

**MRSPTU B.Sc. FASHION TECHNOLOGY SYLLABUS 2016 BATCH ONWARDS**  
(Approved in 1<sup>st</sup> MRSPTU Standing Committee of Academic Council on 20.12.2016)

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**B.Sc. Fashion Technology (1<sup>st</sup> Semester)**

**Total Contact Hours = 29**

**Total Marks = 800**

**Total Credits = 19**

| SEMESTER 1 <sup>st</sup> |   | Contact Hrs |          |           | Marks      |            |            | Credits   |
|--------------------------|---|-------------|----------|-----------|------------|------------|------------|-----------|
| Subject Code             | Subject Name                            | L           | T        | P         | Int.       | Ext.       | Total      |           |
| BFTE2-101                | Elements of Fashion                     | 3           | -        | -         | 40         | 60         | 100        | 3         |
| BFTE2-102                | Communication and Soft Skills           | 3           | -        | -         | 40         | 60         | 100        | 3         |
| BFTE2-103                | Introduction to Textiles-1              | 3           | -        | -         | 40         | 60         | 100        | 3         |
| BFTE2-104                | Elements and Principles of Design-1 Lab | -           | -        | 4         | 60         | 40         | 100        | 2         |
| BFTE2-105                | Pattern Making-1 Lab                    | -           | -        | 4         | 60         | 40         | 100        | 2         |
| BFTE2-106                | Fundamentals of Computer Lab            | -           | -        | 4         | 60         | 40         | 100        | 2         |
| BFTE2-107                | Garment Construction-1 Lab              | -           | -        | 4         | 60         | 40         | 100        | 2         |
| BFTE2-108                | Basic Sketching-1 Lab                   | -           | -        | 4         | 60         | 40         | 100        | 2         |
| <b>Total</b>             | <b>Theory = 3 Lab = 5</b>               | <b>9</b>    | <b>0</b> | <b>20</b> | <b>420</b> | <b>380</b> | <b>800</b> | <b>19</b> |

**Total Contact Hours = 40**

**Total Marks = 900**

**Total Credits = 30**

| SEMESTER 2 <sup>nd</sup> |                                    | Contact Hrs |          |           | Marks      |            |            | Credits   |
|--------------------------|------------------------------------|-------------|----------|-----------|------------|------------|------------|-----------|
| Subject Code             | Subject Name                       | L           | T        | P         | Int.       | Ext.       | Total      |           |
| BFTE2-209                | Fashion Studies                    | 3           | 1        | 0         | 40         | 60         | 100        | 4         |
| BFTE2-210                | Fashion and Apparel Design         | 3           | 1        | 0         | 40         | 60         | 100        | 4         |
| BFTE2-211                | Elements and Principles of Design  | 3           | 1        | 0         | 40         | 60         | 100        | 4         |
| BFTE2-212                | Textiles and Embroideries of India | 3           | 1        | 0         | 40         | 60         | 100        | 4         |
| BFTE2-213                | Textile Studies – II               | 3           | 1        | 0         | 40         | 60         | 100        | 4         |
| BFTE2-214                | Pattern Making – Lab               | 0           | 0        | 6         | 60         | 40         | 100        | 3         |
| BFTE2-215                | Garment Construction – Lab         | 0           | 0        | 6         | 60         | 40         | 100        | 3         |
| BFTE2-216                | Fundamentals of Computer – Lab     | 0           | 0        | 4         | 60         | 40         | 100        | 2         |
| BFTE2-217                | Sketching – II Lab                 | 0           | 0        | 4         | 60         | 40         | 100        | 2         |
| <b>Total</b>             | <b>Theory = 3 Lab = 5</b>          | <b>12</b>   | <b>4</b> | <b>24</b> | <b>440</b> | <b>460</b> | <b>900</b> | <b>30</b> |

**Overall**

| Semester        | Marks       | Credits   |
|-----------------|-------------|-----------|
| 1 <sup>st</sup> | 800         | 19        |
| 2 <sup>nd</sup> | 900         | 30        |
| <b>Total</b>    | <b>1700</b> | <b>49</b> |

**ELEMENTS OF FASHION**

**Subject Code – BFTE2-101**

**L T P C**  
**3 0 0 3**

**Duration - 29 Hrs**

**UNIT-I (9 Hrs)**

General Definition of Fashion, Types of Fashion and Basic Terms, Fashion Cycle, Haute Couture, Street Fashion, Fashion Forecasting: Steps in Developing a Forecast, Concepts of season, Fairs and International Markets. Study of Great International Designers and Domestic Designers.

**UNIT-II (9 Hrs)**

The awareness of the various aspects of colour will enhance the application of colour in design. Colour Theory: Colour Wheel, Monochromatic, Achromatic, Analogue, Complimentary, Split Complimentary and Tint, Tone, Shades. Textures –an introduction to the basic materials, creating textures using all, art media like pencils, crayons, pastels, paints etc.

**UNIT-III (11 Hrs)**

Elements of Designs: Line, Shape, Texture, Colour, Value. Principles of Design: Unity, Emphasis, Proportion, Rhythm, Balance. Theme Board and Mood Board

**Recommended Books**

1. Marvin Bartel, 'Composition and Design'.
2. Richard Sager, 'Fundamentals of Fashion Design'.
3. Manmeet Sodhia, 'Fashion Studies'.
4. Manmeet Sodhia, 'Fashion Illustration'.

**COMMUNICATION & SOFT SKILLS**

**Subject Code – BFTE2-102**

**LT PC**  
**3 0 0 3**

**Duration – 29 Hrs**

**UNIT-I (5 Hrs)**

Communication, Definition, Introduction and Process of Communication, Objective of Communication.

**UNIT-II (12 Hrs)**

Parts of Speech: Noun, Pronoun, Verb, Adverb, Adjective, Preposition, Articles and Conjunction.

Tenses (in detail), Voice (Active, Passive), Narration (Direct, Indirect), Antonyms, Synonyms, Homonyms, Prefix, Suffix.

**UNIT-III (12 Hrs)**

- Letters and
- Job Applications,
- Creative Writing,
- Comprehension.

**Recommended Books**

1. Abhishek Arora, 'Business Communication'.
2. T. Singh., 'Communication Skill Part-1'.

**INTRODUCTION TO TEXTILES**

**Subject Code – BFTE2-103**

**L T P C**  
**3 0 0 3**

**Duration – 29 Hrs**

**UNIT-I (6 Hrs)**

Textile Industry: Introduction and History. Fiber Properties and its Classification. Different methods of fiber identification: Physical Examination, Burning Test, Chemical Test.

**UNIT-II (15 Hrs)**

Flow Chart from fiber to fabric. Properties of natural fiber (Vegetable and Animal) i.e. Cotton, Flex, Wool, Silk, Jute. Properties of synthetic fiber i.e. Polyester, Nylon, Acrylic, Rayon, Spandex, Polyolefin. Yarn classification, Yarn spinning, Yarn numbering system.

**UNIT-III (8 Hrs)**

1. Basics of weaving
2. Basic weaves
3. Introduction to Non-Woven fabrics
4. Common fabric names
5. Care Labelling

**Industrial Visit in Spinning Mill.**

**Recommended Books**

1. K.V.P. Singh, 'Introduction to Textiles', Kalyani Publishers.
2. Bernard P. Corbman, 'Textiles-Fiber to Fabric', McGraw Hill.
3. Jannet Wilson, 'Classic and Modern Fabrics'.
4. Bradley Quinn, 'Textile Future Fashion Design and Technology'.

**ELEMENTS & PRINCIPLES OF DESIGN-1 LAB**

**Subject Code – BFTE2-104**

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

**Duration – 29 Hrs**

1. Colour wheel: primary, secondary and tertiary colour scheme.
2. Principles of design and its importance in designing: Harmony, emphasis, proportion, balance, rhythm and contrast.
3. Elements of basic design: Line, Form, Composition, colour, texture etc.
4. Theory of Colour: warm, cool, hot, cold, light, dark pale and bright.
5. Basic colour schemes: analogues, complimentary, monochromatic, neutral etc.
6. Study of Positive and Negative- Grey scale.
7. Colour composition
8. 3D Forms
9. Sketch any five designs of garment use element and principles of design.

**PATTERN MAKING-1 LAB**

**Subject Code –BFTE2-105**

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

**Duration – 29 Hrs**

1. Method of taking measurements: - Tools and basic principles of taking measurements
2. Basic principles of flat pattern making: -Equipment and knowledge to use this equipment
3. Drafting of child bodies block and sleeve
4. Drafting of adult bodies block and sleeve

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5. Developing patterns for the following: -

**Basic Sleeve Block and sleeve variations:**

- a) Puff sleeves - with gathers at the sleeve cap and round arm, gathers only at the sleeve cap and gathers at the round arm; Bishop sleeve
- b) Shirt sleeve
- c) Petal sleeve
- d) Flared sleeve sleeve
- e) Leg'O'mutton sleeve
- f) Tulip sleeve
- g) Lantern sleeve
- h) Cap sleeve

**Collars and its variations:** - Flat and rolled collars, Peter Pan, Cape, Sailors, Puritan, Stand and fall, Mandarin, shawl collar.

**FUNDAMENTALS OF COMPUTER LAB**

**Subject Code – BFTE2-106**

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

**Duration – 29 Hrs**

1. **Definition of Computer:** Data, Instruction and information, Characteristics of Computer, Various Field of Application of Computer, Block Structure of computer, Advantages and Limitations of computer, Classification of Computer. Data Representation: Different number system (decimal, binary, octal and hexa decimal), Input and Output Devices.
2. **What is Software:** System software, Application Software (Corel Draw, Adobe Photoshop), Compiler and Interpreter. Computer Memory: Primary and Secondary Memory. Storage Media.
3. **Introduction to MS-Word:** Introduction to word processing and its features, formatting documents, paragraph formatting, indents, page formatting, header & footer, Bullets & Numbering, Tabs, Tables, Formatting the Tables, Finding and Replacing the Text etc.
4. **Introduction to MS-Power Point:** PowerPoint, Features of MS PowerPoint Clipping, Slide Animation, Slide Shows, Formatting etc.
5. **Introduction to MS-Excel:** Introduction to Electronic Spreadsheets, Feature of MS Excel, Entering Data, Entering Series, Editing Data, Cell Referencing, ranges, Formulae, Functions, Auto Sum, Copying Formula, Formatting Data, Creating Charts, Creating Database, Sorting Data, Filtering etc.
6. **Introduction of Internet:** Advantages and Limitations. E-Mail, WWW, Websites, Protocols, TCP/IP, FTP, TELNET.

**GARMENT CONSTRUCTION-1 LAB**

**Subject Code –BFTE2-107**

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

**Duration – 29 Hrs**

1. Tools and equipment used in garment clothing construction.
2. Sewing machine: parts, working and maintenance of sewing machine, its threading' bobbin winding.
3. Introduction to sewing thread, needles and their relationship with the fabric.
4. Common problems of sewing and its remedies.
5. Fabric preparation and basic rules for cutting of fabric. Definition and understanding of hand stitching techniques: Running Basting: uneven/even/diagonal
6. Hemming - Plain, blind, slip.

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7. Backstitch, tailor's tack, button hole, overcasting.
8. Seams and seam finishes: Definition, their usage and b/pes: Plain, flat fell' lap' French, piped, corded, Eased, taped, bound (over locked).
9. Fullness techniques/shaping devices: dart, tucks, pleats, gathers, ruffles, shing, smocking
10. Application of buttons and buttonholes, hooks and eyes, snap fasteners.
11. Application of lace and binding.
12. Create a project to using these applications mentioned above.

**BASIC SKETCHING-1 LAB**

**Subject Code – BFTE2-108**

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

**Duration – 29 Hrs**

1. Introduction to Basic Sketching.
2. Introduction to Model Drawing.
3. Introduction to Prospective Drawing, Still life, Scribbling Drawing.
4. Textures in Pencil rendering and shading.
5. Silhouette/Shapes: - Basic types of Shapes.
6. Fashion Figures: - Difference between normal and fashion figures.
7. Drawing the Eight head (8'')/Stick figure/Block figure/Slash figure: - (Male and Female)
8. Quick sketching: - create sketch without eraser in 3-5 minutes.
9. Using only Black and White Media.

**FASHION STUDIES**

**Subject Code: BFTE2-209**

**L T P C  
3 1 0 4**

**Duration – 39 Hrs**

**Learning Objectives:** The main objective of this course is to make the student understand the intricacy and importance of Fashion.

**CONTENTS**

Discussion on the course structure.

**UNIT-1 (11 Hrs)**

Definition of Fashion.

- a) Motives for consumer buying-practical and aesthetic.
- b) Clothes vs fashion.
- c) Inspirational sources of fashion (relating them to elements of fashion)

**UNIT-II (10 Hrs)**

- a) Color-color wheel, dimensions of color, color naming and psychological association of colors.
- b) Fabric, texture and line (relating them to principles of design) Interplan of elements of design (relating it to anthropometrics)

**UNIT-III (10 Hrs)**

Silhouettes-

- a) Necklines, collars and sleeves
- b) Variations of skirts, dresses and trousers.
- c) Variations of coats and jackets
- d) Detailing- pleats, tucks, darts, yokes and godets.
- e) Detailing – hemlines, edgings, pockets and fastenings.

**UNIT-IV (8 Hrs)**

Fashion cycle-

- a) Concept of haute couture, Ready to wear and street fashion.
- b) Indian designers
- c) Trimmings and accessories.

**FASHION AND APPAREL DESIGN**

**Subject Code: BFTE2-210**

**L T P C**  
**3 1 0 4**

**Duration: 37 Hrs**

**UNIT-I (8 Hrs)**

1. Fashion Forecasting – Concept of seasons, fairs and international markets.
2. International designers

**UNIT-II (10 Hrs)**

1. Brand Analysis – Fashion & Textile Accessories.
2. Fashion Criticism

**UNIT-III (11 Hrs)**

1. Psychology of colour and its application in apparel market.
2. Introduction of texture (prepare file too).
3. Texture: its types and application on clothing.

**UNIT-IV (8 Hrs)**

1. Wardrobe planning
2. Process of Design development for formal, casual, executive, party and sportswear for male and female

Field visit to understand the available fabric and trims leading to class presentations.

**ELEMENTS AND PRINCIPLES OF DESIGN**

**Subject Code: BFTE2-211**

**L T P C**  
**3 1 0 4**

**Duration: 40 Hrs**

Learning Objective: Students are provided with an understanding of mood boards and importance of presenting creative design for the fashion industry through good layouts. Integration of computer inputs into art is encouraged. Principles of line planning (developing a collection)

**UNIT-I (10 Hrs)**

1. To develop Mood boards with special emphasis on relating the foreground to the background layout and composition cut and paste techniques and hand crafting techniques. (minimum 5)

**UNIT-II (10 Hrs)**

Application of elements and principles of design to develop a range of garments on paper keeping in view the inspiration and mood /profile of the client.5 sets

**UNIT-III (10 Hrs)**

1. Introduction to making of specification sheet of basic garments like blouses, shirts, T-shirts, Paints, Jacket.
2. Demographics and psychographics of customer profile.

**UNIT-IV (10 Hrs)**

Exercise in visually assessing and relating fashion illustration to specs. For the above developed 5 sets

**TEXTILES AND EMBROIDERIES OF INDIA**

**Subject Code: BFTE2-212**

**L T P C**

**Duration: 40 Hrs**

**3 1 0 4**

**Course Objectives:** To Study Different traditional textiles originated in various regions of India keeping in view the Socio cultural background, Techniques / material, Colour / motifs / Evolution or changes over time/Present scenario/Contemporary usage

**UNIT-I (10 Hrs)**

**Woven Textiles**

1. Carpets
2. Shawls
3. Sarees - Chanderi, Maheshwari, Kanjeevaram, Paithani, etc.
4. Brocades

**UNIT-II (10 Hrs)**

**Embroidered Textiles**

1. Kantha
2. Phulkari
3. Chikankari
4. Kasuti
5. Kashida
6. Embroidery of Gujrat & Rajasthan.

**UNIT-III (10 Hrs)**

**Resist Dyed Textiles**

1. Bandhani
2. Ikat
3. Patola

**UNIT-IV (10 Hrs)**

**Printed and Painted Textiles**

1. Block printed textiles from Gujarat
2. Block printed textiles from Rajasthan
3. Ajrakh
4. Kalamkari

**TEXTILE STUDIES-II**

**Subject Code: BFTE1-213**

**L T P C**

**Duration: 40 Hrs**

**3 1 0 4**

**Learning Objectives:** To introduce the students to the basics of dyeing and printing

**UNIT-I (10 Hrs)**

1. Fibers:
2. Introduction, classification, properties and end uses of natural and man-made fibers,
3. Yarns: Introduction. Types-ply yarns, novelty yarn, textured yarn.

**UNIT- II (10 Hrs)**

1. Manufacturing process-.
2. Spinning, weaving, knitting and non-woven
3. Properties-yarn twist, yarn numbering.
  - a) Introduction to fabric
  - b) Characteristics and classification of impurities
  - c) Introduction to the preparatory processes of dyeing for cotton – Singeing, desizing, scouring, bleaching, mercerization.

**UNIT-III (10 Hrs)**

- a) Definition of color, dyes, pigment
- b) Classification of dyes
- c) Application of dyes on textiles
- d) Stages of dyeing – Fiber, yarn, fabric and garment

**UNIT-IV (10 Hrs)**

- a) Methods of printing
- b) Environmental Concerns
- c) Field trip to a dyeing & printing unit will be taken.

**Recommended Books**

1. Joseph J. Puzzuto, 'Fabric Science'.
2. V.A. Shenai, 'Technology of Dyeing, Printing and Bleaching'.

**PATTERN MAKING – LAB**

**Subject Code: BFTE1-214**

**L T P C**

**Duration: 39 Hrs**

**0 0 6 3**

**Learning Objectives:** The main objective of this subject is to make the students understand the basic of pattern making involved in any exercise or assignment undertaken during the course. This is the very basis of the core specialization that they will ultimately learn through the semesters. To develop skill in the area pattern making with special emphasis on basics of garments design.

**UNIT-I (10 Hrs)**

- a) Drafting and pattern making terminology.
- b) Principles of pattern cutting.
- c) Balanced line terms.
- d) Symbol key, notches and punches.

**UNIT-II (10 Hrs)**

- a) Childs bodice block (5year in inches).
- b) Slash method: collar – Peter pan (one-two piece), Cape, fall collar, Chinese, rippled, cowl,
- c) Sleeves:- (puff, flared, Ruffle, shirred, bell, bishop, umbrella, lantern),
- d) Skirt (hip rider, cascade/partial circles, gored, pegged, wrap around, handkerchief, shirred, slashed, pleated).

**UNIT-III (10 Hrs)**

Drafting and pattern making, layout of

- a) Trouser or Nicker
- b) Jump suit.



**UNIT-IV (9 Hrs)**

Drafting and pattern making, layout of

- a) A-line frock, casual frock, Yolk, princess and empire lines.
- b) Drafting of apron

**Recommended Books**

- a) Manmeet Sodhia, 'Drafting and pattern making', Kalyani Publishers.
- b) Helen Joseph-Armstrong, 'Pattern making for Fashion Design,' 4<sup>th</sup> Edn.

**GARMENT CONSTRUCTION- LAB**

**Subject Code: BFTE1-215**

**L T P C**  
**0 0 6 3**

**Duration: 40 Hrs**

**Learning Objectives:** To understand and appreciate different hand and machine sewing techniques and obtain fabricating skills for the same.

**UNIT-I (10 Hrs)**

**Understanding of Basic Techniques Practically like**

- a) Basting: uneven/even/diagonal running stitch.
- b) Hemming: plain, blind, slip.
- c) Marking.
- d) Padding.
- e) Button hole.

**UNIT-II (10 Hrs)**

A) Definition and understanding of basic seams practically Plain/ Flat Fell/ Lap/ French and False French/ Bound/ Bias/ Corded/ Piped/ Eased/ Princess/ Taped.

**UNIT-III (10 Hrs)**

**POCKET MAKING AND APPLICATION**

1. Patch pockets- different types
  - a) Unlined patch pockets
  - b) Lined patch pockets
  - c) Patch pockets with flap
2. Patch pocket with self-flap **INSIDE POCKETS**
  - a) Reinforcing in-seam pockets
  - b) Fabricating bound pockets
  - c) Welt pocket with flap

**UNIT-IV (10 Hrs)**

**FASTENERS**

1. Inserting a zip fastener:
  - a) Centred standard
  - b) A lapped standard zip
  - c) Concealed zip
  - d) Open end zip
2. **BUTTONS-** Types attaching
  - a) Hook and eye
  - b) Press-studs
  - c) Touch and close

**COMPUTER AIDED DESIGNING**

**Subject Code: BFTE1-216**

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

**Duration: 38 Hrs**

**Learning Objectives:** The main objective of this subject is to make the students understand the basic of Computer Application various tools of software. Photo shop & Corel draw to design collection.

**UNIT-I (10 Hrs)**

Knowing and understanding the use of all the design tools of Corel Draw **to develop**

Fashion Details

- a) Collars
- b) Sleeves
- c) Cuff

**UNIT-II (10 Hrs)**

Knowing and understanding the use of all the design tools of Corel Draw **to develop**

Fashion Details

- a) Necklines
- b) Pockets
- c) Plackets

**UNIT-III (8 Hrs)**

- a) Skirts
- b) Trouser
- c) Ties & Bows

**UNIT-IV (10 Hrs)**

- a) Block Figure
- b) Flesh Figure

**Recommended Books**

Corel draw Users' guide/Manual accompanying the software.

Corel draw for dummies

**SKETCHING-I LAB**

**Subject Code: BFTE1-217**

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

**Duration:40 Hrs**

**Learning Objectives:** The objective of the course is to increase the proficiency in drawing skills and to inculcate creative ability in the application of these acquired skills to translate as ideas for design. Also, to make the students understand the applications of different mediums to draw an\colour and render such as pencils, colour pencils, water colours, crayons, etc.

**UNIT-I (10 Hrs)**

Familiarity with the anatomy of the human body

Understanding of body proportion with special reference to:

- a) Anatomy b) Movement c) Posture d) Details of the Garments worn by the live model.

Understanding of the movement of the human body

**UNIT-II (10 Hrs)**

- a) Introduction to Female croqui for casual/formal wear both for the export as well as domestic market.
- b) Development of children croqui for playwear/formalwear

**UNIT-III (10 Hrs)**

- a) Relative differences between normal and fashion figure
- b) Rendering, shading & colouring the garments worn by the live model.

**UNIT-IV (10 Hrs)**

- 1. Drawing the Garment:
  - a) Understanding fabrics folds (flat sketching of tops, skirts, and trousers).
  - b) Laying down multiple washes.
  - c) Rendering texture of fabrics.
- 2. Costume anatomy (style lines)
- 3. Garment draping on fashion figure.