



# **Master of Design (Fashion Design)**

**Rules-Regulations & Curriculum**

**(Session 2025-26)**

**VENKATESHWAR INSTITUTE OF FASHION TECHNOLOGY &  
MASS COMMUNICATION, UDAIPUR  
(A Constituent Unit of Sai Tirupati University, Udaipur)**

## DETAILED SYLLABUS

## PREVIOUS YEAR

[illegible]

## Final Year

S.No	Course Code	Course Name	Type	L	T	P	Credit	Theory IA	Theory EA	Practical IA	Practical EA	Total Marks
1	MDFD-201A	Fashion Merchandising and Manufacturing Process	VAC	3	0	0	3	30	70	-	-	100
2	MDFD-201B	Logistics & Supply Chain in Apparel Industry	VAC	3	0	0	3	30	70	-	-	100
3	MDFD-202	Advance Fashion Styling and Illustration	DCC	1	0	2	3	-	-	30	70	100
4	MDFD-203	Industrial Patternmaking & Grading	DCC	2	0	1	3	-	-	30	70	100
5	MDFD-204	Traditional Textiles and Embroideries	AECC	1	0	2	3	-	-	30	70	100
6	MDFD-205	Advance Garment Construction	DCC	0	0	3	3	-	-	30	70	100
7	MDFD-206	Fashion Portfolio and Design Collection	AECC	0	0	3	3	-	-	30	70	100
8	MDFD-207	Advance Application of Computer	SEC	0	0	3	3	-	-	30	70	100

# DETAILED SYLLABUS

## Fabric Study (MDFD-101 A)

### Course Objectives:

This course aims to provide students with foundational knowledge of yarn formation and spinning systems, including both conventional and alternative methods. Introduce the various properties, classifications, and components of yarn relevant to fabric construction and performance.

### Course Outcome(s):

After successful completion of the course student shall be able to:

1. Demonstration of woven fabric structures, including basic weaves (e.g., plain, twill, satin) and more complex weaves (e.g., jacquard, damask).
2. To identify and work with the fabric grain (lengthwise, crosswise, and bias) and understand how the grain influences the fit, drape, and appearance of a garment.
3. Analyze the properties of various fabrics such as weight, texture, flexibility, durability, and their suitability for different apparel and home furnishing purposes.
4. Apply knowledge of textile finishes (mechanical and chemical) to enhance the functionality, aesthetic appeal, and maintenance of fabrics.
5. Interpret fabric specifications, labels, and swatch data to make informed decisions regarding fabric selection for fashion design and manufacturing processes.

### UNIT 1:

- Yarn – Definition, Yarn Processing
- Cotton System and Wool System – Method Undertaken for Formation of Single Yarn
- Alternate Spinning Process – Rotor Air Jet, Friction, Twist less Spinning, Self-Twist Spinning

### UNIT 2:

- Yarn Properties
- Number of Yarn Parts – Simple & Complex Yarn, Types of Complex Yarns, Textured Yarns, Fiber blends

### UNIT 3:

- Definition of Weaving – What is warp, weft selvedge, difference between warp & weft, identifying face and back of fabrics, on the grain, off grain, shew, bow, fabric width, fabric weight, fabric count
- Woven Fabrics – different type of weaves – Plain, twill, Basket, Satin & Their Examples Fancy Weaves- Dobby, Pique, Jacquard, Nomie, Leno, Double Cloth, Pile Weaves, Tapestry Weaves & Their Examples

### UNIT 4:

- Other Methods of Fabrication – Knitting, Fabrics from Solutions – Film Fabrics, Foam Fabrics, Non-Woven, Felt Fabric from Yarns – Braids, Lace, Composite Fabrics, Coated and Poromeric Fabrics, Laminators, Stitch Bond Fabrics – Omitted

### UNIT 5:

- Leather Science – History and Development, Processing of Leather, Nature of The, Leather Industry
- Collection of Swatches & Maintaining A Swatch File

### REFERENCE BOOKS:

1. Cropman Bernard P 'A Textiles-Fiber to Fabric' Mc Graw – Hill International Edition, New York 1983

## **Textile Studies(MDFD-101B)**

### **Course Objective:**

This course explores the visual, historical, and cultural foundations of Indian textiles, highlighting their artistic, technical, and socio-political dimensions. It covers weaving, printing, embroidery, and dyeing traditions across India through both historical and contemporary perspectives. Emphasis is placed on the interrelation between textiles, art history, and cultural identity. Hands-on exposure and interactions with artisans will deepen appreciation for craft techniques and sustainable practices.

### **Course Outcome(s):**

After successful completion of the course student shall be able to:

1. Identify and describe the historical significance, features, and techniques of key Indian textile traditions.
2. Analyze the influence of socio-political and cultural contexts on textile design and production.
3. Demonstrate understanding of traditional weaving, dyeing, printing, and embroidery methods.
4. Evaluate the role of textiles in nationalism, sustainability, and contemporary design movements.
5. Integrate theoretical and practical knowledge for creative textile-based projects.

### **UNIT 1:**

- Visual and Historical Foundations of Indian Textiles- Importance of textiles in art history and material culture, Identification and features of Indian textiles, Visual exploration and art theory, Woven textile practices: brocade, extra weft weaving, Architectural and artifact correlations, Case studies: Baluchar saris, Kanchipuram saris, Figuration and geometric abstraction

### **UNIT 2:**

- Courtly, Painted, and Printed Textiles  
Mughal miniature paintings and their textile interrelations, Mughal brocade, velvet, woven rugs, Representational space in miniatures and textiles, Kalamkari traditions: dyed, painted, resist-dyed cottons, Coromandel textiles and Deccani crafts, Trade networks and artisanal insights.

### **UNIT 3:**

- Embroidery, Domesticity, and Resistance – Embroidery as narrative: Kashmir shawls, Chamba rumals, Bengal kantha, Embroidery as drawing and writing, Workmanship, gender, and domestic labor, Colonial cataloguing and exhibition of textiles, Khadi movement, nationalism, and indigenous resurgence.

### **UNIT 4:**

- Modern and Contemporary Textile Practices – Post-independence textile design and fashion, Designer-artisan collaborations: Visvakarma exhibitions, Concepts of sustainability and slow fashion, Textile in contemporary art practices, Nilima Sheikh, Shruti Mahajan, M. Kailasham, Ajit Das, Performance art and textiles as medium.

### **UNIT 5:**

- Techniques and Craft Practices: Demonstrations and Dialogues- History and demonstration of yarn and fabric dyeing, Woodblock making and textile printing (southern India focus), Dye and mordant painting: Kalamkari methods, Interviews with master artisans: dyers, blockmakers, Faculty reflections on sustainability and craft futures.

### **TEXT/REFERENCE BOOKS:**

Crill, Rosemary & Jariwala, Kapil. The Fabric of India. Victoria & Albert Museum, 2015.  
Gillow, John & Barnard, Nicholas. Traditional Indian Textiles. Thames & Hudson, 2014.

## **Art & Design (MDFD-102)**

### **Course Objectives:**

This course aims to provide students with foundational knowledge of the elements and principles of design and their practical application in art and fashion. Introduce students to color theory and basic design details such as skirt, shirt, and pant libraries to enhance visual expression and technical drawing.

### **Course Outcome(s):**

After successful completion of the course student shall be able to:

1. Recognize and apply the fundamental elements (line, shape, color, texture, form, space) and principles (balance, rhythm, emphasis, harmony, proportion) in fashion and textile design.
2. Gain knowledge of color schemes, harmony, and contrast to create visually appealing fashion illustrations and garments.
3. Create and interpret basic design components through the study of the skirt, shirt, and pant libraries, enhancing their understanding of garment structure and detailing.
4. Explore the cultural and regional diversity of Indian textiles and apply traditional inspirations to modern design concepts.
5. Design inspiration, mood, theme, and color boards to visually communicate design concepts and creative ideas effectively.

### **UNIT 1:**

- Elements of Design- Introduction
- Definition and Uses

### **UNIT 2:**

- Principles of Design

### **UNIT 3:**

- Color Theory
- Basic Design Details
- Skirt Library, Shirt Library, Pant Library

### **UNIT 4:**

- Print Textile and Texture of India

### **UNIT 5**

- Inspiration board, Mood Board, Theme Board and Color Board

### **REFERENCE BOOKS:**

Bruno Munari, 2008, Design as Art, Penguin Random House  
Stuart Kendall, 2011 'The Ends of Art and design, Infra-Thin Press

## **Fashion Illustration and Figure Drawing (MDFD- 103)**

### **Course Objectives:**

This course aims to equip students with the basic skills of manual sketching, including line work, shading, and block figure drawing for fashion illustration. Introduce the use of various drawing mediums, tools, and techniques to render proportionate figures and fashion accessories.

### **Course Outcome(s)**

After successful completion of the course student shall be able to:

1. To develop manual sketching skills for fashion figures, drapes, and garments with proper line and shading.
2. To understand the use of different art mediums, tools, colors, and pencils in fashion illustration.
3. To learn figure proportions and garment construction for kids' and female wear using block figures.
4. To gain knowledge of fashion presentation techniques through theme boards and design boards.
5. To enhance creativity and practical design thinking through project work and material experimentation.

### **UNIT 1:**

- Manual Sketching: Introduction to Line and Shading
- Study of Drapers in Line Model Draping: Fashion Block Figure, Kids Measurement and Kids Block Figure
- Construction and Sketching Female Wear with Dummy

### **UNIT 2:**

- Different Medium: Uses of Any Equipment's, Colors & Pencils
- Figure Proportion
- Fashion Accessories and Design

### **UNIT 3:**

- Drawing from Templates
- Introduction to Illustration
- Designer Wear Production and Collection

### **UNIT 4:**

- Introduction to Theme Board & Design Board
- Leather Design, Product Design
- Detail Fabrics & Garment Detailing with Different Materials & Medium of Colors

### **UNIT 5:**

- Design Introduction and Method
- Project Work

### **REFERENCE BOOKS:**

3. Patric John Ireland 'Fashion Design Illustration Children 'Batsford Ltd. 5 july 1996
4. Walter Foster 'Series in Sketching and Coloring' WatterT.Foster. 1960

## **Basic of Drafting (MDFD-104)**

### **Course Objectives**

To introduce students to the fundamentals of drafting, including its purpose, advantages, and essential tools used in pattern cutting. Teach students to accurately take body measurements and apply them in drafting various blocks such as child's body block, sleeve block, and neckline.

### **Course Outcome(s)**

After successful completion of the course student shall be able to:

1. To understand the fundamentals, importance, and applications of drafting and pattern cutting in garment construction.
2. To learn the use of drafting tools, equipment, and body measurement techniques for accurate pattern development.
3. To acquire skills in drafting basic blocks and garment components such as sleeves, collars, necklines, and dresses.
4. To gain knowledge of garment details like pockets, plackets, gathers, cuffs, darts, pleats, and tucks.
5. To apply drafting and pattern-making techniques creatively through project work for complete garment construction.

### **UNIT 1:**

- Introduction to Drafting-Introduction, Importance, Advantages, Needs of Drafting.
- Introduction to Pattern Cutting-It's Tools, Equipment's, Work Room, Term & Definition.
- How to Take Body Measurements- Introduction, Standard Measurement Chart for Kids, Importance of Measurement.
- Drafting of Child's Body Block
- Drafting of Sleeve Block, Drafting of Neck Line

### **UNIT 2:**

- Drafting of Collars and Its Variations-
- Drafting of Dangri Dress
- Drafting of Women Kurta and Its Variations

### **UNIT 3:**

- Introduction of Pockets, Plackets, Gathers, Cuff
- Introduction of Darts, Pleats, Tucks

### **UNIT 4:**

- Introduction to Ladies Standard Measurement Chart



- Pattern Making of The Garment to Be Construct
- Drafting of Basic Skirt
- Drafting of Salwar, Shift Dress (Ladies)

#### **UNIT 5:**

- Project Work

#### **REFERENCE BOOKS:**

- Hollen Norma, 'Flat Pattern Methods' Burgers Publishing Minnerote, 1970

## **Garment Construction (MDFD- 105)**

### **Course Objectives**

To provide students with foundational knowledge of dart manipulation and various neckline techniques through practical sampling. Introduce students to different types of skirts, collars, pockets, belts, buttonholes, insignias, and fasteners, and teach sample development using construction techniques.

### **Course Outcome(s)**

After successful completion of the course student shall be able to:

1. Demonstrate understanding of dart manipulation techniques and neckline variations through practical sample development in half scale.
2. Identify and apply different types of skirts, fasteners, collars, pockets, belts, and insignia used in garment construction with emphasis on accuracy and finishing.
3. Develop and draft accurate garment patterns (for men's and women's wear) based on body measurements and standard drafting principles.
4. Construct and finish basic traditional garments such as churidar, lehenga choli, men's kurta, pajama, and Nehru kurta using appropriate stitching methods.
5. Design, draft, and stitch a complete designer garment from concept to final presentation, demonstrating creativity, technical skills, and professional workmanship.

#### **UNIT 1:**

- Dart manipulation & neck lines – sample of all dart manipulation mentioned in the draft unit to be done in ½ scale
- Type of skirt

#### **UNIT 2:**

- Sample of fasteners button hole, insignia collars – samples to be made with special emphasis on type of collars, pockets, belt and fasteners, button hole, insignia

#### **UNIT 3:**

- Draft of garment to be constructed

#### UNIT 4:

- Stitching of, churidar, party wear lehenga choli
- Stitching of men's kurta, pajamas
- Stitching of Nehru kurta
- Submission of designer garment

#### UNIT 5:

- Stitching of designer garments

#### **REFERENCE BOOKS:**

Helen Joseph Armstrong ,2014 ‘ Patternmaking for Fashion Design ,Pearson Education

Doongaji ,2014 ‘ Clothing construction ,Creative Publishing international

Zarapkar ,1980 ‘ System of Cutting Zarapkar Tailoring College

### **Basic of Computer Application (MDFD-106)**

#### **Course Objectives**

The main objective of this course is to familiarize students with the fundamental computer applications used in the field of fashion design. It aims to develop students' digital creativity and technical proficiency through practical knowledge of software such as MS Office, Adobe Photoshop, and other design tools. The course enables learners to create digital illustrations, edit images, design fashion layouts, and compile professional digital portfolios that reflect their design skills and creativity.

#### **Course Outcome**

After successful completion of the course, the student shall be able to:

1. Understand the basic components and functions of computers and effectively use software like MS Paint, MS Word, and PowerPoint for documentation and presentation of fashion-related content.
2. Demonstrate proficiency in using Adobe Photoshop tools and workspace for creating, editing, and enhancing digital images and illustrations.
3. Create professional-quality flat sketches, colored illustrations, and fashion design compositions using pen tools and color techniques.
4. Apply design principles such as composition, typography, and filters to develop creative outputs like invitation cards, magazine covers, and fashion edits.
5. Compile and present a professional **digital portfolio** showcasing their creative work, design process, and technical skills using digital tools.

#### **UNIT 1: Introduction to Computer**

- Ms. Paint
- Ms. Word
- Power Point

#### **UNIT 2: Photo shop**

- The Workspace
- Configuring The Workspace
- The Tool Box
- Drawing Basics

### **UNIT 3:**

- Pen tool
- Flat Sketches
- Color
- Color Sketches

### **UNIT 4:**

- Composition
- Editing
- Typography
- Invitation Card, Magazine Cover
- Dress Editing
- Filters
- Tracing Basics

### **UNIT 5:**

- Digital Portfolio

### ***REFERENCE BOOKS:***

- Steve Greenberg and M.Kathleen Colussy 'Rendering Fashion, Fabric, and Prints with Adobe Photoshop by M Kathleen Colussy' Pearson India (1 January 2007)

## **Surface Design and Techniques (MDFD-107)**

### **Course Objectives**

This course introduces students to a wide range of traditional and contemporary surface designing techniques used in fabric decoration. It focuses on building practical skills in embroidery, mirror work, beadwork, cutwork, and fabric enhancement methods. Students will explore both aesthetic and functional applications of surface design. Through hands-on practice, they will learn to creatively manipulate fabrics to achieve rich, textural outcomes.

### **Course Outcome**

After successful completion of the course, the student shall be able to:

1. Demonstrate proficiency in basic embroidery stitches and apply them to fabric decoration.
2. Identify and implement traditional surface design methods like mirror work, cutwork, and beadwork.
3. Develop and apply tracing techniques for transferring surface design patterns onto fabric.
4. Create functional textile products such as cushion covers and kurtas using learned techniques.
5. Execute a complete surface design project incorporating embroidery and fabric manipulation skills.

### **UNIT 1:**

- Introduction – To Fabric Decoration- Embroidery- Basic Stitches Running, Back Stitch, Split, Simple Couching, Stem, Satin, Cross, Blanket, Closed Button Hole, Cross Button Hole, Lazy-Dazy, Eyelet, Lassed, Packetize, Chain, Cable Chain, Herringbone,
- Tracing Designs

### **UNIT 2:**

- Appliqué Work – Definition, Types of Appliqué Work
- Quilting- Definition, Traditional Examples

### **UNIT 3:**

- Mirror Work- Paces in India Where It Is Done, Types of Mirror Work
- Bead Work
- Metal Thread Embroidery

### **UNIT 4:**

- Lace Work
- Smoking

### **UNIT 5:**

- Project Work

### **REFERENCE BOOK:**

- Courtney Cerruti 'Playing with Surface Design: Modern Techniques for Painting, Stamping, Printing' Quarry Books

## **Design Collection (MDFD-108)**

### **Course Objectives**

This course aims to guide students in developing a cohesive fashion design collection and creating original designer garments. It also focuses on compiling a professional portfolio that reflects creativity, technical skills, and industry readiness.

### **Course Outcome**

After successful completion of the course, the student shall be able to:

1. Develop and submit a personalized fashion design portfolio demonstrating thematic consistency and originality.
  2. Create a final designer garment based on self-developed concepts, research, and design development.
  3. Apply advanced design, pattern making, and garment construction techniques in the execution of the final collection.
  4. Integrate research, creativity, and technical skills to translate design ideas into professionally finished fashion products.
  5. Present and justify design concepts, processes, and outcomes through effective visual and verbal communication.
- Project Work
  - Submission of Portfolio
  - Designer Garments

# **FINAL YEAR**

## **Fashion Merchandising and Manufacturing Process (MDFD-201)**

### **Course Objectives**

The course aims to provide students with a comprehensive understanding of the principles and practices of fashion merchandising, focusing on the role of retailers, brands, exports, buying, and wholesalers in the fashion business. Students will develop skills to analyze markets, understand consumer needs, plan assortments, and manage merchandising operations across domestic and global contexts.

### **Course Outcome**

After successful completion of the course, the student shall be able to:

1. Explain the functions, strategies, and challenges of fashion retailers in the domestic and global market.
2. Analyze the role of branding in fashion merchandising and evaluate brand positioning strategies.
3. Interpret the processes involved in fashion export merchandising, documentation, and market entry
4. Apply the principles of buying, assortment planning, sourcing, and vendor management in fashion merchandising.
5. Assess the functions of wholesalers and their contribution to the fashion supply chain.

### **UNIT 1:**

- Structure of clothing industry
- Sector of clothing industry
- Product types and organization

### **UNIT 2:**

- Design department
- Marketing department
- Finance department
- Purchase department
- Production department
- Operational department

### **UNIT 3:**

- Garment costing, designer role
- Branding
- Packaging and labeling
- Visual merchandising & planning

### **UNIT 4:**

- Quality from design to dispatch-introduction, design, cloth and trimming, cutting, makeup, work aids, pressing, after make, standards

### **UNIT 5:**

- Inspection system- piece good quality control, 4 pt. system, Dallas system, aql, ltpd, sampling plans

### **REFERENCE BOOKS:**

Dimitri Koumbis, 2018 'Fashion Retailing: From Managing to Merchandising, Fairchild Books India  
Doris H Kincade, 2011 'Merchandising of Fashion Products, Pearson Education

## **Advance Fashion Styling and Illustration (MDFD- 202)**

### **Course Objectives**

The course aims to develop students' creativity and technical skills in the field of fashion styling by introducing them to dummy styling, draping techniques, and color coordination. It focuses on enhancing professional presentation through garment grooming, catalogue development, and model styling. Students will also learn fashion makeup, accessories, footwear styling, and runway trend adaptation. The course ultimately prepares learners to execute complete fashion projects with confidence, creativity, and industry relevance.

### **Course Outcome(s)**

After successful completion of the course, the student shall be able to:

1. Apply fundamental fashion styling techniques such as dummy styling, draping, and color coordination to create visually appealing looks.
2. Demonstrate the ability to groom garments professionally and develop fashion catalogues and model portfolios for presentation.
3. Execute complete fashion looks by integrating makeup, accessories, and hairstyling according to specific fashion themes.
4. Analyze and interpret current fashion trends, particularly from events like Lakmé Fashion Week, and recreate trend-inspired garment styles.
5. Design and present a comprehensive fashion styling project that showcases creativity, technical skill, and professional competence.

### **UNIT 1:**

- Dummy Fashion Styling
- Draping Style
- Color Combination Style

### **UNIT 2 :**

- Garment Grooming
- Fashion Catalogue
- Garment Model Catalogue

### **UNIT 3:**

- Fashion Makeup Art & Style

- Fashion Accessories & Hair Style

#### **UNIT 4:**

- Footwears
- Lake Me Fashion Week Garment Style

#### **UNIT 5:**

- Project Work

#### ***REFERENCE BOOKS:***

- David & Charles 'Erica Sharp, Cutting- Fashion Illustration: Step-by-step contemporary fashion illustration' traditional, digital and mixed media

## **Industrial Patternmaking & Grading (MDFD- 203)**

### **Course Objectives**

This course aims to develop students' skills in draping techniques and fabric placement on dress forms. It introduces the fundamentals of pattern grading for creating size variations in garments. Students will learn practical methods for grading tops, skirts, sleeves, shirts, and trousers. The course also emphasizes layout and marker planning for efficient fabric utilization and professional garment production.

### **Course Outcome(s)**

After successful completion of the course student shall be able to:

1. Demonstrate proficiency in draping techniques using various fabrics on dress forms.
2. Apply principles of fabric placement and design balance using printed and solid materials.
3. Perform manual and computer-aided pattern grading for basic garment blocks.
4. Grade complex garments such as sleeves, skirts, shirts, trousers, and designer pieces.
5. Prepare accurate layout and marker plans ensuring efficient fabric utilization and professional finishing.

#### **UNIT 1:**

- Draping the Fabric/Saree on Dress Foam
- Placement of Printed Fabric and Solid Fabric Draping

#### **UNIT 2:**

- Introduction to Grading
- Basic Top Grading

#### **UNIT 3:**

- Grading of Basic Skirt Block
- Grading of Basic Dart Less Bodies

#### **UNIT 4:**

- Grading of Basic Sleeve Block
- Grading of Designer Garment

#### **UNIT 5:**

- Grading of Shirt



- Grading of Trouser
- Lay Out

#### **REFERENCE BOOKS:**

- Shoben, Martin M . And Word , J.P. ‘Pattern Cutting And Making Up’ The Professional Approach
- Cock, Valerie ‘Dress Making Simplified’ Wiley-Blackwell

## **Traditional Textiles and Embroideries (MDFD-204)**

### **Course Objectives**

This course familiarizes students with India’s rich heritage of traditional embroideries and textiles. It explores regional styles, motifs, color schemes, stitches, and production techniques. Students will gain both theoretical understanding and practical exposure to traditional craft practices such as Kantha, Kasuti, Phulkari, Appliqué, and regional printed or woven textiles.

### **Course Outcome(s)**

After successful completion of the course student shall be able to:

1. Identify and describe traditional embroidery techniques of different Indian regions.
2. Analyze motifs, color schemes, and stitch types used in regional embroidery.
3. Understand and differentiate traditional woven, printed, and painted textiles of India.
4. Demonstrate practical samples of selected embroideries and surface ornamentation.
5. Appreciate cultural and historical contexts influencing Indian textile traditions.

### **UNIT 1:**

- Kantha Of Bengal
- Kasuti Of Karnataka
- Phulkari of Punjab
- Embroideries of Gujarat

### **UNIT 2:**

- Applique of Orissa
- Chikankari of Uttar Pradesh
- Cham.Des Rumal of Himachal Pradesh
- Kasida of Kashmir

### **UNIT 3:**

- Traditional Textile of India- Brocades- Banaras, Kanchipuram Sarees, Paithani, Jamdani/Tangail.

### **UNIT 4:**

- Printed and Painted Textiles of India
- Sanganer And Bhagru Printing
- Kalamkari

#### **UNIT 5:**

- Ajrakh
- Mithila Painting
- Patola, Ikat, Pochampalli And Mashru
- Bandhani of Rajasthan And Gujrat

#### **REFERENCE BOOKS:**

- Gillow J Bernard Nicholas 'Traditional Textile of India'
- Naik Shalia 'Indian Embroideries'
- Frater Judy 'Threads of Identity'

### **Advance Garment Construction (MDFD-205)**

#### **Course Objectives**

This course aims to develop advanced skills in designing and constructing a variety of garments with emphasis on designer sleeves, necklines, and contemporary silhouettes. It enables students to apply creative and technical knowledge in developing casual, ethnic, and designer garments for both men and women. The course also focuses on enhancing precision in garment construction, fit, and finishing techniques. Additionally, it prepares students to document and present their design process and finished work through a professional portfolio.

#### **Course Outcome (s)**

After successful completion of the course student shall be able to:

1. Design and construct a variety of designer sleeves and necklines using advanced pattern making and construction techniques.
2. Develop and construct casual wear garments such as T-shirts and tops with appropriate fit, fabric selection, and finishing.
3. Design and construct structured garments including shirts and male and female kurtas with accurate measurements and detailing.
4. Create an innovative designer garment by integrating creative concepts, advanced construction methods, and aesthetic elements.
5. Develop a comprehensive fashion portfolio showcasing garment designs, construction details, and creative development aligned with industry standards.

#### **UNIT 1:**

- Designer sleeves
- Designer neck

**UNIT 2:**

- T-Shirt
- Top

**UNIT 3:**

- Shirt
- Kurta (male + female)

**UNIT 4:**

- Designer garment

**UNIT 5:**

- Portfolio

***REFERENCE BOOKS:***

Catherine fairhurst 2008 'Advances in Apparel Production' Elsevier Science

**Fashion Portfolio and Design Collection (MDFD- 206)****Course Objectives**

This course introduces students to a wide range of traditional and contemporary portfolio development techniques used in fashion and textile design. It focuses on creative research, visual presentation, fashion figure illustration, and design board creation. Students will develop practical skills in organizing professional portfolios through research, drawing, and layout planning. The course encourages innovation and self-expression while preparing students for the professional fashion industry.

**Course Outcome(s)**

After successful completion of the course student shall be able to:

1. Demonstrate understanding of research methods and apply them to portfolio concept development.
2. Identify and create fashion silhouettes, detailing, and garment variations.
3. Illustrate accurate fashion figures and apply rendering techniques.
4. Develop creative theme boards, explain sheets, and design boards.
5. Organize and present a complete professional portfolio for evaluation and display.

**UNIT 1:**

- Introduction
- Research
- Way to Complete Research

**UNIT 2:**

- Silhouette Shapes
- Detailing

**UNIT 3:**

- The Fashion Figure
- Fashion Figure Project

**UNIT 4:**

- Developing Research Material& Medium of Colors
- Theme Boards
- Explain Sheets or Design Board

**UNIT 5:**

- Organizing Your Portfolio

***REFERENCE BOOKS:***

- Anna Kiper ‘Fashion Portfolio: Design and Presentation’ Batsford

**Advance Application of Computer (MDFD- 207)****Course Objectives**

This course introduces students to digital design and illustration techniques using Adobe Illustrator. It focuses on developing practical skills in vector drawing, fashion flat creation, color rendering, and graphic composition. Students will explore digital applications for garment illustration, print design, and professional presentation materials such as logos, cards, and brochures.

**Course Outcome(s)**

After successful completion of the course student shall be able to:

1. Demonstrate understanding of Adobe Illustrator tools and workspace.
2. Create vector illustrations using shape, pencil, and pen tools.
3. Apply color, texture, and pattern fills to garments and accessories
4. Develop fashion flats and complete western/traditional wear designs digitally.
5. Design graphic media such as logos, cards, and brochures for fashion branding.

**UNIT 1:**

- Getting Started
- Illustrator Workspace
- The Toolbox
- Floating Palette

**UNIT 2:**

- Drawing Basic Shapes
- Drawing with Pencil Tool
- Drawing with Pen Tool
- Creating Compound Path
- Working with Color and Strokes

**UNIT 3:**

- Shirt, T-Shirt, Frocks, Kurta
- Color, Texture, Prints and Pattern
- Complete Western Wear
- Typography

**UNIT 4:**

- Traditional Wear
- Gowns
- Creating Special Effects

**UNIT 5:**

- Cards, Brochure
- Logo
- Project Work

***REFERENCE BOOK:***

- Marianne Centner , Frances Vereker, 'Fashion Designer's Handbook for Adobe Illustrator' Import, 30 September 2011