

**MRSPTU M.Sc. FASHION TECH. SYLLABUS 2016 BATCH UPDATED ON 20.8.17.**

SEMESTER 1 <sup>st</sup>		Contact Hrs.			Marks			Credits
Subject Code	Subject Name	L	T	P	Int.	Ext.	Total	
MFTE1-101	Drafting & Pattern Making	5	-	-	40	60	100	5
MFTE1-102	Textile Studies-1	5	-	-	40	60	100	5
MFTE1-103	Sketching & Fashion Illustration	5	-	-	40	60	100	5
MFTE1-104	History of Fashion	5	-	-	40	60	100	5
MFTE1-105	Computer Applications-I	5	-	-	40	60	100	5
<b>Total</b>		<b>25</b>	<b>0</b>	<b>0</b>	<b>100</b>	<b>400</b>	<b>500</b>	<b>25</b>

SEMESTER 2 <sup>nd</sup>		Contact Hrs.			Marks			Credits
Subject Code	Subject Name	L	T	P	Int.	Ext.	Total	
MFTE1-206	Textile Studies-II	5	-	-	40	60	100	5
MFTE1-207	Inspirational Fashion	5	-	-	40	60	100	5
MFTE1-208	Knitting Technology	5	-	-	40	60	100	5
MFTE1-209	Pattern Drafting, Grading & Construction Studies	5	-	-	40	60	100	5
MFTE1-210	Computer Applications-II	5	-	-	40	60	100	5
<b>Total</b>		<b>25</b>	<b>0</b>	<b>0</b>	<b>200</b>	<b>300</b>	<b>500</b>	<b>25</b>

SEMESTER 3 <sup>rd</sup>		Contact Hrs.			Marks			Credits
Subject Code	Subject Name	L	T	P	Int.	Ext.	Total	
MFTE1-311	Fashion Industry, Marketing & Management	3	-	2	40	60	100	4
MFTE1-312	Fashion Illustration and Appreciation	3	-	2	40	60	100	4
MFTE1-313	Garment Ornamentation Lab.	2	-	4	60	40	100	4
MFTE1-314	Advance Garment Construction Techniques Lab.	2	-	4	60	40	100	4
MFTE1-315	Computer Applications – III Lab.	2	-	4	60	40	100	4
<b>Total</b>		<b>12</b>	<b>0</b>	<b>14</b>	<b>260</b>	<b>240</b>	<b>500</b>	<b>20</b>

SEMESTER 4 <sup>th</sup>		Contact Hrs.			Marks			Credits
Subject Code	Subject Name	L	T	P	Int.	Ext.	Total	
MFTE1-416	Garment Production and Techniques	3	-	2	40	60	100	4
MFTE1-417	Design Collection	3	-	2	40	60	100	4
MFTE1-418	Survey and Project	2	-	4	60	40	100	4
MFTE1-419	Computer Applications – IV Lab.	2	-	4	60	40	100	4
MFTE1-420	Entrepreneurship Internship	-	-	8	40	60	100	4
<b>Total</b>		<b>10</b>	<b>0</b>	<b>20</b>	<b>200</b>	<b>300</b>	<b>500</b>	<b>20</b>

**Overall**

Semester	Marks	Credits
1 <sup>st</sup>	500	25
2 <sup>nd</sup>	500	25
3 <sup>rd</sup>	500	20
4 <sup>th</sup>	500	20
<b>Total</b>	<b>2000</b>	<b>90</b>

**QUESTION PAPER PATTERN  
END SEMESTER EXAMINATION**

**Time Allowed: 3 hrs.**

**Maximum Marks: 60**

**The question paper shall consist of three sections.**

1. Section A is compulsory. It carries 16 marks. It consists of 4 questions of 4 marks each. One question should be set from each unit.
2. Section B consist of 4 questions of 08 marks each with atleast 1 question from each unit. The student has to attempt any 3 questions out of it.
3. Section C consist of 3 questions of 10 marks each. The student has to attempt any 2 questions.

**MRSPTU**

**DRAFTING AND PATTERN MAKING**

Subject Code – MFTE1-101

L T P C  
5 0 0 5

Duration – 60 Hrs.

**UNIT- I**

1. Standard measurement charts for children, Adult- Male and Female,
2. Taking measurements-three styles of taking measurements,
3. Drafting Tools,
4. Basic Grain lines - Straight, off, Bias,
5. Types of Anatomy (Brief) Joints and Muscles, Growth and development and Eight head theory,
6. Types of human figure,
7. Introduction to kids and adult pattern (drafting, pattern making, estimation and layout of the garment,
8. Definition of empire line, Princess line and flat pattern making,
9. Define layout.

**UNIT-II**

1. Creation of Bodice Block and Lower Block of Child and Adult,
2. Creation of Trouser Block of Ladies and shirt,
3. Creation of Sleeves: Plain, Puffed, Flare, Leg O' mutton, Ruffle, Cape, Raglan, Drop Shoulder, Tulip, Hanky, Bushirt, Kimono, Dolmon, Shirred, Bell, Bishop and Lantern,
4. Drafting of Collars: Peter Pan, Cape, Bias, Flat Tennis, Sailor, Chelsea, Bishop, Shawl, Wing, Shirt, Rippled, Chinese, Coat and Cowl.

**UNIT-III**

1. Creation of Kids: Slip, Panty and Romper,
2. Drafting of Frock: A-Line, Circular, Frock with Yoke, Frock with empire, Normal and low waist line,
3. Basic Skirt Block and its Adaption. Skirts: Gathered, Novelty Gathered, Two Tied, pleated (Knife, Box, Inverted, Sunray, Kick), Straight, A-Line, Pegged, Tulip, Circular, Gored, Handkerchief, Hip Rider and Slashed,
4. Drafting of Jumpsuit.

**UNIT-IV**

1. Designing of all Kinds of casual and formal wear garments for children (night suit and sundress),
2. Paper Patterns of all kinds of casual and formal wear garments for children (night suit, sundress, Frock, Skirt and Jumpsuit), on full scale, with all specification,
3. Drafting of Women's sari Blouse and choli blouse,
4. Drafting and paper patterns of all kinds of adult, casual and formal wear garments (blouse, top, skirt, salwar suit, night suit, nighty gown, kurta pajama, trouser), on full scale, with all specifications.

**Recommended Books**

1. Manmeet Sodhia, 'Advance Drafting and Draping'.
2. Sheria Doongaji Rajj Prakshan, 'Basic Processes and Clothing Construction'.
3. Premlata Malik, 'Garment Const. Skills'.

**TEXTILE STUDIES-I**

**Subject Code – MFTE1-102**

**L T P C  
5 0 0 5**

**Duration – 60 Hrs.**

**UNIT-I (6 Hrs.)**

**Overview of Textile Industry, Natural Fibres:**

- a) Vegetable (bast, leaf and seed fibres),
- b) Animals (wool and silk),
- c) Mineral (glass, asbestos and metallic fibres),
- d) Cotton: concept of varieties; definition of grading, distinctive properties and end uses,
- e) Jute: - varieties, distinctive properties and end uses,
- f) Flax and Pineapple fibers: - brief introduction and uses,
- g) Protein fibers: -  
Wool: Classification, distinctive properties and end uses,  
Silk: classification, distinctive properties and end uses.

**UNIT-II (9 Hrs.)**

**Man-made Fibres:**

**Classification:**

- a) Regenerated fibres: Acetate, Viscose & diverse forms of viscose, Cuprammonium, alginate. - general properties, end uses,
- b) Synthetic fibers:- principles of poly condensation with reference to Polyesters, Polyamides and Polyurethanes, principles of poly addition with reference to Acrylics, Polyolefin, Polyvinyl chlorides and co-polymers,
- c) Chemical properties & end uses of polyester, polyamide and poly acrylonitrile fibers,
- d) Introduction to the production of manmade fibres:
- e) Principles of melt spinning, details of melt spinning process with special reference to polyester-parameters near spinneret, LOY, MOY & POY, dry spinning and wet spinning;
- f) Viscosity of melts and solutions,
- g) Equipment of manmade fiber production,
- h) Main features of the production of some important manmade fibers-viz., viscose, cellulose-acetate, polyamides, polyesters, polypropylene and poly acrylic fibers,
- i) Concept of quenching operation and finish application,
- j) Concept of micro denier fiber and aramid fibers. Preparatory Process for cotton - Stitching, Singeing, Desizing, Scouring, Bleaching and Mercerization, Preparatory Process for wool and silk, Preparation of blends

**UNIT-III**

**Staple Fiber Spinning (brief idea):** Introduction, Raw material, Ginning, Opening, Cleaning, Blending, Equalizing, Drafting, Yarn Formation, Different systems of spinning. Yarn classification, yarn spinning, yarn numbering system. Fiber quality requirements for suitability of fabrics.

**UNIT-IV**

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

Industrial Visit.

**Recommended Books**

1. K.V.P. Singh, 'Introduction to Textiles'.
2. Bernard P. Corbman, 'Textiles-Fiber to fabric', McGraw Hill.

**SKETCHING AND FASHION ILLUSTRATION**

**Subject Code – MFTE1-103**

**L T P C  
5 0 0 5**

**Duration – 60 Hrs.**

**UNIT-I**

1. Introduction to basics of Sketching & Drawing,
2. Perspective Drawing is an exercise to make the student understand the various perspectives of a form like buildings etc. It will enable the artist to understand the depths the angles and proportions of a form when viewed from a distance.
3. Quick Sketching (doing sketches without eraser in 3-5 minutes),
4. Fashion Cycle, Fashion influence,
5. Define Fashion Forecasting how to use the couture and ready to wear,

**UNIT-II**

1. Describe Colour,
2. Dimensions of colour- hue, intensity and value,
3. Prepare Chart (colour wheel, colour mixing, complimentary, analogues, split complimentary, warm and cool colours, tint, tones and shades, monochromatic, achromatic, pastel, dusty pastel- the effect of these colour schemes,
4. Effects of colours- red, green, blue, yellow, pink, orange, purple, black, white, grey, neutral,
5. Definition of Textures-what is the uses of in fashion designing, and types and textural effects,
6. Textures (thread pulling, thread crumple, thread rolling, paper dabbing, wax rubbing, wax drop, smoke, blade, leaf, flower, butterfly, lace, jute, thumb, match stick, sponge, cabbage, potato, onion, chilly, lady finger, ink drop, ink blow, batik, dry brush, leather, mesh, comb and cloth dabbing etc.,
7. Fabric rendering effects- plain cotton, chiffon, tissue, brocade and denim.

**UNIT-III**

1. Fashion terminology commonly used in the industry,
2. Classic and innovative fashion details – necklines, collars sleeves, cuffs, waist line, skirts, trousers, yokes, pockets etc.,
3. Flat sketch of garments,
4. Elements of design and principles of design.

**UNIT-IV**

1. Illustrate female croquis – Block figure, flashing figure and stick figure,
2. Fashion block figure with all kind of poses,
3. Draping executive wear and casual wear on flashing figure,
4. Explain theme board, mood board client board, research board and color board.

**Recommended Books**

1. Manmeet Sodhia , ‘Design Studies’.
2. Marry Garthey, ‘Fashion and Colour’.
3. Patric Jone Ireland Batsford, ‘Encyclopedia of Fashion details’.
4. Abling Fairchild, ‘Fashion Sketch Book’.

**HISTORY OF FASHION**

**Subject Code – MFTE1-104**

**L T P C  
5 0 0 5**

**Duration - 60 Hrs.**

**UNIT-I**

**History of Indian Costumes:** Origin of clothing, changing scenario of Indian costumes,

Major Civilizations of the world, Study of regional costume and lifestyles of India, Costume and fashion in Mohan jo daro period, Principles and classification of fashion, Study of costume from earlier time to present time, Christian Dior (New Look), Charleston Era in lace, satin and silk. Explain all history of fashion Indian/western from 1890 to 1990. Principles of fashion and classification of fashion.

#### **UNIT-II**

Indian traditional textiles (embroidered-kasida, chicken-kari, kantha, phulkari. Traditional embroideries of chamba ruma, Kathiawar, kutch, gujarati, sindhi, gold and silver embroidery. Fabric, colour, motifs, stitches used in Indian traditional embroidery. Brief history of woven textiles in india Woven Indian Textiles- Production Process- Printed (Hand block, sanganeri). Dye- (Ikkat, patola and tie and dye). Painted- (Kalamkari).

#### **UNIT-III**

Traditional Costumes of the people of Punjab (Male and Female Costumes), Jammu & Kashmir (Hindu and Muslim), Himachal Pardesh People of Upper & Lower Hills (Gaddies & Paharies), Rajasthan, Gujarat, Madhya Pardesh, Uttar Pardesh, Maharashtra.

#### **UNIT-IV**

**Ancient Civilization:** Roman (Toga and its influence), Greek (chiton, and types and its influence) Italian and French influence in global fashion.

#### **Recommended Books**

1. Manmeet Sodhia, 'History of Fashion'.
2. B. Parul, 'Traditional Indian Textiles'.

### **COMPUTER APPLICATIONS-I**

**Subject Code – MFTE1-105**

**L T P C**  
**5 0 0 5**

**Duration - 60 Hrs.**

#### **UNIT-I**

What is computer? Applications of Computer, Characteristics of Computer Types of computer. Generations of Computers, Input and output Devices, Various storage devices like HDD, Optical Disks, Flash Drives. Different Types of data file formats: Types and Applications.

#### **UNIT-II**

Explain computer software, types of software (application and system software). Office Automation (Word processing, Spreadsheet, Presentation, Corel draw, adobe Photoshop), operating system, roll of operating system the, user interface-GUI and CUI. Different operating systems- Unix, Dos, Window, Mac, Window NT, Window XP, Window 7,8, Linux.

#### **UNIT-III**

Different computer graphic files like- GIF, JPEG, PNG, BMP, TIFF etc. Introduction to computer graphic applications. Image scanner, types installation, basic of scanning, basic computer graphic skills (using Corel draw, macromedia fireworks, adobe Photoshop). Definition and difference between raster and vector graphics. Installing and using a scanner. Scanning and saving files in different file formats according to file size and resolution.

#### **UNIT-IV**

What is internet. Internet concepts common software used on internet (browser, e-mail, web server, domain name server, browser plugins). WWW, web page, websites. General types of sites, simple profile websites, web portal, search engine google, yahoo, Lycos, rediff search. What is network different structure of network, network topologies.

**Recommended Books**

1. Peter Norton, 'Introduction to compute', 4<sup>th</sup> Edn., TMGH.

**TEXTILE STUDIES – II**

**Subject Code – MFTE1-206**

**L T P C  
5 0 0 5**

**Duration - 60 Hrs.**

**UNIT-I**

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.

**UNIT-II**

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.

**UNIT-III**

Non - woven – classification. Method of production of non-woven 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.

**Recommended Books**

1. K.V.P. Singh, 'Fabric Studies', Kalyani Publishers.
2. Bernard P. Corbman, 'Textiles - Fiber to Fabric', McGraw Hill.

**INSPIRATIONAL FASHION**

**Subject Code – MFTE1-207**

**L T P C  
5 0 0 5**

**Duration - 60 Hrs.**

**UNIT-I**

Designing on themes like culture, environment, monuments, seasons etc. Illustrating dresses made on innovative themes.

**UNIT-II**

Appreciation of any five Indian Fashion Designers. Collection and illustration of 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.

**UNIT-III**

Designing Clothes line for Kids wear using different themes and fabrics. Designing clothesline for Women wear using different themes, fabrics, and surface ornamentations. Different Presentation Techniques- its forms and purpose. Collage work- collage on the dress, collage in the background, its effective use.

Swatch board- and the use of swatches on the surface texture of the dresses illustrated front and back illustration- the use and different illusion effect.

Client board and its effective use in designing dresses for a particular client.

Stylization of fashion figures, stylization of dresses. Textural effects- effect of silk, velvet, net, chiffon, satin, brocade, etc. Survey board, mood board and theme board.

**Recommended Books**

1. Kathryn Mckelvey, 'Illustrating Fashion', Blackwell Series.
2. Elisabetta Drudi, 'Fashion Design, Drawing and Presentation', Batsford.
3. Meher Castelino, 'Fashion Kaleidoscope', Rupa and Company.
4. Hindol Sengupta, 'Indian Fashion', Pearson Education.

**KNITTING TECHNOLOGY**

**Subject Code – MFTE1-208**

**L T P C  
5 0 0 5**

**Duration - 60 Hrs.**

**UNIT-I**

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.

**UNIT-II**

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.

**UNIT-III**

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.

**Recommended Books**

1. 'Knitting Technology', Kalyani Publishers.
2. Bernard P. Corbman, 'Textiles-Fiber to Fabric', McGraw Hill.

**PATTERN DRAFTING, GRADING & CONSTRUCTION STUDIES**

**Subject Code – MFTE1-209**

**L T P C  
5 0 0 5**

**Duration - 60 Hrs.**

**UNIT-I**

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.

**UNIT-II**

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.

**UNIT-III**

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.

**Recommended Books**

1. Manmeet Sodhia, 'Garment Construction', Kalyani Publishers.
2. Gerry Cooklin, 'Garment Technology for Fashion Designers', Blackwell Science.
3. Judy Brittain Dorling, 'Step by Step Needlecraft Encyclopedia', Kindersley.
4. Harold Carr, 'The Technology of Clothing Manufacture', Blackwell Science.



5. Winifred Aldrich, 'Fabric, Form and Flat Pattern Cutting', Blackwell.
6. K.R. Zarapkaar, 'Zarapkaar System of Cutting', Navneet.

## COMPUTER APPLICATIONS – II

Subject Code – MFTE1-210

L T P C  
5 0 0 5

Duration - 60 Hrs.

### 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, 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 Fly out, 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, Head 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.

### Recommended Books

1. Ramesh Bangia, 'Corel Draw'.
2. 'Computer Graphics for Fashion Designing (Practical)'.

## FASHION INDUSTRY, MARKETING & MANAGEMENT

Subject Code – MFTE1-311

L T P C

Duration - 60 Hrs.

3 0 2 4

### UNIT-I

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

### UNIT-II

1. Introduction to Marketing,
2. Nature and Scope of Marketing,
3. The Marketing Concept, Market Segmentation,
4. Targeting and Positioning,
5. Strategic Marketing,
6. Fashion market and marketing environment,
7. Fashion marketing planning,
8. Market research,
9. User's buying behavior,
10. Marketing communication.

### UNIT-III

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

### Recommended Books

1. Pooja Chatley, 'Fashion Marketing & Merchandising', Kalyani Publishers.

2. Mike Essay, 'Fashion Marketing', Blackwell Science.
3. Helen Goworek, 'Fashion Buying', Blackwell'.

### FASHION ILLUSTRATION AND APPRECIATION

Subject Code – MFTE1-312

L T P C  
3 0 2 4

Duration - 60 Hrs.

#### UNIT-I

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

#### UNIT-II

1. Appreciation of Western Fashion,
2. A brief history of any five western designers,
3. Collection and illustration of the famous designs of these designers,
4. Popular and celebrated shows of these designers,
5. The studios and their expertise of these designers.

#### UNIT-III

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

#### Recommended Books

1. Kathryn Mckelvey, 'Fashion Design Process-Innovation & Practice', Blackwell.
2. Gavin Waddell, 'How Fashion Works', Blackwell.
3. Alex Larg, 'Fashion Shots', Roto Vision.

### GARMENT ORNAMENTATION LAB.

Subject Code – MFTE1-313

L T P C  
2 0 4 4

Duration - 72 Hrs.

#### UNIT-I

1. Studying the designs and motifs of traditional embroideries of India- phulkari, chichenkari, kasida, kanthas, kathiawaar, kutch, sindhi, gujarati, chamba rumal.

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

**UNIT-II**

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

**UNIT-III**

1. Understanding the processes of Tie and dye, batik printing, screen printing and block printing,
2. Preparation of samples of all processes of Tie and dye,
3. Preparation of sample of batik printing- wax resistant dyeing.
4. Preparation of a sample with screen printing.
5. Preparation of a sample of block printing.

**Recommended Books**

1. Parul B, 'Traditional Indian Textiles', Abhishek Publications.
2. Manmeet Sodhia, 'Dress Designing', Kalyani Publishers.
3. Manmeet Sodhia, 'History of Fashion', Kalyani Publishers.

**ADVANCE GARMENT CONSTRUCTION TECHNIQUES LAB.**

**Subject Code – MFTE1-314**

**L T P C**

**Duration - 72 Hrs.**

**2 0 4 4**

**UNIT-I**

1. Metric method of drafting of bodice for a child,
2. Metric method of drafting of bodice for an adult,
3. Metric method of drafting of sleeve for a child,
4. Metric method of drafting of sleeve for an adult,
5. Application of metric method of drafting any one innovative sleeve, collar and a skirt,
6. 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,
7. Draping of sleeves and collars, on a body form using muslin cloth and later, creating a pattern of the same on the drafting paper,
8. Draping of skirts on a body form using muslin cloth and later, creating a pattern of the same on the drafting paper,
9. Draping and creating muslin and paper patterns of Different Costumes,
10. Dart manipulation.

**UNIT-II**

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

**UNIT-III**

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

### Recommended Books

1. Manmeet Sodhia, 'Advanced Drafting and Draping', Kalyani Publishers.
2. Connie Amaden Crawford, 'The Art of Fashion Draping', Fairchild.
3. Natalie Bray, 'Dress Fitting', Blackwell Science.

### COMPUTER APPLICATIONS – III LAB.

Subject Code – MFTE1-315

L T P C  
2 0 4 4

Duration - 72 Hrs.

Drawing the details of the following in Corel Draw and Applying various texture and effects:  
Fashion Details/ Silhouette,

1. **Collar:** Mandarin, High Bias, Tuxedo, Cape, Flat Tennis, Sailors, Chelsea, cowl, bishop.
2. **Sleeves:** Raglan, Hanky, Tulip, Ruffle, Dolman, virago, flare, lantern, Dalmatian, pagoda.
3. **Accessories:** Bags, Belts, Caps, Bows, Jewelry.
4. **Pockets:** Flap, Pouch, Patch, Cross, Slit, Kurta
5. **Skirts:** Novelty Gathered, Hip rider, Trumpet, Pegged, Circular, Pleated, Straight, ALine, straight fitted, fishtail, petal, peplum, puff ball.
6. **Trousers:** Jeans, Straight Pants, Baggy Pants, Jump Suit, Dungries, jogging pants, trouser skirt, Capri, hipsters, baggy jeans, bell bottoms, northern soul, riding habits.
7. **Silhouette:** A Line, funnel shaped, circular, straight, rectangular,
8. **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.

### GARMENT PRODUCTION AND TECHNIQUES

Subject Code – MFTE1-416

L T P C  
3 0 2 4

Duration - 60 Hrs.

#### UNIT-I

1. Introduction to Garment Technology,
2. Production Planning and Control,
3. Layout –uses and importance, types- single line, double line, product layout, process Layout.
4. Basic work measurements – work measurements, elements, timing, timing errors, rating, allowances, standard time calculation, PMTS.
5. Balancing – basics, theoretical balance, skills inventory, initial balance, balance control.

#### UNIT-II

1. Principles of Cutting- types of cutters/scissors,
2. Principles of Sewing Technology- types and machines and accessories to speedup up and modernize the basic sewing,
3. Principles of Pressing- types of press,
4. Principles of Garment Finishing & Inspection, Packaging - various methods, people involved, precautions.

#### UNIT-III

1. Production Department Organization-personnel, their job profiles, their responsibilities,
2. Operation and Communications,
3. Quality control at each stage of Production,
4. Quality standards- ISO, etc.,
5. Quality from design to dispatch,
6. Industrial Visits.

**Recommended Books**

1. A.J. Chuter, 'Introduction to Clothing Prod. Mgmt.', Blackwell Series.
2. Gerry Cooklin, 'Garment Technology for Fashion Designers', Blackwell.

**DESIGN COLLECTION**

**Subject Code – MFTE1-417**

**L T P C**

**Duration - 60 Hrs.**

**3 0 2 4**

1. 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,
2. A portfolio will be prepared by each student; in which he / she shall display his collection of themes, using different presentation skills,
3. Each theme will be accompanied by a line of costumes designed using that particular theme as an inspiration,
4. Different mediums and presentation skills should be used,
5. The portfolio should have atleast 12 lines of costumes,
6. 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,
7. Amongst these lines, the students will shortlist any two garments and construct the same,
8. Prior to the construction, the working sketch, layout, paper pattern of these two designs should be created.

**Recommended Books**

1. Dickerson, 'Fashion from Concept to Consumer', Pearson.

**SURVEY AND PROJECT**

**Subject Code – MFTE1-418**

**L T P C**

**Duration - 72 Hrs.**

**2 0 4 4**

1. 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.
2. Garments are designed using the inspirational objects as the theme of the garment. These garments are illustrated and added to the report.
3. 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.
4. The report/ thesis should consist of:
  - a) Objective of the report
  - b) Acknowledgements
  - c) Introduction of the report
  - d) Detailed description of the traditional aspects
  - e) Illustrations of the garments designed
  - f) Specification sheet of the final garment
  - g) Sketch/ Picture of the final garment
  - h) Summary of the report
  - i) Bibliography.

**COMPUTER APPLICATIONS – IV LAB.**

**Subject Code – MFTE1-419**

**L T P C  
2 0 4 4**

**Duration - 72 Hrs.**

**Course Objectives**

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**

1. Any spreadsheet application (like Microsoft Excel) for Creating the Technical Specification Sheet. (The Spreadsheet application should have graphic import capabilities).
2. 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.

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):
  - a) croqui
  - b) croqui in motion,
  - c) design silhouettes,
  - d) color / texture / print on dress
  - e) Accessories.
  - f) 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.

### **ENTREPRENEURSHIP INTERNSHIP**

**Subject Code – MFTE1-420**

**L T P C  
0 0 8 4**

**Duration - 96 Hrs.**

1. Introduction to Entrepreneurship,
2. Study of various essential aspects of Entrepreneurship,
3. Identification and development of essential entrepreneurial skills,
4. Entrepreneurship Development,
5. 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.,
6. 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.,
7. The report should also include the work done by the student during his/her training, specifying what all new was learned during this period,
8. The report should be accompanied by the training certificate from the industry,
9. It should be signed by the student.