



॥ सा विद्या या विमुक्तये ॥

# स्वामी रामानंद तीर्थ मराठवाडा विद्यापीठ, नांदेड

“ज्ञानतीर्थ” परिसर, विष्णुपुरी, नांदेड - ४३१६०६ (महाराष्ट्र)

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY NANDED**

“Dnyanteerth”, Vishnupuri, Nanded - 431606 Maharashtra State (INDIA)

## ACADEMIC (1-BOARD OF STUDIES) SECTION

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आंतर विद्याशाखेतील सर्व संलग्नित  
महाविद्यालयातील पदवी स्तरावरील खालील  
विषयांच्या (सी.बी.सी.एस) पॅटर्न नुसारच्या  
अभ्यासक्रमास शैक्षणिक वर्ष 2021-22 पासून  
लागू करण्याबाबत.

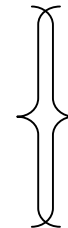
### परिपत्रक

या परिपत्रकान्वये सर्व संबंधितांना कळविण्यात येते की, आंतर विद्याशाखेच्या दिनांक ०१ जून २०२१ रोजीच्या बैठकीतील शिफारशीनुसार व मा. विद्यापरिषदेच्या दिनांक १२ जून २०२१ रोजी संपन्न झालेल्या बैठकीतील विषय क्र.२९/५१-२०२१, च्या ठरावानुसार आंतर विद्याशाखेतील पदवी स्तरावरील बी.ए. तृतीय वर्षाचे (C.B.C.S.) पॅटर्न नुसार खालील अभ्यासक्रम शैक्षणिक वर्ष २०२१-२२ पासून लागू करण्यात येत आहेत.

1. B.A. (III, year) Home Science (v & vi Sem.)
2. B.A. (III, year) Physical Education (v & vi Sem.)
3. B.A. (III, year) Fashion Design (v & vi Sem.)
4. B.A. (III, year) Music (v & vi Sem.)
5. B.A. (III, year) Education (v & vi Sem.)
6. B.A. (III, year) Computer Animation & Web Designing (v & vi Sem.)
7. B.A. III, (Lib& Information Science) (v & vi Sem.)

सदरील परिपत्रक व अभ्यासक्रम प्रस्तुत विद्यापीठाच्या [www.srtmun.ac.in](http://www.srtmun.ac.in) या संकेतस्थळावर उपलब्ध आहे. तरी ही बाब सर्व संबंधितांच्या निदर्शनास आणून द्यावे, ही विनंती.

‘ज्ञानतीर्थ’ परिसर,  
विष्णुपुरी, नांदेड - ४३१ ६०६.  
जा.क्र.: शैक्षणिक-०१ / परिपत्रक / पदवी / अभ्यासक्रम /  
२०२१-२२ / ७०  
दिनांक : ०६.०७.२०२१.



स्वाक्षरित / -  
**सहा.कुलसचिव**  
शैक्षणिक (१-अभ्यासमंडळ) विभाग

प्रत माहिती व पुढील कार्यवाहीस्तव :

- १) मा. अधिष्ठाता, आंतर-विद्याशाखा, प्रस्तुत विद्यापीठ.
- २) मा. सहयोगी अधिष्ठाता, आंतर-विद्याशाखा, प्रस्तुत विद्यापीठ.
- ३) मा. कुलसचिव यांचे कार्यालय, प्रस्तुत विद्यापीठ.
- ४) मा. संचालक, परीक्षा व मूल्यमापन मंडळ, यांचे कार्यालय, प्रस्तुत विद्यापीठ.
- ५) मा. प्राचार्य, संबंधित महाविद्यालये, प्रस्तुत विद्यापीठ.
- ६) सिस्टम एक्सपर्ट, शैक्षणिक विभाग, प्रस्तुत विद्यापीठ यांना देवून कळविण्यात येते की, सदरील परिपत्रक विद्यापीठाच्या संकेत स्थळावर प्रकाशित करावे.



**SWAMI RAMANAND TEERTH  
MARATHWADA UNIVERSITY,  
NANDED**

**INTERDISCIPLINARY STUDIES**

**NEW SYLLABUS**

**B. A. FASHION DESIGN**

**THIRD YEAR**

**CHOICE BASED CREDIT SYSTEM (CBCS)**

**THIRD YEAR SEMESTER PATTERN**

**{Semester V &VI}**

**With Effect from Academic Year 2021-22**

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## B.A Fashion Design

It is an Under Graduate (UG) Program of 3 Years (6 Semesters) duration degree course.

Standard of passing class for third year student's unique subject should given in the Scheme.

**Standard of Passing: As Government Polytechnic. Diploma Student is directly admitted to Second Year B.A. F.D.second year**

the class eg. Second, First, Distinction etc. should be awarded on the basis of second & third year marks. and general students are also awarded the class on the basis of first, second & third year class.

if Other university completed first year in fashion design they can admission for second year

## Program Learning Outcomes

The student is able to encourage learning & developing sensitivity to take the challenges & make the designs for global level. Utilize their advanced knowledge creativity as well as good technical understanding of the production process for clothing.

### Note-

- Passing criteria for theory 40%
- Passing Practical Criteria 40%

**NOTE -**

- Total Credit for Third Year: 52
- Internal Marks for Theory CA 35 Marks
- End of Semester Examination ESE 40 Marks
- Each Theory paper 75 marks Each Theory Is Of 3 Credits
- Each Practical paper 75 marks
- End of Semester practical 75 marks
- Each Practical Is Of 03 Credits
- Other rules for A.T.K.T., grace, class, applicable to B.A degree will be applicable to B.A.FASHION DESIGN Degree
- Environment study applicable as per B.A. to B.A. Fashion Design

Weightage - 50% for Practical

50% for Theory

CC FD - CORE COURSE OF FASHION DESIGN

PR – PRACTICAL

TH – THEORY

CA - CONTINUE ASSESSMENT

ESE - END SEMESTER EXAMINATION

## **EXAMINATION PATTERN 2021-22**

Theory paper – 75 Marks

CA - 35 marks

Mark Distribution

- Tutorial 25 marks
- Test oral / written 10 marks

ESE – 40 Marks

- Solve any 04 questions out of 06 questions
- Each question carry 10 marks
- Each question carries equal marks.
- **Note** - If any changes occur in examination pattern as per Humanities the exam pattern will be applicable as per BA to B. A FASHION DESIGN Degree

Practical Paper – 75 marks,

Mark distribution for practical

- Record book 25 marks
- Seminar / PPT Presentation 10 Marks
- Examination - 40 Marks

Solve any two of 1 to 3

Each question carries 20 marks

### Third year semester Fifth

SR. NO	course Code	PAPER NO	Subject Name	weekly Lecture	Total Lect ures	C.A.	ESE	PRACTICAL	Total Marks	Credits
1	TH	35	<b>Research Methodology (TH)</b>	04	48	35	40		75	03
2	TH	36	<b>Fashion Retail Marketing (TH)</b>	04	48	35	40		75	03
3	TH	37	<b>Garment production Technology (TH)</b>	04	48	35	40		75	03
4	TH	38	<b>History of World Costume (TH)</b>	04	48	35	40		75	03
5	PR	39	<b>Advance Garment making (Pr)</b>	06	72	-	-	75	75	03
6	PR	40	<b>Computer Aided Design (Pr)</b>	06	72	-	-	75	75	03
7	PR	41	<b>portfolio (Pr)</b>	06	72	-	-	75	75	03
8	PR	42	<b>Grading (Pr)</b>	06	72	-	-	75	75	03
9	PR	43	<b>Skill enhancement course</b>	04	48	25	25		50	02
			<b>TOTAL</b>	44	528	165	185	300	650	26

### Third year semester sixth

SR. NO	course Code	PAPER NO	Subject Name	weekly Lecture	Total Lect ures	C.A.	ESE	PRACTICAL	Total Marks	Credits
10	TH	44	<b>Fashion Retail Marketing (TH)</b>	04	48	35	40		75	03
11	TH	45	<b>Garment production Technology (TH)</b>	04	48	35	40		75	03
12	TH	46	<b>History of World Costume (TH)</b>	04	48	35	40		75	03
13	PR	47	<b>Advance Garment Making (Pr)</b>	06	72			75	75	03
14	PR	48	<b>Computer Aided Design (Pr)</b>	06	72	-	-	75	75	03
15	PR	49	<b>Portfolio (Pr)</b>	06	72	-	-	75	75	03
16	PR	50	<b>Draping (Pr)</b>	06	72	-	-	75	75	03
17	PR	51	<b>Project (Pr)</b>	06	72	-	-	75	75	03
18	PR	52	<b>Skill enhancement course</b>	04	48	25	25		50	02
			<b>TOTAL</b>	46	552	130	145	375	650	26

Total Marks of Third year = 5th semester 650 + 6<sup>th</sup> semester 650= 1300 Mar

Total Credit of Third Year= 5<sup>th</sup> semester 26 + 6<sup>th</sup> semester 26 = 52 credit

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**B. A. FASHION DESIGN**

**Third Year SEMESTER – V**

**Theory Paper No-35**

**Research Methodology**

**Credits: 03**

**Periods:48**

**Marks: 75**

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C A	ESE	TOTAL
35	40	75

**OBJECTIVES --**

To help students to understand the what is research

importance of research in fashion process of research

Understand the basic knowledge and all steps in research

**PRE-REQUITES** students like do research and intellectual knowledge and hardworking stamina

**Unit 01**

**Introduction of Research**

- Definition of research
- concept of research
- purpose of research
- aim need of research

**Unit 02**

**Types of research**

- study on different types of research
- Data collection methods
- sources of data collection

**Unit 03**

**Identification of research problem**

- Meaning definition of research problem
- Formulation of research problem



- criteria and principles of good research problem

#### **Unit 4**

- Hypothesis
- Testing of hypothesis
- Report writing
- Introduction and main components of research reports
- Style and layout

**Learning outcomes** student able to identify and discuss the complex issues inherent in selecting a research problem. Make a research project and conclusion

#### **Ref Book ----**

Research Methodology - Mahesh kulkarni

Research Methodology----C.R. Kothar

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**B. A.F.D FASHION DESIGN**

**Third Year SEMESTER – V**

**Theory Paper No-36**

**Fashion Retail Marketing (TH)**

**Credits: 03**

**Periods:48**

**Marks: 75**

C A	ESE	TOTAL
35	40	75

**OBJECTIVE**

These Are the Main Criteria for A Candidate Interested In the Fashion Marketing. The Students Are Provided With the Essential Skills in Sales, Marketing, Retailing Management, Buying, Merchandise Presentation and Product Knowledge. Emphasis is placed on Professional Competence in the Areas of Fashion Display, Buying, Selling, and Management.

**PRE-REQUITES** Recognize the markets for fashion retail business

Identify the scope of fashion retail industry

**Unit 01**

- Introduction to retail/Retailing
- Types of Retail Stores
- classification retailing formats
- The retailer of fashion

**Unit 02**

- Nature of Fashion Retail Market-
- Retail and wholesale marketing strategies

**Unit 03**

- Factors Influencing Retail consumer
- Consumer Behavior patterns
- Creation of Consumer Culture

**Unit 4**

- Fashion and Sustainability
- Grey Market
- Sustainable and ethical Fashion Brands

**Learning outcomes** student able to identify and knowledge about marketing all concepts and process

**Ref Book -** Retail marketing management-David Gilbert

Fashion marketing –Mike Easy, Fashion retailing-Elen diamond

Inside the Fashion Business- Kitty G Dickerson

Merchandise Buying and Management-John Donnellan

Retail Marketing Management – David Gilbert

Morden Retail Management-J.N.Jain. P P Singh

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**B. A. FASHION DESIGN**

**Third Year SEMESTER – V**

**Theory Paper No-37**

**GARMENT PRODUCTION TECHNOLOGY (TH)**

**Credits: 03**

**Periods:48**

**Marks: 75**

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C A	ESE	TOTAL
35	40	75

**OBJECTIVE**

improve Candidate Interested In the Fashion Garment industry

. The Students Are Provided With the Essential Skills in Sales, Marketing, management mass production

Gain knowledge about different advanced sewing machine and their technology

**PRE-REQUITES** Students know about basic knowledge of machines , maintainers and production

**Unit 01**

- Garment Production Processing
- Garment Manufacturing process /technology

**Unit 02**

- Flow Chart of cutting Sample Room
- . Fusible Interlining
- Fusing Machines and their applications

**Unit 03**

- Apparel Industry – Types of marker marking drill
- marker position wise
- Types of lay plan.

## **Unit 04**

- Trims and Accessories for Apparel or Clothing
- Trimmings and Accessories for Making Shirt, Trouser, and Jacket:

**Learning outcomes** develop and sew production patterns and document how the garment is to be constructed and manufacturer

### **Ref Book -**

Garment technology—Gerry cooklin

Apparel marketing and merchandising—Dr, M S Sheshadri

Apparel Marketing & Merchandising

Author - Dr M.S Sheshadri (PhD)

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**B. A.FASHION DESIGN**

**Third Year SEMESTER – V**

**Theory Paper No-38**

**History of World Costume (TH)**

**Credits: 03**

**Periods:48**

**Marks: 75**

C A	ESE	TOTAL
35	40	75

**Objective:**

This course is a survey of Western costume History

Viewed in the context of social and political historyand.

Of movements and trends in art and culture

**Pre-requisites:**

1. Giving students background and developing skills necessary to address project work in the departmental curriculum
2. Teaching students how to compile apply and present research during the design process as an essential component of professional assignments.

**Unit- 1**

- 1) : The Ancient World Prehistoric Life Clothing Overview
- 2) Clothing Overview , Headwear ,Body Decorations Footwear.
- 3) Ancient Egypt Unraveling the Mystery of Hieroglyphs (box) Clothing.
- 4) Kalasiris Loincloth and Loin Skirt Penis Sheath Schenti Tunic  
Headwear Pschent Wigs Body Decorations Collars and Pectorals,  
Jewellery Kohl . Footwear.

**Unit- 2**

- 1) Mesopotamia, Men's and women's clothing of Iran and Turkey
- 2) Costume of babylon
- 3) Ancient Greece- clothing, Women's Men's
- 4) Headwear, Footwear ,Body Decoration,
- 5) the byzantine empire the byzantine empire clothing overview dalmatic ,  
paludamentumstola.

unit-3

- 1) Ancient Rome, clothing, casula , Dalmatica , Etruscan Dress,
- 2) ,Feminalia, Palla. . . . Stola ,Subligaculum ,Toga ,Tunica
- 3) Headwear Beards Braids and Curls, Hair Coloring.. Wigs
- 4) Body Decorations footwear.

#### **Unit-4**

- 1) The Late Middle Ages
- 2) From Romanesque to Gothic
- 3) Europe in the Early Fourteenth Century .Heraldry .
- 4) The Idea of Fashion Women's Men's Dress of the Romanesque Era
- 5) Men's Dress of the Thirteenth Century .
- 6) Early Medieval Military Costume

#### **LEARNING OUTCOMES:**

- Identify costumes and style features of selected historical period of the Western world.
- Understand costume as an expression of the cultures of various historical period.
- Relate historical costume design to contemporary dress.
- Describe, Define and identify clothing forms associated with various ancient civilization and time period of selected Western civilization.

#### **REFERENCE BOOK:**

The Chronicle of Western Costume- John Peacock

Folk Costume- Robert Harrold

History of World Costume- Delis Hill

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**B.A.FASHION DESIGN**

**Third Year SEMESTER – V**

**Practical Paper No-39**

**ADVANCE GARMENT MAKING (practical)**

**Credits: 03**

**Periods:72**

**Marks: 75**

C A	ESE	TOTAL
		75

**OBJECTIVE**

Understand Candidate various fabric construction techniques In the Fashion History

. The Students gain knowledge about sizes, measurements, drafting using different advanced pattern for customers and set a new trend

**PRE-REQUITES** Students know about garment finishing techniques and different types of material and finishing techniques

**Unit 01**

Men's/ Women's Jacket Foundation

- Select any corporate word professional jacket
- Make a Fashion pattern spec sheet ,Designer sheet,
- Draft the Diagram of jacket
- Make a lay-out and required material with all trimmings

**Unit 02**

Stitch the jacket with professional finishing using suitable seams and industrial finishing techniques

- Stitch jacket with following details
- using lining ,facing ,interfacing, underlining ,chest piece
- shoulder pads, sleeve headers ,lapel, collar ,pocket
- Presentation of final jacket on dummy



**Learning outcomes** develop and clear concepts about different types of construction techniques and how the garment industry set up required knowledge

**Ref Book -** pattern making for fashion design- Helen Joseph, Zarapkar  
Readers Digest complete guide to sewing—Montreal, New York  
Classic Tailoring Techniques—Fairchild publication

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**B. A. FASHION DESIGN**

**Third Year SEMESTER – v**

**Practical Paper No-40**

**COMPUTER AIDED DESIGN (practical)**

**Credits: 03**

**Periods:72**

**Marks: 75**

C A	ESE	TOTAL
		75

**Objective:**

Understand the use of Design Software in fashion and apparel industry'

Understand the use of computer in fashion and apparel industry

**Pre-requisites:** students should know about basic computer operating system

Demonstrate knowledge of basic design principles and

best practices employed in the digital graphics and illustration industry.

Unit-1 Orientation Introduction of – Adobe illustrator Software Brief details of various versions & different Tools, levels of Planning of designs

- 1) Design viewing settings Illustrator tool bar
- 2) Converting & reshaping objects, transformation tools.
- 3) Drawing with the Pen tool / Brush tool / Pencil tool & more
- 4) Design viewing modes, layers and masks.

Unit- 2 Drawing and manipulating

- 1) Image trace tool for sketches in Croquie.
- 2) Tracing a hand drawn sketch & Converting to vector artwork
- 3) Modifying Designs, Fashion faces
- 4) Selecting design objects

Unit-3 1) Print Textures Paint with fills and strokes:

- 2) Adding special characters & symbols,  
Manage graphic styles, and patterns
- 3) Creating special effects with Envelopes

4) Special Lettering Features, Create and manage layers.

**Unit – 4** Experiment with applying brush strokes to objects, adding texture, interest, and details to your illustration.

- 1) Using color palette, fill the shapes with color, and stroke effects
- 2) Colouring a vector drawing in Adobe Illustrator
- 3) Using Colour / Swatches / Pantone's / Gradients & more
- 4) Adding type to a poster Design ,create a couture garment .

**Learning outcomes -**

To provide students the opportunity to learn garment design using various designing software's

Computer software's used to create sketches and design clothes, accessories and more

CAD is fast becoming the future of sketching in the fashion industry

**References-**

Adobo Illustrator A complete course and comp ending of features –Jason hoppe.

Computer fundamental by pk sinha

Principles of interactive computer graphics

Corel draw by rameshbangia

Cad for fashion design by reneweiss chase

Fashion design illustrator (men women children) by patric john

ireland

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**B. A.FASHION DESIGN**

**Third Year SEMESTER – V**

**Practical Paper No-41**

**PORTFOLIO (practical)**

**Credits: 03**

**Periods:72**

**Marks: 75**

**OBJECTIVE**

C A	ESE	TOTAL
		75

Creating portfolio spreads in school is good practice for fashion designers because they will continue to prepare professional presentations during their careers

As young pass outs just from the **fashion** school, one of the most important things a **fashion designer** should do is his/ her **portfolio development**.

A **portfolio** displays the work done by the **designer**. ... A **portfolio** is an important visual self-promotion and sales tool for any **designer, fashion** student or creative individual.

**PRE-REQUITES** Students know about new trends innovative ideas, Indian art and craft techniques and different types of creative side techniques

**Unit 01** Importance of portfolio

- to create your fashion portfolio the way it highlights your skills as well as represents the real designer in you.
- Essential required skills for portfolio
- Introduction of Electronic and Traditional portfolio

**Unit 02** Some important steps to remember while developing a fashion portfolio: Describe it

- cover page
- mood boards
- fabric swatches:
- sketches
- resume
- portability

- Themes
- design statement
- material used
- flats
- photographs of designs

### Unit 03 Concept theme creation & presentation

- Discussion with students on the inspiration for design collection theme
- select any 02 theme as per your choice
- Make 10 DDS
- Final any five
- Presentation of final design
- Mood board, storyboard, client board, illustration sheet, flat spec.
- colour board, swatch board, Embellishment/print sheet, Trims/accessory board, cost sheet
- References- Design ideas and accessories- RituBhargau ,creative color pencil-veracumow,color forecasting
- Note:-There is no Examination.
- Marks for students Assignment--- 75marks.
- Internal assessment would be of- 35marks.
- External assessment would be of- 40marks

**Learning outcomes** develop and clear concepts about different types of creative and innovative techniques and how can develop the new trend set in the fashion industry

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**B. A.FASHION DESIGN**

**Third Year SEMESTER – V**

**Practical Paper No-42**

**GRADING (practical)**

**Credits: 03**

**Periods:72**

**Marks: 75**

**OBJECTIVE**

C A	ESE	TOTAL
		75

Understand Candidate grading is to properly fit a pattern to a range of sizes

Grading is a techniques of increase or decrease of block save your time

. The Students gain knowledge about sizes, measurements, drafting

using different grading techniques

**PRE-REQUITES** Students know about Drafting and different types of Basic pattern drafting

**Unit 01**

Introduction of Grading in apparel world

- Grade the basic bodice block ,skirt, trouser block, Sleeve block
- Reduce and enlarge the above block
- using Techniques of grading
- Grading Definition, Importance, Principles
- Difference Chart

**UNIT 2. –**

- Prepare commercial paper patterns of the graded
- blocks with details (notches, grain lines, etc)
- Adaptation of basic draft for preparing 2 diff grading

out fits & do the layout .

**REFERENCE BOOK:**

The science of grading clothing pattern-Harry simons

pattern Drafting and Grading By Michel Rohr,1961

- **Learning outcomes** develop and clear concepts about all detailing of grading pattern it is important for industrial knowledge

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**B. A. FASHION DESIGN**

**Third Year SEMESTER – V**

**Practical Paper No-43**

**SKILL ENHANCEMENT (practical)**

**Credits: 02**

**Periods:48**

**Marks: 50**

C A	ESE	TOTAL
		50

**Objective –**

This subject provides a wide array on Indian traditional textiles, embroidery & paintings Which is an integral part of fashion since many years.

The subject also helps to identifying the crafts which are to be revived and preserved.

Also imparts the knowledge to update artists.

To awaken the creativity of a community.

**Unit – 1**

Selection of the craft

Research on the craft

**Unit-2**

Selection of the product category (Any one)

1)Apparel

2)Accessories

3)Home Decor

Students are expected to make 2 products

**Unit-3**

1)Aim of the craft

2)Information collection

3) History

4) Forecasting and scope of the product in market

**Unit – 4**

1)Craft Pictures

2)Sketch of the craft

3)Techniques of craft



**Learning outcomes** develop and clear concepts about different types of creative and innovative techniques students would be able to start their business

**Semester sixth**

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**B. A.FAHION DESIGN**

**Third Year SEMESTER – VI**

**Theory Paper No-44**

**Fashion retail Marketing (TH)**

**Credits: 03**

**Periods:48**

**Marks: 75**

C A	ESE	TOTAL
35	40	75

**OBJECTIVE**

Candidate Interested In the Fashion Marketing. Retailing

The Students Are Provided With the Essential Skills in Sales, Marketing, Retailing Management, Buying, Merchandise Presentation and Product Knowledge. Emphasis is placed on Professional Competence in the Areas of Fashion Display, Buying, Selling, and Management.

**PRE-REQUITES** Students know about basic knowledge of marketing

**Unit 1**

Sourcing for Apparel Merchandiser and Its Importance

- Merchandise Resources
- Skill for Fashion Merchandiser
- Merchandising planning and supply chain
- Types of supplier

**Unit 2**

- Retail pricing /cost introduction
- Factors influencing on retail pricing

**Unit 3**

- Global marketing, Impact, Advantages ,disadvantages
- Globalization of apparel manufacturing
- Technology in Retailing

**Unit 4**

- Predicting the Future of Fashion Retail:
  - Future Trends: Fashion Retail in 2021 & Beyond
  - Online Shopping -E-tailing
- 
- **Learning outcomes** develop and clear concepts about different types of retailing marketing and core market techniques with global marketing method and how can develop our fashion business

### **Ref Book-**

Retail marketin management-David Gilbert

Fashion marketing –Mike Easey,

Fashion retailing-Elen dimond

Ref Book:

Inside the Fashion Business- Kitty G Dickerson

Merchandise Buying and Management-John Donnellan

Retail Marketing Management – David Gilbert

Morden Retail Management-J.N.Jain. P P Singh

Fashion Buying-Helen Goworek

Fashion Marketing- Mike Easey

Retail Management- Barry Berman

Fashion Retailing- Ellen Diamond

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,  
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**B. A. FASHION DESIGN VOC**

**Third Year SEMESTER – VI**

**Theory Paper No-45**

**GARMENT PRODUCTION TECHNOLOGY (TH)**

**Credits: 03**

**Periods: 48**

**Marks: 75**

**OBJECTIVE**

improve Candidate Interested In the Fashion Garment industry

C A	ESE	TOTAL
35	40	75

. The Students Are Provided With the Essential Skills in Sales, Marketing, management mass production

Gain knowledge about different advanced sewing machine and their technology

**PRE-REQUITES** Students know about basic knowledge of machines , maintainances and production

**Unit 01**

- Garment Finishing & Inspection
- Packing the garments
- Garments Costing Terminology

**Unit 02**

- Principles of Quality Control
- Total Process of Quality Drill in Apparel Industry:
- Quality control in Sewing section, process and procedure

**Unit 03**

- Style of Garments Exported from India
- Export Flow charts.
- Garment Export-Import Business:
- Apparel export promotion council (AEPC)

**UNIT 04 -**

- Function Properties of Fabric
- Fabric Defects
- Points Should Concern Before Fabric Cutting:
- Shrinkage in Garments
- **Learning outcomes** develop and clear concepts about different types of function and using of industrial machine and all production techniques with global marketing

Ref Book - Apparel Marketing & Merchandising

Garment Technology

Clothing Manufacture

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,  
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**B.A.FASHION DESIGN**

**Third Year SEMESTER – VI**

**Theory Paper No-46**

**History of word costume(TH)**

**Credits: 03**

**Periods:48**

**Marks: 75**

C A	ESE	TOTAL
35	40	75

**Objective:** This course is a survey of Western costume History Viewed in the context of social and political history and movements and trends in art and culture.

**Pre-requisites:**

Teaching students how to compile apply and present research during the design process as an essential component of professional assignments.

1. Giving students background and developing skills necessary to address project work in the departmental curriculum
2. Teaching students how to compile apply and present research during the design process as an essential component of professional assignments.

**Unit- 1**

- Europe in the middle ages Europe in the middle ages clothing bliaut cote and cotehardie . ganache and gard corps hose and breeches houppelande leg bands , overview headwear ,body decorations footwear.
- Native American cultures- clothing adoption of western dress (box) blankets breechclout , cloaks leggings ,skirt headwear overview. bear grease' braids, headdresses mohawk , body decorations jewelry . . tattooing war paint ,footwear ,moccasins,mayans, aztecs, and incas Mayans, Aztecs, and Incas .

**Unit- 2**

- African cultures Africa: From the Birth of Civilization Adoption of Western Dress (box) Clothing Agbada ,African Americans' Dress

- during the Civil Rights Movement overview Body Painting Head Flattening Headwear Overview Fez Cap. Head wraps, Mud Hairstyling
- Renaissance to the Modern Era Europe in the Fifteenth Century Clothing Dagging and Slashing Doublet . Body Decorations Footwear. Headwear

### Unit- 3

- Japan .
- An Island Civilization . The Ainu Peoples . Early Japanese Textiles and Costume
- Japanese Men's Women's Costumes . Modern Japanese Fashion . Influences and Legacies of Japanese Styles on Modern Fashion .
- Italy and Spain in the Renaissance 1450–1600 The Italian Renaissance.
- Legacies and Influences of Sixteenth-Century Spanish and Italian Styles on Modern Fashion . .

### Unit-4

- 1) The seventeenth century the seventeenth century ,decline of sumptuary laws (box) . Clothing Overview ,First Fashion Publications (box) Baldric. Breeches, Bustle, Falling and Standing Bands Gowns Justaucorps Petticoats Stomacher, Waistcoat. Whisk. Headwear Fontange . Hurly-Burly Lovelocks Tricorne Hat . Wigs. Body Decorations ,Canes, Cravats . . . . Ear strings .Fans . . Masks .Muffs .Patches . Footwear. Boots. High-Heeled Shoe. Dress in the Baroque and Rococo Period: 1600-1700
- 2) The eighteenth century Revolt . Clothing Overview Chinoiserie .. Coats and Capes . . . . Corsets .Engageantes . Fashion à la Victime . Knee Breeches. Panniers. Polonaise Style . . . Robe à la Française . Robe en Chemise .Incroyables and Merveilleuses (box). Sack Gown . . Trousers .headwear, body decoration footwear
- 3) The Romantic period 1820-1850,Crinoline period costume for women the Bustle period 1870-1900 Nationalism, Industrialism, and Victorianism 1850–1900

Women's Dress: The Crinoline Period . Crinoline Dress Accessories and Outerwear .Women's Dress The Bustle Era Bustle Dress Accessories and Outerwear . Sports Attire

- Men's Clothing 1850–1900 Men's Outerwear, and Sports Attire . Men's Accessories

### **LEARNING OUTCOMES:**

- Identify costumes and style features of selected historical period of the Western world.
- Understand costume as an expression of the cultures of various historical period.
- Relate historical costume design to contemporary dress.
- Describe, Define and identify clothing forms associated with various ancient civilization and time period of selected Western civilization.

### **REFERENCE BOOK:**

The Chronicle of Western Costume- John Peacock

Folk Costume- Robert Harrold

History of World Costume- Delis Hill



**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,  
NANDED**

**B. A.FASHION DESIGN**

**Third Year SEMESTER – VI**

**Practical Paper No-47**

**ADVANCE GARMENT MAKEING (practical)**

**Credits: 03**

**Periods:72**

**Marks: 75**

C A	ESE	TOTAL
		75

**OBJECTIVE**

Understand Candidate various fabric construction techniques In the Fashion History

. The Students gain knowledge about sizes, measurements, drafting using different advanced pattern for customers and set a new trend

**PRE-REQUITES** Students know about garment finishing techniques and different types of material and finishing techniques

**Unit 01**

Designer choli

- Select any stylized designer choli
- Make a Draft and paper pattern
- Surface ornamentation is compulsory select any ornamentation like Ary work ,khat work ,hand or machine embroidery ,painting etc
- Make a lay-out and required material with all trimmings
- Stitch the designer choli with professional finishing using suitable seams and industrial finishing techniques

**Unit 02**

Corset

- Sketches the different types of corset
- Draft and stitch the corset and construct with finishing

- **Learning outcomes** develop and clear concepts about all detailing and seam finishing for costume and students will be able to start their own business

**Ref Book -** pattern making for fashion design- Helen joseph, zarapkar  
Readers Digest complete guide to sewing—Montreal ,New York  
classic Tailoring Techniques—Fairchild publication

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,  
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**B. A.FASHION DESIGN**

**Third Year SEMESTER – VI**

**Practical Paper No-48**

**COMPUTER AIDED DESIGN (practical)**

**Credits: 03**

**Periods:72**

**Marks: 75**

**Objective:**

To help students to understand the fundamentals and principles of cad

To provide students with the knowledge of cad and their applications

Gain basic computer knowledge

Understand the use of computer in fashion and apparel industry

C A	ESE	TOTAL
		75

**Pre-requisites:** students should know about basic computer operating system

**Unit-1**

- 1) Create a new project.
- 2) Review & Practical Free Hand & Digital Printing.
- 3) Making Design for Kids T Shirts using different special Techniques
- 4) Digitized Design a logo, business cards

**Unit - 2**

- 1) Create digital graphics and illustrations using 3D and perspective tools
- 2) Making Design for women's wear
- 3) Making Design for Men's Wear

**Unit -3**

- 1) Create portfolios Any Two themes
- 2) Prepare boards
- 3) Publish Graphics Using Adobe Illustrator
- 4) Prepare images for web, print, and video.
- 5) Export digital graphics and illustration to various file formats.

**Unit – 4**

- 1) Import assets into a project.

Working with Clip Art Library

2) Create New Design Library

File Name Folder , modify simple shapes to create standout icons for your blog, forms, digital documents,

3) Designs shows In Different Layout

New Job Management System

4) Working with Design Flow in production Factory via Status Field.

**Learning outcomes -**

To provide students the opportunity to learn garment design using various designing software's

Computer software's used to create sketches and design clothes, accessories and more

CAD is fast becoming the future of sketching in the fashion industry

**References-**

Create Logo Design Step by step –prasenjit Nath

The professional portfolio – clock

Web sides

Computer fundamental by pk sinha

Principles of interactive computer graphics

Corel draw by rameshbangia

Cad for fashion design by reneweiss chase

Fashion design illustrator (men women children) by patric john irelan

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,  
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**B. A.FASHION DESIGN  
Third Year SEMESTER – VI  
Practical Paper No-49  
PORTFOLIO (practical)**

**Credits: 03**

**Periods:72**

**Marks: 75**

C A	ESE	TOTAL
		75

**OBJECTIVE**

As young pass outs just from the **fashion** school, one of the most important things a **fashion designer** should do is his/ her **portfolio development**. A **portfolio** displays the work done by the **designer**. ... A **portfolio** is an important visual self-promotion and sales tool for any **designer**, **fashion** student or creative individual.

**PRE-REQUITES** Students know about new trends innovative ideas, Indian art and craft techniques and different types of creative side techniques

**Unit 01**

- Port folio should ideally include presentation on 03 valid themes includes

- select any 03 theme as per your choice
- Make 10 DDS
- Final any five
- Presentation of final design
- Mood board, storyboard, client board, illustration sheet, flat spec.
- colour board, swatch board, Embellishment/print sheet, Trims/accessory board, cost sheet
- Presentation of final design collection from back view
- specification drawing of final design a write up on the design feature of the collection
- - The accessories to be used along with your collection shown.
- Your color schemes

Unit 02 Make a portfolio with proper bound copy

- scan and make computerized soft copy
- Final presentation in front of jury with power point presentation
- References- Design ideas and accessories- Ritu Bhargau ,creative color pencil-veracumow, color forecasting

**Learning outcomes** develop and clear concepts about different types of creative and innovative theme designing helps to successful designer

Note:-There is no Examination.

Marks for students Assignment---75marks.

Internal assessment would be of-35marks.

External assessment would be of-40marks

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,  
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**B. A.FASHION DESIGN  
Third Year SEMESTER – VI  
Practical Paper No-50  
DRAPING (practical)**

**Credits: 03**

**Periods:72**

**Marks: 75**

C A	ESE	TOTAL
		75

**OBJECTIVE**

Acquire knowledge of innovative ways of presenting Draping ideas

Drape is most important properties of fabric, has played significant role in providing graceful aesthetic effects in garment

. The Students gain knowledge about draping based designing

**PRE-REQUITES** Students know about new trends innovative ideas, and different types of fabric swatches

**Unit 01**

Introduction of draping in apparel world

- why should designer learn draping
- Methods of draping
- Techniques of draping

**Unit 02**

Draping of basic bodice block

- Make a basic block on dress form using draping techniques
- Dart is compulsory
- Add button strip

**Unit 03**

- Make a basic skirt block on dress form using draping techniques
- Dart is compulsory
- Drape the cowl top and stitch them

**Learning outcomes** develop and clear concepts about different types of creative and innovative techniques with using draping method and how can develop the pattern without drafting

**REFERENCE BOOK:** pattern drafting for fashion draping—Gilewska Terese

Draping the complete course-kiisel karolyn



**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,  
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**B. A.FASHION DESIGN  
Third Year SEMESTER – VI  
Practical Paper No-51  
PROJECT (practical)**

**Credits: 03**

**Periods:72**

**Marks: 75**

**OBJECTIVE**

C A	ESE	TOTAL
		75

To promote an understanding of Fashion and Textile Design in relation to the needs of fashion, contractual furnishings, home textiles, and the business to business textile products. a. Students will be able to locate, analyze, and synthesize market research data and apply that data to delineate the needs of specific markets. b. Students will be able to critically evaluate textile product design solutions in terms of needs of diverse textile end uses and communicate those evaluations using appropriate vocabulary, terminologies, and structural dimensions. Objective: To provide hands-on experience using a set of complex technologies found in industry today

**PRE-REQUITES** Students know about new trends innovative ideas, and skill of research

Study Research project on Following Topics :-

- (like handlooms, fashion designers, Fashion Brands, Indian textiles, fashion trends and eras etc)
- Any Research Topic as per your choice.
- with introduction, objective, Methodology, Data collection,
- survey, Questioners, finding ,conclusion

Unit 1) Range Design Development

Project objective, description, process, which brand name for season

- A) Designing aspects – how the designs have developed and changed according to trends  
B) Skills and influences – what are special aspects of your designs

Unit 2) Marketing

Marketing aspects- customer study

Merchandising – process of merchandising and product line

Unit 3) Communication

Communication – sources of communication

Unit 3) Final Project on based Research work.

According to all the research and latest trends. For the final submission design development of 02 garments Designer sheet

Note :- Every Student to submit bound copy of Project Report

Every Student need to present in front to panel of Examiners Content project preferably.

Marking Scheme

NO examination

- Project will carry 75 Marks
- Dissertation /project--- 60 Marks.
- Viva/ Presentation: 15 Mark

**Learning outcomes** a. Students will be able to effectively execute projects utilizing self- critique and criticisms of cohorts, industry guests, and faculty in the collaborative studio environment. b. Students will formulate effective design solutions individually and in teams and in response to real world problems.

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**B. A.FASHION DESIGN**

**Third Year SEMESTER – VI**

**Practical Paper No-52**

**SKILL ENHANCEMENT (practical)**

**Credits: 02**

**Periods:48**

**Marks: 50**

C A	ESE	TOTAL
		50

**Objective –**

This subject provides a wide array on Indian traditional textiles, embroidery & paintings Which is an integral part of fashion since many years.

The subject also helps to identifying the crafts which are to be revived and preserved.

To awaken the creativity of a community.

**Unit – 1** Market survey

Survey on your competitors compare with your product

- 1) Fabric and material specification sheet
- 2) Technical sketch
- 3) Cost sheet

**Unit -2**

- 1) Ready Craft
- 2) Novelty is compulsory in your product
- 3) Make a list outlets and shops of your product near by you
- 4) Plan for your product related business

**Unit -3**

- 1) Indoor outdoor photo of craft
- 2) Advertising banner

**Unit -4**

- 1) Final power point presentation

**Learning outcomes** develop and clear concepts about different types of creative and innovative techniques students would be able to start their business

