCFT-204	Pattern Drafting, Grading & Construction Studies	10	38	48	-	-	-	25	75	100	6 Hrs	Practical
5	MSCFT-205	Computer Application - II	34	14	48	-	-	-	25	75	100	3 Hrs	Practical
			136	104	240	300			200				500 Total



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DETAILS OF FASHION TECHNOLOGY SYLLABUS (applicable from Sept. 2005)

B.Sc FASHION TECHNOLOGY (I SEMESTER)

BSCFT-101: Color & Texture

PART-A

What is Color?

Dimensions of colour- hue, intensity and value.

Colour wheel and its various Color Schemes- primary, secondary, tertiary, quaternary, warm and cool colours, analogous colours, complimentary and split complimentary, tints, tones and shades, achromatic and monochromatic colours, pastels and dusty pastels - effect of these colour schemes.

Effects of Colors- red, blue, green, yellow, orange, pink, purple, grey, black, white, neutrals.

Colour and combination in clothes.

Factors affecting the choice of colours- effect of light, texture, age, size, personality, complexion, occasion.

PART-B

Types of textures- thread pulling, thread crumple, thread rolling, paper dabbing, wax rubbing, wax drop, smoke, blade, leaf, flower, butterfly, lace, jute, thumb, matchstick, sponge, cabbage, potato, onion, chilly, lady finger, ink drop, ink blow, drop ink, batik, leather, dry brush, mesh, comb, cloth dabbing etc.,

Textural effects, use of textures in fashion designing.

Depicting textures (e.g., silk, satin, chiffon, denim, coduroi, velvet, knit etc.) and patterns on clothes.

PART-C

Principles of design-repetition, gradation, radiation, dominance, unity, harmony, contrast, proportion, balance & rhythm- its importance in designing.

Elements of Design-Lines, Dots, Prints, Checks, silhouettes, colour, texture, etc

Book recommended:

DESIGN STUDIES by Manmeet Sodhia
Chapters 1 to 9

Kalyani Publishers

Library reference:

Fashion and color

by Mary Garthe

Rockport Publishers

Color Harmony 2

by Bride M. Whelan

Rockport Publishers

Question Paper Pattern:

Colour and Texture (Theory)

7 questions. Do any 5. 15 marks each=75.

The questions from PART A and PART C of the syllabus will have answers both descriptive and illustrative. The questions from PART B will have only illustrative answers.



BSCFT-102: Drafting & Pattern Making

PART-A

- Standard measurement charts for children.
- Taking measurements.
- Drafting tools.
- Basic grain lines.
- Drafting of Basic bodice block of a child.
- Drafting of sleeves- plain, puffed, flare, leg o' mutton, ruffle, cap, raglan, drop shoulder, epaulette, tulip, hanky, Bushirt, Magyar, kimono, Dolman, shirred, bell, bishop, lantern.
- Drafting of Collars - Peter pan, cape, bias, flat tennis, sailors, Chelsea, bishop, shawl, wing, shirt, rippled, Chinese, coat, cowl.

PART-B

- Drafting of Kids casual wears- slip and panty, romper
- Drafting of frocks(A line, circular, frock with yoke, frock with empire, normal and low waist line)
- Drafting of skirts- gathered, novelty gathered, two tied, pleated(knife, box, inverted, sunray, kick), straight, a- line, pegged, tulip, circular, gored, handkerchief, hip rider, trumpet, slashed
- Drafting of Jumpsuit.

PART-C

- Designing of all children garments- casual and formal wears (with specification sheets)
- Layouts- marker making (1/4 or 1/6 scale) for the designed garments
- Paper patterns of all kinds of garments for children(slip and panty, romper, frocks, skirts, jumpsuit, night suit, sundress)

Book recommended:

ADVANCED DRAFTING by Manmeet Sodhia Kalyani Publishers
& DRAPING
Chapters 1 to 8

Library reference:

Basic Processes and clothing const.	by Sherie Doongaji	Rajj Prakashan
Text book of clothing and textiles	by Sushma Gupta	Kalyani Publishers
Pattern cutting made easy	by Gillian Holman	Batsford
Garment const. skills	by Premlata Malik	Kalyani Publishers

Question Paper Pattern:

Drafting and Pattern Making (Theory - 75 Marks)

2 questions (with internal choice).

Q1. 35 Marks (do any 5 draftings out of 7 given, 7 marks each) - FROM PART A.

Q2. 40Marks (2 paper pattern, do any 1) FROM PART B and PART C.



BSCFT-103: Introduction to Textiles

PART-A

Flow chart from fiber to finished fabric
Fiber classification
Different methods of fiber identification- physical examination, burning test, chemical test.

PART-B

Properties of natural fibers (vegetable and animal) i.e. cotton, linen, wool, silk etc.
Properties of Synthetic fibers i.e. Polyester, nylon, acrylic, etc.

PART-C

Different yarn formation process i.e. cotton yarn, woolen/ worsted yarn, synthetic or blended yarn- blending, opening, cleaning, carding, doubling, combing, drawing, roving, spinning, yarn twist-S and Z.
Different types of yarns
Fiber quality requirements for different types of yarns and fabrics.
Industrial visits.

Book recommended:

INTRODUCTION TO TEXTILES by KVP Singh Kalyani Publishers
Chapters 1 to 2, 4-6

Library reference:

Textiles-Fiber to Fabric by Bernard P. Corbman McGraw Hill

Question Paper Pattern:

Introduction to Textiles (Theory)
7 questions. Do any 5. 15 marks each=75.



BSCFT-104: Fashion Sketching

PART-A

Block figures-normal and fashion.
 Basic croqui drawing- all sizes, and all poses (front, back, side, $\frac{3}{4}$)
 Face analysis
 Hands and feet
 Features- eyes, nose, lips, ear.
 Hairstyles.
 Fleshing of block figures.
 Figures in Motion.
 Draping of different Garments
 Illustration of Gathers, Folds, Pleates showing fullness in a garment.

PART-B

Illustration in Textural Techniques
 Inspirational Designing- inspirations from nature, seasons, objects, fabrics, toys, signs and symbols, surroundings, etc.
 Visual Studies and rendering effects.
 Designing Clothes line: Kids wear and Women wear.
 Different Presentation Techniques- collage work, swatch board, front and back, stylization, textural effects, etc.
 Medium exploration - making the students familiar with all mediums like, pencils, water colours, poster colours, inks, crayons, dry pastels, etc.
 Illusion effects created due to colour, elements of design and fashion details.

PART-C

Classic and innovative Fashion Details -Collars, Necklines, Pockets, Sleeves, waistlines, cuffs, skirts, trousers, yokes, waistlines, etc.
 Design Terminology commonly used in the fashion industry.

Book recommended:

Fashion illustration and Presentation by Manmeet Sodhia Kalyani Publishers

Library reference:

Fashion Source Book	by Kathryn Mckelvey	Blackwell Science
Encyclopedia of fashion details	by Patrick John Ireland	Batsford
9 Heads	by Nancy Riegelman	Pearson Education
Fashion Sketchbook	by Abing	Fairchild

Question Paper Pattern:

Fashion Sketching (Theory)
 7 questions. Do any 5. 15 marks each=75.

PART A and PART B will have questions with only illustrative answers.
 PART C will have questions with descriptive and illustrative answers.



BSCFT-105: Computer Fundamentals

Theory

SECTION A

Introduction to Computers

- Computers in our Lives
- Why study Computer Technology
- Importance of Computer Literacy
- Computer in your career (Computer Knowledge opens doors, Computer Graphics & Design)
- Applications of Computers
- History of Computers
- Computer Generations
- Shapes/Types of Computers (Super computers, Mainframe Computers, Minicomputers, Workstations, Personal Computers, Variants of Personal Computers)
- Introduction to Information Technology & Information Technology Industry

Processing Data

- Defining Data, Processing, Knowledge, Information
- How Computers represent data
- Units of measure of computer memory and storage
- Fundamental Computing Model (Input - Process - Output)
- How computers process data

SECTION B

Parts of a Multimedia Personal Computer

- Hardware & Software
- How hardware make system useful.
- Critical hardware -(Motherboard, Processor, Memory, input devices, output devices, storage devices)
- Input Devices, keyboard, mouse, trackball, Alternate input devices (Pen, Touch-screen, Game Controllers, Bar Code Readers, Image Scanners, OCR< Microphones, Video Input, Digital Camera)
- Output Devices, Monitors, Its different types, Comparison of various types of monitors, video controllers, PC projectors, Sound Systems, Printers and its different types, Functioning of various types of Printers.
- Storage Devices, How data is organized on a Magnetic Disk, Magnetic Storage Devices (Floppy Disks, Hard Disks, Magnetic Disks, Tape Drives, Zip Drives), Optical Storage Devices (CD-ROM, DVD-ROM, CR-Recordable, CD-Rewritable, PhotoCD).
- Processing Devices, Central Processing Unit, CPU Speed, Different types of CPUs
- Memory, Cache Memory, Main Memory, Flash Memory (USB Memory Sticks)
- Different Connector Ports, Slots and Boards.
- CVT, UPS

Computer Software

- Explanation of a Computer Software (Need, Definition, Application etc)
- Basic Types of Software (Application Software and System Software)
- Operating System, The role of the operating system, The User interface-GUI and CUI, running programs, Managing Files, Managing Hardware, Utility Software. Different operating systems (Unix, DOS, Mac OS, Windows 3.x, OS/2 Warp, Windows NT, Windows 95 & 98, Linux, Windows 2000.
- Device Drivers, Applications Software - Common Examples

SECTION C



Introduction to Networks

- Introduction to Networks, Need for Networks

Internet

- Understanding Internet, Physical Structure of Internet, Logical Structure of Internet
- Internet Concepts, Common softwares used on Internet (Browsers, Email Clients, Web Servers, Domain Name Servers, Browser Plugins)
- Introduction to a Web Page and Web Site, Web Address.

Computer Security Concerns

- Ergonomics , Ergonomic Workstations, Virus & Antivirus

Introduction to Computer Graphics

- Different Computer Graphic Files like GIF, JPEG, PNG, BMP, TIFF etc
- Introduction to Computer Graphic Application
- Image Scanner, Types, Installation, Basics of Scanning.

Practical

Using a Personal Computer

- Recognizing various parts and switches of a PC & Peripherals
- Starting and shutting down a Windows PC
- Introduction to Windows
- Identifying various components of a Window (Desktop, Task Bar, Icons, Start Menu)
- Using the Mouse
- Introduction to Start Menu, Desktop, Task Bar and Icons.
- Creating a text file.
- Using the Keyboard
- Starting & Closing Computer Application.
- Creating/ Using different types of Computer files like : text files, graphics file, audio file, video file, database file, spreadsheet file, presentation file etc.
- Fundamentals of Data Organization on a PC, Introduction to a File System, Using a File System, Preparing a Drive, Creating, Modifying and Transferring Data on different Drives
- Performing File Management operation in Text Mode and Graphics Mode
- Installing and Uninstalling a Window Based Application.
- Using Windows Accessories.
- Using a Word Processing Application
- Using a Spreadsheet Application

Introduction to Networks

- Identifying a Network, Different Structure of Networks, Network Topologies
- Accessing Resources in a Network
- Sharing Resources in a Network

Internet

- Surfing Internet, Emails, Sending , Receiving and Managing Emails, Address Books

Computer Graphics

- Creating Simple Computer Graphics

Recommended Book:

Peter Norton's Introduction to Computers 4th Ed.

By Peter Norton

TMGH.



Question Paper Pattern:

Computer Fundamentals (Theory - 75 Marks)

Section A: Objective Type - 10 Questions of 2 Marks each = 20 Marks

Section B: Short Answer Type - 10 Question of 3 Marks each = 30 Marks

Section C: Long Answer Type - 7 Question of 5 Marks each (do any 5)= 25 Marks



BSCFT-106: Practical

Part a. Fundamental Computing for Internet Era	25 marks
Part b. Drafting & Pattern Making	25 marks
Part c. Fashion Sketching	25 marks

Practical Examination Pattern

Part A

Five Practical Exercises of 3 Marks each will be given to the student based on the Syllabus. The student has to perform the practical in the Lab. A Viva of 10 Marks will be conducted.

The Evaluation will be as follows:

Lab Practical: 15 Marks

Viva: 10 Marks

The marking must be fair. The spread should be even. It must be ensured that all students can not perform at the same level. Marks should fairly depict the skills level of the student.

Part B

During the semester, exercises will be given to the student to design different costumes for a child, using varied themes and fashion details. Full scale paper patterns of select designs will be created with all markings and specifications labeled properly. A pocket file with all these paper patterns will be maintained. This file will be assessed by the external examiner. For the practical examination, a design will be given to the student for pattern making.

Evaluation will be as follows:

Pocket file: 10 marks,

Paper pattern: 15 marks.

The marking must be fair. The spread should be even. It must be ensured that all students can not perform at the same level. Marks should fairly depict the skills level of the student.

Part C.

During the semester, Students will pick up innovative themes, and use the same for designing garments. Fashion illustration of these theme based garments will be done using different colour mediums. A file of these illustrations will be maintained. This file will be assessed by the external examiner. For the practical examination, a theme will be given to the student for fashion illustration. Evaluation will be as follows:

Sketch file: 10 marks,

Theme based design: 15 marks.

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.



Guideline for Conduct of Practical Exam

1. The exam will be held at the learning centers only.
2. The equipment and stationary needed for the examination will be provided by the LC.
3. The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university.
4. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.
5. The duration of the examination will be a maximum of three hours, depending on the subject.
6. After the completion of the examination, the examiners will mark the papers according to the paper pattern scheme:

Part a. Fundamental Computing for Internet Era	25 marks
Lab Practical: 15 Marks	
Viva: 10 Marks	
Part b. Drafting & Pattern Making	25 marks
Pocket file: 10	
Paper pattern: 15	
Part c. Fashion Sketching	25 marks
Sketch file: 10	
Theme based design: 15	

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.

8. A copy of the question paper, attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.
9. The answer sheets/ practical submission and a copy of awards should be retained by the LC for 1 year after the declaration of the result by the university.
10. The practical submission/ answer sheet may be reopened by the RLFC/ University for further scrutiny, if need be.



B.Sc FASHION TECHNOLOGY (II SEMESTER)

BSCFT-201: Drafting, Pattern Making and Construction

PART-A

- Standard measurement charts for adults- male and female.
- Drafting of Adult Bodice block
- Drafting of Adult Sleeve Block. Alterations.
- Draftings of Women's saree blouse, choli blouse
- Drafting of salwar kameez, kalidaar kurta, churidaar pajama, pajama
- Drafting of Gents Trousers and Shirt.

PART-B

- Market survey of fabrics, buttons, and trims.
- Tailoring Techniques- basic hand stitches, seams, pockets, frills, pipings, facings, plackets, buttons and fasteners, tucks.
- Introduction to embroidery- all contemporary stitches- stem, back, running, dot, seeding, straight, chain, open chain, twisted chain, wheat tear, lazy daisy, blanket, buttonhole, zigzag chain, double chain, raised chain, spider's web, sheaf, brick, Florentine, holbien, Pekinese, cut work, four sided, goblin, woven bars, cretan, fly, French knots, bullion knots, German knots, fish bone, Romanian, satin, long and short, couching, Jacobean trellis, thorn, cross stitch, chevron, herringbone, appliqué work
- Ribbon work, lace work, rope work, other decorations and trimmings.

PART-C

- Designing of all kinds of casual and formal wear garments for children and adults
- Layouts and Plans of all kinds of garments for children and adults - romper, frock, skirt, night suit, blouse, top, salwar kameez.
- Cutting and Sewing principles
- Introduction to sewing machine.
- Cutting and sewing of various garments- - romper, frock, skirt, night suit, blouse, top, salwar kameez.

Book recommended:

GARMENT CONSTRUCTION by Manmeet Sodhia Kalyani Publishers

Library reference:

Cutting and Tailoring Practical	by Kapil Dev	Asian
Dress Designing	by Manmeet Sodhia	Kalyani Publishers
Step by Step Needlecraft Encyclopedia	by Judy Brittain	Dorling Kindersley
Practical encyclopedia of sewing	by Dorothy Wood	
Dress Fitting	by Natalie Bray	Blackwell
World of embroidery	by Helen M.Stevens	A David and Charles

Question Paper Pattern:

Drafting, Pattern Making and Construction (Practical)

1 question - pattern making (35 Marks) and construction (40 Marks) = 75.



Guideline for Conduct of Practical Exam

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3. The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university..
4. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working Professional in his/ her field of study.
5. The duration of the examination will be maximum of six hours, depending on the subject.
6. After the completion of the examination, the examiners will mark the papers according to the paper pattern scheme:
Pattern making (35 Marks) and construction (40Marks)=75.
7. The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.
8. Evaluation should be done on the basis of neatness, perfection in work, correct marking, proper seaming, folding and presentation.
9. A copy of the question paper, attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.
10. The answer sheets/ practical submission and a copy of awards should be retained by the LC for one year after the declaration of the result by the university.
11. The practical submission/ answer sheet may be reopened by the RLFC/ University for further scrutiny, if need be.



BSCFT-202: Fabric Studies

PART-A

- Different methods of fabric formation i.e. weaving, knitting, non- woven
- Comparative study of woven, knitted and non woven fabrics.

PART-B

- Different types of weaves - plain, satin, sateen, twill, bird's eye, jacquard, basket, ribbed, crepe, pile, dobby, triaxial, lappet.
- Properties and uses of different weaves.
- Construction of different weaves- their EPI and PPI
- Different types of weaving machinery, i.e. dobby, jacquard.
- Common defects in weaving.

PART-C

- Non-wovens
- Classification of non wovens
- Properties and end uses of non wovens
- Different methods of production- Web formation, bonding, finishing.
- Industrial visits.

Book recommended:

FABRIC STUDIES

by KVP Singh

Kalyani Publishers

Library reference:

Textiles-Fiber to Fabric

by Bernard P. Corbman

McGraw Hill

Question Paper Pattern:

Fabric Studies (Theory)

7 questions. Do any 5 .15 marks each=75.



BSCFT-203: Traditional Indian Textiles

PART-A

- Indian traditional textiles (embroided- kasida, chickenkari, Kantha, phulkari)
- Traditional embroideries of Chamba rumal, kathiawar, kutch, gujarati, Sindhi, gold and silver embroidery.
- Fabric, Colours, motifs, stitches used in Indian traditional embroidery.
- Practical - preparation of embroidery samples of various states of India- phulkari, chickenkari, Kantha, kasida, Chamba rumal, Kathiawar, Kutch, gujarati, sindhi, gold and silver work- lurex, bead work, nakshi, dabka, mukaish, etc.

PART-B

- Indian traditional Woven textiles- (kota, baluchaar, brocade, kangiveram, chanderi, tangail)
- Brief history of these textiles.
- Colours and motifs used in these Indian traditional textiles.
- Production processes of various woven Indian textiles.

PART-C

- Printed- (hand block printing-sanganeri), Indian traditional textiles
- Indian traditional Dyed textiles - (Ikkat, patola, tie and dye)
- Indian traditional Painted textiles - (kalamkari.)
- Brief history of these textiles
- Colours, motifs, stitches used in these Indian textiles
- Production processes of various dyed, printed and painted Indian textiles.

Book recommended:

DRESS DESIGNING

by Manmeet Sodhia Kalyani Publishers

Library reference:

Traditional Indian Textiles
 Insiders Guide to South India
 A celebration of style
 Colourful Textiles of Rajasthan

by Parul B. Abhishek Publications
 by Brian Bell APA Publications
 by Sharada Dwivedi AJSK Publications
 by Gulab Kothari Jaipur Printers

Question Paper Pattern:

Traditional Indian Textiles (Theory)

7 questions. Do any 5 .15 marks each=75.

The answers to these questions will be both illustrative and descriptive.



BSCFT-204: Fashion Illustration and Appreciation

PART-A

- Designing of theme based garments.
- Illustrating garments on Themes like Culture, Environment, Historical Monuments, Seasons, signs and symbols, flora and fauna, colour schemes, fusion, traditional embroideries, traditional fabrics, festivals, college wear, office wear, bridal wear, etc

PART-B

- Contemporary Indian fashion.
- The prevalent fashion trends- fashion elements and accessories
- Listing, collecting and illustrating the prevalent fashion elements.
- Use of prevalent fashion trends in creating more innovative dresses
- Illustrating the innovative dresses by the use of appropriate mediums and different presentation skills.

PART-C

- Appreciation of any five Indian fashion Designers
- Collecting and illustrating the work of these Indian designers
- Brief history on the work of these designers.
- The famous and celebrated designs of these designers
- The shows, studios, and expertise of these designers.

Library reference:

Fashion Kaleidoscope	by Meher Castelino	Rupa and company
Indian Fashion	by Hindol Sengupta	Pearson Education
A celebration of style	by Sharada Dwivedi	AJSK Publications
Fashion Design, drawing and presentation.	by Elisabetta Drudi	Batsford

Question Paper Pattern:

Fashion illustration and appreciation (Theory)

2 questions, do any 1 (35 marks) = 35

1 question (40 marks, compulsory) = 40

The questions from PART A and PART B will have only illustrative answers, while the questions from PART C will have illustrative as well as descriptive answers.



BSCFT- 205: Introduction to Computer Graphics

Section A

Word Processing Programmes

- Word Processing Programmes and Their Uses
- The Word Processor's Interface
- Entering & Editing Text , Copying, Cutting, Pasting
- Formatting Text, Character Formats (Fonts, Type Size), Paragraph Formats (Line and Paragraph Spacing, Indents and alignments, Tabs & Tab Stops, Borders, Shading and Shadows), Document Formats (Page and Size and Orientation, Headers and Footers, Columns and Sections).
- Special Feature of Word Processing Software Language Tools - (Spell Checker, Grammar Checker, Thesaurus), Tables, Mail Merge, Adding Graphics & Sounds
- Converting Documents into World Wide Web Pages.

Word Processing Practical:

- File : Save as a web page, Search options, viewing page properties, customizing page setups, margins, paper, layouts
- Edit: Using goto to go to Page, Footnotes, End Note
- View: Header, Footer, Zoom, Normal Layout, Web Layout, Print layout, Outline Layout, Toolbars, Creating a Custom Toolbar.
- Insert: Symbols, Comments, Pictures, Bookmarks, Hyperlinks, Files
- Format: Background, Themes, Auto Formats, Bullets & Numbering, Border & Shading Tab Settings.
- Tools :Language, Word count, Thesaurus, Password Protecting a file, Auto Correct, Options Settings overview, using Mail Merge Wizard, Envelops & Letters Wizard.
- Table : Drawing, Inserting, Deleting, Sorting a Table , Merge cells, Split cells. Auto fits.
- Window: Split, Arrange, Switching between documents
- Help : About Microsoft Word.

Spreadsheet Software

- Spreadsheet Programs and their uses
- The spreadsheet's interface
- Entering Data in a Worksheet, Labels, Values, Dates, Formulas,
- Editing and Formatting a worksheet
- Adding Charts and Images to a Worksheet.

Presentation Graphics

- Basic purpose of Presentations, Slides
- Presentation Programme Interface
- Process of creating a presentation
- Basic rules of a good presentation
- Formatting Slides
- Creating Slide Shows

Presentation Graphics Practical

- File : Page Setup, Slide Sizes & Orientation, Orientation of Slides, Notes, Handouts , Outlines.
- Edit : Duplicate, Delete, Select all, Find & Replace



- View :Normal, Slide Sorter, Slide Show (F5), Notes Page, Master[slide master, handout master, notes master] , Color & Grey Scale, Toolbars, Grids & Guidelines, Header Footer, Zoom
- Insert : Slide No, Duplicate, Text Boxes, Pictures, Table, Slide from Files
- Format :Font, Slide Layout, Slide Design, Background, Setting the default settings.
- Tools : Spellings
- Slide Show :View Show, Setup Show, Rehearse Timings, Animation Scheme, Custom animations, Custom Shows, Slide Transitions, Hide Slide, Animation Scheme, Custom Shows.
- Window : Arrange All, Cascade, New Window, Switch between windows.
- Help, Office Assistant

Section B Computer Graphics

- Basic Computer Graphics Skills (using CorelDraw or Macromedia Fireworks or PainShop Pro)
- Definition and Difference between Raster & Vector Graphics, Introduction to different computer graphic files like BMP, PNG, TIFF, GIF, JPEG
- Setting up a graphics page in terms of width, height, resolution and color.
- Creating Basic Shapes like Lines, Rectangles, Squares, Circles, Ellipses, Polygons, Free Form Shapes
- Modifying basic shapes, Selecting the above created shapes, changing lines, fills, colors, textures of the selection.
- Using Text Tool, Creating Text Objects, Changing Font, Font Size and Color of the Text Objects.
- Installing and Using a Scanner. Scanning and Saving files in different file formats according to file size and resolution.

Securing Computer Data

- User Level Security :Concept of a User, Need for user name and Password in using a computer. Folder Attributes (Read Only , Hidden) Sharing a folder.
- Using Winzip :Understanding a compressed archive, Creating a compressed archive using Winzip. Viewing files in the archive, Adding and Deleting files to the archive, opening files from the archive, extracting files from the archive, assigning passwords to the files in the archive. Meaning of a self extracting archive, creating a executable self extracting archive in winzip.

Section C Using Acrobat Reader

- Understanding an acrobat file. Opening an acrobat file using acrobat reader, Viewing , Zooming, Adjusting, Rotating opened acrobat document. Using Text Selection and Image Selection tool in Acrobat Reader. Transferring texts and Images from Acrobat reader to Notepad or graphics application using Text & Image selection tools.



- Adjusting default preferences of the acrobat reader from Edit-> Preferences Menu. Adjusting Thumbnails and Bookmarks window in Acrobat reader. Viewing Document Properties and Securities.

Advanced Internet Usage Concepts

- Understanding a General Web Site: Text Information, Graphical Information, Animations, Navigation Bars/ Menus, Hyperlinks and Forms.
- General Types of Sites: Simple Profile Website, Web Portals, Email Sites, Search Engines .
- Using a Search Engine to Find Information on the Net.
- Popular Search Engine Sites like, Google, Yahoo, Lycos, Rediff Search etc.
- Understanding a search "keyword", Using " " and + signs in specifying keywords.
- Managing Emails: Creating an Online email account, email account user names and passwords, opening an email account, understanding inbox, compose, sent items etc folders of a web based email account. Creating and Sending Emails. Opening Emails. Sending Attachments with emails. Downloading Attachments from emails.
- Netettiquetes

Books Recommended:

1. Peter Norton's Introduction to Computers, 4th Ed. TMGH
2. Learning Corel Draw by Ramesh Bangia, Khanna Book Publishing Co.P.Ltd.

Question Paper Pattern

Introduction to computer graphics - (Theory)

Section A: Objective Type - 10 Questions of 2 Marks each = 20 Marks

Section B: Short Answer Type - 10 Question of 3 Marks each = 30 Marks

Section C: Long Answer Type - 7 Question of 5 Marks each (do any 5)= 25 Marks



BSCFT-206 PRACTICAL

Part a. Portfolio and Viva:	25 marks
Part b. Intro to computer graphics	25 marks
Part c. Traditional Indian textiles	25 marks

Question Paper Pattern

Part a.

Students will present a portfolio of all the files/ folders/ projects created during the course of study in I and II semesters. The portfolio should include projects on-colour and texture, drafting and pattern making, basic weaves, fashion sketching, appreciation of Indian fashion designers, industrial visit reports, fashion details, and any other projects made during the semesters. The external examiner will evaluate the portfolio and take a viva of the student.

The evaluation will be done as follows:

Portfolio: 15 Marks,

Viva: 10 Marks.

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.

The viva will have questions from the syllabus of I and II semesters.

Part b.

Five Practical Exercises of 3 Marks each will be given to the student based on the Syllabus. The student has to perform the practical in the Lab. A Viva of 10 Marks will be conducted.

The Evaluation will be as follows:

Lab Practical: 15 Marks

Viva: 10 Marks

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.

Part c

During the course of study of Traditional Indian Textiles, students will make a file of practical samples of all Indian traditional embroideries, and will also collect samples of other woven, printed and painted Indian textiles. This file of traditional Indian textiles will be evaluated by the external examiner. During the practical examination, the student will also be asked to make a sample of a traditional embroidery.

The Evaluation will be as follows:

Traditional Embroidery file: 15,

Embroidery sample: 10.

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.



Guidelines for Conduct of Practical Exam

1. The exam will be held at the learning centers only.
 2. The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university.
 3. The external examiner should be a competent authority with post, graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.
 4. The duration of the examination will be a maximum of three hours depending on the subject.
 5. After the completion of the examination, the examiners will mark the papers according to the paper pattern scheme:
 - Portfolio: 15 Marks and viva- 10 Marks.
 - Lab Practical: 15 Marks, Viva: 10 Marks
 - Traditional Embroidery file: 15, Embroidery sample: 10.
- The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.
6. Evaluation should be done on the basis of neatness, perfection in work, correct marking, proper seaming, folding and presentation, in case of portfolio and traditional embroidery files.
 7. A copy of the question paper, attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.
 8. The answer sheets/ practical submission and a copy of awards should be retained by the LC for one year after the declaration of the result by the university.
 9. The practical submission/ answer sheet may be reopened by the RLFC/ University for further scrutiny, if need be.



B.Sc FASHION TECHNOLOGY (III SEMESTER)

BSCFT-301: Construction Studies for Innovative Garments

- Construction of Innovative upper and lower Garments for kids and ladies
- Use of dart manipulations- dart control, multiple dart control, multiple dart and tuck method, pivot method in making patterns of clothes.
- Each student must construct at least ten different garments in this semester.
- The garments will be designed on different themes (e.g. office wear, night wear, party wear, or based on elements like tucks, embroidery, ribbons and frills, etc. or based on concepts like fusion wear, traditional wear etc.)
- Each garment will be tailored after making a design, working details, specification sheet, and paper pattern.
- Grading will also be done for bigger and smaller sizes.
- After the cutting and sewing of the garment, student will also be taught quality control check, finishing and packaging of the garment.

Library reference:

Garment Technology for Fashion designers	by Gerry Cooklin	Blackwell Science
Step by step needlecraft encyclopedia	by Judy Brittain	Dorling Kindersley
The technology of clothing manufacture	by Harold Carr	Blackwell Science
Fabric, form and flat pattern cutting	by Winifred Aldrich	Blackwell
Zarapkaar system of cutting	by K R Zarapkaar	Navneet

Question Paper Pattern:

Construction Studies for Innovative Garments- (Practical)
1 question- pattern making (35 Marks) and construction (40Marks) =75.

Guideline for Conduct of Practical Exam

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3. The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university..
4. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.
5. The duration of the examination will be a maximum of six hours depending on the subject.
6. After the completion of the examination, the examiners will mark the papers according to the paper pattern scheme:

Pattern making (35 Marks) and construction (40Marks) =75.

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.



7. Evaluation should be done on the basis of neatness, perfection in work, correct marking, proper seaming, folding and presentation.
8. A copy of the question paper, attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.
9. The answer sheets/ practical submission and a copy of awards should be retained by the LC for one year after the declaration of the result by the university.
10. The practical submission/ answer sheet may be reopened by the RLFC/ University for further scrutiny, if need be.



BSCFT-302: Fashion History

PART-A

- Traditional costumes of the people of India.
- Traditional costumes of people of Jammu & Kashmir - hindu and muslim men and women
- Traditional costumes of people of Himachal Pradesh-male and female costumes of people of upper and lower hills(the gaddies and paharies)
- Traditional costumes of people of Punjab, - male and female costumes.
- Traditional costumes of people of Rajasthan - male and female costumes.
- Traditional costumes of people of Gujarat- male and female costumes.
- Traditional costumes of people of Madhya Pradesh- male and female costumes.
- Traditional costumes of people of Uttar Pradesh - male and female costumes.
- Traditional costumes of people of Maharashtra- male and female costumes.

PART-B

- Changing scenario of Indian costumes
- Costumes and fashions in the Mohenjodaro period,
- Rajasthani style of sari of the 15th century
- Influence of British rule on Indian fashion in 1920
- Charleston era of lace, satin and silk
- 1930's fashion of long flared skirts in the west and its influence in India
- 1940's fashion
- Independence movement and its influence in ushering in khadi
- Christian Dior's New Look of pencil slim skirt and its influence in India
- Post independence era saying no to western fashion and creating a fashion statement with choli blouses
- 1960's and its most sensational mini
- 1970's fashion of pant suit and pathani suit
- 1980's and its bringing in the harems, dhoti and patiala salwars
- Late 1980's, and hi boom designer fashion wear.

PART-C

- Evolution and developing of fashion market in India
- Setting up of boutiques in the metros of India
- Fashion shows-its origin and evolution
- Fashion and textile institutes of India
- The fashion designers and their contribution
- Fashion weeks
- Famous fashion markets of India.

Book recommended:

HISTORY OF FASHION by Manmeet Sodhia Kalyani Publishers

Library reference:

Fashion kaleidoscope	by Mehar Castelino	Rupa and Co.
Indian Fashion	by Hindol Sengupta	Pearson Education
A celebration of style	by Sharada Dwivedi	AJSK Publications
Traditional Indian Textiles	by Parul B.	Abhishek Publications
Costumes and textiles of Royal India	by Ritu Kumar	Chris Tier

Question Paper Pattern:

Fashion History (Theory)

7 questions. Do any 5 .15 marks each=75.

The questions from PART A and PART B will have descriptive as well as illustrative answers and the questions from PART C will have only descriptive answers.



BSCFT-303: Textile Dyeing and Printing

PART-A

- Theory of Dyeing Process like tie and Dye
- Natural dyes and synthetic dyes
- Classification of Dyes- direct dyes, acid dyes, basic dyes, sulphur dyes, etc.,

PART-B

- Methods of Dyeing
- Selection of dyeing methods
- Suitability of dyes according to fiber
- Defects of dyeing.
- Machinery for dyeing.
- Care of fabrics.

PART-C

Brief description of printing methods and styles-direct printing, discharge printing
 Batik printing- wax resistant dyeing.
 Screen Printing- its types and methods.
 Block printing - dyes, method of dyeing.
 Processes of Printing.
 Practical projects - samples of all the processes of tie and dye, batik, screen and block printing.

Book recommended:

Elementary idea of textile dyeing, printing and finishing. by KVP Singh Kalyani Publishers

Library reference:

Textiles- Fiber to Fabric by Bernard P. Corbman McGraw Hill

Question Paper Pattern:

Textile dyeing and printing- (Theory)
 7 questions. Do any five .15 marks each=75.



BSCFT-304: Fashion Presentation

PART-A

Creating Survey Boards.

Creating Mood boards- its application in designing costumes

Theme boards- its direct relation to creating designs of costumes.

Client boards - the study of peculiar characteristics of a client to design special costumes for him/ her.

Swatch boards- Use of swatches in surface texture of the designed costumes.

Creating Lines- lines with similar themes, similar fabrics, and similar surface ornamentation.

Collage Work- collage on the dress, collage on the background, use of collage in fashion illustration.

Theme based illustrations- themes could be picked up from nature, surroundings, objects, events, celebrities, sports, jewellery, toys, etc.

PART-B

- Fashion Accessory Designing
- Designing and illustrating Jewellery- using various mediums like pearls, beads, gold and silver, diamonds, wires, flowers, net, etc.
- Designing and illustrating head gears- using various mediums like leather, cane, pearls, beads, wood, wires, velvet, flowers, net, etc
- Designing and illustrating Belts using various mediums like leather, cane, pearls, beads, gold and silver, diamonds, wires, net, macramé etc.
- Designing and illustrating Footwear of all types using different mediums
- Designing and illustrating Bows and ties on different dresses.
- Illustrating different Hairstyles

PART-C

- Design Studio- designing dresses based on different themes for a fashion show
- Study of the basic aspects of a fashion show- the background, the lights, the ramp, the accessories, the make-up, the fabric, surface ornamentation, etc.
- Designing and illustrating lines for a fashion show.

Book recommended:

Illustrating Fashion by Kathryn Mckelvey Blackwell Series

Library reference:

Encyclopedia of Fashion accessories	by Phyllis Tortora	Fairchild
Fashion Sketchbook	by Abling	Fairchild
How Fashion Works	by Gavin Waddell	Blackwell

Question Paper Pattern:

Fashion presentation- (Theory)

2 questions, do any 1 (35 marks)= 35

1 question (40 marks, compulsory) = 40



BSCFT-305: Advance Drafting and Draping

PART-A

- Metric method of drafting of bodice and sleeve of a child
- Metric method of drafting of bodice and sleeve of an adult.
- Application of metric method in drafting any one innovative sleeve, collar and skirt.

PART-B

- Draping method of drafting.
- Draping of bodice, yokes, cowls, etc. on a body form using muslin cloth, and later creating a pattern of the same on the drafting paper.
- Draping of sleeves and collars on a body form using muslin cloth, and later creating a pattern of the same on the drafting paper.
- Draping of skirts on a body form using muslin cloth, and later creating a pattern of the same on the drafting paper.
- Draping and creating muslin and paper patterns of Different Costumes
- Dart Manipulations

PART-C

- Pattern Making of Different Styles with metric methods
- Pattern Making of Different Styles with draping methods
- Controlling fullness - Collars, yokes, princess line, varied style lines.
- A minimum of six garments should be designed. After creating the design and the working pattern, muslin and paper drafts should be created and labeled properly.

Library reference:

Advanced drafting and draping	by Manmeet Sodhia	Kalyani Publishers
The art of fashion draping	by Connie Amaden Crawford	Fairchild
Dress Fitting	by Natalie Bray	Blackwell Science
Metric Pattern cutting	by Winifred Aldrich	Blackwell
Pattern drafting for dress making	by Pamela C Stringer	Blackwell

Question Paper Pattern:

Advanced drafting and draping- (Theory)
 2 questions, do any 1 (35 marks)= 35
 1 question (40 marks, compulsory) = 40



BSCFT- 306: Computer Graphics for Fashion Designing

Introduction to Graphics and Graphics Devices

Computer Graphics, Graphics Output Devices and their general properties like (resolution and color capability), Graphics Input Devices.

Introduction to Coordinate Frames and Color Theory

Points, Vectors and Lines. Two dimensional Cartesian reference frames, Screen Coordinates, Three dimensional Cartesian reference frames.

Introduction to Color Theory

Introduction to Color Modes

Mastering Computer Graphics Skill using Corel Draw

Introduction to CorelDraw

Introduction to Vector and Raster Graphics Type.

Starting CorelDraw, Introduction to Corel Draw Menu, Introduction to CorelDraw Page Setup. Introduction to various tools of CorelDraw

Working with Shapes, Lines, Texts & Objects

Creating rectangles, squares, Circles, Ellipses, Polygons, Stars and Spirals

Selecting Fill and Outlines to any shape.

Moving & Rotating Shapes freely and to Fixed angles.

Drawing Curve and Straight Lines, Creating Simple and Artistic Texts.

Formatting Texts by changing Font, Size and Shape of Text.

Rotating texts, Assigning a Fill Color to text, Assigning outline color to text.

Creating Paragraph Text, Aligning Texts, Adjusting Line & Letter Spacing in the paragraph text. Spell checking and finding and replacing texts.

Selecting Single and Multiple Objects, Duplicating Objects, Grouping Objects, Trimming Objects, Locking and Unlocking Objects, Aligning Objects.

Working with outlines and Fills

Introduction to outlines, Defining outline width using Outline Flyout, Outline Pen Dialog Box, Setting the Line Cap Style, Changing the Outline Color

Introduction to Fills, Uniform Fill, Fountain Fill, Two-Color Fountain Fill, Preset Fountain Fill, Pattern Fills, Two-Color, Full Color and Bitmap Pattern Fills, Texture Fills, PostScript texture Fills.

Working with Curves

Introduction to Curves, Nodes and Segments,, Drawing Freehand Tools, Drawing Closed Curves, Curved Objects, Selecting Node on a Curved Object,, Adding, Removing and Joining Nodes.



Bezier Tool, Drawing Curve with Bezier Tool, Drawing Straight Line with Bezier Tools

Drawing with Artistic Media Tools using Preset and Brush Mode. Calligraphic Mode, Pressure- Sensitive Mode, Object Sprayer.

Special Effects

Introduction to Special Effects, Blending Tool, Contouring Objects, Distorting Objects, Envelop Tool, Extruding of the object, Vector Extrusion.

Drop Shadow, Creating Drop Shadow, Changing Color of Drop Shadows, Removing Drop Shadows.

Applying Lenses, Applying Perspectives.

Layouts (Development of different types of Boards)

Drawing Basic Male, Female and Kids Figure in Corel Draw with Grids and Guidelines and Converting them into Objects

Drawing Basic Figure Forms (Legs, Arms, Head etc...) with Grids and Guidelines and Converting them into Objects.

Saving and Exporting Images.

Printing Images

Reference Book:

Corel Draw By Ramesh Bangia

Question Paper Pattern:

Computer Graphics for Fashion Designing (Practical)
7 Questions of 15 marks each, do any 5 = 75 Marks

Guideline for Conduct of Practical Exam

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4. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.
5. The duration of the examination will be a maximum of three hours, depending on the subject.



6. After the completion of the examination, the examiners will mark the papers according to the paper pattern scheme:

5 Practical Questions of 15 Marks each = 75 Marks

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.

7. A copy of the question paper, attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.
8. The answer sheets/ practical submission and a copy of awards should be retained by the LC for one year after the declaration of the result by the university.
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B.Sc FASHION TECHNOLOGY (IV SEMESTER)

BSCFT-401: Fashion Theory

PART-A

- Persian Designs and its use in fashion industry
- Egyptian ancient dresses and its influence in clothing
- Roman ancient costumes- toga, and its Influence
- Greek ancient costumes -chitons, types of chitons and its influence
- Ancient Asiatic costumes
- French costumes of middle ages and renaissance.

PART-B

- Modern French Fashions-the designers, the fashion shows, the fashion institutes, the publications, the fashion fairs, and their influences on world fashion
- Modern American Fashions-the designers, the fashion shows, the fashion institutes, the publications, the fashion fairs, and their influences on world fashion
- Italian Fashion- the designers, the fashion shows, the fashion institutes, the publications, the fashion fairs
- Fashion of the East- its present form and its influence.

PART-C

- Fashion Capitals - France and Milan - the designers, the design houses, the shows, the fashion markets, the labels, the institutes, the events, etc.
- Fashion Capital -London - the designers, the design houses, the shows, the fashion markets, the labels, the institutes, the events, etc.
- Fashion Capital-Mumbai- the designers, the design houses, the shows, the fashion markets, the labels, the institutes, the events, etc.

Library reference:

History of Fashion	by Manmeet Sodhia	Kalyani Publishers
A History of Fashion	by Gertrud Lehnert	Konemann
20 th century Fashion	by Valerie Mendes	Thames & Hudson
Fashion Design 1895-1920		The Pepin Press
How Fashion Works	by Gavin Waddell	Blackwell

Question Paper Pattern:

Fashion Theory- (Theory)

7 questions. Do any 5. 15 marks each=75.

The questions from PART A and PART B will have descriptive as well as illustrative answers. The questions from PART C will have only descriptive answers.



BSCFT-402: Advance Design Studies

PART-A

- Appreciation of Western Fashion
- A brief history of any five western designers
- Collection and illustration of the work of these designers.
- The famous designs of these designers
- Popular and celebrated shows of these designers
- The studios and their expertise of these designers

PART-B

- Inspirational Designing and Presentation
- Designing on Innovative Themes like prose, poetry, historic moments, current issues, special days and occasions, festivals, celebrations, events, movements, historic periods, culture, traditional costumes, traditional textile designs, etc.

PART-C

- Designing for a Fashion Show
- Creating lines on different themes, using different fabrics- (e.g., silk, velvet, satin, lace, chiffon, jute, leather) accessories-(e.g., hats, bells, jewellery, tattooing, shoes, bows and belts) , silhouettes- (e.g. ,barrel, funnel, a line, straight, capsule, circular, boat, etc.) colours- (e.g. ,monochromatic, rainbow, neutrals black and white, warm, cool, analogous, complimentary) designs, etc.

Library reference:

How Fashion Works
9 Heads

by Gavin Waddell
by Nancy Riegelman

Blackwell
Pearson

Question Paper Pattern:

Advance design studies- (Theory)

2 questions, do any 1 (35 marks)= 35

1 question (40 marks, compulsory) = 40

The questions from PART A will have descriptive as well as illustrative answers, and the questions from PART B and PART C will have only illustrative answers.



BSCFT-403 Knitwear Design Technology

PART-A

- Knitted garments-introduction
- Difference between woven and knitted structures
- Classification of knitted garments
- Weft knitted fabrics- plain, rib, purl, etc.
- Warp knitted fabrics- tricot, raschel, kitten raschel , crochet, Milanese knit, simplex
- Other knitted constructions- jacquard, pile, fleece, high pile, terry knit, velour knit.

PART-B

- Fully cut knitted garments- knit type, uses
- Fully fashioned knitted garments- knit type, uses
- Integral knitted garments- knit types, uses
- Cut stitch shaped knitted garments.- knit type, uses, processes involved

PART-C

- Seam and stitches used in knitting
- Machinery used for knitted garments Flat bed, two-bar warp knitting machine, circular jacquard knitting machine, circular pile knitting machine.
- Quality control
- Defects in knitted fabrics
- Industrial visit.

Book recommended:

Knitting Technology by KVP Singh Kalyani Publishers

Library reference:

Fabric Studies by KVP Singh Kalyani Publishers
Textiles-fiber to fabric by Bernard P. Corbman McGRaw Hill

Question Paper Pattern:

Knitwear Design Technology- (Theory)
7 questions. Do any 5. 15 marks each=75.



BSCFT-404: Pattern Drafting, Grading & Construction Studies

PART-A

- Designing of fifteen different skirts using fabrics, mediums, silhouettes, surface ornamentation of various types.
- Layout and marker making of any of these five Different Skirts
- Pattern Making and construction of these five Skirts
- Grading should be done for bigger and smaller sizes.

PART-B

- Designing of at least ten, one pc. Dresses using fabrics, mediums, silhouettes, surface ornamentation of various types.
- Layout and marker making of any two of these dresses on smaller scale.
- Pattern Making of these two, one piece dresses on full scale, using flat form or draping method of drafting. The pattern to be marked properly.
- Construction of these two, one pc. dresses using appropriate tailoring techniques.
- Grading should be done for bigger and smaller sizes.

PART-C

- Designing of any two garments for a fashion show.
- Construction of these two garments.
- The theme of the garment should be specified. It should be an innovative creation and not a copy work. The theme should be researched well and it should reflect in the dress, either in the colour, or surface texture, or silhouette, or surface ornamentation, or the accessories accompanying the dress.

Book recommended:

Pattern making for fashion design by H.J.Armstrong Pearson

Library reference:

Advanced drafting and draping	by Manmeet Sodhia	Kalyani Publishers
The art of fashion draping	by Connie Amaden Crawford	Fairchild
Dress Fitting	by Natalie Bray	Blackwell Science

Question Paper Pattern:

Pattern drafting, grading and construction studies- (Practical)
1 question- pattern making (35 Marks) and construction (40Marks)=75.

Guidelines for the conduct of Practical Exam

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3. The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university..
4. The external examiner should be a competent authority with post



graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.

5. The duration of the examination will be maximum of six hours, depending on the subject.
6. After the completion of the examination, the examiners will mark the papers according to the paper pattern scheme:
Pattern making (35 Marks) and construction (40Marks)=75.

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.

7. Evaluation should be done on the basis of neatness, perfection in work, correct marking, proper seaming, folding and presentation.
8. A copy of the question paper, attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.
9. The answer sheets/ practical submission and a copy of awards should be retained by the LC for one year after the declaration of the result by the university.
10. The practical submission/ answer sheet may be reopened by the RLFC/ University for further scrutiny, if need be.



BSCFT- 405: Computer Aided Fashion Designing - I

Drawing the details of the following in Corel Draw and Applying various texture and effects:

Fashion Details/ Silhouette:

- Collar: Mandarin, High Bias, Tuxedo, Cape, Flat Tennis, Sailors, Chelsea, cowl, bishop.
- Sleeves: Raglan, Hanky, Tulip, Ruffle, Dolman, virago, flare, lantern, Dalmatian, pagoda.
- Accessories: Bags, Belts, Caps, Bows, Jewellery.
- Pockets: Flap, Pouch, Patch, Cross, Slit, Kurta
- Skirts: Novelty Gathered, Hip rider, Trumpet, Pegged, Circular, Pleated, Straight, A-Line, straight fitted, fishtail, petal, peplum, puff ball.
- Trousers: Jeans, Straight Pants, Baggy Pants, Jump Suit, Dungries, jogging pants, trouser skirt, Capri, hipsters, baggy jeans, bell bottoms, northern soul, riding habits.
- Silhouette: A Line, funnel shaped, circular, straight, rectangular
- Illusion effects: created by fashion details, elements of design, colour, Textures

Draping the above created details on fashion figures

Importing, Saving and exporting images for the web.

Printing Concepts

Question Paper Pattern:

Computer Graphics for Fashion Designing (Practical)

7 Questions of 15 marks each, do any 5 = 75 Marks

Guideline for Conduct of Practical Exam

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2. The equipment and stationary needed for the examination will be provided by the LC.
3. The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university..
4. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.
5. The duration of the examination will be a maximum of Three hours, depending on the subject.
6. After the completion of the examination, the examiners will mark the papers according to the paper pattern scheme: 5 Practical Questions of 15 Marks each = 75 Marks

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.

7. A copy of the question paper, attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.
8. The answer sheets/ practical submission and a copy of awards should be retained by the LC for one year after the declaration of the result by the university.
9. The practical submission may be reopened by the RLFC/ University for further scrutiny, if need be.



BSCFT-406: Industry Internship

Student will undertake 15 day Internship in the Garment Industry, Working on Designing and Finally Forming a survey report on the industry, its type, its working, its departments and personnel, Jobs undertaken, References, Observations, etc.

Question Paper Pattern:

Industry Internship- 75 marks (Practical / All Internal).

1. The exam will be held at the learning centers only.
2. The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university..
3. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.
4. For industry internship exam, the examiners will evaluate the report prepared by the student after his/ her on job training in the industry. The report should carry complete knowledge about the industry worked in, its type, its working, its departments and personnel, jobs undertaken, references, observations, precautions, etc.
5. One copy of the industrial report should be submitted to the RLFC office, and one should be retained by the LC for further reference of students. The candidate should be questioned about the points written about the industry.
6. A copy of the attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, should be sent to the RLFC in a sealed envelop.
7. The copy of awards should be retained by the LC for one year after the declaration of the result by the university.
8. The practical submission/ answer sheet may be reopened by the RLFC/ University for further scrutiny, if need be.



B.Sc FASHION TECHNOLOGY (V SEMESTER)

BSCFT-501: Fashion Industry

PART-A

- Levels of fashion industry- couture, ready to wear, mass production.
- Organizational set-up of fashion industry
- The different departments and personnel

PART-B

- Role of a Fashion designer- the multifarious jobs at the designing and production stage.
- Role of coordinator and an assistant designer
- Sample maker and his contribution in the design department
- Role of a sketcher/ fashion illustrator in the fashion industry.

PART-C

- Role of a Merchandiser at all levels of designing, planning, production and marketing.
- Machine man and his contribution in the fashion industry.
- Quality control inspector- his job profile, the modus operandi.
- Sewing room supervisor- his role in the production department of fashion industry
- Marketing executive - role and importance in a fashion industry.
- Industrial visit.

Book recommended:

Inside Fashion Business by Dickerson Pearson

Library reference:

Inside Fashion Design	by Tate	Pearson
Intro to Clothing Prod Mgmt	by A J Chuter	Blackwell
The tech. of Clothing Manufacture	by Harold Carr	Blackwell
Garment Technology for Fashion Designers	by Gerry Cooklin	Blackwell

Question Paper Pattern:

Fashion industry- (Theory)
7 questions. Do any 5. 15 marks each=75.



BSCFT-502: Leather Technology

PART-A

- History of leather
- Classification of Leather
- Leather processing and printing

PART-B

- Leather dyeing process- the dyes, the methods of dyeing, suitability of dyes, the processes involved
- Leather finishing process- the importance, the processes involved.
- Quality control in leather industry.

PART-C

- Leather craft line- drawing of footwear
- Leather craft line- drawing of garments
- Leather craft line- drawing of belts, bags, other accessories etc.,
- Industrial visit.

Library reference:

Inside Fashion Business

by Dickerson

Pearson

Inside Fashion Design

by Tate

Pearson

Question Paper Pattern:

Leather technology- (Theory)

7 questions. Do any 5. 15 marks each=75.

The questions from PART A and PART B will have descriptive answers and the questions from PART C will have only illustrative answers.



BSCFT-503: Marketing Fashion

PART-A

- Introduction to Marketing
- Marketing Plan and Processes
- Marketing terminology
- Factors influencing fashion
- Fashion cycles
- Forecasting fashion

PART-B

- Fashion market and marketing environment
- Fashion marketing planning
- Market research
- User's buying behavior
- Marketing communication.

PART-C

- Advertising
- Sales promotion techniques
- Exhibitions & sales, fashion shows (concept and presentation skills, publicity campaigns.)
- Retailing- department stores, apparel specialty stores, discount retailing, franchise retailing, malls, direct selling, internet selling, catalogue selling, etc.
- Project.

Book recommended:

Fashion Marketing and merchandising by Pooja Chatley Kalyani Publishers

Library reference:

Fashion Marketing	by Mike Essay	Blackwell
Inside Fashion Business	by Dickerson	Pearson
Fashion Buying	by Helen Gowerk	Blackwell

Question Paper Pattern:

Marketing Fashion - (Theory)
7 questions. Do any 5. 15 marks each=75.



BSCFT-504 Volume Production and Quality Control

PART-A

- Basic methods study - introduction, method study part in your job, sequence of improvement, principles of motion economy, how to record methods
- Basic work measurements - work measurements, elements, timing, timing errors, rating, allowances, standard time calculation, PMTS
- Balancing - basics, theoretical balance, skills inventory, initial balance, balance control
- Production systems
- Planning and control

PART-B

- Principles of Cutting- types of cutting in the fashion industry
- Principles of Sewing- types of machines and accessories to simplify and modernize the concept of basic sewing.
- Principles of Pressing- types of press.
- Packaging - various methods, people involved and precautions to be taken.
- Quality control at each stage
- Quality standards- ISO, etc.
- Quality from design to dispatch- introduction, design, cloth and trimmings, fusible, cutting, making up, after make, quality cycle.

PART-C

- Production and people
- Training- importance, methods of training, how training can be made effective
- Charting and layouts- introduction, single line, double line, product layout, process layout.
- Industrial visits.

Book recommended:

Intro to Clothing & Prod. Mgmt. by A J Chuter Blackwell Science

Library reference:

The Tech OF Clothing Manufacture by Harold Carr Blackwell
 Garment Technology for Fashion Designers by Gerry Cooklin Blackwell

Question Paper Pattern:

Volume production and quality control- (Theory)
 7 questions. Do any 5. 15 marks each=75.



BSCFT-505 Art Appreciation

All the contents of the syllabus will have descriptive as well as illustrative study in the class. Inferences could be collected from historic books, internet, encyclopedias, etc.

PART-A

- Ancient Indian historic period's influences- , architecture, culture, religion, tradition, people, incidents- Application of these influences in designing garments.
- Medieval Indian historic period's influences- architecture, culture, religion, tradition, people, incidents- Application of these influences in designing garments
- Modern Indian historic period- architecture, culture, religion, tradition, people, incidents-Application of these influences in designing garments.

PART-B

- Western art influences - Application of these influences in designing garments.
- Greek Historic Period- Application of these influences in designing garments.
- Roman renaissance- Application of these influences in designing garments.

PART-C

- Modern Period World Art like, Modern Buildings, Paintings, Architecture, Sculptures, and Films etc- Application of these influences in designing garments.

Question Paper Pattern:

Art Appreciation- (Theory)

2 questions, do any 1 (35 marks) = 35

1 question (40 marks, compulsory) = 40

All the questions asked will have answers illustrative as well as/ or, descriptive.



BSCFT- 506: Computer Aided Fashion Designing - II

Objective: To teach the student to create a Computerized Technical Specification Sheet of any garment given to her / or as visualized by her. The Specification Sheet must contain both the Technical Illustration meant for the production / manufacturing of the garment and also the Fashion Illustration meant for the presentation / demonstration/display of the garment before production.

Software to be used:

- I- Any spreadsheet application (like Microsoft Excel) for Creating the Technical Specification Sheet. (The Spreadsheet application should have graphic import capabilities)
- II- Any Illustration Software having standard illustration tools, layer functionality and capability to export/save graphics in different file formats (jpeg, gif, bmp, tiff, psd etc..) and different resolutions. Preferably CorelDraw.

Syllabi:

Taking a garment (from a good fashion magazine) as an inspiration create the following using the software mentioned above.

1. Technical Illustration (right measurement /proportions) (both front & back) meant for the production/manufacturing of the garment.
This illustration should include basic
 - a. Silhouette
 - b. Stitch Lines
 - c. Trims
 - d. Other Fashion Details like Plackets, Pockets, Collars, and Cuffs etc...

The student must learn to export the graphics into different file formats of different dimensions and dpi (resolution) for use in digital/print portfolios / specification sheets / websites / emails etc. The student should also know to export each layer individually and combined.

2. Fashion Illustration meant for the presentation/demonstration/display of the garment before production.
The student must learn to use Corel Draw to create the Fashion illustration of the garment taken above (As done on paper in previous semesters).
This fashion illustration must include the following (on different layers that will depict different stages of the garment design):
 1. croqui
 2. croqui in motion,
 3. design silhouettes,
 4. color / texture / print on dress
 5. Accessories.
 6. Make swatch board

The student must learn to export the graphics into different file formats of different dimensions and dpi (resolution) for use in digital/print portfolios / specification sheets / websites / emails etc. The student should also know to export each layer individually and combined.

3. Creating a Computerized Specification Sheet (in Microsoft excel)

The Specification Sheet must include

- a. The necessary details like dress description, material to be used, color, trims etc.



- b. Fashion Illustration of the selected garment
- c. Technical Sketch of the selected garment (front & back),
- d. Swatches
- e. Costing

Saving, Archiving (on CD Rom), emailing the files as attachments.

Question Paper Pattern:

Computer Graphics for Fashion Designing (Practical)

5 Questions of 25 marks each, do any 3 = 75 Marks

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5. The duration of the examination will be maximum of three hours depending on the subject.
6. After the completion of the examination, the examiners will mark the papers according to the paper pattern scheme:
3 Practical Questions of 25 Marks each = 75 Marks

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B.Sc FASHION TECHNOLOGY (VI SEMESTER)

BSCFT-601: Fashion Merchandising

PART-A

- Overview of the garment industry-design, production and marketing
- Introduction to fashion merchandising- the activities involved
- Role of merchandiser, qualities of a merchandiser
- Responsibility of the fashion merchandiser
- Visual merchandising and its advantages for the buyer and seller today.
- Fashion calendar
- The planning cycle
- Merchandise planner.

PART-B

- Trend prediction- fashion forecasting, trend/ colour forecasting
- Sales forecasting
- Product selection and mix
- Distribution mix
- Distribution channels, from producer to ultimate consumer
- Fashion supply chains- store retailing, non store retailing
- Buying calendar
- Buying strategy

PART-C

- Role and responsibility of the retail fashion buyer
- Customer identification- customer profiling, and role of buyer
- Supplier- retailer relationship
- Sourcing & global sourcing
- Range planning and range building.

Book recommended:

Fashion Buying by Helen Gowerk Blackwell series

Library reference:

Compendium of Brand Management	by S A Chunawala	
Inside Fashion Business	by Dickerson	Pearson
How Fashion Works	by Gavin Waddell	Blackwell

Question Paper Pattern:

Fashion Merchandising- (Theory)
7 questions. Do any 5. 15 marks each=75.



BSCFT-602: Foreign Language (French)

PART-A

UNIT 1

PARTIE_Translation & comprehension - reception - conversation - role play - Case study to be done in French.

UNIT 2

PARALLEL GRAMMAR_Article defini, indefini exemple, adjustifs - qualificatifs - caccorn - adjectives - demonstrates - etpossessifs.

PART-B

UNIT 3

VERBS IRREGULIERS_Avoir, etre, aller, recevoir venir, partir-sortir pouvoir, vouloir ouvrir.PRESENT Passe compose futur grammar exercisus, composition, conversation.

UNIT 4

AU RESTAURANT Conversation, role play, case study to be done in French, besides translation and comprehension.

PART-C

UNIT 5

GRAMMAR_Pronoms personnels subject object direct object indirect. pronoms: Relatifs simples; qui, que, dont, ou. VERBS IRREGULIERS Rendre descendre prendre dormir courir servir plevois savoir, falloir devoir.

UNIT 6

Impar fait - plusque pargait - futur anterieur.

Library reference:

Modern French Course by Dondo

Oxford

Question Paper Pattern:

Foreign language- (Theory)

Section A: Objective Type - 10 Questions of 2 Marks each = 20 Marks

Section B: Short Answer Type - 10 Question of 3 Marks each = 30 Marks

Section C: Long Answer Type - 7 Question of 5 Marks each (do any 5)= 25 Marks



BSCFT-603: International Marketing

PART-A

- Framework of international marketing
- Factors influencing international marketing
- Motivation to export
- Scope of international marketing
- Difference between domestic and international market
- Steps needed to process an export order
- Export formalities
- Important documents needed
- Export management risk
- Trade barriers

PART-B

Channels of distribution- export distribution channel, criteria for selection of channel.

- Export houses and trading houses- star trading houses, super star trading houses
- Eligibility criteria, policies, and categories
- Export oriented unit and export processing zones (EOU, EPZ)

PART-C

- Different forms of Business organizations
- Business trade organizations
- Documents needed to open a company
- Functioning of an export house- executing an export order- what should an export order contain (-port of loading, port of discharge -Shipping- shipping order.)
- Labeling-Different care labels, labeling, packaging, packing, marking of export consignments
- Costing and pricing.

Library reference:

Inside Fashion Business

by Dickerson

Pearson

Garment technology for Fashion designers

by Gerry Cooklin

Blackwell

Question Paper Pattern:

International marketing

7 questions. Do any 5.15 marks each=75.



BSCFT-604: Computer Application

Make a Power Point Presentation of your Portfolio created in Corel Draw. Follow the steps as below:

- Create the Illustrations of your croqui using basic graphics tools in Corel Draw.
- Make the basic fashion elements like collars, sleeves, pockets, accessories, skirts, trousers etc.. to create the dress.
- Drape the above dress comprising of the above components on the fleshed croqui.
- Give appropriate accessories and background to the illustrated fashion figure.
- Make the working pattern and specification sheet for the above.
- Illustrate a line with three innovative garments using any medium, e.g Wires, leaves, sponge, leather, etc..
- Export these and prepare a power point presentation of graphic of the fashion elements prepared.
- Give a presentation of the same to the class using Projector.
- Publish the power point slide in to web pages and publish them on internet.

Study any Industrial Grade Fashion Design Software and prepare a report of it.

Question Paper Pattern:

Computer Graphics for Fashion Designing (Practical)

5 Questions of 25 marks each, do any 3 = 75 Marks

Guideline for Conduct of Practical Exam

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4. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.
5. The duration of the examination will be maximum of Three hours, depending on the subject.
6. After the completion of the examination, the examiners will mark the papers according to the paper pattern scheme:

3 Practical Questions of 25 Marks each = 75 Marks

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.

7. A copy of the question paper, attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.
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9. The practical submission may be reopened by the RLFC/ University for further scrutiny, if need be.



BSCFT-605: Survey & Project

- Students work on a Project Studying the Traditional aspects, culture, people, monuments, handicrafts etc of an Indian state and form a Report of their findings in the form of a thesis
- Garments are designed using the inspirational objects as the theme of the garment.
- These garments are illustrated and filed along the report
- The student selects one of the garments, makes its working details, specification sheet, layout, and pattern and constructs that garment to be showcased along with the final thesis.
- The report/ thesis should consist of:
 - Objective of the report
 - Acknowledgements
 - Introduction of the report
 - Detailed description of the traditional aspects
 - Illustrations of the garments designed
 - Specification sheet of the final garment
 - Sketch/ Picture of the final garment
 - Summary of the report
 - Bibliography

Question Paper Pattern:

75 marks (Practical/ All Internal).

1. The exam will be held at the learning centers only.
2. The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university..
3. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.
4. The examiners will mark the papers according to the paper pattern scheme:
Survey and project- 75 marks (Practical).

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.

5. Evaluation should be done on the basis of neatness, material collected, perfection of work, correct marking, and presentation.
6. For the survey and project examination, the examiners will evaluate the thesis formed by the candidate after studying the traditional aspects of a state. The garments designed on this basis will be evaluated, and the final garment made at the end of the course will also be evaluated. The LC should encourage their students to give a power point presentation of their thesis work, either on a multimedia projector or an overhead projector. One copy of the thesis should be submitted to the RLFC Office, and one retained by the LC for further



reference by the students.

7. A copy of the attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, should be sent to the RLFC in a sealed envelop.
8. The answer sheets/ practical submission and a copy of awards should be retained by the LC for one year after the declaration of the result by the university.
9. The practical submission/ answer sheet may be reopened by the RLFC/ University for further scrutiny, if need be.



BSCFT-606: Entrepreneurship

- Introduction to Entrepreneurship
- Study of various essential aspects of Entrepreneurship
- Identification and development of essential entrepreneurial skills.
- Entrepreneurship Development.

- 1 month entrepreneurship in the Garment Industry
- Working on Designing and Finally Forming a survey report on the industry, its type, its working, its departments and personnel, jobs undertaken, references, Observations, Precautions, etc.

- The report should have a detailed information about the industry the student joined for entrepreneurship- the type of industry(public sector/ private/ partnership), the names of directors, the departments of the industry, its personnel, their working , the jobs undertaken at the industry, the products being manufactured, the marketing of the products, the raw material being used, the clients, etc.
- The report should also include the work done by the student during his/ her training, specifying what all new was learned during this period.
- The report should be accompanied by the training certificate from the industry.
- It should be signed by the student.

Question Paper Pattern:

75 marks (Practical).

1. The exam will be held at the learning centers only.
2. The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university..
3. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.
4. The examiners will mark the papers according to the paper pattern scheme:
 Entrepreneurship- 75 marks (Practical).
 The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.
5. Evaluation should be done on the basis of perfection in work, correct marking, and complete presentation.
6. For entrepreneurship exam, the examiners will evaluate the report prepared by the student after his/ her on job training in the industry. The report should carry complete knowledge about the industry worked in, its type, its working, its departments and personnel, jobs undertaken, references, observations, precautions, etc. One copy of the industrial report should be submitted to the RLFC office and one should be retained by the LC for further reference of students. The candidate should be questioned about the points written about the industry.
7. A copy of the attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.
8. The answer sheets/ practical submission and a copy of awards should be retained by the LC for one year after the declaration of the result by the university.
9. The practical submission/ answer sheet may be reopened by the RLFC/ University for further scrutiny, if need be.



M.Sc FASHION TECHNOLOGY (I SEMESTER)

MSCFT-101: Drafting & Pattern Making

PART-A

- Standard measurement charts for children
- Standard measurement charts for adults- male and female
- Taking measurements- three styles of taking measurement, areas of measurements
- Drafting tools
- Basic grain lines-straight, off and bias
- Drafting of Basic bodice block of a child.
- Drafting of sleeves- plain, puffed, flare, leg o' mutton, ruffle, cap, raglan, drop shoulder, epaulette, tulip, hanky, Bushirt, Magyar, kimono, Dolmon, shirred, bell, bishop, lantern.
- Drafting of Collars - Peter pan, cape, bias, flat tennis, sailors, Chelsea, bishop, shawl, wing, shirt, rippled, Chinese, coat, cowl.

PART-B

- Drafting of Kids -slip and panty and romper
- Drafting of frocks(A line, circular, frock with yoke, frock with empire, normal and low waist line)
- Drafting of skirts- gathered, novelty gathered, two tied, pleated(knife, box, inverted, sunray, kick), straight, a- line, pegged, tulip, circular, gored, handkerchief, hip rider, slashed
- Drafting of a Jumpsuit
- Designing of all kinds of casual and formal wear garments for children (romper, frock, skirt, night suit, sundress, jumpsuit)
- Paper patterns of all kinds of casual and formal wear garments for children (romper, frock, skirt, night suit, sundress, jumpsuit), on full scale, with all specifications.

PART-C

- Drafting of an Adult bodice block
- Drafting of adult sleeve and its alterations.
- Drafting of Women's saree blouse and choli blouse
- Drafting of salwar kameez, churidaar pajama, pajama, kalidaar kurta
- Drafting of trousers and shirt.
- Designing of all kinds of adult casual and formal wear garments (blouse, top, skirt, salwar suit, night suit, nighty gown, kurta pyjama, trousers),
- Paper patterns of all kinds of adult casual and formal wear garments (blouse, top, skirt, salwar suit, night suit, nighty gown, kurta pyjama, trousers), on full scale, with all specifications.

Book recommended:

Advanced Drafting & Draping by Manmeet Sodhia Kalyani Publishers

Library reference:

Basic Processes and clothing const.	by Sherie Doongaji	Rajj Prakashan
Text book of clothing and textiles	by Sushma Gupta	Kalyani Publishers
Pattern cutting made easy	by Gillian Holman	Batsford



Garment const. skills

by Premlata Malik

Kalyani Publishers

Question Paper Pattern:

Drafting and Pattern Making (Practical)

2 questions (with internal choice).

Q1. 35 Marks (do any 5 draftings out of 7 given, 7 marks each)

Q2. 40Marks (2 paper pattern, do any 1) =75

Ques. No.1 will be from PART A of the syllabus.

Ques. No. 2 will be from PART B and PART C of the syllabus.

Guideline for Conduct of Practical Exam

1. The exam will be held at the learning centers only.
2. The equipment and stationary needed for the examination will be provided by the LC.
3. The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university..
4. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.
5. The duration of the examination will be maximum of three hours, depending on the subject.
6. After the completion of the examination, the examiners will mark the papers according to the paper pattern scheme:
Drafting (35 Marks) and paper pattern (40Marks) =75.

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.

7. Evaluation should be done on the basis of neatness, perfection in work, correct marking and presentation.
8. A copy of the question paper, attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.
9. The answer sheets/ practical submission and a copy of awards should be retained by the LC for one year after the declaration of the result by the university.
10. The practical submission/ answer sheet may be reopened by the RLFC/ University for further scrutiny, if need be.



MSCFT-102: Textile Studies - I

PART-A

- Classification of fiber-natural and manmade, names and source
- Flow chart for production processes of woollen, worsted, cotton and blended yarns
- Properties and uses of natural (vegetable and animal) fibers - cotton, silk, wool, linen, etc.
- Properties and uses of man made fibers.-nylon, rayon, acetate acrylic, mod acrylic, etc.

PART-B

- Conversion of fiber to yarn- blending, opening, cleaning, carding, doubling, combing, drawing, roving, spinning, yarn twisting
- Identification of fibers- feeling test, burning test, chemical test
- Fiber quality requirement for suitability of fabrics

PART-C

- Elementary idea of the processes of conversion of yarn into fabric, i.e., weaving, knitting, non-woven
- Industrial visit.

Book recommended:

Introduction to textiles

by KVP Singh

Kalyani Publishers

Library reference:

Textiles-fiber to fabric

by Bernard P. Corbman

McGraw- Hill

Question Paper Pattern:

Textile studies I (Theory)

7 questions. Do any 5.15 marks each=75.



MSCFT-103: Sketching & Fashion Illustration

PART-A

- What is colour?
- Dimensions of colour- hue, intensity and value.
- Colour wheel, Colour mixing, colour schemes and combinations- complimentary, analogous, split complimentary, warm and cool colours, tints tones and shades, monochromatic, achromatic, pastels and dusty pastels. - The effect of these colour schemes.
- Effect of colours- red, green, blue, yellow, pink, orange, purple, black, white, grey, neutrals.
- Textures - thread pulling, thread crumple, thread rolling, paper dabbing, wax rubbing, wax drop, smoke, blade, leaf, flower, butterfly, lace, jute, thumb, matchstick, sponge, cabbage, potato, onion, chilly, lady finger, ink drop, ink blow, drop ink, batik, leather, dry brush, mesh, comb, cloth dabbing etc.,
- Textural effects
- Use of textures in fashion designing etc.

PART-B

- Fashion terminology commonly used in the industry
- Classic and innovative fashion details- necklines, collars, sleeves, waistlines, cuffs, skirts, trousers, yokes, waistlines, pockets, etc.
- Illustration of garments
- Elements of design- dot, line, checks, silhouettes, colour, texture, etc.-its effects.
- Principles of design- repetition, gradation, dominance, unity, harmony, contrast, proportion, balance, rhythm- its effects.

PART-C

- Basic block figures
- Normal figure and fashion figures
- Fashion block figures with all kinds of poses
- Basic croqui drawing- all sizes.
- Fleshing of block figures
- Draping of garments
- Designing on varied themes, e.g., environment, seasons, cosmetics, jewellery, etc.
- Use of all kinds of colour mediums.

Book recommended:

Design Studies by Manmeet Sodhia Kalyani Publishers

Library reference:

Fashion and color	by Mary Garthe	Rockport Publishers
Color Harmony 2	by Bride M. Whelan	Rockport Publishers
Fashion Source Book	by Kathryn Mckelvey	Blackwell Science
Encyclopedia of fashion details	by Patrick John Ireland	Batsford
9 Heads	by Nancy Riegelman	Pearson Education
Fashion Sketchbook	by Abing	Fairchild

Question Paper Pattern:

Sketching and Fashion Illustration (Theory)

2 questions, do any 1 (35 marks) = 35

1 question (40 marks, compulsory) = 40



MSCFT-104: History of Fashion

PART-A

- Changing scenario of Indian costumes
- Costumes and fashions in the Mohenjodaro period
- Rajasthani style of sari of the 15th century
- Influence of British rule on Indian fashion in 1920
- Charleston era of lace, satin and silk
- 1930's fashion of long flared skirts in the west and its influence in India
- 1940's fashion
- Independence movement and its influence in ushering in khadi
- Christian Dior's New Look of pencil slim skirt and its influence in India
- Post independence era saying no to western fashion and creating a fashion statement with choli blouses
- 1960's and its most sensational mini
- 1970's fashion of pant suit and pathani suit
- 1980's and its bringing in the harems and dhoti and patiala salwars
- Late 1980's, and hi boom designer fashion wear.
- Principles of fashion
- Classification of fashion.

PART-B

- Indian traditional textiles (embroided- kasida, chickenkari, Kantha, phulkari)
- Traditional embroideries of Chamba rumal, kathiawar, kutch, gujarati, Sindhi, gold and silver embroidery.
- Fabric, Colours, motifs, stitches used in Indian traditional embroidery
- Woven Indian traditional textiles- (kota, baluchaar, brocade, kangiveram, chanderi, tangail)
- Brief history of these woven textiles of India.
- Colours and motifs used in woven Indian traditional textiles
- Production processes of various woven Indian textiles.
- Printed- (hand block printing-sanganeri) traditional textiles of India.
- Dyed- (Ikkat, patola, tie and dye) traditional textiles of India.
- Painted- (kalamkari.) traditional textiles of India.
- Brief history of printed, dyed and painted textiles of India.
- Colours, motifs, stitches used in printed dyed and painted Indian traditional textiles of India.
- Production processes of various dyed, printed and painted Indian textiles.

PART-C

- Traditional costumes of the people of India.
- Traditional costumes of people of Jammu & Kashmir - hindu and muslim men and women
- Traditional costumes of people of Himachal Pradesh-male and female costumes of people of upper and lower hills(the gaddies and paharies)
- Traditional costumes of people of Punjab, - male and female costumes.
- Traditional costumes of people of Rajasthan - male and female costumes.
- Traditional costumes of people of Gujarat- male and female costumes.
- Traditional costumes of people of Madhya Pradesh- male and female costumes.
- Traditional costumes of people of Uttar Pradesh - male and female costumes.
- Traditional costumes of people of Maharashtra- male and female costumes.



- Traditional costumes of people of Maharashtra- male and female costumes.
- Greek clothing- chitons, types of chitons, its influence
- Roman clothing - toga and its influence
- Italian and French influences on global fashion

Book recommended:

History of Fashion by Manmeet Sodhia Kalyani Publishers

Library reference:

Traditional Indian Textiles	by Parul B.	Abhishek Publications
Insiders Guide to South India	by Brian Bell	APA Publications
A celebration of style	by Sharada Dwivedi	AJSK Publications
Colourful Textiles of Rajasthan	by Gulab Kothari	Jaipur Printers
Fashion Kaleidoscope	by Meher Castelino	Rupa and company
Indian Fashion	by Hindol Sengupta	Pearson Education
A celebration of style	by Sharada Dwivedi	AJSK Publications

Question Paper Pattern:

History of Fashion (Theory)

7 questions. Do any 5. 15 marks each=75.

All the questions asked will require descriptive as well as illustrative answers.



MSCFT- 105: Computer Application - I

Introduction to Computers

- Computers in our Lives
- Why study Computer Technology
- Importance of Computer Literacy
- Computer in your career (Computer Knowledge opens doors, Computer Graphics & Design)
- Applications of Computers
- History of Computers
- Computer Generations
- Shapes/Types of Computers (Super computers, Mainframe Computers, Minicomputers, Workstations, Personal Computers, Variants of Personal Computers)
- Introduction to Information Technology & Information Technology Industry

Processing Data

- Defining Data, Processing, Knowledge, Information
- How Computers represent data
- Units of measure of computer memory and storage
- Fundamental Computing Model (Input - Process - Output)
- How computers process data

Parts of a Multimedia Personal Computer

- Hardware & Software
- How hardware make system useful.
- Critical hardware -(Motherboard, Processor, Memory, input devices, output devices, storage devices)
- Input Devices, keyboard, mouse, trackball, Alternate input devices (Pen, Touch-screen, Game Controllers, Bar Code Readers, Image Scanners, OCR< Microphones, Video Input, Digital Camera)
- Output Devices, Monitors, Its different types, Comparison of various types of monitors, video controllers, PC projectors, Sound Systems, Printers and its different types, Functioning of various types of Printers.
- Storage Devices, How data is organized on a Magnetic Disk, Magnetic Storage Devices (Floppy Disks, Hard Disks, Magnetic Disks, Tape Drives, Zip Drives), Optical Storage Devices (CD-ROM, DVD-ROM, CR-Recordable, CD-Rewritable, PhotoCD).
- Processing Devices, Central Processing Unit, CPU Speed, Different types of CPUs
- Memory, Cache Memory, Main Memory, Flash Memory (USB Memory Sticks)
- Different Connector Ports, Slots and Boards.
- CVT, UPS

Computer Software

- Explanation of a Computer Software (Need, Definition, Application etc)
- Basic Types of Software (Application Software and System Software)
- Operating System, The role of the operating system, The User interface-GUI and CUI, running programs, Managing Files, Managing Hardware, Utility Software(Paint, Wordpad, Notepad, Calculator). Different operating systems (Unix, DOS, Mac OS, Windows 3.x, OS/2 Warp, Windows NT, Windows 95 & 98, Linux, Windows 2000.
- Device Drivers, Applications Software - Common Examples

Computer Security Concerns

- Ergonomics , Ergonomic Workstations, Virus & Antivirus



Word Processing Programmes

- Word Processing Programmes and Their Uses
- The Word Processor's Interface
- Entering & Editing Text , Copying, Cutting, Pasting
- Formatting Text, Character Formats (Fonts, Type Size), Paragraph Formats (Line and Paragraph Spacing, Indents and alignments, Tabs & Tab Stops, Borders, Shading and Shadows), Document Formats (Page and Size and Orientation, Headers and Footers, Columns and Sections).
- Special Feature of Word Processing Software Language Tools - (Spell Checker, Grammar Checker, Thesaurus), Tables, Mail Merge, Adding Graphics & Sounds
- Converting Documents into World Wide Web Pages.

Word Processing Practical:

- File : Save as a web page, Search options, viewing page properties, customizing page setups, margins, paper, layouts
- Edit: Using goto to go to Page, Footnotes, End Note
- View: Header, Footer, Zoom, Normal Layout, Web Layout, Print layout, Outline Layout, Toolbars, Creating a Custom Toolbar.
- Insert: Symbols, Comments, Pictures, Bookmarks, Hyperlinks, Files
- Format: Background, Themes, Auto Formats, Bullets & Numbering, Border & Shading Tab Settings.
- Tools :Language, Word count, Thesaurus, Password Protecting a file, Auto Correct, Options Settings overview, using Mail Merge Wizard, Envelops & Letters Wizard.
- Table : Drawing, Inserting, Deleting, Sorting a Table , Merge cells, Split cells. Auto fits.
- Window: Split, Arrange, Switching between documents
- Help : About Microsoft Word.

Spreadsheet Software

- Spreadsheet Programs and their uses
- The spreadsheet's interface
- Entering Data in a Worksheet, Labels, Values, Dates, Formulas,
- Editing and Formatting a worksheet
- Adding Charts and Images to a Worksheet.

Presentation Graphics

- Basic purpose of Presentations, Slides
- Presentation Programme Interface
- Process of creating a presentation
- Basic rules of a good presentation
- Formatting Slides
- Creating Slide Shows

Presentation Graphics Practical

- File : Page Setup, Slide Sizes & Orientation, Orientation of Slides, Notes, Handouts , Outlines.
- Edit : Duplicate, Delete, Select all, Find & Replace
- View :Normal, Slide Sorter, Slide Show (F5), Notes Page, Master[slide master, handout master, notes master] , Color & Grey Scale, Toolbars, Grids & Guidelines, Header Footer, Zoom
- Insert : Slide No, Duplicate, Text Boxes, Pictures, Table, Slide from Files
- Format :Font, Slide Layout, Slide Design, Background, Setting the default settings.



- Tools : Spellings
- Slide Show : View Show, Setup Show, Rehearse Timings, Animation Scheme, Custom animations, Custom Shows, Slide Transitions, Hide Slide, Animation Scheme, Custom Shows.
- Window : Arrange All, Cascade, New Window, Switch between windows.
- Help, Office Assistant

Advanced Word Processing Skills, Presentation Graphics, Basic Computer Graphics Skills (using CorelDraw or Macromedia Fireworks or PainShop Pro), Securing Computer Data, Using Acrobat Reader, Advanced Internet Usage Concepts

Computer Graphics

- Different Computer Graphic Files like GIF, JPEG, PNG, BMP, TIFF etc
- Introduction to Computer Graphic Application
- Image Scanner, Types, Installation, Basics of Scanning.
- Basic Computer Graphics Skills (using CorelDraw or Macromedia Fireworks or PainShop Pro)
- Definition and Difference between Raster & Vector Graphics, Introduction to different computer graphic files like BMP, PNG, TIFF, GIF, JPEG
- Setting up a graphics page in terms of width, height, resolution and color.
- Creating Basic Shapes like Lines, Rectangles, Squares, Circles, Ellipses, Polygons, Free Form Shapes
- Modifying basic shapes, Selecting the above created shapes, changing lines, fills, colors, textures of the selection.
- Using Text Tool, Creating Text Objects, Changing Font, Font Size and Color of the Text Objects.
- Installing and Using a Scanner. Scanning and Saving files in different file formats according to file size and resolution.

Internet Usage Concepts

- Understanding Internet, Physical Structure of Internet, Logical Structure of Internet
- Internet Concepts, Common softwares used on Internet (Browsers, Email Clients, Web Servers, Domain Name Servers, Browser Plugins)
- Introduction to a Web Page and Web Site, Web Address.
- Understanding a General Web Site: Text Information, Graphical Information, Animations, Navigation Bars/ Menus, Hyperlinks and Forms.
- General Types of Sites: Simple Profile Website, Web Portals, Email Sites, Search Engines .
- Using a Search Engine to Find Information on the Net.
- Popular Search Engine Sites like, Google, Yahoo, Lycos, Rediff Search etc.
- Understanding a search "keyword", Using " " and + signs in specifying keywords.



- Managing Emails: Creating an Online email account, email account user names and passwords, opening an email account, understanding inbox, compose, sent items etc folders of a web based email account. Creating and Sending Emails. Opening Emails. Sending Attachments with emails. Downloading Attachments from emails.
- Netettiquetes

Practical

Using a Personal Computer

- Recognizing various parts and switches of a PC & Peripherals
- Starting and shutting down a Windows PC
- Introduction to Windows
- Identifying various components of a Window (Desktop, Task Bar, Icons, Start Menu)
- Using the Mouse
- Introduction to Start Menu, Desktop, Task Bar and Icons.
- Creating a text file.
- Using the Keyboard
- Starting & Closing Computer Application.
- Creating/ Using different types of Computer files like : text files, graphics file, audio file, video file, database file, spreadsheet file, presentation file etc.
- Fundamentals of Data Organization on a PC, Introduction to a File System, Using a File System, Preparing a Drive, Creating, Modifying and Transferring Data on different Drives
- Performing File Management operation in Text Mode and Graphics Mode
- Installing and Uninstalling a Window Based Application.
- Using Windows Accessories.
- Using a Word Processing Application
- Using a Spreadsheet Application

Introduction to Networks

- Identifying a Network, Different Structure of Networks, Network Topologies
- Accessing Resources in a Network
- Sharing Resources in a Network

Internet

- Surfing Internet, Emails, Sending , Receiving and Managing Emails, Address Books

Computer Graphics

- Creating Simple Computer Graphics

Books Recommended:

Peter Norton's Introduction to Computers 4th Ed. By Peter Norton TMGH.

Question Paper Pattern:

Computer Application - I (Theory - 75 Marks)

Section A: Objective Type - 10 Questions of 2 Marks each = 20 Marks

Section B: Short Answer Type - 10 Question of 3 Marks each = 30 Marks

Section C: Long Answer Type - 7 Question of 5 Marks each (do any 5)= 25 Marks



M.Sc FASHION TECHNOLOGY (II SEMESTER)

MSCFT-201: Textile Studies - II

PART-A

- Identification of fabric samples (warp and weft direction)
- Different types of weaves/ weaving designs - plain, satin, sateen, twill, jacquard, bird's eye, basket, ribbed, crepe, pile, lappet, dobby, triaxial.
- Properties and uses of each of the weaves.
- Essential properties of fabric

PART-B

- Comparative studies of the woven and knitted fabrics- construction and advantages of each.
- Elementary idea of machinery used in woven, knitted and non woven fabrics.

PART-C

- Non - woven - classification,
- Method of production of non wovens- web formation, bonding the web, needle punching the web, finishing.
- Characteristics of non woven fabrics
- Uses of non wovens.
- Decorative fabric construction- braiding, netting, lace.
- Analyses of fabric samples- file work.

Book recommended:

Fabric Studies by KVP Singh Kalyani Publishers

Library reference:

Textiles- fiber to fabric by Bernard P. Corbman McGraw- Hill

Question Paper Pattern:

Textile studies II (Theory)

7 questions. Do any 5 .15 marks each=75.



MSCFT-203 Knitting Technology

PART-A

- Knitted garments-introduction
- Difference between woven and knitted structures
- Classification of knitted garments
- Weft knitted fabrics- plain, rib, purl, etc.
- Warp knitted fabrics- tricot, kitten raschel , crochet, Milanese knit, simplex
- Other knitted constructions- jacquard, pile, fleece, high pile, terry knit, velour knit.

PART-B

- Fully cut knitted garments- knit type, uses
- Fully fashioned knitted garments- knit type, uses
- Integral knitted garments- knit types, uses
- Cut stitch shaped knitted garments.- knit type, uses, processes involved

PART-C

- Seam and stitches used in knitting
- Machinery used for knitted garments- Flat bed, two-bar warp knitting machine, circular jacquard knitting machine, circular pile knitting machine.
- Quality control
- Defects in knitted fabrics
- Industrial visit.

Book recommended:

Knitting Technology by KVP Singh Kalyani Publishers

Library reference:

Textiles- fiber to fabric by Bernard P. Corbman McGraw- Hill

Question Paper Pattern:

Knitting Technology (Theory)

7 questions. Do any 5 .15 marks each=75.



MSCFT-204: Pattern Drafting, Grading & Construction Studies

PART-A

- Market survey of fabrics, buttons, laces and other trimmings used in garment construction.
- Tailoring techniques- basic hand stitches, seams and seam processes, neckline finishes, pockets, plackets, tucks, fasteners, frills, etc.

PART-B

- Designing of child garments on different themes
- Designing of adult garments on different themes
- The layouts, markers and Plans ($\frac{1}{4}$ or $\frac{1}{6}$ scale),
- Paper patterns of different garments with varied fashion elements on full scale. The paper patterns should be marked properly.
- Grading of the patterns to smaller and bigger sizes.
- Introduction to the sewing machine
- Cutting and sewing- processes involved and precautions, etc.
- Construction of any five garments for children
- Construction of any five garments for Adults having different themes, different fashion elements, and different surface ornamentation.

PART-C

Introduction to contemporary embroideries stitches- stem, back, running, dot, seeding, straight, chain, open chain, twisted chain, wheat tear, lazy daisy, blanket, buttonhole, zigzag chain, double chain, raised chain, spider's web, sheaf, brick, Florentine, holbien, Pekinese, cut work, four sided, goblin, woven bars, cretan, fly, French knots, bullion knots, German knots, fish bone, Romanian, satin, long and short, couching, Jacobean trellis, thorn, cross stitch, chevron, herringbone, appliqué work

Ribbon work, lace work, rope work, other decorations and trimmings.

Book recommended:

Garment Construction by Manmeet Sodhia Kalyani Publishers

Library reference:

Garment Technology for Fashion designers	by Gerry Cooklin	Blackwell Science
Step by step needlecraft encyclopedia	by Judy Brittain	Dorling Kindersley
The technology of clothing manufacture	by Harold Carr	Blackwell Science
Fabric, form and flat pattern cutting	by Winifred Aldrich	Blackwell
Zarapkaar system of cutting	by K R Zarapkaar	Navneet

Question Paper Pattern:

Pattern Drafting, Grading and Construction Studies (Practical)

1 question- pattern making (35 Marks) and construction (40Marks) =75.

1. The exam will be held at the learning centers only.
2. The equipment and stationary needed for the examination will be provided by the LC.
3. The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university..
4. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.



5. The duration of the examination will be maximum of three hours, depending on the subject.
6. After the completion of the examination, the examiners will mark the papers according to the paper pattern scheme:
Paper pattern (35 Marks) and construction (40Marks) =75.
The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.
7. Evaluation should be done on the basis of neatness, perfection in work, correct marking, proper seaming, folding and presentation.
8. A copy of the question paper, attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.
9. The answer sheets/ practical submission and a copy of awards should be retained by the LC for one year after the declaration of the result by the university.
10. The practical submission/ answer sheet may be reopened by the RLFC/ University for further scrutiny, if need be.



MSCFT- 205: Computer Application - II

Introduction to Graphics and Graphics Devices

Computer Graphics, Graphics Output Devices and their general properties like (resolution and color capability), Graphics Input Devices. Drawing Geometry

Introduction to Coordinate Frames and Color Theory

Points, Vectors and Lines. Two dimensional Cartesian reference frames, Screen Coordinates, Three dimensional Cartesian reference frames.

Introduction to Color Theory

Introduction to Color Modes, Working with different color models and modes, Using custom colors, Picking colors, Analyzing and editing colors, Looking at gamut issues, Creating duotones, Setting color balance, Setting hue and saturation, Adjusting brightness and contrast, Working with histograms, Retouching images, Color ranges and replace color options, Cropping images, Understanding Process and spot colors, Choosing pantone colors, Applying fill and stroke colors

Mastering Computer Graphics Skill using Corel Draw

Introduction to CorelDraw

Introduction to Vector and Raster Graphics Type.
Starting CorelDraw, Introduction to Corel Draw Menu, Introduction to CorelDraw Page Setup. Introduction to various tools of CorelDraw

Working with Shapes, Lines, Texts & Objects

Creating rectangles, squares, Circles, Ellipses, Polygons, Starts and Spirals
Selecting Fill and Outlines to any shape.
Moving & Rotating Shapes freely and to Fixed angles.

Drawing Curve and Straight Lines, Creating Simple and Artistic Texts.
Formatting Texts by changing Font, Size and Shape of Text.
Rotating texts, Assigning a Fill Color to text, Assigning outline color to text.

Creating Paragraph Text, Aligning Texts, Adjusting Line & Letter Spacing in the paragraph text. Spell checking and finding and replacing texts.

Selecting Single and Multiple Objects, Duplicating Objects, Grouping Objects, Trimming Objects, Locking and Unlocking Objects, Aligning Objects.

Working with outlines and Fills

Introduction to outlines, Defining outline width using Outline Flyout, Outline Pen Dialog Box, Setting the Line Cap Style, Changing the Outline Color

Introduction to Fills, Uniform Fill, Fountain Fill, Two-Color Fountain Fill, Preset Fountain Fill, Pattern Fills, Two-Color, Full Color and Bitmap Pattern Fills, Texture Fills, PostScript texture Fills.

Working with Curves



Introduction to Curves, Nodes and Segments,, Drawing Freehand Tools, Drawing Closed Curves, Curved Objects, Selecting Node on a Curved Object,, Adding, Removing and Joining Nodes.

Bezier Tool, Drawing Curve with Bezier Tool, Drawing Straight Line with Bezier Tools

Drawing with Artistic Media Tools using Preset and Brush Mode. Calligraphic Mode, Pressure- Sensitive Mode, Object Sprayer.

Special Effects

Introduction to Special Effects, Blending Tool, Contouring Objects, Distorting Objects, Envelop Tool, Extruding of the object, Vector Extrusion.

Drop Shadow, Creating Drop Shadow, Changing Color of Drop Shadows, Removing Drop Shadows.

Applying Lenses, Applying Perspectives.

Filters, Gradients, Patterns, Textures, Swatches effects

Layouts (Development of different types of Boards)

Drawing Basic Male, Female and Kids Figure in Corel Draw with Grids and Guidelines and Converting them into Objects

Drawing Basic Figure Forms (Legs, Arms, Heat etc...) with Grids and Guidelines and Converting them into Objects.

Saving and Exporting Images.

File formats, opening, saving, importing, exporting, compression, printing, saving for web, publishing as PDF , exporting images with transparency

Printing Images

Reference Book:

Corel Draw By Ramesh Bangia

Question Paper Pattern:

Computer Graphics for Fashion Designing (Practical)

7 Questions of 15 marks each, do any 5 = 75 Marks

Guideline for Conduct of Practical Exam

1. The exam will be held at the learning centers only.
2. The equipment and stationary needed for the examination will be provided by the LC.
3. The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university..



4. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.
5. The duration of the examination will be maximum of Three hours, depending on the subject.
6. After the completion of the examination, the examiners will mark the papers according to the paper pattern scheme:
 1. 5 Practical Questions of 15 Marks each = 75 Marks

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.

7. A copy of the question paper, attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.
8. The answer sheets/ practical submission and a copy of awards should be retained by the LC for one year after the declaration of the result by the university.
9. The practical submission may be reopened by the RLFC/ University for further scrutiny, if need be.



M.Sc FASHION TECHNOLOGY (III SEMESTER)

MSCFT-301: Fashion Industry, Marketing & Management

PART-A

- Introduction to Fashion Industry
- Indian and Global Fashion Market
- Levels of fashion industry- couture, ready to wear, mass production.
- Organizational set-up of fashion industry
- The different departments, personnel and their jobs
- Career in fashion industry

PART-B

- Introduction to Marketing
- Nature and Scope of Marketing
- The Marketing Concept
- Market Segmentation
- Targeting and Positioning
- Strategic Marketing
- Fashion market and marketing environment
- Fashion marketing planning
- Market research
- User's buying behavior
- Marketing communication.

PART-C

- Management- Concepts, Principles & Characteristics.
- Advertising
- Sales promotion techniques
- Exhibitions & sales, fashion shows (concept and presentation skills, publicity campaigns.)
- Retailing- department stores, apparel speciality stores, discount retailing, franchise retailing, malls, direct selling, internet selling, catalogue selling, etc.
- Project.

Book recommended:

Fashion marketing & merchandising by Pooja Chatley Kalyani Publishers

Library reference:

Fashion Marketing	by Mike Essay	Blackwell Science
Fashion Buying	by Helen Goworek	Blackwell

Question Paper Pattern:

Fashion Industry Marketing and Management (Theory)
7 questions. Do any 5 .15 marks each=75.



MSCFT-302: Fashion Illustration and Appreciation

PART-A

- Inspirational designing and presentation
- Design studio -designing based on different themes for a fashion show
- Listing of all aspects of the show- the background, the lights, the ramp, the accessories, the make-up, the fabric, surface ornamentation, etc.
- Accessory designing and illustration
- Illustration of Jewellery using various mediums like pearls, beads, gold and silver, diamonds, wood, wires, velvet, net, etc.
- Designing and illustration of head gears
- Designing and illustration of bags and belts using various mediums like leather, cane, pearls, beads, wires, velvet, net, etc.
- Designing and illustrating footwear of all types
- Designing and illustrating bows and ties on varied dresses.
- Illustrating hairstyles.

PART-B

- Appreciation of Western Fashion
- A brief history of any five western designers
- Collection and illustration of the famous designs of these designers
- Popular and celebrated shows of these designers
- The studios and their expertise of these designers.

PART-C

- Fashion Capitals - France and Milan - the designers, the design houses, the shows, the fashion markets, the labels, the institutes, the events, etc.
- Fashion Capital -London - the designers, the design houses, the shows, the fashion markets, the labels, the institutes, the events, etc.
- Fashion Capital-Mumbai- the designers, the design houses, the shows, the fashion markets, the labels, the institutes, the events, etc.
- Introduction to Fashion photography
- Cameras, Lenses and Films.
- Lighting Equipment and Studio Locations
- Fashion Shots.

Book recommended:

Fashion design process-innovation & practice by Kathryn Mckelvey Blackwell

Library reference:

How Fashion Works by Gavin Waddell Blackwell
Fashion Shots by Alex Larg Roto Vision

Question Paper Pattern:

Fashion Illustration (Theory)
2 questions, do any 1 (35 marks) = 35
1 question (40 marks, compulsory) = 40



MSCFT-303 Garment Ornamentation

PART-A

- Studying the designs and motifs of traditional embroideries of India- phulkari, chichenkari, kasida, kanthas, kathiawaar, kutch, sindhi, gujarati, chamba rumal
- Colours, fabric and stitches of the Traditional embroideries of India- phulkari, chichenkari, kasida, kanthas, kathiawaar, kutch, sindhi, gujarati, chamba rumal
- Preparation of samples of the traditional embroideries of India.

PART-B

- Designing embroidery patterns from different sources like objects, photographs, nature, greeting cards, posters, surroundings etc...,
- Creating embroidery patterns designed from different sources
- Sequin work
- Lurex work
- Lace and ribbon work
- Decorations and trimmings

PART-C

Understanding the processes of Tie and dye, batik printing, screen printing and block printing

Preparation of samples of all processes of Tie and dye,

Preparation of sample of batik printing- wax resistant dyeing

Preparation of a sample with screen printing

Preparation of a sample of block printing

Book recommended:

Traditional Indian Textiles by Parul B Abhishek Publications

Library reference:

Dress Designing by Manmeet Sodhia Kalyani Publishers

History of Fashion by Manmeet Sodhia Kalyani Publishers

Question Paper Pattern:

Garment Ornamentation (Practical)

4 questions. Do any 3 .25 marks each=75

1. The exam will be held at the learning centers only.
2. The equipment and stationary needed for the examination will be provided by the LC.
3. The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university..
4. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.



6. The duration of the examination will be maximum of three hours, depending on the subject.
7. After the completion of the examination, the examiners will mark the papers according to the paper pattern scheme:
4 questions. Do any 3 25 marks each=75

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.

8. Evaluation should be done on the basis of neatness, perfection in work, correct marking, proper seaming, folding and presentation.
9. A copy of the question paper, attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, should be sent to the RLFC in a sealed envelop.
10. The answer sheets/ practical submission and a copy of awards should be retained by the LC for one year after the declaration of the result by the university.
11. The practical submission/ answer sheet may be reopened by the RLFC/ University for further scrutiny, if need be.



MSCFT-304 Advance Garment Construction Techniques

PART-A

- Metric method of drafting of bodice for a child
- Metric method of drafting of bodice for an adult
- Metric method of drafting of sleeve for a child
- Metric method of drafting of sleeve for an adult
- Application of metric method of drafting any one innovative sleeve, collar and a skirt.
- Draping of bodice, yokes, cowls, etc, on a body form using muslin cloth and later, creating a pattern of the same on the drafting paper.
- Draping of sleeves and collars, on a body form using muslin cloth and later, creating a pattern of the same on the drafting paper.
- Draping of skirts on a body form using muslin cloth and later, creating a pattern of the same on the drafting paper.
- Draping and creating muslin and paper patterns of Different Costumes.
- Dart manipulation.

PART-B

- Study of fashion forecast, market survey, interpretation
- Designing of costumes of varied themes, silhouettes, fabrics, surface ornamentation etc. based on the forecast study.
- Creating full scale patterns of these self designed costumes.

PART-C

- Construction of any eight innovative garments for all age groups, for different themes, occasions, seasons (Fall Winter, Fall Spring, and Fall Autumn).
- After cutting and sewing of the garment, student will also be taught quality control check, finishing and packaging of the garment.

Library reference:

Advanced drafting and draping	by Manmeet Sodhia	Kalyani Publishers
The art of fashion draping	by Connie Amaden Crawford	Fairchild
Dress Fitting	by Natalie Bray	Blackwell Science

Question Paper Pattern:

Advance Garment Construction Techniques- (Practical)

1 question- pattern making (35 Marks) and construction (40Marks) =75.

1. The exam will be held at the learning centers only.
2. The equipment and stationary needed for the examination will be provided by the LC.
3. The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university..
4. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.
5. The duration of the examination will be maximum of six hours, depending on the subject.



6. After the completion of the examination, the examiners will mark the papers according to the paper pattern scheme: Paper pattern (35 Marks) and construction (40Marks) =75.

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.

7. Evaluation should be done on the basis of neatness, perfection in work, correct marking, proper seaming, folding and presentation.
8. A copy of the question paper, attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.
9. The answer sheets/ practical submission and a copy of awards should be retained by the LC for one year after the declaration of the result by the university.
10. The practical submission/ answer sheet may be reopened by the RLFC/ University for further scrutiny, if need be.



MSCFT- 305: Computer Application - III

Drawing the details of the following in Corel Draw and Applying various texture and effects:

Fashion Details/ Silhouette:

- Collar: Mandarin, High Bias, Tuxedo, Cape, Flat Tennis, Sailors, Chelsea, cowl, bishop.
- Sleeves: Raglan, Hanky, Tulip, Ruffle, Dolman, virago, flare, lantern, Dalmatian, pagoda.
- Accessories: Bags, Belts, Caps, Bows, Jewellery.
- Pockets: Flap, Pouch, Patch, Cross, Slit, Kurta
- Skirts: Novelty Gathered, Hip rider, Trumpet, Pegged, Circular, Pleated, Straight, A-Line, straight fitted, fishtail, petal, peplum, puff ball.
- Trousers: Jeans, Straight Pants, Baggy Pants, Jump Suit, Dungries, jogging pants, trouser skirt, Capri, hipsters, baggy jeans, bell bottoms, northern soul, riding habits.
- Silhouette: A Line, funnel shaped, circular, straight, rectangular
- Illusion effects: created by fashion details, elements of design, colour, Textures

Draping the above created details on fashion figures

Importing, Saving and exporting images for the web.

Printing Concepts

Question Paper Pattern:

Computer Graphics for Fashion Designing (Practical)

7 Questions of 15 marks each, do any 5 = 75 Marks

Guideline for Conduct of Practical Exam

1. The exam will be held at the learning centers only.
2. The equipment and stationary needed for the examination will be provided by the LC.
3. The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university..
4. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.
5. The duration of the examination will be maximum of Three hours.
6. After the completion of the examination, the examiners will mark the papers according to the paper pattern scheme:

5 Practical Questions of 15 Marks each = 75 Marks

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.

7. A copy of the question paper, attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.
8. The answer sheets/ practical submission and a copy of awards should be retained by the LC for one year after the declaration of the result by the university.
9. The practical submission may be reopened by the RLFC/ University for further scrutiny, if need be.



MSCFT-402: Design Collection

- Preparation of a Portfolio of illustrated innovative garment designs prepared using different themes picked from various sources (magazines, books, films, nature, surroundings, handicrafts, paintings, etc.) and presented using different presentation skills and mediums.
- A portfolio will be prepared by each student, in which he / she shall display his collection of themes, using different presentation skills.
- Each theme will be accompanied by a line of costumes designed using that particular theme as an inspiration.
- Different mediums and presentation skills should be used.
- The portfolio should have atleast 12 lines of costumes.
- To justify the theme of the dress, the theme could be seen in the colour of the dress/ silhouette of the dress/ surface texture of the dress/ surface ornamentation of the dress/ accessories accompanying the dress.
- Amongst these lines, the students will shortlist any two garments and construct the same.
- Prior to the construction, the working sketch, layout, paper pattern of these two designs should be created.

Book recommended:

Fashion from concept to consumer by Dickerson Pearson

Question Paper Pattern:

Design Collection- (Theory)

2 questions, do any 1 (35 marks) = 35

1 question (40 marks, compulsory) = 40



MSCFT-403 Survey and Project

- Students work on a Project Studying the Traditional aspects, culture, people, monuments, handicrafts etc of an Indian state and form a report of their findings in the form of a thesis.
- Garments are designed using the inspirational objects as the theme of the garment. These garments are illustrated and added to the report
- The student selects one of the garments, makes its working details, specification sheet, layout, and pattern and constructs that garment to be showcased along with the final thesis.
- The report/ thesis should consist of:
 - Objective of the report
 - Acknowledgements
 - Introduction of the report
 - Detailed description of the traditional aspects
 - Illustrations of the garments designed
 - Specification sheet of the final garment
 - Sketch/ Picture of the final garment
 - Summary of the report
 - Bibliography

Question Paper Pattern:

75 marks (Practical/ All Internal).

1. The exam will be held at the learning centers only.
2. The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university..
3. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.
4. The examiners will mark the papers according to the paper pattern scheme:
Survey and project- 75 marks (Practical).

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.

5. Evaluation should be done on the basis of neatness, perfection in work, correct marking and presentation.
6. For the survey and project examination, the examiners will evaluate the thesis formed by the candidate after studying the traditional aspects of a state. The garments designed on this basis will be evaluated, and the final garment made at the end of the course will also be evaluated. The LC's should encourage their students to give a power point presentation of their thesis work, either on a multimedia projector or an overhead projector. One copy of the thesis should be submitted to the RLFC Office, and one retained by the LC for further reference by the students.
7. A copy of the attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, should be sent to the RLFC in a sealed envelop.
8. The answer sheets/ practical submission and a copy of awards should be retained by the LC for one year after the declaration of the result by the university.
9. The practical submission/ answer sheet may be reopened by the RLFC/ University for further scrutiny, if need be.



MSCFT 404 Computer Application - IV

Objective: To teach the student to create a Computerized Technical Specification Sheet of any garment given to her / or as visualized by her. The Specification Sheet must contain both the Technical Illustration meant for the production / manufacturing of the garment and also the Fashion Illustration meant for the presentation / demonstration/display of the garment before production.

Software to be used:

- Any spreadsheet application (like Microsoft Excel) for Creating the Technical Specification Sheet. (The Spreadsheet application should have graphic import capabilities)
- Any Illustration Software having standard illustration tools, layer functionality and capability to export/save graphics in different file formats (jpeg, gif, bmp, tiff, psd etc..) and different resolutions. Preferably CorelDraw.

Syllabi:

Taking a garment (from a good fashion magazine) as an inspiration create the following using the software mentioned above.

1. Technical Illustration (right measurement /proportions) (both front & back) meant for the production/manufacturing of the garment.
This illustration should include basic
 - a. Silhouette
 - b. Stitch Lines
 - c. Trims
 - d. Other Fashion Details like Plackets, Pockets, Collars, and Cuffs etc...

The student must learn to export the graphics into different file formats of different dimensions and dpi (resolution) for use in digital/print portfolios / specification sheets / websites / emails etc. The student should also know to export each layer individually and combined.

2. Fashion Illustration meant for the presentation/demonstration/display of the garment before production.
The student must learn to use Corel Draw to create the Fashion illustration of the garment taken above (As done on paper in previous semesters).
This fashion illustration must include the following (on different layers that will depict different stages of the garment design):
 1. croqui
 2. croqui in motion,
 3. design silhouettes,
 4. color / texture / print on dress
 5. Accessories.
 6. Make swatch board

The student must learn to export the graphics into different file formats of different dimensions and dpi (resolution) for use in digital/print portfolios / specification sheets / websites / emails etc. The student should also know to export each layer individually and combined.

3. Creating a Computerized Specification Sheet (in Microsoft excel)

The Specification Sheet must include



- a. The necessary details like dress description, material to be used, color, trims etc.
- b. Fashion Illustration of the selected garment
- c. Technical Sketch of the selected garment (front & back),
- d. Swatches
- e. Costing

Saving, Archiving (on CD Rom), emailing the files as attachments.

Study any Industrial Grade Fashion Design Software and prepare a report of it.

Question Paper Pattern

Computer Graphics for Fashion Designing (Practical)
5 Questions of 25 marks each, do any 3 = 75 Marks

Guideline for Conduct of Practical Exam

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3. The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university..
4. The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.
5. The duration of the examination will be maximum of Three hours depending on the subject.
6. After the completion of the examination, the examiners will mark the papers according to the paper pattern scheme: 3 Practical Questions of 25 Marks each = 75 Marks
7. The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.
8. A copy of the question paper, attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.
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10. The practical submission may be reopened by the RLFC/ University for further scrutiny, if need be.



MSCFT-405 Entrepreneurship

- Introduction to Entrepreneurship.
- Study of various essential aspects of Entrepreneurship.
- Identification and development of essential entrepreneurial skills.
- Entrepreneurship Development.
- 1 month entrepreneurship in the Garment Industry, Working on Designing and Finally Forming a survey report on the industry, its type, its working, its departments and personnel, jobs undertaken, references, Observations, Precautions, etc.
- The report should have a detailed information about the industry the student joined for entrepreneurship, the type of industry(public sector/ private/ partnership), the names of directors, the departments of the industry, its personnel, their working , the jobs being undertaken at the industry, the products being manufactured, the marketing of the products, the raw material being used, the clients, etc.
- The report should also include the work done by the student during his/ her training, specifying what all new was learned during this period.
- The report should be accompanied by the training certificate from the industry.
- It should be signed by the student.

Question Paper Pattern:

75 marks (Practical/ All Internal).

The exam will be held at the learning centers only.

The LC will appoint an external and internal examiner for the examination before hand and inform the RLFC office about the same. The external examiner is to be approved by the university..

The external examiner should be a competent authority with post graduation in the subject of examination. He/ She should be a working professional in his/ her field of study.

The examiners will mark the papers according to the paper pattern scheme:

Entrepreneurship- 75 marks (Practical).

The marking must be fair. The spread should be even. Not all students can perform at the same level. Marks should fairly depict the skills level of the student.

Evaluation should be done on the basis of neatness, perfection in work, correct marking and presentation

For entrepreneurship exam, the examiners will evaluate the report prepared by the student after his/ her on job training in the industry. The report should carry complete knowledge about the industry worked in, its type, its working, its departments and personnel, jobs undertaken, references, observations, precautions, etc. One copy of the industrial report should be submitted to the RLFC office and one should be retained by the LC for further reference of students. The candidate should be questioned about the points written about the industry.

A copy of the attendance sheet of the candidates, award list, duly signed by the internal examiner, external examiner, center head of LC, Should be sent to the RLFC in a sealed envelop.

The answer sheets/ practical submission and a copy of awards should be retained by the LC for one year after the declaration of the result by the university.

The practical submission/ answer sheet may be reopened by the RLFC/ University for further scrutiny, if need be.

Fashion Syllabus Manual
Applicable to September 2005 Admission Batch
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