

MRSPTU B.Sc. FASHION DESIGN SYLLABUS 2016 BATCH ONWARDS

B.Sc. FASHION DESIGN

Total Contact Hours = 27

Total Marks = 900

Total Credits = 21

SEMESTER 1 st		Contact Hrs			Marks			Credits
Subject Code	Subject Name	L	T	P	Int.	Ext.	Total	
BFTE1-101	Elements of Fashion	0	0	3	60	40	100	1.5
BETE1-102	Pattern Making	0	0	3	60	40	100	1.5
BFTE1-103	Sewing Technology	0	0	3	60	40	100	1.5
BFTE1-104	Computer Applications-1	3	0	0	40	60	100	3
BFTE1-105	Communication and Soft Skills	3	0	0	40	60	100	3
BFTE1-106	Textile Studies-1	3	0	0	40	60	100	3
BFTE1-107	Historic Costumes	3	0	0	40	60	100	3
BFTE1-108	Yarn Craft	3	0	0	40	60	100	3
BFTE1-109	Sketching	0	0	3	60	40	100	1.5
Total	Theory = 5 Lab = 4	15	0	12	440	460	900	21

Total Contact Hours = 35

Total Marks = 1200

Total Credits = 22

SEMESTER 2 nd		Contact Hrs			Marks			Credits
Subject Code	Subject Name	L	T	P	Int.	Ext.	Total	
BFTE1-201	Fashion Model Drawing	0	0	3	60	40	100	1.5
BETE1-202	Fashion Art	0	0	3	60	40	100	1.5
BFTE1-203	Garment Construction	0	0	3	60	40	100	1.5
BFTE1-204	Pattern Making	0	0	3	60	40	100	1.5
BFTE1-205	Draping	0	0	3	60	40	100	1.5
BFTE1-206	Elements of Design	0	0	3	60	40	100	1.5
BFTE1-207	World Art Appreciation	0	0	3	60	40	100	1.5
BFTE1-208	Traditional Indian Textile & Embroideries	3	0	0	40	60	100	3
BFTE1-209	History of Western Costumes	3	0	0	40	60	100	3
BFTE1-210	Graphic Design & Applications	0	0	3	60	40	100	1.5
BFTE1-211	Dyeing & Printing	3	0	0	40	60	100	3
BFTE1-212	Photography Module	0	0	2	60	40	100	1
Total	Theory = 3 Lab = 8	9	0	26	660	540	1200	22

Overall

Semester	Marks	Credits
1 st	900	21
2 nd	1200	22
Total	2100	43

ELEMENTS OF FASHION

Subject Code – BFTE1-101

**L T P C
0 0 3 1.5**

Duration - 31 Hrs

UNIT-I (12 Hrs)

- Color wheel-primary color, secondary color, tertiary color.
- Draw design using Color Aspects in designs -warm, cool, hot, cold, dark, pale and bright.
- Make design of all color schemes.
- Different textures – thread pulling; thread crumple, thread rolling, blade effects, jute, thumb, comb, ink blow, sponge effect.
- Create designs using color schemes.
- Rendering techniques.

UNIT-II (7 Hrs)

- Elements of design (Line, shape, texture, color value)
- Principles of Design (unity, emphasis, proportion, rhythm, balance)

UNIT-III (5 Hrs)

- Face analysis.
- Figure analysis.
- Draw features eyes, nose, ear, lips, face, hands, arms, feet, legs and hairstyles.
- Sketching of Stick figures in different poses.

UNIT-IV (7 Hrs)

- Make geometric figures- - 8½, 10 and 12 heads, front, back and ¾ profile and Fleshing on geometric figures.
- Body line reading through different poses.
- Draw a fashion figure in poses-front, 3/4, side view.
- Design presentations sheets -mood board, theme board, client board, swatch board, Illustration sheet, Measurement sheet, Fabric and color sheet.
- Motif Background/foreground
- Negative/Positive

PATTERN MAKING

Subject Code – BFTE1-102

**L T P C
0 0 3 1.5**

Duration – 31 Hrs

UNIT-I (9 Hrs)

- Basic principles of flat pattern making
- Tools and Equipment used in drafting and pattern making.
- Anthropometric measurements, landmarks, taking body measurements.
- Selection of right size pattern, fitting problems, principles of a good fit, Alterations of paper pattern.
- Creation of a bodice block and a sleeve block for a child.

UNIT-II (10 Hrs)

- Sleeves – Plain, puff, cap, bell, umbrella, flared, leg-o-mutton, magyar and raglan.
- Basic skirt block & its adaptation.

- Collars, Peter pan, raised peter pan, cape, sailor, mandarin, wing, flat and roll.

UNIT-III (7 Hrs)

Garment Construction:

- Introduction to sewing, sewing tools, equipment and supplies.
- Introduction and handling of sewing machines, its parts, their working.
- Sewing problems and their solutions.
- All types of Basic Hand stitches

UNIT-IV (5 Hrs)

- Creation of Adult bodice block
- Mini and major Paper Pattern of bodice
- Pattern of kid's casual Wear-Slip, panty and romper
- Paper pattern of Trouser.

SEWING TECHNOLOGY

Subject Code – BFTE1-103

L T P C
0 0 3 1.5

Duration – 31 Hrs

UNIT-I (7 Hrs)

- Introduction to sewing, sewing equipment and supplies.
- Introduction and handling of sewing machines, its parts, their working and maintenance.
- Different types of sewing machines.
- Threading and bobbin winding.
- Sewing problems and their solutions.
- Introduction to threads and needles, their numbers and sizes in relation to different types of fabrics.

UNIT-II (6 Hrs)

Terminology and Classification used in:

- Collars
- Sleeves
- Pockets
- Yokes

UNIT-III (7 Hrs)

- Stitching samples:
 - collars,
 - sleeves and
 - Necklines.

UNIT-IV (11 Hrs)

- Tucks – Plain, cross, shell, released, group.
- Pleats - knife, box, inverted box, cartridge and kick.
- Gathers.
- Necklines-Round, square, V shape etc.
- Patch pocket.
- Construction of a baby frock stitching of child slip, panty and romper.

COMPUTER APPLICATIONS-1

Subject Code – BFTE1-104

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

Duration – 31 Hrs

UNIT-I (10 Hrs)

- Introduction to Computer:-Definition, Characteristics of computer, Generation of Computers, Capabilities and Limitations. Introduction to Operating System. Booting.
- Basic Components of a Computer System-Control Unit, ALU, Input/output functions and characteristics.

UNIT-II (7 Hrs)

- Hardware: CPU, Primary and Secondary storage, I/O devices, Bus structure, Computer.
- Programming Languages: Machine Language, Assembly Language, High Level Language, Object Oriented Language

UNIT-III (7 Hrs)

- Tools of PowerPoint, word, excel.
- Spreadsheet programs and their uses.
- Types of network-LAN, WAN, MAN

UNIT-IV (7 Hrs)

- What is internet. Internet concepts common software used on internet (browser, e-mail, web server, domain name server, browser plug-in). 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. E. Balagurusamy , ‘Fundamental of Computers’.
2. Peter Norton, ‘Introduction to Computers’.

COMMUNICATION AND SOFT SKILLS

Subject Code – BFTE1-105

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

Duration – 31 Hrs

UNIT-I (10 Hrs)

- Communication its meaning and importance.
- One way and two-way communication.
- Essentials of Good communications.
- Methods of communication, Oral, Written and Non-verbal.
- Barriers of communication, Techniques of overcoming Barriers.
- Concept of effective communication.

UNIT-II (8 Hrs)

- Basic parts of speech – Noun, pronoun, verb, adjective, adverb, preposition, article and Conjunction.
- Active & passive voice, paragraph writing, précis, translation (from vernacular to English & English to vernacular).

UNIT-III (8 Hrs)

- Correct word usage – Homonyms, Antonyms and Synonyms.
- Importance of non-verbal communication – Positive gestures, symbols and signs.

UNIT-IV (5 Hrs)

- All forms of written communication including – Drafting reports, notices, agenda notes, business correspondence, preparation of summaries and précis, circulars, representations, press release and advertisements.
- Writing applications –For business (e.g. applying for a loan, salary advance, refund etc), Job application.

Recommended Books

1. Nitin Bhatnagar, 'Effective Communication and Soft Skills'.
2. P.K. Sinha, 'Computer Fundamentals'.

TEXTILE STUDIES-1

Subject Code – BFTE1-106

L T P C
3 0 0 3

Duration – 31 Hrs

UNIT-1 (10 Hrs)

Fabric Cover Factor and Its Significance, Engineering Approach for Fabric Formation, Pierce's Cloth Geometry, Practical Aspect of Cloth Geometry, Graphical Relationship in Cloth Geometry for Plain, Twill and Sateen Weaves

UNIT-II (8 Hrs)

Concept of Jammed Structure, Analysis of Racetrack Section of Yarn in Cloth Geometry, Theoretical Investigation of Weavability Limit of Yarns, Elastic Thread Model for Fabric

UNIT-III (7 Hrs)

Concept of Fabric Relaxation for Knitted Fabrics, Geometry and Properties of Weft Knitted Fabrics – Importance of Doyle's and Munden's Research, K-Values and Pierce's Geometry of Knitted Fabrics

UNIT-IV (6 Hrs)

Tensile and tearing Behaviour of Fabric, Bending Deformation of Fabric, Bending Hysteresis of Woven Fabric, Buckling, Shear and Drape Behaviour of Woven Fabric, Mechanical Properties of Nonwoven Needle Punch and Stitch Bonded Fabric, Brief Study of Formability, Tailorability and Hand of Apparel Fabric.

Recommended Books

- Bernard Corbman, 'Textiles-Fiber to Fabric', McGraw Hill.
- Sara Kadolph, 'Textiles,' Prentice Hall.

HISTORIC COSTUMES

Subject Code –BFTE1-107

L T P C
3 0 0 3

Duration – 31 Hrs

UNIT-I (7 Hrs)

- Traditional costumes of Indian states (Eastern, Western, Northern & Southern), Accessories & ornaments used in India.

- Costumes of folk dances of India.

UNIT-II (11 Hrs)

Study of Ancient Indian Dresses during the following periods:

- (a) Indus Valley
- (b) Mouran and Sunga Period
- (c) Aryans
- (d) Satvahana Period
- (e) Kushan Period
- (f) Gupta Period
- (g) Mughal Period
- (h) British Period.

UNIT-III (9 Hrs)

- Asian Costumes - Persian Costumes, Babylonian Costumes, Assyrian Costumes, Creton Costumes.
- Costumes of Europe - Greece, Italy, France, Byzantine.
- Costumes of Africa - Egyptian Costumes, Coptic.

UNIT-IV (5 Hrs)

- Influence of fashion in Indian dresses from ancient times to date.
- Influences of Italian and French fashion on global fashion.

Recommended Books

- Francois Boucher, '20,000 Years of Fashion- The History of Costume and Personal Adornment'.
- Manmeet Sodhia, 'History of Fashion '.

YARN CRAFT

Subject Code – BFTE1-108

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

Duration – 31 Hrs

UNIT-I (8 Hrs)

- Macrame
- Knotting
- Braiding
- Twining
- Tasselling

UNIT-II (8 Hrs)

- Basic Knitting
- Crocheting
- Tatting.

UNIT-III (7 Hrs)

- Carpet-making
- Tufting
- Hook Weaving
- Ribbon Weaving
- Other explorations

Exploration, Improvisation and adaptation of the above techniques towards innovative surfaces and forms while using a variety of material of like different kinds of yarns, vegetable fibres, thread and ropes ribbons, braids, trimmings, paper, wires, fabric, acrylics, polythene, self-reflecting foils etc.

UNIT-IV (8 Hrs)

- Prepare project.
- This semester, the Yarn Craft course will be focused towards producing 2 or 3 products from bags, soft accessories or value addition to garments. Emphasis may be given to two or three techniques while other techniques may be demonstrated within the given time limitation.

SKETCHING

Subject Code – BFTE1-109

**L T P C
0 0 3 1.5**

Duration – 31 Hrs

UNIT-I (8 Hrs)

- Introduction to basics of Sketching & Drawing.
- Face analysis.
- Figure analysis.
- Draw features eyes, nose, ear, lips, face, hands, arms, feet, legs and hairstyles.
- Fashion figure - 8½, 10 and 12 heads, front, back and ¾ profiles.

UNIT-II (9 Hrs)

- Body line reading through different poses.
- Make stick figures in different poses.
- Make geometric figure.
- Fleshing on block figures.
- Illustrate a figure using texture in the garment.

UNIT-III (7 Hrs)

- Drawing and practice of sketching of outdoor surroundings comprising of flora and fauna. • Introduction to perspective. • Practicing perspective by drawing buildings etc along with trees etc. Practice perspective in colour.

UNIT-IV (7 Hrs)

- Students will design garments through a project using the inspirational objects as the theme for Line Development of the clients & for the fashion shows-
- Concept selection
- Market research
- Creating Mood boards
- Theme boards
- Client boards
- Swatch boards
- Design Development

FASHION MODEL DRAWING

Subject Code – BFTE1-201

**L T P C
0 0 3 1.5**

COURSE OBJECTIVES:

The focus of the course is on fashion communication and illustration of fashion design ideas.

Development of a personal illustration style, an ability to communicate visually a variety of fabrics, silhouettes and colours of garments draped on the body.

Familiarity with various colours media- oil pastels, colours pencils, water colors, poster colors, dried pastels and mixed media.

Effective use of these media introduced and applied in the various given exercises suitable for themes and different kind of given exercise

- Introduction to the human anatomy, bone structure and musculature with stylized interpretation of the live model.
- Rendering of different garments on the model with emphasis on the fabric texture, color and style details. Reference from life or magazine or good photographs could be used.
- Drapability of various garment styles in a variety of fabrics stitched and draped, are observed and illustrated.
- Express oneself through the theme of a given project. Inspiration is taken from art and the artists of any period.
- Eventual accomplishment in a particular medium suited to the designer's personal illustration style for the final project.

Recommended Books:

1. Anatomy & Drawing by Victor Perard.

FASHION ART

Subject Code – BFTE1-202

L T P C

0 0 3 1.5

COURSE OBJECTIVES:

The inputs refine the student's illustration skill with special emphasis on developing a signature style of sketching, learning to keep fabric texture and drapability in mind while doing colour rendering in different media. Inputs in clothing details and terminology as a universal vocabulary for communication about garments are also given.

- Introduction to garment details: Necklines, Collars, Sleeves, Cuffs, Silhouettes, Skirts, Pants, Coats, Pockets, Gathers, frills, pleats etc.
- Style-lines
- Principles of Draping of all kinds of garments on croquis.
- Stylisation of croqui (different kinds of paper and media used for different assignments) Each student is encourage to explore his/her own individual style of illustration.
- The aim of the following exercises is to explain the characteristics of the fabric for example drapability, weight, stretch, transparency/ opacity etc. Color rendering of the following are introduced.
 - Denim – Jeans
 - Ikat –Pants/Jump suit
 - Cotton – Solid and print
 - Lycra Spandex (Active sport-wear)
 - Chiffon and lace evening wear)

GARMENT CONSTRUCTION

Subject Code – BFTE1-203

L T P C

0 0 3 1.5

COURSE OBJECTIVES:

1. To understand and appreciate different types of necklines, collars, sleeves, cuffs and pockets.
2. To obtain fabricating skills for the same.

UNIT-1

AREAS OF STUDY

1. Types of Necklines:

- a) Round and jewel
- b) Square and glass
- c) V shaped, straight and curved
- d) Scalloped
- e) Sweet heart

2. Neckline finishing by using facings and interfacings:

- a) Shaped facing
- b) Bias facing
- c) Single layer binding
- d) Double layer binding

UNIT-2

TYPES OF COLLARS

Finishing collars using interfacing

1. Flat collar
2. One piece rolled collar
3. Two piece rolled collar
4. Shirt collar

TYPES OF SLEEVES AND ALEEVE FINISHES

1. Basic sleeve types
Half sleeve, full sleeve and 3/4 sleeve
2. Sleeves finish
3. Set in sleeves
 - a) Plain
 - b) Puff sleeve
 - c) Flare sleeve
 - d) Leg 'O' mutton
 - e) Shirt sleeve
 - f) Kurta sleeve

OTHER MODIFIED SLEEVES

1. Raglan
2. Kimono
3. Dolman

Note: Insertion of gusset to be explained sleeve finishes

- a) Self-hem

- b) Shaped facing
- c) Bias facing/double fold bias binding
- d) Casings

UNIT-3

POCKET MAKING AND APPLICATION

- 1. Patch pockets- different types
 - a) Unlined patch pockets
 - b) Lined patch pockets
 - c) Patch pockets with flap

PATCH POCKET WITH SELF FLAP INSIDE POCKETS

- 1. Reinforcing in-seam pockets
- 2. Extension in-seam-pocket-front hip pocket
- 3. Slashed pockets-bound pockets
- 4. Fabricating bound pockets
- 5. Flap and separate welt pocket
- 6. Welt pocket with flap

UNIT-4

FASTENERS

Inserting a zip fastener:

- 1. Centred standard
- 2. A lapped standard zip
- 3. Concealed zip
- 4. Open end zip
- 5. Finishing off in a slot

BUTTONS- TYPES ATTACHING

- 1. Positioning and buttons
- 2. Hook and eye
- 3. Press-studs
- 4. Touch and close

Recommended Books

- 1. Dorothy Wood, 'The Practical Encyclopedia of Sewing', Lorenz Books.
- 2. Dorling Kindersley, 'The Complete Book of Sewing'.
- 3. 'Sewing and Knitting: A Reader's Digest step –by-step Guide'.
- 4. Comparative Construction Techniques
- 5. Sherie Doonga, 'Clothing Construction'.
- 6. Sewing Manual: Singer
- 7. Stitch World
- 8. Apparel views

PATTERN MAKING

Subject Code – BFTE1-204

L T P C

0 0 3 1.5

This is an introductory course where the relationship between draping of a three-dimensional form and flat pattern making is introduced. Students draft basic slopers according to dress form requirements. The basic sloper is used to develop creative designs. The final project is the development of an original design through the flat pattern method.

Methodology:

The exercises are variations of basic slopers and their common variations. The students are given demonstrations for each and are required to make paper patterns along with muslin test fits. Design possibilities/variations of each should be explored and towards the end of the semester a complete term garment in suitable fabric is made.

COURSE OBJECTIVES:

This area of instruction should enable the students to:

1. Develop accurate slopers for Skirts.
2. Become familiar with tools of pattern making.
3. Understand the language of pattern making.
4. Develop the ability to create designs through the flat pattern method.

1. Introduction to PM.
2. How to take body measurements?
3. Developing the first bodice block (dartless).
4. Making a prototype for eg. A 'tank top' with the help of basic block.
5. Developing the 2nd bodice block (with darts).
6. Test fit the garment on the dress form.
7. Dart manipulation.
 - a) Single dart series.
 - b) Double dart series
 - c) Multiple dart series.
 - d) Darts away from bust point.
 - e) Darts in the form of gathers.
 - f) Stylised darts.

Recommended Books:

1. Helen Joseph Armstrong, 'Pattern making for Fashion Design', Harper Collins, LA.
2. Winfred Aldrich, 'Metric Pattern Cutting for Menswear', BSP Professional Book Oxford.
3. Marten Shoben and Janet P. Ward, 'Pattern making and making up-the professional approach', Butterworth Heinman, Oxford.
4. P. Kunick, 'Modern sizing for Womens and Children', Philip Kunik Publication, London.
5. Natalie Bray, 'Dress Fitting', Black Well Science Ltd., London.
6. Natalie Bray, 'Dress Patten Designing', Black Well Science Ltd. London.

DRAPING

Subject Code – BFTE1-205

L T P C
0 0 3 1.5

COURSE OBJECTIVES:

Students are expected to learn the basic principles of draping. Once the principles of draping have been mastered the designer is free to translate an endless variety of ideas.

Draping is a method of Pattern Making for Fashion Design that permits free and accurate expression of ideas as designer works. It is a three dimensional process of designing. The designer working from a sketch or a mental picture give the three dimensional form to an idea for a garment with a help of a dress form.

1. Introduction to Draping
2. Basic Bodice
3. Basic Sleeve
4. Basic skirt
5. Dart manipulation
6. Short sleeve
7. Flared skirt
8. Princess bodice
9. Dirndl skirt
10. Gored skirt
11. Collars
 - Mandarin
 - Convertible
 - Peter Pan
12. Yokes:
 - Shoulder
 - Midriff
 - Hip
13. Princess Bodice
14. Princess Bodice Variation
15. Term Garment

ELELMENTS OF DESIGN

Subject Code – BFTE1-206

L T P C
0 0 3 1.5

COURSE OBJECTIVES:

Introduction to Design Process/Material Exploration/Research Methodology/Presentation Techniques/Visual Communication/Visual Merchandising.

Project - A

Identify and select many visuals of any product except a garment (furniture or any other utility object, art forms or art effects, accessories, architecture or architecture or architectural details etc.).

1. The evolution and development of the product through time
2. Product manifestation as found in different environments/lifestyles

3. Product adaptation in different materials
4. The physiology of the product
5. Marketing and merchandising of the product
6. Any other

Project-B

Design the identified product utilising the above inputs (one to seven).

Methodology

Let the students:

- Visualize certain activities they enjoy (sleeping, eating and cycling...)
- Identify the effect of these activities (comfort, entertainment, inspiration etc.)
- Identify associated objects with the activity.
- Discuss with respect to the objectives given above. you may adopt your own methodology and invite related experts in various areas.

We are involving experts from the area of:

- a) Architecture for physiology and psychology of products
- b) Cultural studies and material exploration
- c) Marketing/advertising/communication

WORLD ART APPRECIATION

Subject Code – BFTE1-207

L T P C

0 0 3 1.5

COURSE OBJECTIVES:

The objective of the course is to give an insight and input about the various aspects of the History of World Art right from the origin. The students learn about the historic importance and relevance of the various aspects and phases of the World Art and take inspiration and influence for their own creations.

- Introduction to Pre Historic Art
- Egyptian Art
- Greek and Roman Art
- Medieval Europe: the birth of two major Religions-Christianity and Islam
- The Renaissance and its masters
- Mannerism and Baroque and Realism
- impressionism and Post Impressionism
- Cubism
- Fauvism
- Surrealism
- Discussions/presentations

Instruction to the Examiner:

- Pls add Fill in the blanks for at least 20 marks.
- Presentations on topics in groups should be given.

Recommended Books:

- Herbert Read, 'A Concise History of Modern Painting'.

- H.H. Arnason, 'A History of Modern Art'.
- H.W. Janson, 'History of Art'.
- Edith Tomory, 'A History of Fine Arts'.

TRADITIONAL INDIAN TEXTILES & EMBROIDERIES

Subject Code – BFTE1-208

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

COURSE OBJECTIVES:

Study of different traditional textiles of various regions in terms of their origin

- Socio-cultural background
- Techniques/material
- Colour/motifs
- Evolution or changes over time
- Present scenario
- Contemporary usage

Woven Fabrics

- Carpets
- Shawls
- Sarees-Chanderi, Maheshwari, Kanjeevaram, Paithani etc.
- Brocades
- Textiles of North Eastern Region

Embroidered (Briefly as also covered under surface ornamentation)

- Kantha
- Phulkari
- Chikankari
- Kasuti
- Kashida
- Embroidery of Gujrat & Rajasthan.

Resist Dyed

- Bandhani
- Ikat
- Patola

Printed and Painted

- Block printed textiles from Gujarat
- Block printed textiles from Rajasthan
- Ajrakh
- Kalamkari

HISTORY OF WESTERN COSTUMES

Subject Code – BFTE1-209

L T P C

3 0 0 3

COURSE OBJECTIVES:

The objective of the course is give an insight and input about the various aspects of the History of the costumes of the western world right from the origin. The students learn about the historic importance and relevance of the costumes and take inspiration and influence for their own creations.

- Introduction
- Egyptian
- Assyrian
- Babylonian
- Greek
- Etruscan
- Roman
- Byzantine
- 13-14th century
- 15,16 and 17th centuries
- 18th -19th centuries
- 19th century onwards

Instruction to the Examiner:

Pls add Fill in the blanks for at least 20 marks.

Presentations on topics in groups should be given.

Recommended Books:

- Douglas Gorsline, 'A History of Fashion'.
- Phyliss G. Tortora & Keith Eubank, 'Survey of Historic Costume'.

GRAPHIC DESIGN AND APPLICATIONS

Subject Code – BFTE1-210

L T P C

0 0 3 1.5

COURSE OBJECTIVES:

This course is aimed at students and design professionals who are interested in learning how to design, print using Photoshop. To create, capture and enhance the images in accordance with the final objective. It is a bitmap based graphic designing program that designers use to create professional artwork or advertisements. In this course, students will explore the advanced features available with Photoshop including advanced text, color, layout and layers styles.

- Learn how to manipulate, edit, and adjust images by using, the different tools in Photoshop. Students will learn how to apply layer effects and filters to create special effects, including lighting and texture effects.
- To show advanced skills in using painting tools and blending modes to create special effects and quality artworks.

- Perform good skill in color correction and restoration of photographs and images.
- To learn how to optimize images for use on the Web, and the advantages of using image slicing techniques.
- Demonstrate basic skills in developing a time-based production

Duration-6 months

One class per week of 3 hrs.

Teaching Techniques

- Classroom lectures, demonstrations, & discussions.
- Individual and small group work.
- Hands-on lab classes/Assignments

Pre-requisite

Students should have basic knowledge in using Windows operating system and to access and work with the files and programs using Windows OS. It will be more preferable, if you have color sense and some photography or artistic skills.

Note: All topics are covered in extreme detail with practical examples for all.

Examination /Evaluation scheme

Practical Examination: One Practical examination of 3 hours' duration will be conducted on the modules described in the curriculum. The maximum marks will be 100.

Unit-I

Introduction To Adobe Photoshop, Opening new files, Opening existing files, exploring the Toolbox, Exploring Panels & Menus, Creating & Viewing a New Document, About Photoshop, Navigating Photoshop, Working with Images and Basic Selections, Working with Multiple Images, Rulers, Guides & Grids, Adjusting Color with the New Adjustments Panel, Getting Started With Layers And Painting Commands, Understanding the Background Layer, Creating, Selecting, Linking & Deleting Layers, Introduction to Blending Modes

Unit-II

Photo Draping In Adobe Photoshop, Photo Draping Basics, Using a Wrap tool to Photo, Photo Draping a garment/dress with Blending modes, Photo Draping a Bed, Painting In Photoshop Using the Brush Tool, Working with Colors & Swatches, Creating & Using Gradients, Creating & Working with Brushes.

Unit-III

Photo Retouching and Color Correction, The Red Eye Tool, The Clone Stamp Tool, The Patch Tool & the Healing Brush Tool, The Spot Healing Brush Tool, The Color Replacement Tool, Adjusting Levels, Adjust Curves, Non-Destructively, with Adjustment Layers

Unit-IV

Using Quick Mask Mode and the Pen Tool, working with Colors and Color Settings, working with the Color palette, Using the Color palette, Editing Foreground color and Background color, Using the Color ramp, Setting the CMYK Color gamut, Creating Special Effects, Getting Started with Photoshop Filters, Smart Filters, Creating Text Effects, Applying Gradients to Text

DYEING AND PRINTING

Subject Code – BFTE1-211

L T P C

3 0 0 3

COURSE OBJECTIVES:

To introduce the students to the basics of dyeing and printing.

Contents:

Unit-I

1. Introduction to the Grey fabric
2. Characteristics and classification of impurities
3. Introduction to the preparatory processes of dyeing for cotton – Singeing, desizing, scouring, bleaching, mercerization.

Unit-II

1. Definition of color, dyes, pigment
2. Classification of dyes
3. Application of dyes on textiles
4. Stages of dyeing – Fiber, yarn, fabric and garment
5. Introduction to dyeing of blends

Unit-III

1. Methods of printing
2. Styles of printing
3. Environmental Concerns

Instructions to the teacher: Field trip to a dyeing & printing unit will be taken.

Instructions to the examiner:

1. There will be one compulsory objective question (multiple choice questions or fill in the blanks or True/False questions) covering all units, carrying 30 marks.
2. There will be six questions of 10 marks each, out of which three questions are compulsory. The questions will be two from each unit.
3. It will be compulsory to attempt one question from each unit.

Recommended Books:

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