

III and IV Semester
B.Sc. (Fashion and Apparel Design)
CBCS Syllabus as per NEP regulations

Syllabus for III Semester
B.Sc. (Fashion and Apparel Design)



Government of Karnataka

Model Curriculum

Program Title	B.Sc. Fashion and Apparel Design	Semester	Third Semester
Course Code	FD.3.1 T	Course Credits	3
Course Name	Fashion Art and Design (Theory)	Contact hours	42 hrs

Course Outcomes: On completion of the course, the student will be able to:

- ❖ Understand the role of fashion illustration in fashion design
- ❖ Create different silhouettes for designer wear
- ❖ Identify various design elements to incorporate details like collars, necklines, sleeves, cuffs.
- ❖ Develop complete designer fashion figures with silhouettes and apply rendering techniques.

Course Content:

Unit-1

Chapter 1

Fashion Research - Introduction, types, and source of research for design collection. Inspiration for fashion designers. Concepts and process of Fashion portfolio designing.

**6
Hrs**

Chapter 2

Fashion forecasting-Introduction, types. Forecasting- (Time Based) Short term forecasting, long term forecasting. Techniques in forecasting- judgemental, initiative forecasting, Delphi technique, process of fashion forecasting, sources, Colour forecasting- Introduction, its importance, impact on fashion.

**3
Hrs**

Chapter 3

Designing of garments based on figure types, garments to create optical illusion through elements and principles of design.

**4
Hrs**

Unit -2

Chapter 4

Trend Analysis- Identification/ selection of target market, trend analysis of earlier seasons to understand trend spotting methods and trend life cycles. Forecast interpretation of the current / subsequent season, developing style directions based on selected markets, trend reporting and data presentation.

Trend analysis for different seasons, trend analysis agencies.

**6
Hrs**

<p>Chapter 5 Flat Sketch - Introduction, its importance and application, drawing flats, styling the flats, sketching flats freehand, proportion for flats for women, men, and children, sketching technique for flats, structures for flats, coqui mixed with flats, portfolio flats, and croquis mixed with flats. Flats for manufacture.</p>	<p>2 Hrs</p>
<p>Chapter 6 SPEC – Introduction, importance, application, types- Manual, computerized, detailed content- Season, description, client, fabrication, trims and accessories, brand label, care label, style, size, and other details.</p>	<p>2 Hrs</p>
<p>Unit -3</p>	
<p>Chapter 7 Design Focus Layout-Design direction, attitude in a pose, Design emphasis, stylization for Designers, Design objectives, Design journal pages, Design journal thumbnail sketches, maximizing design impact, composition direction, grouping figures, layout, or line up.</p>	<p>8 Hrs</p>
<p>Chapter 8 High End Rendering Techniques-Introduction, depth and shine, highlights and pleats, drape and transparency, volume and gathers, folds and fringes, Ruffles, cowls, smocking and shirring, gathers, gore, pin tucks. Changing proportions, bridal looks, trains, dress and gown flats, drape, and volume. Luxury fabric rendering- feather, laces, embroidered fabrics.</p>	<p>8 Hrs</p>
<p>Chapter 9 Sustainable Fashion – meaning and significance; Environmental concerns related to fashion; Linear fashion and circular fashion; 4R’s in sustainability – Repair, recycle, reuse, and reduce. Moving towards sustainable fashion - Eco fashion, Slow fashion; Environmental impact of fast fashion.</p>	<p>4 Hrs</p>

References	
1	Bina Abling, “Fashion Sketchbook”, Fair child Books, 2012, Canada
2	Bina Abling, “Fashion Sketchbook”, Bloomsbury Academic USA, 6th edition, 2015
3	Jaeil Lee, Comitte Steen, “Technical Source Book for Designers”, Bloomsbury Academic USA, 2 nd edition, 2015.
4	John Wiley, "Theory of Fashion Design" John Wiley and Sons. Inc., New York, 1990.
5	Patrick John Ireland, “Fashion Design Illustration - Children", Batsford, London, 1996.
6	Patrick John Ireland, “Fashion Design Illustration - Women", Batsford, London, 1996.
7	Peacock J, “Fashion Source Books”, Thames and Hudson, London, 1998.
8	Stecker P, “The Fashion Design Manual", Macmillan, Australia, 1997.
9	Tisianna Paci, “Figure Drawing for Fashion Design”, Pepin Press Publication, 2002.



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Model Curriculum

Program Title	B.Sc. Fashion and Apparel Design	Semester	Third Semester
Course Code	FD.3.1 P	Course Credits	2
Course Name	Fashion Art and Design (Practical)	Contact hours	56 hrs

Course Outcomes: On completion of the course, the student will be able to:

- ❖ Understand the concepts and usage of fashion research, forecasting and trend analysis in designing.
- ❖ Incorporate designing skills using high end rendering techniques.

Course Content:

Unit-1	12 Hrs
Research Design- Preparation of portfolio based on Inspiration, mood, colour, client and texture, fabric swatch boards based on current trend.	
Unit-2	6 Hrs
Illusion in garments: line, print, colour and silhouette. Designing of various garments from the following categories: Children wear, Ladies' wear, Men's wear, Evening wear, Nightwear, summer wear, winter wear and party wear, etc.	
Unit -3	12 Hrs
Flat sketch - Sketching flats of women, men and children wear. SPEC - Preparation of spec-sheet with measurement and other details for formal and casual shirt, formal and casual trousers, and frocks.	
Unit -4	10 Hrs
Fashion sketching of advanced illustration techniques and 3 dimensional views (only hand), roping of figures - thematic figure composition	
Unit -5	8 Hrs
Design Focus layout- Direction, attitude in a pose, emphasis, stylization for designers, Design journal pages, composition direction and line up.	
Unit -6	8 Hrs
High End Rendering techniques- Sketching ruffles, cascades, cowls, smocking, shirring, gathers, gores, pin tucks, dress and gown flats, bridal look and bridal trains, luxe fabric rendering, black fabric rendering.	



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Model Curriculum

Program Title	B.Sc. Fashion and Apparel Design	Semester	Third Semester
Course Code	FD.3.2 T	Course Credits	3
Course Name	Garment Detailing -II (Theory)	Contact hours	42 hrs

Course Outcomes: On completion of the course, the student will be able to:

- ❖ Apply knowledge about industrial method of pattern making grading and marker plan.
- ❖ Understand about garment sizes and categories.
- ❖ Understand fitting techniques and pattern alteration techniques.
- ❖ Handle special fabrics for garment construction.

Course Content:

Unit-1

Chapter 1

Introduction to pattern development, manual and computerized pattern development, Marker making -Introduction, mini marker and marker plan development, digitizer, plotter, and scanner.

**3
Hrs**

Chapter 2

Software- Introduction to software's used in computerized pattern making, computerized grading, and marker making, marker efficiency and computerized garment manufacturing process.

**4
Hrs**

Chapter 3

Pattern Layout - Definitions, principles, types of layouts, importance of pattern layout and advantages. Estimation - Definitions, types of estimation, importance of fabric estimation and advantages.

**6
Hrs**

Unit -2

Chapter 4

Handling special fabrics – Introduction, types of special fabrics - stretch fabrics, knit, checks, plaids, stripes, velvet, corduroy, leather, fur and lace. Factors to be considered while pattern making, garment construction, garment finishing, washing care and storing.

**6
Hrs**

Chapter 5

Grading - Introduction, definition, grading terminology, principles, types, sizes, grade points, manual and computerized grading, importance and advantage.

**4
Hrs**

<p>Chapter 6 Fitting - Introduction, principles of fitting, types of garments fit, standards for a good fit, e-fitting, Body scanner, 3D simulators.</p> <p>Pattern alteration techniques - Introduction, methods of alteration technique, importance, and advantage. Pivot, slash and spread method (length, width, front, back, sleeve, shirt, skirt, trousers)</p>	<p>6 Hrs</p>
<p>Unit -3</p>	
<p>Chapter 7 Interlining & Interfacing – Introduction, properties, types, materials, methods of applications. Machinery used -Continuous Fusing Press, Flatbed Fusing press, High-Frequency Fusing, Hand Iron.</p>	<p>4 Hrs</p>
<p>Chapter 8 Foundation garments- Introduction, Exploration of Design, fabric, study of materials, trim and accessories. Types of fitting for men’s innerwear briefs & trunk., swimwear, Women’s innerwear brassier, panties and swim wear and fasteners used.</p>	<p>5 Hrs</p>
<p>Chapter 9 Sportswear/ Active wear- Introduction, Exploration of Design, fabric, garment fitting, materials used and types of sport wear for men and women. Interlining and interfacing used for sportswear.</p>	<p>4 Hrs</p>

References	
1	Elizabeth Liechty, Judith Rasband, “Fitting and Pattern Alteration”, Bloomsbury Academic USA, 2016.
2	Ruth E. Glock, Grace I.Kunz, “Apparel Manufacturing, sewn product analysis”, Pearson, 2018
3	Steven George Hayes, Praburaj Venkatraman, “Materials and Technology for Sportswear and Performance Apparel”, CRC Press Taylor and Francis Group, 2017
4	Helen J Armstrong, “Pattern Making for Fashion Design”, Pearson, 5th edition, 2009.
5	Martin M Shoben, Patrick J Taylor, “Grading for the Fashion Industry”, LCFS Fashion Media, 2004.
6	Natalie Bray, “Dress Fitting - Basic Principles and Practice”, BSP Professional Book Publishers, 2nd edition, 1991.
7	Patric Taylor, “Grading for the Fashion Industry”, Stanley Thomas Ltd., 1990.
8	Winfred Aldrich, “Metric Pattern Cutting”, Blackwell Science, UK, 1988



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Model Curriculum

Program Title	B.Sc. Fashion and Apparel Design	Semester	Third Semester
Course Code	FD.3.2 P	Course Credits	2
Course Name	Garment Detailing -II (Practical)	Contact hours	56 hrs

Course Outcomes: On completion of the course, the student will be able to:

- ❖ Apply knowledge about pattern layout, fabric estimation and costing
- ❖ Design and construct garment for men, women, and sport categories
- ❖ Choose correct garment accessories and trims for the designed garments

Course Content:

Unit-1	14 Hrs
Designing and Development of women's wear (Pattern layout, Fabric estimation and costing must be developed for individual garment)	
<ul style="list-style-type: none">➤ Ladies top/Blouse➤ Salwar Kameez	
Unit-2	14 Hrs
Designing and Development of men's wear -Pattern layout, Fabric estimation and costing must be developed for individual garment.	
<ul style="list-style-type: none">➤ Casual Shirt/Kurta➤ Trouser	
Unit -3	10 Hrs
Designing and Development of sportswear for women's track and field events -Pattern layout, Fabric estimation and costing must be developed for individual garment	
<ul style="list-style-type: none">➤ Women (one set each)	
Unit -4	10 Hrs
Designing and Development of sportswear for men's track and field events -Pattern layout, Fabric estimation and costing must be developed for individual garment.	
<ul style="list-style-type: none">➤ Men (one set each)	
Unit -5	6 Hrs
Development of Manual grading of patterns – Men's shirt, Women's top	
Unit -6	2 Hrs
Collection and development of folio on special fabrics, Interlining & Interfacing	



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Model Curriculum

Program Title	B.Sc. Fashion and Apparel Design	Semester	Third Semester
Course Code	FD.3.3 P	Course Credits	3
Course Name	Apparel Computer Aided Design (Practical)	Contact hours	84 hrs

Course Outcomes: On completion of the course, the student will be able to:

- ❖ Use designing software's to develop patterns.
- ❖ Create design by using different designing tools.
- ❖ Develop patterns for various garments with PDS.

Course Content:

Unit-1

Chapter 1

Introduction to Computer Aided Design-Fundamentals, general process of design, application of computers in design, benefits of CAD and CAD in today's fashion industry.

4 Hrs

Chapter 2

Introduction to Fashion Design Software's- tools in detail, enhancing images, Masking, transforms, working with layers. Merging & blending layers, text effects. Creating an advertising brochure, Brand Label, care label designing, logo designing, development of Visiting card, letterhead.

10 Hrs

Chapter 3

Painting & rendering using software's, creating & manipulating Fashion Model drawings, gradient 'use for rendering & 3D effects, making collage in Photoshop, Applying filters. Creating various boards- Mood/Inspiration/client/customer/colour and Texture board using Photoshop on various themes.

12 Hrs

Unit-2

Chapter 4

Designing using software's- Introduction, Learning basic tools. Using Basic Shapes, Transformations, Duplicate, Cloning. Applying fill, outlines, special effects, shaping objects, creating custom Shapes using basic shapes and other drawing tool, working with the text, Effects, shaping object with envelope tool, Power Clip objects, splitting and erasing portion of objects. Creating fashion accessories like necklace, bracelet, anklets, earring, and head gear etc.

10 Hrs

<p>Chapter 5</p> <p>Motifs development – Symmetrical/Asymmetrical, Balanced/Unbalanced, Repeat – ½ drop, ¼ drop, ¾ drop – H/V and Drop reverse. Design and develop of Saree with Borders, Pallu and All over. Design and develop of Men’s Kurta with Neckline, Cuff, and Sleeve.</p>	10 Hrs
<p>Chapter 6</p> <p>Draping of garments on men’s, women’s & children casual, party, night, sports, office/formal wears using software.</p>	10 Hrs
Unit -3	
<p>Chapter 7</p> <p>Design Develop of flat sketches along with stitch specification for the following: Children – Girls (A-line & yoke frock), Boys (shirt & shorts) Adults – Women’s (Top, Skirt, gown), Men’s (Shirt, Kurta, Trouser). For the above create spec sheets, cost sheets for each garment using software’s.</p>	10 Hrs
<p>Chapter 8</p> <p>PDS – Introduction, pattern for digitizing, Pattern Design – Introduction to PDS (pattern design screen), File menu, Opening and saving, Managing Pieces on the screen, measure, Edit and View functions. Point & Notch Functions, line functions, Piece functions.</p>	10 Hrs
<p>Chapter 9</p> <p>Prepare basic Pattern set, grade the patterns to smaller, larger size, Grading and create Marker plan - A-Line Frock, Skirt, Shirt, Dress/ Top, Shorts/Trousers and Kurta.</p> <p>(Note: Fashion Studio software / Photoshop / Corel Draw/ Jindex 3D fashion etc. may be used)</p>	8 Hrs

References	
1	Kathleen Colursy M, “Fashion Design on Computers”, Prentice Hall, 2004. 32
2	Radhakrishnan R, Subramanian S, Raju V, “CAD/CAM/CIM Computer Aided Design & Manufacturing”, New Age International Publications, 2000.
3	Renee Weiss Chase, “CAD for Fashion Design”, Prentice Hall Publications, 1997.
4	Taylor P, “Computers in Fashion Industry”, Heinemann Publication, 1990.
5	Voisinet Donald D. “Computer Aided Drafting & Design-Concept & Application”, McGraw-Hill, 1987.
6	Winfred Aldrich, “CAD in Clothing & Textiles”, Blackwell Science, 1994.



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Model Curriculum

Program Title	B.Sc. Fashion and Apparel Design	Semester	Third Semester
Course Code	OE-3T	Course Credits	3
Course Name	Fashion Make Over (Theory)	Contact hours	42 hrs

Course Outcomes: On completion of the course, the student will be able to:

- ❖ Groom and style for any occasion.
- ❖ Acquire knowledge about various garments suitable different occasions.
- ❖ Demonstrate knowledge and skills of makeover through reflective experiential learning.
- ❖ Bring about a change in personality through makeover.

Course Content:

Unit-1

Chapter 1

Fashion Make Over- Introduction to makeover, importance, types- clothing, makeup, accessories, materials.

**4
Hrs**

Chapter 2

Introduction to different styles (Chic, exotic, classic, glamorous, sexy, sophisticated, tomboy, hippies, etc.) study of fashion appreciation- historical, contemporary and art style to understand fashion as a social phenomenon.

**4
Hrs**

Chapter 3

Elements of Fashion and styling- women - Skirt, blouses, dresses, trousers, Tops.

Men's- shirts, trousers, casuals, formals, jackets, traditional.

**6
Hrs**

Unit -2

Chapter 4

Selection of clothes- clothing for children, teenagers, youth, middle age, adults. Types of clothes, selection according to figure, region, season, and occasion.

**5
Hrs**

Chapter 5

Planning clothing needs for school, college wear, parties, sports, rest, formal, corporate, traditional, festival, holiday.

**5
Hrs**

Chapter 6 Make up- Introduction to makeup, types based on skin type, shape of the face, eyes, nose, lips.	5 Hrs
Unit -3	
Chapter 7 Make up materials- brushes, moisturizer, primer, concealer, foundation, compact. Eye makeup- introduction, types, materials, lip – introduction, types and materials. Choice of colors based on skin color, make up for corporates, traditional, formal, casual- beach, swim. Special occasions- wedding, part, award ceremony. Techniques for removal of Makeup and skin care and maintenance.	6 Hrs
Chapter 8 Accessories- Introduction to men’s and women’s accessories, importance, types- heads gear, footwear, handwear, handbags, scarfs, stoles, watches, jewellery	4 Hrs
Chapter 9 Styling and makeover for different Occasion- Formal wear, party wear- Indian, Wester wear, casual wear, beach wear, college wear for both men and women,	3 Hrs

References	
1	Trish McEvoy, “The makeover of a confident Women.” Harper wave publishers, 2017
2	Danielle Griffiths, “Fashion stylist Handbook”, Laurence King Publishers 2016
3	Rouse ‘Understanding Fashion”, Blackwell Science, UK 1989
4	Alison Freer, “How to get Dressed.” Ten speed press, Berkeley Publishers, 2015
5	Kendall Farr, “The pocket stylist.” Penguin Group Publishers, USA Inc, 2004
6	Clinton Kelly, Stacy London, “Dress you’re Best- The complete guide to finding the style that’s right for your body, “3 River Press Publication, 2005
7	Alan Flusser, “Dressing the Man- Mastering the Art of Permanent Fashion.” Harper Collins Publication, 2002
8	Boris Entrup,” 10 Minutes Make up,” Dorling Kindersley, London, 2014

Syllabus for IV Semester
B.Sc. (Fashion and Apparel Design)



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Model Curriculum

Program Title	B.Sc. Fashion and Apparel Design	Semester	Fourth Semester
Course Code	FD.4.1 T	Course Credits	3
Course Name	Indian Textiles and Costumes (Theory)	Contact hours	42 hrs

Course Outcomes: On completion of the course, the student will be able to:

- ❖ Understand history of textiles and its influence with reference to fashion clothing.
- ❖ Understand and use symbolic motifs and colour in designing traditional textiles.
- ❖ Acquaint with sketching skills of costumes for different regions of India.
- ❖ Understand the importance of Indian Costumes and use them in designing fashion designer wear.

Course Content:

Unit-1

Chapter 1

History of Clothing & Textiles- Introduction, Pre-historic reference, influence of religion, art, trade, and royalty with respect to main features and relevance to industry today. Development of costumes - Introduction, beginning of costume - Body decorations, body staining, tattooing, cutting and scarification, adoption of fibrous apparel, initial manufacture of clothes. Earlier decoration of textiles, Types of ornaments used in the beginning - Tattooing, mutilation, and other methods of skin decoration.

**3
Hrs**

Chapter 2

Textiles and costumes of India. Introduction, history, types, motifs and symbols, prehistoric textiles, and costumes - costume components for men, women and children, hair, and hair dresses.

**3
Hrs**

Chapter 3

Origin of Clothing (Dress), Stone age, Neolithic Age, Bronze Age, Indus Valley Civilization, Vedic age. Changing scenario of Indian costumes and influence on present day costume.

**6
Hrs**

Unit -2

Chapter 4

Middle Ages - Textiles and costumes of India. Introduction, history, types, motifs and symbols, prehistoric textiles, and costumes - costume components for men, women and children, hair, and hair dresses. Mauryan, Guptas, Satavahanas, Kushans, Mughals.

**6
Hrs**

<p>Chapter 5 Hand Woven Textiles- Saris - Banaras Brocades, Baluchari, Jamdani, Dhaka Muslin, Himru, Amru, Tancoi, Potala, Pochampalli, Paithani, Kanjeevaram, Chanderi, Maheshwari, Ilakal, Molakalmuru, Mysore silks, Kasuvu, Narayanpet, gadwall, Mangalagiri, Uppada, Venkatagiri Embroidered Textiles- Kashmiri, Chikankari, phulkari, Kanta, Parsi Gara, Zardozi and Ari. Shawls-Kashmir Shawls, Kullu & Kinnaur Shawls, Wraps of North-east. Floor coverings - Carpets, Durries & Rugs.</p>	<p>4 Hrs</p>
<p>Chapter 6 Printed and Painted Textiles of India- Introduction, history, types of printed, dyed, and painted textiles of India. Colors, motifs, stitches used in printed, dyed and painted Indian traditional textiles of India. Production processes of various dyed, printed and painted Indian textiles. Printed Textiles-Block prints, Bagru, Sanganer, Ajrakh. Painted Textiles – Kalamkari, Warli, Madhubani.</p>	<p>8 Hrs</p>
<p>Unit -3</p>	
<p>Chapter 7 Resist Dyed Textiles- Introduction, Types, design used in Bandhej & Lehariya of Rajasthan - Special Tie-Dyed Textiles from Rajasthan. Ikat - Patola of Gujarat, Bandhas of Odisha, Ikat Textiles of Andhra Pradesh, Pochampalli Ikats.</p>	<p>4 Hrs</p>
<p>Chapter 8 Traditional costumes of North States of India – Jammu & Kashmir, Punjab, Himachal Pradesh, Haryana, Madhya Pradesh, Uttarakhand, and Uttar Pradesh. Traditional costumes of Eastern states of India – West Bengal, Bihar, Jharkhand, Arunachal Pradesh, Assam, Sikkim, Nagaland, Manipur, Mizoram, Meghalaya and Tirupura.</p>	<p>4 Hrs</p>
<p>Chapter 9 Traditional costumes of Southern states of India – Tamil Nadu, Kerala, Karnataka, and Andhra Pradesh. Traditional costumes of Western states of India – Rajasthan, Gujarat, Maharashtra, and Goa.</p>	<p>4 Hrs</p>

References	
1	Gertrud Lehnert, “A History of Fashion in the 20th Century”, Konemann Publications, 2000.
2	Jamila Brij Bhushan, “The Costumes and Textiles of India”, Taraporevala, Bombay, 1958.
3	Martand Singh, “Hand Crafted Indian Textiles”, Lustre Press, 2005.
4	Parul Bhatnagar, “Decorative Design History in Indian Textiles and Costumes”, Abhishek Publications, 2011.

References

5	Parul Bhatnagar, "Traditional Indian Costumes & Textiles", Abhishek Publication, 2009.
6	Phyllis Tortora, Keith Eubank, "Survey of Historical Costumes, A History of Western Dress", Bloomsbury Publishing India Private Limited, 5th edition, 2009.
7	Prakash, Raman K, Pradeesh K, "Warli Traditional Folk Art from India", Shree Book Centre Publication, 2016.



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Model Curriculum

Program Title	B.Sc. Fashion and Apparel Design	Semester	Fourth Semester
Course Code	FD.4.1 P	Course Credits	2
Course Name	Indian Textiles and Costumes (Practical)	Contact hours	56 hrs

Course Outcomes: On completion of the course, the student will be able to:

- ❖ Understand about evolution of Indian costumes since ancient times.
- ❖ Acquire knowledge of textiles and costumes and implement the techniques.
- ❖ Acquire skills in selecting fabrics for designing.
- ❖ Ability to sketch and incorporate ancient designs.

Course Content:

Unit-1	10 Hrs
Sketching of costumes and hairstyles of ancient India -Indus valley, Vedic period. (Men and Women).	
Unit-2	10 Hrs
Sketching of costumes and Hairstyles of Middle age- Mauryan, Kushans, Gupta and Mughal period (Men and Women).	
Unit -3	10 Hrs
Design and development of Sarees (Motif, all over, border, Pallu of any one state in India)	
Unit -4	12 Hrs
Sketching of costumes -North India (Jammu and Kashmir, Punjab, and Rajasthan), Sketching of costumes of East India (West Bengal, Assam, Manipur) Male & female	
Unit -5	10 Hrs
Sketching of costumes -West India (Gujarat, Rajasthan, Maharashtra, Goa) Sketching of costumes of South India (Karnataka, Tamil Nadu, Kerala, Andhra Pradesh) Male and Female	
Unit -6	4 Hrs
Development of a detailed report and pictures of any one Textiles of India	



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Model Curriculum

Program Title	B.Sc. Fashion and Apparel Design	Semester	Fourth Semester
Course Code	FD.4.2 T	Course Credits	3
Course Name	Textile & Apparel Testing (Theory)	Contact hours	42 hrs

Course Outcomes: On completion of the course, the student will be able to:

- ❖ Understand the procedure to be followed in Textile Testing.
- ❖ Analyse the various test for fibre, yarn, fabric, and garments.
- ❖ Understand the working principles of textile testing equipment.

Course Content:

Unit-1

Chapter 1

Introduction to textile testing, objectives of testing, Samples for testing- Types and its importance.

**3
Hrs**

Chapter 2

Fiber terminologies, moisture and moisture relationship, moisture content and regain. Fiber maturity, fiber length, fiber fineness.

**2
Hrs**

Chapter 3

Yarn count- Direct system and Indirect System. Its importance in fabric manufacturing. Yarn twist-twist direction, amount of twist, and effects of twist on fabric properties.

**4
Hrs**

Unit -2

Chapter 4

Fabric testing- fabric dimensions- length, width, thickness, determination of fabric weight - GSM measurement and its application to different fabrics, cover factor, Fabric shrinkage.

**5
Hrs**

Chapter 5

Testing of Fabric Strength - Terminology and definition-Tensile strength, bursting strength Tear strength.

**6
Hrs**

Chapter 6

Fabric Air permeability, stiffness, drape, crease resistance, abrasion resistance, pilling, bow & skew

**9
Hrs**

Unit -3	
Chapter 7 Determination of colour fastness to laundering, rubbing, light and perspiration.	5 Hrs
Chapter 8 Tensile properties of seams and stitches, zipper test.	4 Hrs
Chapter 9 Garment and garment accessories testing – testing of fusible interlinings, zippers, elastic waistband, sewing threads, buttons, snap fasteners, wear testing.	4 Hrs

References	
1	J.E .Booth, —Principles of Textile Testing, CBS Publishers and Distributors, 1996
2	B.P. Saville, —Physical testing of Textiles, Woodhead Publishing Ltd. 1999
3	Pradeep V. Mehta, —Managing Quality in Apparel Industry, New Age international Ltd.
4	J.N. Mandal, D.G. Divshikar, A Guide to Geo Textiles Testing, New Age International Ltd
5	ArindamBasu, Textile Testing, SITRA Publications.



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Model Curriculum

Program Title	B.Sc. Fashion and Apparel Design	Semester	Fourth Semester
Course Code	FD.4.2 P	Course Credits	2
Course Name	Textile & Apparel Testing (Practical)	Contact hours	56 hrs

Course Outcomes: On completion of the course, the student will be able to:

- ❖ Test fibers for various fiber parameters
- ❖ Handle the textile testing equipment with ease.
- ❖ Understand the procedure to be followed to test fibers and fabrics.

Course Content:

Unit-1	12 Hrs
Determination of Geometrical properties of Fabrics: Thread density, Yarn count, GSM, thickness, cover factor	
Unit-2	8 Hrs
Determination of fabric bending and drape.	
Unit -3	12 Hrs
Determination of fabric tensile strength, abrasion resistance and pilling resistance.	
Unit -4	6 Hrs
Determination of fabric crease recovery.	
Unit -5	10 Hrs
Determination of fabric shrinkage, colour fastness to washing, rubbing and light.	
Unit -6	8 Hrs
Determination of garment accessories testing - Button Snap pull test, zipper test, seam strength test.	



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Model Curriculum

Program Title	B.Sc. Fashion and Apparel Design	Semester	Fourth Semester
Course Code	FD.4.3 P	Course Credits	3
Course Name	Apparel Production (Practical)	Contact hours	84 hrs

Course Outcomes: On completion of the course, the student will be able to:

- ❖ Develop patterns for designer garments.
- ❖ Use skills in designing and garment construction of Men's and Women's garments
- ❖ Develop and understand Spec sheet and Tech pack.
- ❖ Work confidently in production line of an apparel industry.

Course Content:

Unit-1

Chapter 1

ASTM standards for Seams & stitches to be followed, study of international stitch number, Development of samples of seams and its types, Development of samples of any two Stitch types, Stitch length & stitch width.

**4
Hrs**

Chapter 2

Apparel accessories & components - fasteners, labels, support materials, decorative trims, tapes & packing materials. Preparation of Folio on all Apparel Accessories & Components used in Apparel Industry.

**4
Hrs**

Chapter 3

Analysis of style and fit of brands of kids, Men and women wear garments (any two brands). Develop a spec and tech pack for the analysed garments.

**4
Hrs**

Unit -2

Chapter 4

Design and Development of Men's casual jacket using blocks. Development of flat sketch, spec sheet, Tec pack, fabric consumption, trims, and support materials, costing of the product.

**18
Hrs**

<p>Chapter 5 Design and Development of Men’s Ethnic wear Sherwani Suit using blocks. Development of flat sketch, spec sheet, Tec pack, fabric consumption, trims, and support materials, costing of the product.</p>	<p>18 Hrs</p>
<p>Unit -3</p>	
<p>Chapter 6 Design and Development of Women’s Formal/Executive Blazer and skirt using blocks. Development of flat sketch, spec sheet, Tec pack, fabric consumption, trims, and support materials, costing of the product.</p>	<p>12 Hrs</p>
<p>Chapter 7 Design and Development of Women’s Ethnic wear lehenga choli / wedding Gown using blocks. Development of flat sketch, spec sheet, Tec pack, fabric consumption, trims, and support materials, costing of the product.</p>	<p>18 Hrs</p>

References	
1	Teresa Gilewska “Pattern Drafting for Fashion-Advanced” Bloomsbury Publishing, 2019.
2	Claire Shaeffer, “Sewing for the Apparel Industry”, Pearson publication, second edition, 2012.
3	Chuter A J, “Introduction to Clothing Production Management”, Wiley India Pvt. Ltd., 2nd edition, 2011.
4	Mary Ruth Shields, “Industrial Clothing Construction Methods”, Fair Child Publications, 2010. 28
5	Paula J, Myers-Mcdevitt, “Apparel Production Management and the Technical Package”, Fair Child Publications, 2010.
6	Ruth E. Glock, Grace I. Kunz, “Apparel Manufacturing Sewn Product Analysis”, Pearson/Prentice Hall, 2005.



Government of Karnataka

Model Curriculum

Program Title	B.Sc. Fashion and Apparel Design	Semester	Fourth Semester
Course Code	OE-4 T	Course Credits	3
Course Name	Textile Art and Crafts of India (Theory)	Contact hours	42 hrs

Course Outcomes: On completion of the course, the student will be able to:

- ❖ Gain in-depth knowledge about Textile Art and Craft of India.
- ❖ Develop understanding of various Indian art and crafts.
- ❖ Understand the materials and process of developing arts and crafts in India.
- ❖ Appreciate the art and craft of India.

Course Content:

Unit-1

Chapter 1

Textile Art & Craft – Introduction, meaning, definition, types of art and craft in India.

**2
Hrs**

Chapter 2

Introduction to the basic concept in art & crafts. Journey of various crafts over several decades and centuries, Factors influencing Craft - Social, Economic, Psychological, Technological influence.

**4
Hrs**

Chapter 3

Art & Crafts of Northern India- Kashmir- carpets rugs Pashmina shawls, Papier mache, silverware and woodworks. Punjab - Phulkari, Jootis, Durries and Parandas. Haryana -pottery, embroidery, weaving, Phulkari, Chope, Bagh, and Palm leaf work. Himachal Pradesh -shawls, paintings, leathercraft metal work and stone craft.

**6
Hrs**

Unit -2

Chapter 4

Art & Craft of Northern India- Chhattisgarh -bell metal handicraft, clay art, godna art, bamboo craft, cowrie craft, kosa, wrought iron craft etc. Madhya Pradesh- metalcraft, stone carvings, folk paintings, iron craft, woodcraft, Zari and toys and doll making, Leather craft, Chanderi sarees.

**6
Hrs**

<p>Chapter 5 Art & Craft of West India-Rajasthan-Sculpture art, blue pottery, ivory works, Meenakari, Usta art, Lac works, Tie and Dye and Thewa art. Gujrat- Bead Craft, Khavda Pottery. Maharashtra- Kolhapur chappal, Warli painting, Banjara embroidery, seashell craft, Dhurrie weaving, Bidiri ware and metal embossing. Goa- funky crafts of Goa. Seashell crafts, hand painted tiles, brassware, wooden lacquerware, and papier Mache and Azulejos or Hand painted tiles.</p>	<p>5 Hrs</p>
<p>Chapter 6 Art & Craft of North-East India-Arunachal Pradesh- colourful masks, silver objects and wooden vessels some bamboo and cane articles, wood carving, Mishmi shawls and Sherdukpen shawls, Thangka Painting, Weaving Craft. Assam- bamboo craft, silk textiles, cane craft, water hyacinth handicraft, bell metal craft and pottery. Manipur- wood carving, hand woven and embroidered textiles, hats made of water reed shawls and blankets and Manipuri dance doll. Kaun Grass Craft, Stone Carving. Meghalaya- Bamboo and cane. Mizoram- weaving. Nagaland- armllets, baskets hats, necklaces, mats, and other decorative fabrics. Tripura- handlooms and silk, cane, and bamboo works.</p>	<p>5 Hrs</p>
<p>Unit -3</p>	
<p>Chapter 7 Art & Craft of East India- West Bengal- Terracotta, Madur, bell metal, Shola and Dashavatar cards. Odisha- fine stone carving to pattachitra, from sand sculpture to silver filigree, handicrafts. Uttarakhand-wooden handicrafts, wood craft, copper utensils Jewellery making and wood carving. Jharkhand- Jadupatua Painting, Sohrai Painting</p>	<p>6 Hrs</p>
<p>Chapter 8 Art & Craft of South India- Karnataka -doll making, stone carving, Mysore paintings, ivory carving, wood carving and sandalwood craft. Kerala -carvings in metal and wood, metal jewellery, granite statues to coir products and lacquerware. Tamil Nadu- Tanjore glass paintings, Kolu dolls, grass mats, Muthangi, metalware, Toda embroidery, appliqué and stone carving. Telangana - dhokra craft, Bidiri craft, Nirmal artworks, Cherial paintings, Banjara needlecraft, pearls, and brassware. Andhra Pradesh- Kondapalli toys made of softwood, golden-hued Nirmal paintings, the world-famous Kalamkari paintings to Banjara needlecraft of the Banjaras (gypsies) Gadwal sarees, Pochampalli sarees.</p>	<p>6 Hrs</p>
<p>Chapter 9 Current Scenario of art & crafts in India - Current scenario of Art & craft in Domestic and International Market. Visit to any two Craft clusters.</p>	<p>2 Hrs</p>

References	
1	Aditi Rajan & M.P.Rajan, 'Crafts of India- Handmade in India', Mapin Publication Pvt Ltd, 2014
2	Jaya Jaitly, 'Crafts Atlas of India,' Niyogi Books, 2012
3	Marthand Singh, 'Handcrafted Indian Textiles,' Roli Books, 2005
4	Craft Traditions of India-Past, Present and Future, NCERT publication, 2011
5	K.Prakash,' Warli, Traditional Folk art from India, Shree Book Center, 2016
6	Chattopadhy K.D, Indian Carpets and Floor Coverings, All India Handicrafts Board, New Delhi, 1977
7	K.Prakash, 'Rajasthani Folk Art' English edition publishers.

