



SAVITRIBAI PHULE PUNE UNIVERSITY

(Formerly University of Pune)

B.Voc. in Fashion Technology

(First, Second & Third Year Syllabus)

**Revised Syllabus will be implemented with effect from the
academic year 2020-2021, 2021-2022, 2022-2023**

SAVITRIBAI PHULE PUNE UNIVERSITY
PROPOSED STRUCTURE AND SYLLABUS FOR
BACHELOR IN VOCATION (**FASHION TECHNOLOGY**)
SEMESTER PATTERN WITH CREDIT SYSTEM

The B.Voc (Fashion Technology) (Semester pattern with credit system) degree program of Skill Development Centre, Savitribai Phule Pune University

Eligibility and Admission

Admission to B.Voc (Fashion Technology Program) is open to following students:

I: Students already acquired NSQF certification Level 4 in a particular industry sector and opted admission in the skill based courses under NSQF in the institutions recognized under Community Colleges / B.Voc Degree program / Deen Dayal Upadhyay KAUSHAL Kendra's in same trade with job role for which he / she was previously certified at school level.

II: Students who have acquired NSQF Certification Level 4 but may like to change their trade and may enter into skill based courses in a different trade.

III: students who have passed 10+2 examination (Regular or Vocational) from a recognized board. The admission will be based on performance in the entrance test, consisting of objective type of questions to be conducted by the university department.

Duration and Structure of Program

The B.Voc (Fashion Technology) (Semester pattern with credit system) degree program shall be of 3 years duration divided into three parts, Part I, Part II and Part III and 6 semesters. (At each part there will be 12 courses of 60 credits (1500 marks). Each part would comprise of two semesters each with 3 subjects of 4 credits each for general components and 3 subjects of 6 credits each for skilling component. The B.Voc (Fashion Technology) degree examination Part I, II and III in aggregate shall be of 180 credits (72 General and 108 Skilling) for 4500 marks. The contents of the courses are subject to change keeping in mind the industry requirements on timely basis.

Sr.no.	Semester	Credits		Total Credits
		General	Skilling	
1	Semester-I	12	18	30
	Certificate in Fashion Technology	12	18	30
2	Semester-II	12	18	30
	Diploma in Fashion Technology	24	36	60
3	Semester-III	12	18	30
4	Semester-IV	12	18	30
	Advance Diploma in Fashion Technology	48	72	120
5	Semester-V	12	18	30
6	Semester-VI	12	18	30
	B.Voc in Fashion Technology	72	108	180

The Courses for B.Voc (Fashion Technology) are in-lines with National Skills Qualification Framework as shown below and are equivalent to educational accomplishments.

Pattern & NSQF Levels: Sem- I (NSQF Level 4): Certificate

Sem- II (NSQF Level 5) : Diploma

Sem-III & IV (NSQF Level 6) :Advance Diploma

Sem-V & VI (NSQF Level 7) : B.Voc Degree

SEMESTER I		SEMESTER II	
Subject Code	Name of the subject	Subject Code	Name of the subject
General Component			
BV101	Communicative English Language	BV201	History of costumes
BV102	Introduction to Textiles Science I	BV202	Introductions to Textiles II
BV103	Elements of Design & Fashion	BV203	Fashion Studies and Fundamentals of computers
Skilling Component			
BV104	Fashion Illustration I	BV204	Fashion Illustration II
BV105	Pattern Making & Garment Construction I	BV205	Pattern making and garment construction
BV106	Surface Ornamentation Technique I	BV206	Surface Ornamentation Technique II and Traditional Textile and Embroidery of India

THE LIST OF COURSES

	Course Code	Name of Subject	Hours/ Week	Credits	Exam Hours	Exam		
						Internal	External	Maximum
Semester-I	BV101	Communicative English Language	4	4	2	50	50	100
	BV102	Introduction to Textiles Science I	4	4	2	50	50	100
	BV103	Elements of Design & Fashion	4	4	2	50	50	100
	BV104	Fashion Illustration I	6	6	3	75	75	150
	BV105	Pattern Making & Garment Construction I	6	6	3	75	75	150
	BV106	Surface Ornamentation Technique I	6	6	3	75	75	150

Semester-II	Course Code	Name of Subject	Hours/ Week	Credits	Exam Hours	Exam		
						Internal	External	Maximum
	BV201	History of costumes	4	4	2	50	50	100
	BV202	Introductions to Textiles II	4	4	2	50	50	100
	BV203	Fashion Studies and Fundamentals of computers	4	4	2	50	50	100
	BV204	Fashion Illustration II	6	6	3	75	75	150
	BV205	Pattern making and garment construction	6	6	3	75	75	150
	BV206	Surface Ornamentation Technique II and Traditional Textile and Embroidery of India	6	6	3	75	75	150

Sem-III & IV (NSQF Level 6) :Advance Diploma

SEMESTER III		SEMESTER IV	
Subject Code	Name of the subject	Subject Code	Name of the subject
General Component			
BV301	Basics of Quality Control, Finishing & Packing	BV401	Apparel Machinery & equipment
BV302	Fashion Merchandising	BV402	Visual Merchandising
BV303	Fashion Retailing	BV403	Fashion Entrepreneurship
Skilling Component			
BV304	Fashion Illustration III	BV404	Mini Project
BV305	Pattern Making & Garment Construction III	BV405	Pattern Making & Garment Construction IV and Draping
BV306	CAD I Photoshop & Coral Draw	BV406	CAD II Illustrator

THE LIST OF COURSES

Semester-III	Course Code	Name of Subject	Hours/ Week	Credits	Exam Hours	Exam		
						Internal	External	Maximum
	BV301	Basics of Quality Control, Finishing & Packing	4	4	2	50	50	100
	BV302	Fashion Merchandising	4	4	2	50	50	100
	BV303	Fashion Retailing	4	4	2	50	50	100
	BV304	Fashion Illustration III	6	6	3	75	75	150
	BV305	Pattern Making & Garment Construction III	6	6	3	75	75	150
	BV306	CAD I Photoshop & Coral Draw	6	6	3	75	75	150

	Course Code	Name of Subject	Hours/ Week	Credits	Exam Hours	Exam		
						Internal	External	Maximum
Semester-IV	BV401	Apparel Machinery & equipment	4	4	2	50	50	100
	BV402	Visual Merchandising	4	4	2	50	50	100
	BV403	Fashion Entrepreneurship	4	4	2	50	50	100
	BV404	Mini Project	6	6	3	75	75	150
	BV405	Pattern Making & Garment Construction IV and Draping	6	6	3	75	75	150
	BV406	CAD II Illustrator	6	6	3	75	75	150

SEMESTER V		SEMESTER VI	
Subject Code	Name of the subject	Subject Code	Name of the subject
General Component			
BV501	Apparel Marketing Management	BV601	Knitwear Design
BV502	Fashion Accessories	BV602	Fashion Styling (Elective) Fashion Photography (Elective) Fashion Makeup (Elective)
BV503	Quality Control In Garments	BV603	Fashion Forecasting & Global Trends
Skilling Component			
BV504	Fashion Accessories and Internship	BV604	Graduation Project (Fashion Show or Exhibition)
BV505	Advanced Pattern Making & Garment Construction and Grading	BV605	Costume Designing
BV506	Design Project – Women's Wear & Men's Wear	BV606	Portfolio Development & Presentation Technique

Sem-V & VI (NSQF Level 7) : B.Voc Degree

	Course Code	Name of Subject	Hours/ Week	Credits	Exam Hours	Exam		
						Internal	External	Maximum
Semester-V	BV501	Apparel Marketing Management	4	4	2	50	50	100
	BV502	Fashion Accessories	4	4	2	50	50	100
	BV503	Quality Control In Garments	4	4	2	50	50	100
	BV504	Fashion Accessories and Internship	6	6	3	75	75	150
	BV505	Advanced Pattern Making & Garment Construction and Grading	6	6	3	75	75	150
	BV506	Design Project – Women's Wear & Men's Wear	6	6	3	75	75	150

	Course Code	Name of Subject	Hours/ Week	Credits	Exam Hours	Exam		
						Internal	External	Maximum
Semester- VI	BV601	Knitwear Design	4	4	2	50	50	100
	BV602	Fashion Styling (Elective) Fashion Photography (Elective) Fashion Makeup (Elective)	4	4	2	50	50	100
	BV603	Fashion Forecasting & Global Trends	4	4	2	50	50	100
	BV604	Graduation Project (Fashion Show or Exhibition)	6	6	3	75	75	150
	BV605	Costume Designing	6	6	3	75	75	150
	BV606	Portfolio Development & Presentation Technique	6	6	3	75	75	150

Scheme of Examination:

The assessment will be based on 50:50 ratios of continuous internal assessment (CIA) and semester end examination (SEE). Separate and independent passing in CIA and SEE will be mandatory. In case of failure in CIA of a particular course, students will have to appear for the same CIA, at his/her own responsibility in the next academic year, when the same course is offered during regular academic session. However, in case of failure in SEE in particular course(s), exam will be conducted in immediate subsequent semester.

In case a student fails in certain course(s) in a particular semester and the same course(s) are modified/ revised/ removed from the curriculum in due course, the student will have to appear as per the newly framed curriculum and/or pattern in subsequent semester, at his/her own responsibility.

Continuous Internal Assessment (CIA):

There will be 50 marks for Continuous Internal Assessment. Distribution of 50 marks will be as follows -10 marks for assignments, 10 marks for seminar presentation / tutorials and 30 marks for internal unit tests. Internal unit tests based on subjective short questions will be conducted on every chapter during the semester as a part of continuous assessment. At the end of the semester average of all unit tests will be converted into 30 marks. The setting of the question papers and the assessment will be done by the concerned teacher.

Semester End Examination (SEE):

The semester end theory examination for each theory course will be of 50 marks. The total marks shall be 100 for 4 credit theory course (50 marks semester end exam + 50 marks CIA).

- Semester end examination (SEE) time table will be declared by the departmental committee (as per the university annual calendar). The paper setting and assessment of theory courses, laboratory courses and research project will done by external (50 %) and internal (50%) examiners. However, in case of non-availability of external examiner for either paper setting or assessment or both, department committee will be empowered to take appropriate decision.

- Pattern of semester end question paper will be as below:

- ♣ The semester end examination of theory course will have two parts (10+40 = 50 Marks)

- ♣ Part A will be consisting of 10 questions having 1 marks each (multiple choice questions / fill in the blanks/ answer in sentence) as compulsory questions and it should cover entire course curriculum (10 Marks)

- ♣ Part B will carry 8 questions (02 sub-questions in each question and students will have to attempt any

one). Therefore, students will have to attempt 04 questions out of 08 (40 Marks).

- ♣ 20 to 30% weightage can be given to problems/ numerical wherein use of nonprogrammable scientific calculator may be allowed.

- ♣ Number of sub questions (with allotment of marks) in a question may be decided by the examiner.

- Assessment of laboratory courses and project will also have 50 % internal and 50 % semester end assessment. Semester end practical examination will be of 75 marks and 75 marks will be for internal examination. Student must perform at least ten / twenty experiments from each laboratory course. The semester end practical examination will be conducted at the end of each semester along with the theory examination.

- At the end of each semester, the Departmental Committee will assign grades to the students. The result sheet will be prepared in duplicate.

- The Director of the Centre shall send all results to the Controller of Examination for further processing.

Earning Credits:

At the end of every semester, a letter grade will be awarded in each course for which a student had registered. A student's performance will be measured by the number of credits that he/she earned by the weighted Grade Point Average (GPA). The SGPA (Semester Grade Point Average) will be awarded after completion of respective semester and the CGPA (Cumulative Grade Point Average) will be awarded at the respective exit point.

Grading System:

- The grading reflects a student-own proficiency in the course. A ten point rating scale shall be used for the evaluation of the performance of the students to provide letter grade for each course and overall grade for the Program. Grade points are based on the total number of marks obtained by him / her in all heads of the examination of the course. The grade points and their equivalent range of marks are shown in Table-I

Table – I: Ten point grade and grade description

Letter Grade	Points	Percentage earned
O (Outstanding)	10	100
A+ (Excellent)	9	90 - 99.9
A (Very Good)	8	80 - 89.9
B+ (Good)	7	70 - 79.9
B (Above Average)	6	60 - 69.9
C (Average)	5	50 - 59.9
P (Pass)	4	40 - 49.9
F (Fail)	0	< = 39.9
Ab (Absent)	0	0

- Non-appearance in any examination / assessment shall be treated as the students have secured zero marks in that subject examination / assessment.
- Minimum P grade (4.00 grade points) shall be the limit to clear / pass the course / subject. A student with F grade will be considered as “failed” in the concerned course and he / she has to clear the course by appearing in the next successive semester examinations. There will be no revaluation or recounting under this system.
- Every student shall be awarded grade points out of maximum 10 points in each subject (based on 10 point scale). Based on the grade points obtained in each subject, Semester Grade Point Average (SGPA) and then Cumulative Grade Point Average (CGPA) shall be computed. Results will be announced at the end of each semester and CGPA will be given at respective exit point.

Computation of SGPA (Semester Grade Point Average) and GPA (Grade Point Average): Grade in each subject / course will be calculated based on the summation of marks obtained in all five modules. The computation of SGPA and CGPA will be as below

- Semester Grade Point Average (SGPA) is the weighted average points obtained by the students in a semester and will be computed as follows

$$\text{Credit Point (CP)} = \text{Credit (C)} \times \text{Grade Point (G)}$$

$$\text{SGPA (Si)} = \sum (Ci \times Gi) / \sum Ci$$

SGPA = Semester Grade Point Average

Ci = Number of credits of the ith course component

Gi = Grade Point scored by the student in the ith course component

The SGPA will be mentioned on the grade card at the end of every semester.

- The Grade Point Average (GPA) will be used to describe the overall performance of a student in all semester of the course and will be computed as under.
- **Grade Point Average** = $\frac{\text{Total of Grade Point Earned} \times \text{Credit hours for Each Course}}{\text{Total Credit Hours}}$

$$\text{CGPA} = \sum (Ci \times Si) / \sum Ci$$

CGPA = Cumulative Grade Point Average

Si = SGPA of the ith semester

Ci = Number of credits in that semester

The SGPA and GPA shall be rounded off to the second place of decimal.

Grade Card:

Results will be declared by the Centre and the grade card (containing the grades obtained by the student along with SGPA) will be issued by the university after completion of every semester. The grade card will be consisting of following details.

- Title of the courses along with code opted by the student.
- Credits associated with the course.
- Grades and grade points secured by the student.
- Total credits earned by the student in a particular semester.
- Total credits earned by the students till that semester.
- SGPA of the student.
- CGPA of the student (at respective exit point).

Cumulative Grade Card:

The grade card showing details grades secured by the student in each subject in all semesters along with overall CGPA will be issued by the University at respective exit point.

Attendance:

Every candidate will be required to attend a minimum of 75% lectures delivered to that class in each paper as well as 75% of the laboratory work, seminars etc. separately.

Departmental Committee:

The Departmental Committee (DC) of the Centre will monitor the smooth functioning of the programme.

Results Grievances / Redressal Committee:

Grievances / redressal committee will be constituted in the department to resolve all grievances relating to the evaluation. The committee shall consist of Head of the department, the concerned teacher of a particular course and senior faculty member of Department of University. The decision of Grievances / redressal committee will have to be approved by Department committee.

B.Voc. in Fashion Technology (FT)			
Course Name	Communicative English Language		
Course Code	BV 101		
Class	F.Y. B.Voc.	Semester	I
No. of Credits	04	Contact Hours	60
Aim			
To Develop the Knowledge about Basic Communicative English Language.			
Objectives			
<ul style="list-style-type: none"> • Define the reading Concept of English. • Define the focus on language • Develop writing skill. • Introduce Conversation Practice. 			
Course Outcomes			
Student will improve their speaking ability in English both in terms of			
Unit	Topics	Credit	Lectures
Unit I	Communication skills What is communication? Importance of communication skills Different ways of communication: written, oral, non-verbal	1/2	5
Unit II	Grammar Parts of Speech Verb Transitive Verb, Intransitive Verb, Linking Verb Nouns Subject Direct object, Indirect object, Pronouns Personal pronoun, Relative pronoun, Indefinite pronoun Prepositions Phrases Prepositional phrase, Participle phrase, Infinitive phrase	01	20
Unit III	Presentation Skills Reading Resume writing Letter Writing to supplier Interview Skills	01	15

Unit IV	Ethics Introduction Basics of ethics Individual and ethics – issues Code of ethics Telephonic/ Verbal discussion	01	15
Unit V	Listening Activities Listening for Specific Purposes, Practice tasks in Language Lab	1/2	5
References: <ol style="list-style-type: none"> 1. Murphy Herta.A 'Effective Business Communication" Tata McGraw-Hill, New Delhi, 2008. 2. Chellamal," Learning to Communicate", Kamakhya Publication, Anna University, Coimbatore, 2004. 3. Rutherford and Andrea "Basic Communication Skills for Technology", Addison Wesley Longman, Singapore, 2001. 4. Mohan, Krishnan and Meenakshi Raman," Effective English Communication", Tata McGraw-Hill, 2000. 5. Sethi A, "Handbook of Standard English and Indian Usage", Prentice Hall, New Delhi, 2007. 			

B.Voc. in Fashion Technology (FT)			
Course Name	Introduction to Textiles Science I		
Course Code	BV 102		
Class	FY B.Voc	Semester	I
No. of Credits	04	Contact Hours	60
Aim 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, analyse, 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.			
Objectives To provide hands-on experience using a set of complex technologies			
Course Outcomes Students will be able to identify, analyze, and apply trends in the textile industry			
Unit	Topics	Credit	Lectures
Unit I	Importance of textile in fashion designing Course Outcomes 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	1	15
Unit II	Definition and classification of textile fibers a) Natural b) Animal c) Mineral d) Manmade Course Outcomes <ul style="list-style-type: none"> • define textile and fiber • identify three types of natural fibers and their characteristics • discuss synthetic fibers and their benefits • explain the correlation between textiles and fiber. • Discuss the characteristics of fiber. • Fiber classification chart • Difference between natural and synthetic fiber 	1	15

Unit III	Yarn introduction Definition of yarn, Fibers & spinning types of yarn A) Simple b) Novelty Common properties of fibers & their significance a) Cellulosic b) Animal c) Mineral Course Outcomes 1. Students will develop understanding regarding fibers and their use in different sectors. 2. Students will develop understanding about yarns and their types 3. With the acquired knowledge students will be able to identify different kinds of fabrics – composition, weave etc. 4. To make informed choices while selecting fabrics for creating garments or other related products.	1	15
Unit IV	Yarn preparation Study of physical, of natural and manmade fibers & its microscopic appearance (minimum 5 each) Manufacturing of process flow a) Cotton b) linen c) wool d) silk d) viscose Yarn twist & numbering a) Definition of twist and direction of ‘s’ & ‘z’ b) Type of twist, low, high, average and crap twist c) Yarn numbering a) Direct b). Indirect Course Outcomes 1. Identify the different fiber with help of burning test 2. Learn Mathematic Modelling of weaving process, example: Shedding, Beat-up, Let-off etc 3. Learn manufactural process of different fiber 4. Learn about yarn twist and their impact 5. understanding of yarn numbering	1	15
References: 1. Gupta V B and Kothari V K” Manufactured fibre technology”, Chapman & Hall, London, 1997. 2. Sreenivasamurthy H.V., “Introduction to Textile Fibres”, the Textile Association India, Mumbai, 1998. 3. Morton W E and Hearle J W S, “Physical Properties of Textile Fibres”, Textile Institute, Manchester, 1993.			

B.Voc. in Fashion Technology (FT)			
Course Name	Elements of Design & Fashion		
Course Code	BV 103		
Class	FY B.Voc	Semester	I
No. of Credits	04	Contact Hours	60
Aim The elements, or principles, of visual design include Contrast, Balance, Emphasis, Movement, White Space, Proportion, Hierarchy, Repetition, Rhythm, Pattern, Unity, and Variety. These principles of design work together to create something that is aesthetically pleasing and optimizes the user experience.			
Objectives To provides hands on experience using a set of complex technologies found in industry today to understand basic needs of color phycology.			
Course Outcomes <ul style="list-style-type: none"> Students will be able to analyze and use color units effectively in their design process. 			
Unit	Topics	Credit	Lectures
Unit I	<ul style="list-style-type: none"> Elements Of Design & Fashion Importance of elements of design & fashion Understanding of Line, Shape, silhouette Texture and Color Knowledge of principles of design- Rhythm, Balance, Emphasis, Harmony, Proportion, Unity, Contrast Course Outcomes <ul style="list-style-type: none"> Students will understand regarding elements & principle of design, Importance of elements & principle of design & fashion, Texture and Color 	1	15
Unit II	<ul style="list-style-type: none"> Texture: Creation and development of various texture- Hard, shiny, Smooth, etc. fabric texture Course Outcomes <p>Students will understand to create different texture through drawing.</p>	1	15

Unit III	Study of Families of Textile Design: <ul style="list-style-type: none"> • Floral • Geometric • Conversational/Traditional • Ethnic Course Outcomes Students will understand to Study of Families of Textile Design & create different types of design	1	15
Unit IV	Repeat And Its Types Directional & Non-directional <ul style="list-style-type: none"> • One way-two way • All over • Half drop Vertical and Horizontal Project Work- Collect Fabric Swatches of Types of Repeats Course Outcomes Students will understand to Study of Families of Textile Design & create different types of Repeat.	1	15
References: <ul style="list-style-type: none"> • Elements of Design – Space & Form / Line : Albert W. Porter • Basic Principles of Design (Vol. 1-4) Manfred Maier • Basic Design: The Dynamics of visual form: Sansmarg • Principles of Color : Birren & Fabersvan • Clothing Technology: Hannelore Eberle, Hermann Hermeling, Marianne Horabeger, Dieter Menzer, Warner Ribng 			

B.Voc. in Fashion Technology (FT)			
Course Name	Fashion Illustration I		
Course Code	BV 104		
Class	FY B.Voc	Semester	I
No. of Credits	06	Contact Hours	90
Aim This course aims to help one express ideas and concepts through skilful diversified illustration techniques in different medium including rendering of fabric prints, textures, designs and how the fabric drape on the fashion silhouette.			
Objectives Fashion Illustration is the art of communicating fashion ideas in a visual form that originates with illustration, drawing and painting and also known as Fashion sketching. It is mainly used by fashion designers to brainstorm their ideas on paper or digitally.			
Course Outcomes Students will be able to develop a library of fashion coquis/templates and studies fashion figures.			
Unit	Topics	Credit	Lectures
Unit I	<ul style="list-style-type: none"> • Introduction to drawing material dry material, wet material, type of paper 	1	15
Unit II	<ul style="list-style-type: none"> • Croquis Kids, male and female, • Fashion figure - 10½, and 12 heads, front, back, side and ¾ profiles 	1	15
Unit III	<ul style="list-style-type: none"> • Make stick figures in different poses. • Make geometric figure. 	1	15
Unit IV	<ul style="list-style-type: none"> • Fleshing on block figures. • Body line reading through different poses. 	1	15
Unit V	<ul style="list-style-type: none"> • Live human sketching • Stippling, Hatching, crosshatching & blending. 	1	15

Unit VI	<ul style="list-style-type: none"> • Face analysis. • Draw features eyes, nose, ear, lips, face, hands, arms, feet, legs and hairstyles. • Detail in study of light and shade of different types of folds, gathers and shape of fabric in dresses. 	1	15
References: <ol style="list-style-type: none"> 1. 9 Heads” By Riegelman, Publisher Pearson. 2. “Colors for modern fashion, drawing fashion for colored marker” by Nancy Riegelman published by Nine Heads Media. 3. “Rendering Fashion Fabric and Prints” By McDonald, Nora M, Publisher Fairchild. 4. “Fashion Drawing: The Basic Principles” By Anny Allen and Seaman. 			

B.Voc. in Fashion Technology (FT)			
Course Name	Pattern Making & Garment Construction I		
Course Code	BV 105		
Class	FY B.Voc	Semester	I
No. of Credits	06	Contact Hours	90
Aim Pattern making technique This function connects design to production by producing paper templates for all components such as cloth, hemming, fusible etc. which have to be cut for completing a specific garment.			
<ul style="list-style-type: none"> • Objectives • Understand the relationship of shape and line to the human form. • Interpret design ideas into pattern form. • Experiment with shape in the generation of design ideas. • Analyze fabric characteristics in relation to pattern design 			

Course Outcomes <ul style="list-style-type: none"> Students will be able to construct tailored garments, in correct sequence of operations. 			
Unit	Topics	Credit	Lectures
Unit I	<ul style="list-style-type: none"> Introduction to Drafting & Pattern Making. Hand and machine seams. Patterning of pleats tucks and gathers. Patterns of plackets, pockets. 	1	15
Unit II	<ul style="list-style-type: none"> Pattern of basic bodice of child Pattern of basic baby frock 	1	15
Unit III	<ul style="list-style-type: none"> Pattern of basic baby set with different types of collars ,sleeve etc 	2	30
Unit IV	<ul style="list-style-type: none"> Pattern of Sleeves and types of sleeves. Also pattern of cuff and tab. Pattern of collar and types of collars. Fabric estimation and its importance. Fitting: Good fitting, Fitting problems and their solution. 	2	30
References: <ol style="list-style-type: none"> Pattern Cutting Making Up” By Martin Shoben and Janet Ward. “Pattern Making for Fashion Designing” By Helen Joseph Armstrong, Publisher Prentice Hall. 			

Course Name	Surface Ornamentation Technique I		
Course Code	BV 106		
Class	FY B.Voc	Semester	I
No. of Credits	06	Contact Hours	90
Aim To develop skill in various types embroidery stitches and use them effectively and designing the garments along with the significance.			
Objectives Designing the surface of the garment to make it more beautiful and attractive is known as surface ornamentation or embellishment. Surface embellishment is a method of value addition to the fabric. It increases the value of the garment both by the appearance and by its price.			
Course Outcomes Demonstrate competency with a range of advanced technical skills in relation to the use of needlepoint, embroidery and other hand stitching techniques as a medium for visual expression and design; demonstrate creative exploration, experimentation and integration of ideas, materials and techniques, through class and individual projects; and apply knowledge of the historical, cultural and theoretical contexts and contemporary practices relevant to hand stitching as a medium for visual arts through development and execution of studio projects and research			
Unit	Topics	Credit	Lectures
Unit I	Study Of Basic Hand Embroidery <ul style="list-style-type: none"> Practical work of basic hand embroidery stitches such as running, back (threaded, Pekinese) stem, chevron, chain, blanket, buttonhole, couching, cross stitch, feather stitches, filling stitches / detached and laid, satin stitch, weaving stitches, and their 5 Variations each. 	2	30

Unit II	Study Of Applique Work <ul style="list-style-type: none"> • Practical demonstration and Latest developments in appliqué and its implementation. 	1	15
Unit III	Study Of Patchwork: <ul style="list-style-type: none"> • Practical demonstration and Latest development patchwork and its implementation. 	1	15
Unit IV	<ul style="list-style-type: none"> • Project by students for embroidery. 	1	15
Unit V	<ul style="list-style-type: none"> • Project by students for Applique & Patch work. 	1	15
References: <ol style="list-style-type: none"> 1. Jan Beaney and Jean Little John, "Complete Guide to Creative Embroidery: Design, Textures, Stitches", BtBatsford, 2005. 2. "Elegance" by Satheesan publisher B. N. Sales Corporation. 3. "Impressions" by K. Prakash publisher Honesty Publisher & Distributer. 4. Ethnic Embroidery of India -Usha Shrikant 5. Encyclopedia of embroidery stitches including crewel -Marion Nicholas 6. Embroidery Designs -Nirmala C. mistry 7. Quilters work book -Pam Lonttot& Rosemary 8. Traditional Needle Arts Embroidery -KatrinCagill 9. The Complete Guide to Needle Craft -Lucinda Ganderton 10. NakshiKantha of Bengal -SilaBasak 11. Indian Embroidery -KamaladeviChattopadhyay 			

B.Voc. in Fashion Technology (FT)			
Course Name	History of costumes		
Course Code	BV201		
Class	F.Y.	Semester	2
No. of Credits	04	Contact Hours	60
Aim To understand history behind the clothing from last two decade			
Objectives In the last two decades, the history of dress and its related area of textile history have developed into immensely popular fields of study. It brings together scholars for an interdisciplinary dialogue between the history of dress/textile and the history of art.			
Course Outcomes Students will be able to apply historic costume knowledge to modern fashion design construction.			
Unit	Topics	Credit	Lectures
Unit I	History of traditional Indian Costume <ul style="list-style-type: none"> • Indus Valley Civilization period: Concept, Material & Source of Inspiration • Vedic period: Concept, Material & Source of Inspiration • Mauryan period: Concept, Material & Source of Inspiration • Gupta period: Concept, Material & Source of Inspiration • Mughal period: Concept, Material & Source of Inspiration • Rajput period: Concept, Material & Source of Inspiration 	1	15

Unit II	History Of Clothing <ul style="list-style-type: none"> • Origin of clothing in Egypt, Greece & Rome along with accessories. 	1	15
Unit III	Clothing Of Empires <ul style="list-style-type: none"> • Gothic Style originated in France • Early renaissance or reformation period • Baroque- elegant and luxurious • Rococo 	1	15
Unit IV	Clothing of The Revolution Era's <ul style="list-style-type: none"> • Neo-classicism • Romanticism • Belle Époque 	1	15
<ul style="list-style-type: none"> • References: 1. JamilaBrijBhushan, “The Costume and Textiles of India”, Prentice Hall, 2000. • Fillow J and Bernard N Thomas and Hudson, “Traditional Indian Textiles”, Prentice Hall, 1993. • Hart A North S V and A Museum, “Historical Fashion in detail the 17th and 18th Centuries”, McMillan, 1998 • What People Wore When: A Complete Illustrated History of Costume from Ancient Times to the Nineteenth Century for Every Level of Society - Melissa Leventon • A History of Costume (Dover Fashion and Costumes) - Carl Kohler 			

B.Voc. in Fashion Technology (FT)			
Course Name	Introductions to Textiles II		
Course Code	BV 202		
Class	F.Y	Semester	2
No. of Credits	04	Contact Hours	60
Aim Textile design is essentially the process of creating designs for woven, knitted or printed fabrics.			
Objectives To provide experience in responding to market opportunities with creative and innovative products that integrate a set of academic disciplines such as textile materials, design fundamentals, business fundamentals, sourcing, data mining of market information, and new developments in material science.			
Course Outcomes Textile designer must have knowledge of yarn making, weaving, knitting, dyeing, finishing processes, and also knowledge about different types of looms, knitting machines and printing processes. So, the scope and opportunity of Textile Designing Jobs will always be up.			
Unit	Topics	Credit	Lectures
Unit I	Yarn Technology Yarn Manufacturing Process: <ul style="list-style-type: none"> • Ginning – objectives, types and working principle. • Spinning – short staple system: sequence of process, objectives of blow room, carding, drawing, combing roving, ring spinning, compact spinning Course Outcomes <ul style="list-style-type: none"> • To promote an understanding of Yarn Manufacturing Process 	1	10

Unit II	Long Staple Spinning: <ul style="list-style-type: none"> woolen system – scouring, carbonizing, drying, oiling, carding, roving, ring spinning and winding; Worsted system – wool: sequence of process, objective and working principle of scouring, blending, carding, gilling, combing, drawing, roving, ring spinning and solo spinning. Silk and process and its types Course Outcomes <ul style="list-style-type: none"> To understanding of Long Staple Spinning Process To understanding of woolen & silk Spinning Process 	1	20
Unit III	Open End Spinning Techniques: <ul style="list-style-type: none"> Objective, working principle of rotor spinning, air - jet spinning, air vortex spinning, Comparison of yarn properties . Package faults – types, causes and remedies. Course Outcomes <ul style="list-style-type: none"> To understanding of Open End Spinning Techniques Process 	1	10
Unit IV	QUALITY ASSESSMENT: <ul style="list-style-type: none"> Yarn quality requirements for weaving and knitting. Quality requirements of cotton yarns and blended yarns. Sewing Thread Manufacture: Fibers used essential quality requirements of sewing threads, manufacturing process, properties and applications. Course Outcomes <ul style="list-style-type: none"> To understanding of Yarn quality & Sewing Thread Manufacturing. 	1	20
<ol style="list-style-type: none"> References: “Norms for Spinning Mills”, SITRA, India, 2004. Wynne A, “The Motivate Series”, Macmillan Education Ltd., London, 1997. 27 Corbmann B P, “Textiles: Fibre to Fabric”, McGraw Hill Inc., USA, 1996. Shrigley G, “Manual of Cotton Spinning – Opening and Cleaning”, Textile Institute, Manchester, 1996. Joseph M L, “Essentials of Textiles”, Hold Rienhart Winston Pub. Co., New York, 1990. Oxtoby E, “Spun Yarn Technology”, Butterworth and Co., London, 1987. C.A. Lawrence, “Advances in Yarn Spinning Technology”, Woodhead publishing, Cambridge, 2010. 			

B.Voc. in Fashion Technology (FT)			
Course Name	Fashion Studies and Fundamentals of computers		
Course Code	BV203		
Class	FY	Semester	2
No. of Credits	04	Contact Hours	60
Aim The main aim of this course is to impart global fashion concepts and trends to students. It helps students become creative and take garment designing to the next level, keeping in mind the export demand and global market in mind! ... Some of those roles are- designer, freelance consultant, stylist, illustrator etc			
Objectives Students will be able to use industry terminology and equipment in appropriate ways. Objectives. Upon successful completion of a major in computer and information sciences, students will be able to: Demonstrate proficiency in problem-solving techniques using the computer..... Demonstrate proficiency in the analysis of complex problems and the synthesis of solutions to those problems			
Course Outcomes Learning outcomes Express knowledge of the segments in Fashion Clothing. Express knowledge and use of appropriate fashion terminology. Express knowledge of global fashion capitals. Express knowledge of various categories of apparel for men, women and children. Upon completion of this subject the student will be apply technical knowledge and perform specific technical skills			

Unit	Topics	Credit	Lectures
Unit I	<ul style="list-style-type: none"> • Fashion definition and its importance. • Fashion origin, evolution of fashion. • Classifications of fashion. • Factors affecting fashion. • Introduction to Computer: -Definition, Characteristics of computer, Generation of Computers, Capabilities and Limitations. Introduction to Operating System. Concept of Bios. • Basic Components of a Computer System-Control Unit, ALU, Input/output functions and characteristics. 	1	15
Unit II	<ul style="list-style-type: none"> • Fashion cycle and length of fashion cycle. • Fashion theory-trickle down, trickle across, bottom-up theory • Hardware: CPU, Primary and Secondary storage, I/O devices, Bus structure, Computer Peripherals - VDU, Keyboard, Mouse, Printer. • Programming Languages: Machine Language, Assembly Language, High Level Language, Object Oriented Language 	1	15
Unit III	<ul style="list-style-type: none"> • Fashion terminology – style, change, Trend, fashion cycle, fad, classic, &couture. • Fashion Leader and Fashion Followers • Tools of PowerPoint, word, excel. • Spreadsheet programs and their uses. • Types of network-LAN, WAN, MAN • Using internet. 	1	15
Unit IV	<ul style="list-style-type: none"> • Source of fashion • Factors influencing fashion. • Forecasting fashion-fabric, trend, style, color • Brands and their influence on Forecasting • Prepare PPT presentation any 5 	1	15
References: <ol style="list-style-type: none"> 1. “Fashion Concept to Consumer” By Gini Stephens Frings, Publisher Pearson. 2. “Fashion Marketing” By Essay, Mike. - 3. “Dynamics of Fashion” By Elaine Ellen, Publisher Fairchild. 			

B.Voc. in Fashion Technology (FT)			
Course Name	Fashion Illustration II		
Course Code	BV204		
Class	F. Y	Semester	2
No. of Credits	06	Contact Hours	90
Aim This course aims to help one express ideas and concepts through skillful diversified illustration techniques in different medium including rendering of fabric prints, textures, designs and how the fabric drape on the fashion silhouette.			
Objectives Appreciate the unique considerations and focuses of fashion illustration Sketch the human body in proportions relevant to fashion illustration Conduct quick sketches of clothing items on the human body			
Course Outcomes Fashion illustration differs from the fashion plate in that a fashion plate is a reproduction of an image, such as a drawing or photograph, for a magazine or book. Fashion illustrations can be made into fashion plate, but a fashion plate is not itself an original work of illustration.			
Unit	Topics	Credit	Lectures
Unit I	<ul style="list-style-type: none"> Illustration of fashion stylized figure 	1	15
Unit II	<ul style="list-style-type: none"> Illustration of men and kids' figure. Illustration of Lines and Strokes. 	1	15
Unit III	<ul style="list-style-type: none"> Gradation techniques using graphite pencils. (Stippling, Hatching, crosshatching & blending.) Illustration of face – rotation and drawing in sections 	1	15
Unit IV	<ul style="list-style-type: none"> Illustration of various postures of hand and arm. Illustration of various postures of feet and leg 	1	15

Unit V	<ul style="list-style-type: none"> • Illustration of different hair styles for men, women and kids. • Various men's, women's and kids fashion poses 	1	15
Unit VI	<ul style="list-style-type: none"> • Illustration of 3 D shading using pencils. • Designing accessories. 	1	15

References:

- The Fundamentals of Drawing -Barrington Barber
- Fashion Illustration to expressing Textures -KojiroKumagai Graphic
- Introduction to fashion -Design Patric John Ireland.
- The Figure -Walt Reed North Light Books
- Colour Harmony -Hideaki Chijjiwa
- Theory of use of colours -Luigina De Grandis
- Fashion Drawings Principles -JahnSaman& AnneAllen.
- Fashion sketch book. -Bon abling
- Joy of drawing - Bill Matin
- Beyond Design Fairchild -Sandra J.Keiser -Myrna B.Garner Publication,2008
- Fashion Forecasting -Kathryn- Mckelvey -Jennie Munslow
- "Rendering Fashion Fabric and Prints" By McDonald, Nora M, Publisher Fairchild.
- "9 Heads" By Riegelman, Publisher Pearson.
- "Fashion Drawing: The Basic Principles" By Anny Allen and Seaman.

B.Voc. in Fashion Technology (FT)			
Course Name	Pattern making and garment construction		
Course Code	BV 205		
Class	F. Y	Semester	2
No. of Credits	06	Contact Hours	90
Aim Pattern making is quite interesting and important for a student and it helps the people of any age groups to interpret the designs and understand the design with technical ability It is done on brown paper and helps to create basic patterns; foundation of new designs can be easily made.			
Objectives Students Will demonstrate how to lay and construct a pattern out correctly.			
Course Outcomes Students will be able to manipulate patterns using half scale Sloppers and create other styles within a given frame of time.			
Unit	Topics	Credit	Lectures
Unit I	<ul style="list-style-type: none"> • Pattern of Basic Torso • Pattern of Shoulder and Armhole Princess 	1	15
Unit II	<ul style="list-style-type: none"> • Pattern of Basic Kurta • With designed neckline. • With stand collar with placket • With yoke of any shape. • With panels. 	1	15
Unit III	<ul style="list-style-type: none"> • Pattern of bottom wear I • Salwar 	1	15
Unit IV	<ul style="list-style-type: none"> • Pattern of Ladies Blouse • Pattern of Variation of Blouse 	1	15

Unit V	<ul style="list-style-type: none"> Semi and Full Patiala Churidar with belt and without belt 	1	15
Unit VI	<ul style="list-style-type: none"> Project work 	1	15
References: 1. The Art of Fashion Draping by Connie Amaden-Crawford published by Fairchild Publications. 2. Draping for Fashion Design by Hilde Jaffe & Nurie Relis published by Pearson Education.			
B.Voc. in Fashion Technology (FT)			
Course Name	Surface Ornamentation Technique II and Traditional Textile and Embroidery of India		
Course Code	BV 206		
Class	F. Y	Semester	II
No. of Credits	06	Contact Hours	90
Aim Courses in Computer studies are offered to enhance the interest of student in computer. The Information Technology prepares a student for basic knowledge using computer to solve data processing problems in daily life.			
Objectives The main objectives of printing are the production of attractive designs with well-defined boundaries made by the artistic arrangement of a motif or motifs in one or more colors. Printed fabrics are well protected from friction and washing if dyes or pigments are applied properly on fiber. Upon successful completion of a major in computer and information sciences, students will be able to: Demonstrate proficiency in problem-solving techniques using the computer Demonstrate proficiency in the analysis of complex problems and the synthesis of Solutions to those problems.			
Course Outcomes Upon completion of this subject the student will be apply technical knowledge and perform specific technical skills.			

Unit	Topics	Credit	Lectures
Unit I	Embroidered Textile Of India <ul style="list-style-type: none"> • Phulkari of Punjab • Chikankari of Uttar Pradesh • Kantha of West Bengal • Kasuti of Karnataka • Kachchi embroidery of Gujrat • Kashida • Chamba Rumal • Gold & Silver work Course outcomes <ol style="list-style-type: none"> 1. Understand the concept and importance of Embroidered Textile of India 2. To learn different state wise embroidery. 	1	15
Unit II	Hand Woven Textile <ul style="list-style-type: none"> • Balucheri • Paithani • Patola • Jamdani • Kanjeevaram • Chanderi & Maheshwari • Banaracs brocades Course outcomes <ol style="list-style-type: none"> 1. Understand Hand Woven Textile of India 	1	15
Unit III	Printing Technique <ul style="list-style-type: none"> • Bagru prints from Rajasthan • Sanganer prints from Rajasthan • Kalamkari from Andhra Pradesh ▪ Block Printing ▪ Stencil Printing ▪ Screen Printing ▪ Fabric Printing Course outcomes <p>To learn different Printing Technique & create sample pieces.</p>	1	20

Unit IV	Tie & Dye <ul style="list-style-type: none"> • Bandhani • Batik • Leheria • Tie & Dye Course outcomes 1.To learn different Tie & Dye Technique & create sample pieces & articles.	2	20
Unit V	Machine Embroidery <ul style="list-style-type: none"> • Introduction to Machine embroidery. • Types of Machine Embroidery machines with industry and domestic use • workshop by singer machines: hands-on experience of machine embroidery Course outcomes 1. Understand the concept and importance of Machine Embroidery	1	20
References: <ol style="list-style-type: none"> 1. “Introduction to Computers” By Norton, Peter. 2. “Introduction to Computer Fundamentals” By Bright. 3. “Fundamentals of 4. Jhp-Computer Graphics” By Peter Shirley. 5. “Introduction to Computer Fundamentals” By Bright 			

B.Voc. in Fashion Technology (FT)			
Course Name	Basics of Quality Control, Finishing & Packing		
Course Code	BV 301		
Class	S. Y	Semester	III
No. of Credits	04	Contact Hours	60
Aim Principle of finishing, packing & Quality control			
Objectives Understanding the basics of garment finishing, packing & Quality control			
Course Outcomes To understand Final delivery of the garment to customer in appropriate form			
Unit	Topics	Credit	Lectures
Unit I	Introduction of Quality Control Requirement of an effective and adequate quality control Nature of different fabrics (knits and woven) Fabric weaving, texture, colour fastness, durability, manufacturing process defects etc.	1	15
Unit II	Study of Quality Checking & Measuring Garments based on given specification. Checking fit and Style as per buyer's original sample. Study of different designs, its placement with notches, workmanship & Stitches per inch. Study of Quality Checking and Measuring in respect of finishing parameters, washing parameters (shrinkage, shade variation,	1	15
Unit III	Finishing & Packing Introduction of different machines (Body forming machine, leg press, Buck press, Vacuum steam press Table) Introduction of Finishing Processes.	1	15

Unit IV	Different Pressing Methods as per fabric requirements. Importance of pressing. Stains – Identification and their removal Labels – their kinds & use Introduction to advanced pressing, folding & packing equipment. Introduction to latest packing material (such as Collar patti, butter fly PVC patti, Moti pin, stand patti& Packing sheet etc.)	1	15
References: <ul style="list-style-type: none"> • “Design for lifetime” by Usha Shrikanth published by Samata Enterprises. • Chavan, R. B. & Sen, K., Eco Friendly Apparel and Analytical Techniques for • Assessing Eco Standards, an article published in proceedings of workshop on • Quality Control for Textiles and Apparel Industries, organized by the Department • of Textile Technology, IIT, 3-5 October, 1996, pg. 6.1-6.9 • Chopra, K., Quality Apparel- A Challenge, an article published in proceedings of • workshop on Quality Control for Textiles and Apparel Industries, organized by the • Department of Textile Technology, 			

B.Voc. in Fashion Technology (FT)			
Course Name	Fashion Merchandising		
Course Code	BV 302		
Class	S.Y	Semester	III
No. of Credits	04	Contact Hours	60
Aim Merchandising is the practice in the retail industry of developing floor plans and three-dimensional in order to maximize sales.			
Objectives Perhaps the primary objective in merchandising is displaying products so that customers will be enticed to buy them. A merchandiser chooses the basic layout of a store to encourage the most sales and determines what will be displayed where.			

Course Outcomes

Learning Outcomes. Graduates will be able to demonstrate the application of oral, written, and visual communication skills to present specifications/information and support decision making. Graduates will be able to demonstrate the applied skills of industry specific technology knowledge and skills.

Unit	Topics	Credit	Lectures
Unit I	Systems And Principles Of Merchandising <ul style="list-style-type: none">• Merchandising terminology,• Significance & scope,• Role and responsibility of merchandiser in the clothing industry,• Merchandising interface with other departments in an apparel organization.	1	10
Unit II	Product Development <ul style="list-style-type: none">• Fashion forecasting - sources of trend information, information gathering and sourcing for colors, fabrics and prevailing fashion trends.• Creating a design concept, developing design, fabric & color palettes, raw material sourcing, market/customer profiling and product analysis and development.	1/2	10
Unit III	Merchandise Planning And Order Execution <ul style="list-style-type: none">• Elements of planning, calendar planning, order management, buyer contacts and communication, selling and booking of orders, sampling process, yarn and fabric programming, route card drafting, production controlling and follow up, record maintenance and reporting, time management and prioritizing, follow ups of quality assurance procedures, in-house, sub-contractor and juniors activities.	1/2	10

Unit IV	Sourcing And Vendor Management <ul style="list-style-type: none"> • Analysis of fiber content, fabric construction, type of print, finishing operation, embellishment technique used. • Sourcing of woven fabrics and knits, Global sourcing, fabric and yarn trade fair, sourcing decisions, Evaluating vendor reliability, Yarn procurement, Accessories procurement, order placing and follow-ups, shortage management. 	1/2	10
Unit V	Fashion Buying <ul style="list-style-type: none"> • Buying house, • Role of fashion buyer, buying cycle, types of buyers , • Buying seasons and their significance in product planning, market planning, merchandise planning, 	1/2	10
Unit VI	Business Communication <ul style="list-style-type: none"> • Importance of communication, communication process, presentation skills, barriers to effective communication, communication in organization, information systems and controls, management information system. 	1	10
References: <ul style="list-style-type: none"> • Reference Material • Ellen Diamond (Second Edition), Fashion Retailing • Donnellan John, Merchandise Buying and Management, Fairchild Publications Inc. • Dickerson Kitty, Inside the Fashion Business (7th Ed.), Pearson education Inc. P 224, 2007 • Rosenau Jeremy, Wilson David, Apparel Merchandising- The Line starts Here (2nd Ed.), Fairchild Books, NY, Pg 168,2006 • P.S. Ravichandran, Textile Marketing Merchandising 2005, SSMITT & PC Co. Op.Stores, Komarapalayam • Levyewit 6th Edition, Retail Management 			

B.Voc. in Fashion Technology (FT)			
Course Name	Fashion Retailing		
Course Code	BV 303		
Class	S.Y	Semester	III
No. of Credits	04	Contact Hours	60
Aim Consumers benefit from retailing is that, retailers perform marketing functions that makes it possible for customers to have access to a broad variety of products and services. Retailing also helps to create place, time and possession utilities.			
Objectives The overall objective of retail marketing is creating and developing services and products that meet the specific needs of customers and offering these products at competitive, reasonable prices that will still yield profits. Businesses must realize that, in retail, the customer lies at the center of any organization's marketing efforts, determining the overall success of the product or service			
Course Outcomes Students will be able to write and present a report about the various types of retail organizations. Students will be able to research and name various career paths in the fashion industry. Students will be able to identify and apply current business methodology and discuss current situations and opportunities connected to the fashion business.			
Unit	Topics	Credit	Lectures
Unit I	Retailing & Retailing Organisation <ul style="list-style-type: none"> • Characteristics and functions, trends, types, retailing channels, international fashion retailer strategy, retailing in rural India, challenges in retail business. • Structure of retailing. Fashion retail organization charts - single unit specialty store, small department store, large department store, human resource management in retailing. 	½	05

Unit II	Consumer Behavior <ul style="list-style-type: none"> Consumer behavior, - consumer demographic, lifestyle, needs and desires, shopping attitude and behavior. 	1/2	10
Unit III	Merchandise Management <ul style="list-style-type: none"> Objectives of merchandise plan – measuring inventory turnover. Sales forecasting – life cycle, sales forecast, collaborative planning forecasting replenishment(CPFR), store – level forecast, assortment planning processes – variety, assortment, product availability, assortment plan, Merchandise budget plan for fashion merchandise – monthly sales, beginning of month(BOM), end of month(EOM), open to buy (OTB), allocating merchandise to stores. Analyzing merchandise performance - ABC analysis, sell-through analysis, multi attribute method. 	1	15
Unit IV	Retail Location, Design <ul style="list-style-type: none"> Location – types, choice, location and site evaluation. Store layout – type, feature areas. Space planning – location of departments and merchandise, planograms, leveraging space. 	½	10
Unit V	Retail Pricing <ul style="list-style-type: none"> Pricing strategy – everyday low pricing, high/low pricing. Price adjustments – markdowns, coupons, rebates, price bundling, multiple unit pricings, pricing on internet. Using price to stimulate retail sales – leader pricing, price lining, odd pricing. 	½	05
Unit VI	Promotion Strategy & Store Relationship In Retailing <ul style="list-style-type: none"> Promotion mix selection - advertising, media selection, sales promotion, personal selling and publicity. Ethics, social responsibility, consumerism. 	1	15
References: Ellen Diamond “Fashion Retailing: A Multi-Channel approach”, Pearson Education India, India, 2007. 2. John Fernie, Suzanne Fernie and Christopher Moore, “Principles of Retailing”, Reed Elsevier			

India Private Limited, New Delhi, 2007.

3. Margaret Bruce, Christopher M. Moore and Grete Birtwistle, “International Retail Marketing – A Case study approach”, Reed Elsevier India Private Limited, New Delhi, 2006.

4. Michael Levy, Barton A Weitx, “Retailing Management”, Tata McGraw-Hill Publishing Company Limited, India, 2006.

5. Gibson G. Vedamani, “Retail Management Functional Principles and Practices”, Jaico Publishing House, Mumbai, India, 2002.

B.Voc. in Fashion Technology (FT)			
Course Name	Illustration III		
Course Code	BV 304		
Class	S.Y	Semester	III
No. of Credits	06	Contact Hours	90
Aim To study its acceptance among consumers from textile and non-textile background.			
Objectives The objective of this course is to understand the textile raw material like fibers, fiber source other forms of textiles like non-woven, felt, lace and braids			
Course Outcomes This is a course that is offered to apparel / fashion design students. This course exposes them to various non-textile materials that can probably make a garment and make them think of numerous possibilities that exist. Creative use of materials can be done. Various methods such as cut, join, deform, twist, scoop etc. make and add new dimensions to various material that are being used. Students will be able to develop a library of fashion dresses.			

Unit	Topics	Credit	Lectures
Unit I	Draw flat sketches of pattern showing construction details. <ul style="list-style-type: none"> • Mood Board: inspiration picture • Story Board: Color board, non-textile element and its variation. 	1	15
Unit II	Study of five fashion illustrator and develop sketches based on their style. <ul style="list-style-type: none"> • Design Development Sheet 	1	15
Unit III	Developing your own style Fashion/stylized figure <ul style="list-style-type: none"> • Final Illustration 	2	30
Unit IV	Men, women, kids with theme and suitable background. <ul style="list-style-type: none"> • Technical drawing or flats sketches of pattern showing construction details. 	2	30
References: <ol style="list-style-type: none"> 1. Fashion Resource Book-research for design by Robert Leach published by Thames & Hudson. 2. Fashion Design course-principles, practice & techniques: The ultimate guide for aspiring fashion designers by Steven Faerm published by Thames & Hudson. 3. Fashion Design Drawing course principles, practice & techniques: The ultimate guide for aspiring fashion artist by Caroline Tatham & Julian Seaman published by Thames & Hudson. 			

B.Voc. in Fashion Technology (FT)			
Course Name	Pattern Making & Garment Construction III		
Course Code	BV 305		
Class	S.Y	Semester	III
No. of Credits	06	Contact Hours	90
Aim Pattern making is a highly skilled technique which calls for technical ability, and a sensitivity to interpret a design with a practical understanding of garment construction			
Objectives Pattern is a hard paper which is made by following each individual component for a style of garment or apparel. Actually, pattern is a template from which the parts of a garment are traced onto fabric before being cut out and assembled. It is one of the most important parts of garment manufacturing industry.			
Course Outcomes Students will be able to construct tailored garments, in correct sequence of operations.			
Unit	Topics	Credit	Lectures
Unit I	Dart Manipulation <ul style="list-style-type: none"> Single Dart Manipulation -Waist dart, Shoulder tip, Bust point, Mid neck, CF waist, CF Neck, Mid Arm-hole & French Double Dart Manipulation –Shoulder Tip, Bust Dart, 	2	30
Unit II	<ul style="list-style-type: none"> Pattern of Basic Skirt Pattern of Variation of Skirts 	1	15
Unit III	<ul style="list-style-type: none"> Pattern of Basic Formal Shirt Women Pattern of Basic Formal Shirt Men 	2	30
Unit IV	<ul style="list-style-type: none"> Pattern of variation of pants female Pattern of variation of pants male 	1	15
References:			

1. The Art of Fashion Draping by Connie Amaden-Crawford published by Fairchild Publications.
2. Draping for Fashion Design by Hilde Jaffe & Nurie Relis published by Pearson Education.

B.Voc. in Fashion Technology (FT)			
Course Name	CAD I Photoshop & Coral Draw		
Course Code	BV 306		
Class	S.Y	Semester	III
No. of Credits	06	Contact Hours	90
Aim CAD software is used to increase the productivity of the designer, improve the quality of design, improve communications through documentation, and to create a database for Manufacturing. CAD output is often in the form of electronic files for print, machining, or other manufacturing operations.			
Objectives CAD stands for Computer Aided Design, whereas CAM stands for Computer Aided Manufacture. CAD is used for displaying and editing designs on the computer. Calculations can often be made. CAM uses a computer to control a manufacturing process.			
Course Outcomes Students will be able to manipulate electronic patterns and create other styles using Gerber Accomack Pattern Making Software.			
Unit	Topics	Credit	Lectures
Unit I	Coral Draw <ul style="list-style-type: none"> • Introduction of Coral Draw • Tool and its working in Coral Draw 	1	15

Unit II	Working With Coral Draw <ul style="list-style-type: none"> Develop garment using elements of fashion with color schemes Develop fashion accessories with color harmonies. 	2	30
Unit III	Photo-Shop <ul style="list-style-type: none"> Introduction of Photo-shop Tool and its working in photo-shop. 	1	15
Unit IV	<ul style="list-style-type: none"> Develop garment with motif from nature. Development of foot-wear and hand-bags of any 5 designer brands	2	30

References:

1. "ESSENTIAL Fashion Illustration: Digital" by Loreto Binvignat Streeter published by Rockport.
2. "Fashion Designer's Handbook for Adobe Illustrator" by Marianne Center & Frances Vereker published by Blackwell publishing.

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B.Voc. in Fashion Technology (FT)

Course Name	APPAREL MACHINERY & EQUIPMENTS		
Course Code	BV 401		
Class	S.Y	Semester	IV
No. of Credits	04	Contact Hours	60

Aim

Aims to develop a broad range of knowledge in the area of apparel machinery. It describes the various types of machines used in the different departments of apparel industry.

Objectives

Describe the working of automated spreading machinery used in garment manufacturing with theoretical knowledge of the functions of each parts.

Describe the working of commonly used cutting machines in garment manufacturing

Along with the functions of each parts.

Course Outcomes

Students will be able to analyze and use machinery effectively in their design process.

Unit	Topics	Credit	Lectures
Unit I	Spreading <ul style="list-style-type: none"> • Machinery and Equipment – manual, semi, fully automatic. • Marker Making with CAM- Feature of a digitizer, marker and lay planning, duplicating, fabric consumption, plotters – flat bed plotter, drum plotter. • Quality requirements for spreading. 	1	15
Unit II	Cutting Machines <ul style="list-style-type: none"> • Machinery and equipment. • Mechanism and technical features of Straight Knife, Round Knife, Band Knife cutting machines, die cutting, laser cutting, plasma cutting, water jet cutting and ultrasonic cutting. • Principles of notches, drills and thread markers. • Computerized cutting- Computerized controlled cloth spreaders and cutting heads. 	1	15
Unit III	Feed Mechanisms And Sewing Machine Attachments <ul style="list-style-type: none"> • Types of feed mechanism-drop, differential, belt, variable top and bottom feed, puller, needle feed and unison feed. • Machine speed and rate of feed, stitch size regulation. • Types, guides- arm, cylindrical and flats guides, folders and binders, presser foot- compensating, gauge, zipper, cording and shirring foot. 	1/2	10

Unit IV	Fusing And Finishing Machines <ul style="list-style-type: none"> • Machines requirements, process, types, fusing equipment's, methods, quality control in fusing. • Ironing: Steam, Electric. • Pressing Machines: buck press for shirt and pant, carousal press and tunnel press – working principles. Garment folding-types Packaging-types. • Selection of packaging design based on materials, method and equipment's. 	½	05
Unit V	Maintenance And Lubrication Systems <ul style="list-style-type: none"> • Preventive maintenance, break down maintenance, schedule- daily, weekly and monthly, thread stand assembly, belt insulation checkup, feed mechanism, needle bar mechanism, setting and adjustment. Lubrication System- Functions and types of lubricating system. 	1/2	05
Unit VI	Trouble Shooting <ul style="list-style-type: none"> • Problems in sewing machines and setting points– control of oil stains needle and thread breakage, feed mechanism problems and sewing operations. • Sewing defects - causes and their remedial measures. On-line quality inspection work aids and functions. 	1/2	10
References: Fairhurst, “Advances in apparel production”, ISBN 1 84569 2950, Woodhead publishing, 2008. 2.Wendy Gardiner, “Sewing Basics”, Sally Milner Publishing, 2003. 3. Fredrerick H Abernathy, John T Dunlop” A Stitch in Time – Apparel Industry”, Blackwell sciences, 1999. 4. Claire Shaeffer. “Sewing for the Apparel Industry”, Woodhead publicatio			

B.Voc. in Fashion Technology (FT)			
Course Name	VISUAL MERCHANDISING		
Course Code	BV 402		
Class	S.Y.	Semester	IV
No. of Credits	04	Contact Hours	60
Aim Visual Merchandising course aims to impart candidates both theoretical and practical knowledge. During the course, students are first taught the important concepts of Visual Merchandising. After this, they are taught how to use them in real life scenario.			
Objectives Visual merchandising is presenting products in an aesthetically pleasing way. It integrates both elements of design and psychology to create eye-catching product displays that will grab the attention of shoppers and arouse positive emotions within them. The main objectives are to improve sales and brand identity.			
Course Outcomes Understand basic promotion and advertising including various media for retail advertising (newspaper, radio, direct mail) and the design, layout, and production of ads and promotional point of purchase material. Design and build scale models and props suitable for use in display and exhibition. Use basic display skills such as covering, stapling, and mounting.			
Unit	Topics	Credit	Lectures
Unit I	Fundamentals Of Visual Merchandising: visual merchandising and display, purpose of visual merchandising, store image, target customers, seasonal visual merchandise and windows.	1/2	05

Unit II	Elements And Principles Of Design In Visual Merchandise: Introduction, objective, design elements- line, colour, texture, shape and form. Principles - balance, emphasis, proportion, rhythm, repetition.	1/2	10
Unit III	Display And Display Settings: Mannequin: types of mannequin - realistic, semi realistic, abstract, semi abstract, headless; dressing up of mannequin. Types of display - one item, line of goods, related merchandise, assortment, promotional vs institutional. Type of display settings - realistic, environmental, semi-realistic, fantasy, abstract.	1	10
Unit IV	Store And Window Settings: Exterior of the store - signs, marquees, outdoor lightning, banners, planters, awning; window in store front - the angled front, the arcade front, the corner, display, closed back, open-back, island, shadow boxes, elevated, deep, tall.	1	20
Unit V	Light And Its Impact On Colour: Importance, types - primary lighting, secondary lighting, coloured lights and filters, planning store lighting.	1/2	10
Unit VII	Attention Drawing Devices: Colour, line and composition, scale, contrast, repetition, humor, mirrors, nostalgia, motion, surprise and shock, props.	1/2	05
References: 1. Martin M.Pegler,"Visual Merchandising and Display", Berg Publishers, UK, 2006. 2. Laine stone, Jean Samples, "Fashion Merchandising – An Introduction", Mc Graw Hill Book Co, New York,2001. 3. Diamond J, "Fashion Retailing - A Multi – Channel Approach", Prentice Hall, New Jersey,2000.			

B.Voc. in Fashion Technology (FT)			
Course Name	Fashion Entrepreneurship		
Course Code	BV 403		
Class	S.Y.	Semester	IV
No. of Credits	04	Contact Hours	60
Aim			
Develop appreciation for entrepreneurship as a career			
Objectives			
<ul style="list-style-type: none"> • To understand the concepts of entrepreneurship • To know about the different types and kinds of entrepreneurship • To inculcate knowledge about different barriers of entrepreneurship • To gain knowledge about methods of identifying and selecting entrepreneurial ideas • To acquire financial management skills • To gain knowledge about steps involved in developing a project proposal 			
Course Outcomes			
<ul style="list-style-type: none"> • Understand the meaning and concept of entrepreneurship development • Develop the ability to identify and plan a project proposal • Develop skills in launching and managing an enterprise • Be able to understand the nuances of financial management 			
Unit	Topics	Credit	Lectures
Unit I	Introduction To Entrepreneurship <ul style="list-style-type: none"> • Concept • Need and significance • Classification of entrepreneur • Types of enterprises classification based on capital, product and ownership • Estimation and mobilization of resources • Challenges • Barriers 	1	15

Unit II	Entrepreneurial Motivation And Ideas <ul style="list-style-type: none"> • Meaning of Achievement motivation • Motivating factors: Internal and External • Creativity and idea generation • Selection of entrepreneurial ideas 	1/2	10
Unit III	Enterprise Management <ul style="list-style-type: none"> • Managing Production • Managing marketing • Financial management 	1	15
Unit IV	Enterprise Networking <ul style="list-style-type: none"> • Enterprise resource planning- concept, dynamics and methods • Role of institutions- CII, KVIC, NIESBUD, FICCI and NGOs 	1/2	05
Unit V	Project Proposal <ul style="list-style-type: none"> • SWOT analysis • Format • Content • Steps in its preparation • Project feasibility analysis 	1	15

References:

- Lall & Sahai : Entrepreneurship,Excel Books
- McClelland, D.C. & Winter, W.G. : Motivating Economic Achievement, Free Press.
- Pareek, U & Venkateswara Rao, T : Developing Entrepreneurship – A Handbook on Learning Systems, New Delhi.
- Desai, A.N. : Entrepreneur and Environment, Ashish, New Delhi.
- Druckar, Peter : Innovation and Entrepreneurship, Heinemann.
- Chakraborty, Tridib : Introducing Entrepreneurship Development, Modern Book Agency.
- 7. Manimala, M.J. : Entrepreneurial Policies and Strategies,TMH

B.Voc. in Fashion Technology (FT)			
Course Name	Mini Projects		
Course Code	BV 404		
Class	S.Y	Semester	IV
No. of Credits	06	Contact Hours	90
Aim Craft Documentation is a way to research, study, experience a craft and the region for students, and also document it as a source of knowledge and reference for other students, designers and researchers			
Objectives To introduce Indian culture through the crafts, so that school students ... To understand the processes of creating a craft object from start to finish.			
Course Outcomes The process documents and explains the significant characteristics of a craft; the materials, process, tools and techniques involved in creating it; as well as the applications (Interior Architecture elements, Furniture, Objects and Accessories) of the Traditional and Vernacular Crafts.			
Unit	Topics	Credit	Lectures
Unit I	Introduction -Art, Craft, Non-Textile Design	1	10
Unit II	Aim of Art Craft and Non-Textile Design Resourcing	1	20
Unit III	Selection of Any One Indian or International Craft & Non-Textile Design	1	20
Unit IV	Observation of Selected Craft & Non-Textile Design Process of Making Handcrafted Article & Non-Textile Design	1	20
Unit V	End Product of Final Product and Documentation & Non-Textile Design	2	20

B.Voc. in Fashion Technology (FT)			
Course Name	Pattern Making & Garment Construction IV and Draping		
Course Code	BV 405		
Class	S.Y	Semester	IV
No. of Credits	06	Contact Hours	90
Aim Pattern making is a highly skilled technique which calls for technical ability, and a sensitivity to interpret a design with a practical understanding of garment construction..... This function connects design to production by producing paper templates for all components such as cloth, hemming, fusible etc.			
Objectives <ul style="list-style-type: none"> • Match a tool to their function for drafting patterns. • Identify the different weights of muslin and paper. • Discuss the importance of the dart. • Discuss the importance of math in all aspects of the production process 			
Course Outcomes Students will be able to demonstrate the operation of the advanced industrial specialty machines and terminology in the apparel construction process.			
Unit	Topics	Credit	Lectures
Unit I	<ul style="list-style-type: none"> • Pattern of formal trouser Men • Pattern of pleated trouser Men • Construction of basic trouser. • Construction of front of pleated trouser Introduction to draping and dress forms. Preparation of fabrics	2	30
Unit II	<ul style="list-style-type: none"> • Pattern of Formal Trouser Women • Pattern of Jeans • Construction of formal trouser • Construction of Jeans • Basic bodice – marking and truing Bodice variations-surplice front halter Princess Bodice and variation 	2	20

Unit III	<ul style="list-style-type: none"> • Pattern of Basic Jacket • Pattern of Basic Vest Coat • Construction of Jacket with normal stitching and draping method • Construction of Vest Coat with normal stitching and draping method 	1	20
Unit IV	<ul style="list-style-type: none"> • Pattern of Evening Gown by draping • Construction of Evening Gown by draping 	1	20
References: <ul style="list-style-type: none"> • The Art of Fashion Draping by Connie Amaden-Crawford published by Fairchild Publications. • Draping for Fashion Design by Hilde Jaffe & Nurie Relis published by Pearson Education. 			

B.Voc. in Fashion Technology (FT)			
Course Name	CAD II Illustrator		
Course Code	BV 406		
Class	S.Y	Semester	IV
No. of Credits	06	Contact Hours	90
Aim Adobe Illustrator is graphic-driven software used primarily for creating vector graphics. Developed alongside with Adobe Photoshop as a companion product			
Objectives Adobe Illustrator is used to create a variety of digital and printed images, including cartoons, charts, diagrams, graphs, logos, and illustrations. Illustrator allows a user to import a photograph and use it as a guide to trace an object in the photograph.			
Course Outcomes Students will be able to manipulate electronic patterns and create other styles using illustrator Software.			

Unit	Topics	Credit	Lectures
Unit I	Introduction Interface Introduction to Adobe Illustrator Go to page Panels & Workspaces in Adobe Illustrator Go to page Art boards in Adobe Illustrator	2	20
Unit II	Vector basics / Selection & Direct selection tool Go to page Fill & Stroke effects in Adobe Illustrator Using Color / Swatches / Pantone's / Gradients & more Go to page 10 Handy Tips / Things to know for beginners	2	20
Unit III	Setting up a document / Placing in a drawing / Sketch Image trace tool for sketches in Adobe Illustrator	1	20
Unit IV	Tracing a hand drawn sketch & Converting to vector artwork Compounding vector shapes & strokes / Pathfinder Tool	1	30
References: <ul style="list-style-type: none"> • “ESSENTIAL Fashion Illustration: Digital” by Loreto Binvignat Streeter published by Rockport. • “Fashion Designer’s Handbook for Adobe Illustrator” by Marianne Centner & Frances Vereker published by Blackwell publishing. 			

B.Voc. in Fashion Technology (FT)			
Course Name	Apparel Marketing Management		
Course Code	BV 501		
Class	T.Y	Semester	V
No. of Credits	04	Contact Hours	60
Aim The goal of fashion marketing and merchandising, for both manufacturers and retailers, is to sell merchandise at a profit. This requires careful planning and coordination			

Objectives

The basic or fundamental objective of marketing management is to maximize consumer satisfaction; and maximizing enterprise profitability through maximizing consumer satisfaction. The twin aspects of this fundamental objective seek to reconcile the objectives of consumers with those of the organization.

By identifying consumers' needs, tastes, preference etc. through conducting marketing research and producing goods and services for the best fulfillment of consumers' needs; marketing management creates customers or demand for its products. This function of demand creation is the basis of the operational life the business enterprise.

Course Outcomes

Students will be able to create a clothing line.

Unit	Topics	Credit	Lectures
Unit I	Marketing <ul style="list-style-type: none">Marketing concepts, marketing management, strategic marketing process, competitive marketing strategy – market leader, challenger, follower and nicher.	1	15
Unit II	Marketing Research And Measurement <ul style="list-style-type: none">Market Research - purpose, procedure and applications. Market potential – estimation. Market demand – methods of forecasting demand.	1	15
Unit III	Marketing Mix <ul style="list-style-type: none">Product- hierarchy, line and branding decisions, price - pricing decisions and procedures, promotion – advertising : media selection, measuring effectiveness, sales Promotion and distribution - marketing channel, functions, various marketing systems.	1	10
Unit IV	Product Life Cycle & New Product Development <ul style="list-style-type: none">Life cycle of product – introduction, growth, maturity and decline. Marketing strategy for various stages of life cycle. Stages of new product development.	½	10

Unit V	Global Marketing <ul style="list-style-type: none"> • Introduction, Importance of global marketing, Management orientations – ethnocentric, polycentric and geocentric. Forces affecting global integration. • Global Economic Environment: Economic systems – market capitalism, socialism, centrally planned socialism and centrally planned capitalism. Stages of economic development. • Global Market Entry Strategies : Licensing – special licensing arrangements, investment – joint ventures, equity stake, strategic partnerships. 	½	10
References: <ol style="list-style-type: none"> 1. “The Textile Industry: Winning strategies for the New Millennium”, Volume II, Textile Institute., Manchester, 1999. 2. Evelyn C Moore, “Math for Merchandising”, Wiley Eastern Inc., New Delhi, 1999 			

B.Voc. in Fashion Technology (FT)			
Course Name	Historical Fashion Accessories		
Course Code	BV 502		
Class	T.Y.	Semester	V
No. of Credits	04	Contact Hours	60
Aim- Students will be encouraged to undergo training or internship in any relevant organization in the Fashion Industry. This should be undertaken in the Summer as well as Winter holidays as per the student's convenience and initiative.			
Objectives To gain real time work experience from the industry.			
Course Outcomes <ul style="list-style-type: none"> • Understanding of the career field. • To develop useful skills. • To learn the live practices and techniques at the job 			
Unit	Topics	Credit	Lectures
Unit I	Introduction of jewelry: - Egypt, Sumerians, Greek, Rome and Indian jewelry.	1	15
Unit II	History of jewelry: - Egypt, Sumerians, Greek, Rome and Indian jewelry.	1	15
Unit III	Design jewelries on the basis of Indian historical influences.	1	15
Unit IV	Design jewelries on the basis of historical influences of Egypt, Sumerians, Greek and Rome.	1	15
References: 1. Martin M.Pegler,"Visual Merchandising and Display", Berg Publishers, UK, 2006. 2. Laine stone, Jean Samples, "Fashion Merchandising – An Introduction", Mc Graw Hill Book Co, New York,2001. 3. Diamond J, "Fashion Retailing - A Multi – Channel Approach", Prentice Hall, New Jersey,2000.			

B.Voc. in Fashion Technology (FT)			
Course Name	Quality Control In Garments		
Course Code	BV 503		
Class	T.Y.	Semester	V
No. of Credits	04	Contact Hours	60
Aim To familiarize students about the importance of quality in today's world in general and apparel industry in specific and its relevance to apparel production and merchandising			
Objectives <ul style="list-style-type: none"> • To get well versed with the various methods of ensuring the quality of the final product • To understand and classify various inspection processes • To understand different care label systems • To develop an understanding of the importance of eco labels 			
Course Outcomes <ul style="list-style-type: none"> • Understand the importance of quality in various processes and departments of garment manufacturing units • Learn the importance and types of quality control • Become aware of customer perception of quality • Get well versed with the quality control tools • Understand the concept and importance of care labels • Become aware of eco labels 			
Unit	Topics	Credit	Lectures
Unit I	Introduction to Quality Control <ul style="list-style-type: none"> • Concept of quality & quality control • Importance & type of quality control • Total Quality Management • Target markets • Product attributes • Quality costs • Consumer satisfaction- customer perception of quality • Quality and consumer safety 	1/2	05

Unit II	Quality Control Organizations, Standards and Regulations <ul style="list-style-type: none"> • Importance of quality testing & analysis • National and International organizations involved in textile testing AATCC, ASTM, ISO, BIS, INDA, GINETEX, etc. • Regulations on Apparel Labeling, Eco-labels, silk mark, wool mark, care labels, other international labels • Regulations on Apparel Safety • Need for ISO 9000 and other quality systems, ISO 9000-2000 quality system 	1	15
Unit III	Assurance of Quality in Fabrics <ul style="list-style-type: none"> • Quality control instruments • Compactness of fabric structure • Strength properties- tensile, bursting and tear strength • Color fastness to washing, dry cleaning, light, perspiration, crocking and hot pressing • Dimensional stability • Performance properties- resistance to abrasion, pilling, wrinkling, flammability • Quality parameters for fabrics suitable for various end uses-apparel, household textiles, industrial textiles. 	1	15
Unit IV	Quality Control in Apparel <ul style="list-style-type: none"> • Quality of design- style, utility and durability • Raw material inspection- fabric (four-point system and ten-point system), linings, interlinings, sewing threads, zippers, buttons, trims, etc. • In-process inspection- partially finished components of garments • Final inspection- completely finished garments in relation to some standards, specifications or requirements, size measurement, etc. 	1	15

Unit V	Managing Quality <ul style="list-style-type: none"> Tools for managing quality Evaluating Garment quality Critical control points Components of garments 	1/2	10
References: <ul style="list-style-type: none"> Chavan, R. B. & Sen, K., Eco Friendly Apparel and Analytical Techniques for Assessing Eco Standards, an article published in proceedings of workshop on Quality Control for Textiles and Apparel Industries, organized by the Department of Textile Technology, IIT, 3-5 October, 1996, pg. 6.1-6.9 Chopra, K., Quality Apparel- A Challenge, an article published in proceedings of workshop on Quality Control for Textiles and Apparel Industries, organized by the Department of Textile Technology, IIT, 3-5 October, 1996, pg. 7.1-7.9 Consumers see little change in product quality, Quality Progress, Dec. 1988, ASQC/Gallup Survey ISDS study material (Textile Committee, Ministry of Textiles) Juran, J.M, Gryana, F. M., and Bingham, R. S., Quality Control Handbook, 4th ed., McGraw-Hill New York, 1988 Sarkar, D., Handbook of Total Quality Management, Infinity Books, New Delhi, 2000. Saville, B. P., Physical Testing of Textiles, Textile Institute, 2000. 			

B.Voc. in Fashion Technology (FT)			
Course Name	Fashion Accessories and Internship		
Course Code	BV 504		
Class	T.Y.	Semester	V
No. of Credits	06	Contact Hours	90
Aim To have a continuous interaction with the industry by way of student's visits, special lectures by industry experts and industry sponsored projects To learn the different aspect of fashion accessories			
Objectives To develop the techniques of accessory design and its commercial values. To familiarize the students with various materials used in making jewelry. To appreciate the different aspects of the fashion and apparel industry			

To learn the functioning of the industry and be able to work on a project assigned by the industry To study the current trends in the market, interpret the same to create own concepts

Course Outcomes

Be able to develop the skills of accessory illustration Be able to create new accessory designs

Be able to make the design according to the garments

Be able to develop the skills to analyze the company profile

Be able to compile the collected data of the company for presentation in the form of a document Be able to create a collection based on the project by following the design process.

Practical Knowledge and hands on training for students, Give more exposure and skill development in students. Internship refers to a stage/phase during which an individual will get an opportunity to experience her industry of interest before entering into full time future career. Internships exposes the candidate to understand the way particular industry functions and what it would be like to work in that scenario.

Unit	Topics	Credit	Lectures
Unit I	Introduction to Accessories Types of Accessories Importance of Accessories Study of Accessories used	1	15
Unit II	Survey of the medium and materials available in the market. Collection with cost analysis.	1	15
Unit III	An introduction to jewelry making: -. Various types of jewelry, materials used for making jewelry, metals and stones, Types of jewelry-neck lace, earrings, rings, hair ornaments	1	15
Unit IV	Accessories: Designing of accessories- hats, belts, bags, footwear's and hair accessories. Material exploration- Develop any accessory from the above-mentioned items.	1	15
Unit V	Introduction of Internship sourcing, fabrics, sampling, designing, Merchandising	1	15
Unit VII	Background of the Organization Marketing Policies & Production Quality Assurance & Control Export Formalities & Shipping Overview of Export Potential Introduction to funding agencies, finances, Schemes, Business Plan.	1	15

References:

History of Jewelry 1100-1870, Joan Evans, Faber.

Ancient Jewelry (Interpreting the Past series), Jack Ogden, University of California Press.

Five centuries of Jewelry: From the collection of Ancient Art Museum, Lisbon, Leonor D'Orey, Scala Books.

A Collector's guide to Costume Jewellery, Tracy Tolkien & Henrietta Wilkinson, Firefly Books. Accessories, Kim Johnson Gross, Jeff Stone, Thames &Hudson, Jewelry from Antiquity to the Present, Clare Philips, Thames and Hudson.

B.Voc. in Fashion Technology (FT)			
Course Name	Advanced Pattern Making & Garment Construction and Grading		
Course Code	BV 505		
Class	T. Y	Semester	V
No. of Credits	06	Contact Hours	90
Aim Pattern making technique This function connects design to production by producing paper templates for all components such as cloth, hemming, fusible etc. which have to be cut for completing a specific garment			
Objectives To familiarize students with tools and methodologies of pattern making. To understand the language of pattern making and develop the ability to create designs through the flat pattern method. To enable the students to draft basic bodice block, skirt block and sleeve block.			
Course Outcomes Pattern is a hard paper which is made by following each individual component for a style of garment or apparel. Actually, pattern is a template from which the parts of a garment are traced onto fabric before being cut out and assembled. It is one of the most important parts of garment manufacturing industry.			
Unit	Topics	Credit	Lectures
Unit I	Introduction To Grading <ul style="list-style-type: none"> • Grading Concept and Importance • Grading Terminology • Sizes and Measurement Methods of Grading • Stack method • Track Method • Types of Grading- Horizontal, Vertical, Diagonal 	1	15

Unit II	Cowl and Grading <ul style="list-style-type: none"> • Cowl • Cowl's variations 	2	30
Unit III	<ul style="list-style-type: none"> • Peplum & Asymmetric Styles and Grading • Peplum skirt & top • Asymmetric skirt & top 	2	30
Unit IV	<ul style="list-style-type: none"> • Halter and Grading • Styles • Variations 	1	15

References:

- The Art of Fashion Draping by Connie Amaden-Crawford published by Fairchild Publications.
- Draping for Fashion Design by Hilde Jaffe & Nurie Relis published by Pearson Education.
- Pattern making for Fashion Design., Armstrong & Joseph.H., Harper & Row Publications.
Designing Apparel Through the Flat Pattern., E. Rolfo Kopp & Zelin., Fairchild Publications.
- How to Draft Basic Patterns., E. Rolfo Kopp & Zelin ., Fairchild Publications

B.Voc. in Fashion Technology (FT)			
Course Name	DESIGN PROJECT – WOMENS WEAR & MEN'S WEAR		
Course Code	BV 506		
Class	T.Y	Semester	V
No. of Credits	06	Contact Hours	90
Aim The aim of this course is to give the student an introductory learning experience of the fundamental creative processes of project design development as related to 2D and 3D skills and practices within the context of the discipline.			

Objectives

The course design project is a clear perspective on creativity and its application in innovative fashion design. The curriculum presents fashion design as a fun, invigorating, topical and rewarding art. It introduces techniques for students to get new, fresh and original design ideas.

Course Outcomes

Adapt their artistic abilities to support their future design careers.

Assess, propose, and apply various techniques related to drafting, draping, and constructing of garments.

Develop a systematic, critical approach to problem solving at all levels of the design process.

Unit	Topics	Credit	Lectures
Unit I	<ul style="list-style-type: none">Students have to prepare a garment made of Cowl, Draped Garment, Peplum or asymmetric style and Halter.	1	15
Unit II	<ul style="list-style-type: none">Developing a Men's wear Wedding Trousseau for a Groom and male members of the family	2	30
Unit III	<ul style="list-style-type: none">Approval of fabricApproval of design	1	15
Unit IV	<ul style="list-style-type: none">Approval of colorApproval of prints, textures etc	1	15
Unit V	<ul style="list-style-type: none">Approval of trimsApproval of accessories	1	15

B.Voc. in Fashion Technology (FT)			
Course Name	Knitwear Design		
Course Code	BV 601		
Class	T.Y.	Semester	VI
No. of Credits	04	Contact Hours	60
Aim Advancement in textile technology has been combined with Higher education courses in textile science: present and future.			
Objectives <ul style="list-style-type: none"> • To create awareness about the knitting innovations leading to new garment concepts • To understand the new knitting machinery and mechanisms • To understand characteristics of garment from design, handling problems and seam characteristics to quality control • To understand the reasons leading to modification to frames and diversification of product. 			
Course Outcomes <ul style="list-style-type: none"> • Become aware of history and development of knitted garments • Become aware of types of knitted garments in relation to cutting and production techniques Understand the advancement in knitting concepts • Be able to understand the various finishing techniques for knitted garments • Be aware of various quality parameters of knitted garments 			
Unit	Topics	Credit	Lectures
Unit I	Introduction To Knitting <ul style="list-style-type: none"> • History • Warp and weft knitted fabrics • Types of knitted garments, fully cut, Stitch shaped cut, Fully Fashioned, Integral 	1	15
Unit II	Production, Spreading And Cutting Of Knitted Garments Fully-Cut <ul style="list-style-type: none"> • Cut Stitch-Shaped • Fully Fashioned • Integral garments 	½	15

Unit III	Stitch Geometry, Seams And Seaming In Terms Of <ul style="list-style-type: none"> • Single chain stitch • Double chain stitch • Over-chain stitch • Multi-thread chain stitch • Lockstitch 	½	10
Unit IV	Machinery For Deeming Knitted Garments (With Reference to The Following Factors) <ul style="list-style-type: none"> • Supporting And Advancing the Work • Stitch Formation • Type Of Machinery • Ergonomic Considerations 	1	10
Unit V	Handling Concepts <ul style="list-style-type: none"> • Traditional Production Systems • Conveyor Systems • Humanization Of Work • Automation 	1	10

References:

- Spencer D J, Knitting technology: A comprehensive handbook and practical guide (Third edition)
- Billie J. Collier, University of Tennessee & Phyllis G. Tortora, Queens College. Understanding Textiles, (Sixth Edition)
- Deborah Newton, Designing Knitwear, Taunton Press, 1998
- Paden Shirley, Knitwear Design: A Comprehensive Guide to Handknits, Interweave Press, 12-Jun-2012 Web Sources
- <http://textilefashionstudy.com/knitting-technology-definition-and-types-of-knittedfabrics-produced-in-knitting-mills/>
- <http://www.woodheadpublishing.com/en/book.aspx?bookID=538#sthash.CQjXPUa v.dpuf>
- <http://www.knittingtogether.org.uk>

B.Voc. in Fashion Technology (FT)			
Course Name	Fashion Styling (Elective)		
Course Code	BV602		
Class	T.Y.	Semester	VI
No. of Credits	04	Contact Hours	60
Aim Train students to develop a ‘visual eye’ and to ‘style’ a total look.			
Objectives <ul style="list-style-type: none"> To understand about the retail sector around us To familiarize students, understand the concept of retail management with respect to time management and activities 			
Course Outcomes The course investigates the in- depth look at the dynamics of the image – making industry and thereby the many roles of the fashion stylist today. Styling is an important and essential feature in contemporary ‘fashionable’ society with the potential of dictating the style statement / attitude of a model / a regular person. It surrounds the product / model with images that tell a story.			
Unit	Topics	Credit	Lectures
Unit I	Introduction to Fashion Styling Fashion styling - Concepts and basics of styling, Impression Management: Developing Your Personal Style, Relation with the industry - Styling for the Entertainment Industry, Image Consulting, Careers in Styling	1/2	05
Unit II	Methodology of appearance Body Shapes and dressing ideas	1/2	05
Unit III	Signature style and look Photo Styling, Personal styling, Editorial styling; Commercial styling, Still-life styling	1/2	10
Unit IV	Styling challenges and consequences Smart work over hard work, Style self with friends	1/2	10
Unit V	Final Shoot Working with a team; Inspiration and development; Casting the model; Locations; Sourcing clothes; Props and set design, doing a shoot for own designs.	2	30
References: <ul style="list-style-type: none"> The triumph of individual Style: Carla Mason Mathis & Helen Villa Connor - Style: Elsa Klensch Black Style: Edited by Carol Tulloch websites: www.stylesight.com , www.thehairstyler.com , www.style.com			

B.Voc. in Fashion Technology (FT)			
Course Name	FASHION PHOTOGRAPHY(Elective)		
Course Code	BV602		
Class	T.Y.	Semester	VI
No. of Credits	04	Contact Hours	60
Aim To develop creative Fashion photography skills.			
Objectives <ul style="list-style-type: none"> • To introduce the fundamentals of studio photography • To understand creative photography as a medium of communication • To apply photography as a conceptual process • To develop basic competency in handling studio photography equipment 			
Course Outcomes <ul style="list-style-type: none"> • Ability to work in a photography studio • Handling and manipulation of various tools for effective photography • Use the knowledge of photography to click pictures of different types of subjects • Understanding of compositions, placement of elements and interplay of light and shade • Use the nuances of creative photography for specialized clicking of portraits, abstracts, product and fashion photography • Understanding of the use of different lighting techniques and their suitability for photography 			
Unit	Topics	Credit	Lectures
Unit I	Introduction To Studio Photography <ul style="list-style-type: none"> • Orientation • Scope of the subject • The studio • Studio etiquette 	1/2	05
Unit II	Working With Different Subjects <ul style="list-style-type: none"> • Nature – understanding natural light and forms • Architecture – solid forms • Portraits • The human form – candid and designed • Shop window displays 	1	15

Unit III	Understanding Light <ul style="list-style-type: none"> • Lights • Flash lights and modeling lights • Hard light and soft light • Reflectors, gels and umbrellas • Auto poles and backdrops • Lighting techniques – split, butterfly, broad, feathering etc. • Mixed lighting photography 	1	15
Unit IV	Product Photography <ul style="list-style-type: none"> • Correct perspective • Props for the product (table tops etc.) • Lighting the product 	1/2	10
Unit V	FASHION PHOTOGRAPHY <ul style="list-style-type: none"> • Lighting the garment • Lighting the model • Props • Posing Make-up 	1	15

References:

- Modrak, Rebekkah and Anthes, Bill, Reframing Photography: Theory and Practice, Routledge, 2011
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- <http://www.google.co.in/search?q=abstract+photography>
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- <http://www.thephotoargus.com/inspiration/40-astounding-examples-of-abstractphotography/>
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- <http://creative-photography.ch/www.creative-photography.ch/welcome.html>

B.Voc. in Fashion Technology (FT)			
Course Name	Fashion Makeup (Elective)		
Course Code	BV602		
Class	T.Y.	Semester	VI
No. of Credits	04	Contact Hours	60
Aim The course is designed to give to students an overview of basic makeup techniques and to develop their skill in using those techniques.			
Objectives <ul style="list-style-type: none"> • The student will learn the basics of makeup application. • The student will learn the basics of contouring, blending and color selection as it applies to theatrical makeup. • The student will experiment with a variety of technical effects. • The student will apply the techniques learned in class to modify their appearance through a series of projects. 			
Course Outcomes <ul style="list-style-type: none"> • Understanding skin concerns/skin conditions/ Skin types/ Face shapes • Contouring and highlighting eyes • Foundation techniques luminous/dewy skin, red carpet skin, matte • Understanding makeup for Fashion Show, photographs, video, and Instagram. 			
Unit	Topics	Credit	Lectures
Unit I	<ul style="list-style-type: none"> • Facial Anatomy • Understanding Fashion Makeup looks • Makeup Tools & Product Introduction. Introduction to Formulas 	1	15
Unit II	<ul style="list-style-type: none"> • Advance correction and sculpting • Advanced Contour & Highlighting Techniques • Contouring Techniques 	1	15
Unit III	<ul style="list-style-type: none"> • Catwalk Makeup • Dramatic beauty • Night time glamour 	1	15
Unit IV	<ul style="list-style-type: none"> • Fashion and Beauty – More intense and Smokey looks 	1	15
Unit V	<ul style="list-style-type: none"> • Reviewing your own choice. 	1	15
References: <ul style="list-style-type: none"> • <i>Makeup: The Ultimate Guide</i> – Rae Morris • <i>Makeup Manual</i> – Bobbi Brown • <i>Make-Up Masterclass</i> – Jemma Kidd • <i>The Ultimate Guide to Makeup, Skin, and Hair From the Beauty Authority</i> – SEPHORA 			

- Wild Beauty: Wisdom & Recipes For Self Care- By Jana Blankenship
- Classic Beauty – History Of Makeup - By Gabriela Hernandez

B.Voc. in Fashion Technology (FT)			
Course Name	Fashion Forecasting& Global Trends		
Course Code	BV603		
Class	T.Y.	Semester	VI
No. of Credits	04	Contact Hours	60
Aim This module aims to develop an intuitive &intellectual approach to predict fashion trends for the coming seasons.			
Objectives <ul style="list-style-type: none"> • To understand the relevance of fashion forecast in the Fashion Business • To understand the prevalence of fashion forecasting in Indian markets • To comprehend fashion forecasting as a tool to understand consumer behavior in the Indian scenario • To develop skills to interpret and apply forecasting at various levels in fashion business in India 			
Course Outcomes This will provide students an in-depth knowledge about how to interpret Fashion Forecasting journals to design the appropriate product at the right time for their target consumer.			
Unit	Topics	Credit	Lectures
Unit I	Fashion Forecasting & its types: Forecasting (Time based), Short term forecasting, Long term forecasting, Forecasting (Technique based), Judgmental forecasting, Intuitive forecasting, Delphi technique	½	05
Unit II	Boards & its types: Theme Board, Mood Board, Color Board, Client Board, Silhouette Board, Swatch Board, Story Board	1	15

Unit III	Color Forecasting: Its importance, Its impact on fashion scenario, 24 moods categorization. Trend Analysis: Identification / Selection of target market	1	15
Unit IV	Trend analysis of earlier seasons to understand trend spotting methods & trend lifecycles, forecast interpretation of the current / subsequent season, Developing Style directions based on selected markets Trend reporting & data presentation.	1	15
Unit V	National & International Trend Spotting	1/2	10
References Material: <ul style="list-style-type: none"> • Apparel online • Images Retail • Apparel India • The stitch times • Elle India • Vogue India • Femina 			

B.Voc. in Fashion Technology (FT)			
Course Name	Graduation Project (Fashion Show or Exhibition)		
Course Code	BV604		
Class	T.Y.	Semester	VI
No. of Credits	06	Contact Hours	90
Aim A fashion show is an event put on by a fashion Student to showcase their upcoming line of clothing and/or accessories during their graduating fashion show.			
Objectives To nurture graduates to be creative, critical, innovative and ethical leaders. To advance knowledge and pushing the boundaries in fashion, textiles and design. To support and collaborate with fashion, textiles and design industry to achieve a sustainable progress			

Course Outcomes

Students will be able to give examples of various types of fashion shows and outline the fashion show plan.

Students will be able to construct tailored garments, in correct sequence of operations.

Unit	Topics	Credit	Lectures
Unit I	Introduction of Fashion Show Study of different Designer Collection Brain storming for theme	1	15
Unit II	Board Inspiration board Theme board Color Board Mood Board etc..	1	15
Unit III	Practical • Source accessories from Market for each ensemble to complete the look of the models. Photo-shoot of the key ensembles of the collection	3	30
Unit IV	Work along with the complete team, including choreographer, models, light expert, sound expert, for rehearsals. Fashion Show of the Final Collection with complete look (including accessories, footwear, makeup, etc.)	2	20
Unit V	Final assessment on ramp presence and appeal	1	10

References: Reference from International and National Fashion shows

- Milan Fashion Show
- Paris Fashion Show
- Lakme Fashion Show
- Runway Fashion Show

B.Voc. in Fashion Technology (FT)			
Course Name	Costume Designing		
Course Code	BV 605		
Class	T.Y.	Semester	VI
No. of Credits	06	Contact Hours	90
Aim Train students to develop a ‘visual eye’ and to ‘style’ a total look.			
Objectives Analysis and use of historical and contemporary imagery to develop fashion images that are fresh / innovative reflective of society and an original vision of future trends. It would also encompass a wide spectrum of styling assignments – from revamping a celebrity’s ‘tired’ image / styling and designing a magazine fashion shoot / co-ordinate several aspects pertaining to designer’s catwalk collection			
Course Outcomes Image making is an integral part of our highly visual popular culture. The course investigates the in- depth look at the dynamics of the image – making industry and thereby the many roles of the fashion stylist today. Styling is an important and essential feature in contemporary ‘fashionable’ society with the potential of dictating the style statement / attitude of a model / a regular person. It surrounds the product / model with images that tell a story. The integral focus is on the creation of a fashion image, be it for the runway, editorial fashion pages, advertising, catalogues or music promos, to inculcate understanding and projecting styling as an attitude, a fantasy, a way of living.			
Topics	Credit	Lectures	
Introduction, Understanding Dynamics of the Image making Industry, Connotations of Modern visual Idioms	1	15	
Changing cultural Trends, Various processes for creation of successful & effective image for diverse areas	1	15	
To understand visual images through visual media in order to understand & deconstruct cultural & urban Diversity	1	15	
Fundamentals of cosmetics, make- up, Hair & hair Styling	1	15	

Students will be given a project brief that will encourage development of creative ideas. These ideas will be explored to produce original and provocative images for an increasingly competitive and diverse market	2	30
References: <ul style="list-style-type: none"> • The triumph of individual Style: Carla Mason Mathis & Helen Villa Connor - Style: Elsa Klensch • Black Style: Edited by Carol Tulloch • websites: www.stylesight.com, www.thehairstyler.com, www.style.com 		

B.Voc. in Fashion Technology (FT)			
Course Name	Portfolio Development & Presentation Technique		
Course Code	BV 606		
Class	T. Y	Semester	VI
No. of Credits	06	Contact Hours	90
Aim The Portfolio Development Course is aimed to those individuals seeking entry into post- secondary art programs such as fine arts, illustration, architecture, and other design programs offered across the country.			
Objectives Determine appropriate goals for student learning outcomes Use innovative pedagogical Approaches, such as teaching with technology, collaborative learning, and/or service-learning. Reflect upon and revise your pedagogical practices throughout your teaching career.			
Course Outcomes Most importantly, these papers should clearly demonstrate both the skills-based and content- based learning outcomes of the program. Not every individual paper in the portfolio has to meet every content-based and skill-based learning outcome, but the portfolio as a whole should clearly demonstrate all of them.			
Unit	Topics	Credit	Lectures
Unit I	Portfolio Development <ul style="list-style-type: none"> • Compilation of the best work done during the tenure of the course Specialized Portfolio Development <ul style="list-style-type: none"> • Individual student's portfolio development as per their choice of specialization. Specialized Portfolio Development <ul style="list-style-type: none"> • Individual student's portfolio development as per their choice of specialization. 	2	30

Unit II	Specialized Portfolio Development <ul style="list-style-type: none"> Individual student's portfolio development as per their choice of specialization. 	2	30
Unit III	Presentation Skill Soft Skill development based on a theme through Power Point, Coral draw, Photoshop and Adobe Illustrator presentation	2	30
References: <ul style="list-style-type: none"> Fashion Portfolio: Design & Presentation Paperback – by Anna Kiper (Author) Portfolio Presentation for Fashion Designers 3rd Edition - by <u>Linda Tain</u> (Author) creating a Successful Fashion Collection: Everything You Need to Develop a Great Line and Portfolio Paperback – by Steven Faerm So You Have to Have a Portfolio A Teacher's Guide to Preparation and Presentation SECOND EDITION -<u>Robert L. Wyatt III</u> - East Central Universit ,<u>Sandra Looper</u> - North Seattle Community College Portfolio Presentation For Fashion Designers 4th Edition - Linda Tain 			

