



॥ सा विद्या या विमुक्तये ॥

# स्वामी रामानंद तीर्थ मराठवाडा विद्यापीठ, नांदेड

'ज्ञानतीर्थ', विष्णुपुरी, नांदेड - ४३१ ६०६ (महाराष्ट्र राज्य) भारत

SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY, NANDED

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Established on 17th September, 1994, Recognized By the UGC U/s 2(f) and 12(B), NAAC Re-accredited with 'B++' grade

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आंतर विद्याशाखीय अभ्यास विद्याशाखे  
अंतर्गत राष्ट्रीय शैक्षणिक धोरण-२०२०  
नुसार पदवी तृतीय वर्षाचे अभ्यासक्रम  
शैक्षणिक वर्ष २०२६-२७ पासून लागू  
करण्याबाबत.

## प रि प त्र क

या परिपत्रकान्वये सर्व संबंधितांना कळविण्यात येते की, दिनांक २२ एप्रिल २०२६ रोजी संपन्न झालेल्या मा.विद्यापरिषद बैठकीतील विषय क्र.११/६४-२०२६ च्या ठरावानुसार आंतरविद्याशाखीय अभ्यास विद्याशाखेतील राष्ट्रीय शैक्षणिक धोरण-२०२० नुसार पदवी तृतीय वर्षाचे अभ्यासक्रम शैक्षणिक वर्ष २०२६-२७ पासून लागू करण्यास मा.विद्यापरिषदेने मान्यता प्रदान केली आहे. त्यानुसार आंतर विद्याशाखीय अभ्यास विद्याशाखेतील बी.ए., बी.एस्सी. तृतीय वर्षाचे खालील विषयाचे अभ्यासक्रम शैक्षणिक वर्ष २०२६-२७ पासून लागू करण्यात येत आहे.

01	B.A.III Year Fashion Design
02	B.A.III Year Home Science
03	B.Sc.III Year Hospitality Studies
04	B.A.II Year Rural Management

सदरील परिपत्रक व अभ्यासक्रम प्रस्तुत विद्यापीठाच्या या संकेतस्थळावर उपलब्ध आहेत. तरी सदरील बाब ही सर्व संबंधितांच्या निदर्शनास आणून द्यावी, ही विनंती.

'ज्ञानतीर्थ' परिसर,  
विष्णुपुरी, नांदेड - ४३१ ६०६.  
जा.क्र.:शै-१/परिपत्रक/पदवी/बीए/२०२६-२७/53  
दिनांक : ०८.०६.२०२६



  
सहा:कुलसचिव

शैक्षणिक (१-अभ्यासमंडळ) विभाग

प्रत माहिती व पुढील कार्यवाहीस्तव :-

- १) मा. कुलगुरू महोदयांचे कार्यालय, प्रस्तुत विद्यापीठ.
- २) मा. प्र.कुलगुरू महोदयांचे कार्यालय, प्रस्तुत विद्यापीठ
- ३) मा. अधिष्ठाता, आंतरविद्याशाखीय अभ्यास विद्याशाखा, प्रस्तुत विद्यापीठ.
- ४) मा. संचालक, परिक्षा व मूल्यमापन मंडळ, प्रस्तुत विद्यापीठ.
- ५) मा. प्राचार्य, सर्व संबंधित संलग्नित महाविद्यालये, प्रस्तुत विद्यापीठ.
- ६) सिस्टीम एक्सपर्ट, शैक्षणिक विभाग, प्रस्तुत विद्यापीठ. यांना देवून कळविण्यात येते की, परिपत्रक अभ्यासक्रम संकेतस्थळावर प्रसिध्द करण्यात यावेत.




**Exit option: UG Diploma in Fashion Design on completion of 88 credits and additional 4credits NSQF/internship**

<b>V</b>	<b>IFASC301</b> <b>Garment Production Technology (TH) (4Cr)</b> <b>IFASC302</b> <b>Fashion Retail Marketing (TH) (4Cr)</b> <b>IFASC303</b> <b>Basic Portfolio Designing (PR) (4 Cr)</b>  <b>12 Credits</b>	<b>IFASME 301</b> <b>Advance Pattern Drafting. &amp; Garment Making (PR)</b>  <b>4 Credits</b>	-----	---	-----	<b>IFASC351</b> <b>Surface Ornamentation Techniques (PR) (4Cr)</b>  <b>4 Credits</b>	-----	<b>FP 3(2 Cr) (FP/CS)</b>  <b>2 Credits</b>	<b>22</b>
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VI	IFASC351 Garment Production Technology (TH) (4Cr)	IFASME 352 Advance Pattern Drafting. & Garment Making  (PR)  4 Credits	--	----	--	IFASC351 Surface Ornamentation Techniques (4Cr)  (PR)  4 Credits	----	OJT (4 Cr)  4 Credits	22	
	IFASC 352 Fashion Retail Marketing (TH)(4Cr)		IFASC353 Computer Aided Fashion Design (PR) (2 Cr)  10 Credits							
Cum. Cr.	54		12	08	12	14	14	18		132
<b>Exit option: Bachelor in Fashion Design</b>										

**B.A. Fashion Design (IIIrd Year): Semester V (Level 5.5)**

w.e.f.

**Academic Year 2026 – 2027 (As per NEP-2020)**

**Teaching Scheme**

Course Type	Course code	Course Title	Teaching Hours/Week		Credits Assigned		Total Credits
			Theory	Practical	Theory	Practical	
Discipline Specific Core (DSC)Major	IFASC301	Garment Production Technology(TH)	04	--	04	--	04
	IFASC302	Fashion Retail Marketing(TH)	04	--	04	--	04
	IFASC303	Basic Portfolio Designing (PR)		04		04	04
	IFASME301	Advance Pattern Drafting & Garment Making		04		04	04
Generic Elective 1 (Only Students of other Disciplines can opt anyone)							
Vocational & Skill Enhancement Course	IFASC351	Surface Ornamentation Techniques (PR)		04		04	04
	--						
Ability Enhancement Course (AEC) & Value Education Courses (VEC) / Indian Knowledge System (IKS)(	--						
	--						
Co-Curricular Courses	--	Field Project (PR)		02		02	02
<b>Total</b>			<b>08</b>	<b>12</b>	<b>08</b>	<b>12</b>	<b>22</b>

**B.A. Fashion Design (IIIrd Year): Semester V (Level 5.5) w.e.f. Academic Year 2026 – 2027 (As per NEP-2020)**

**Examination Scheme**

Course Type	Course code	Course Title	Theory Marks		Practical Marks		Total Marks
			CA (Continuous Assessment)	ESE (End of Semester Examination)	CA (Continuous Assessment)	ESE (End of Semester Examination)	
Discipline Specific Core (DSC)Major	IFASC301	Garment Production Technology(TH)	40	60	-	--	100
	IFASC302	Fashion Retail Marketing(TH)	40	60	-	--	100
	IFASC303	Basic Portfolio Designing (PR)			40	60	100
	IFASME301	Advance Pattern Drafting & Garment Making (PR)			40	60	100
Generic Elective 1 (Only Students of other Disciplines can opt anyone)							
Vocational & Skill Enhancement Course (Any one)	IFASC351	Surface Ornamentation Techniques (PR)			40	60	100
	--						
Ability Enhancement Course (AEC) & Value Education Courses (VEC) / Indian Knowledge System (IKS)(	--						
	--						
Co-Curricular Courses	--	Field Project			20	30	50
<b>Total</b>			<b>80</b>	<b>120</b>	<b>140</b>	<b>210</b>	<b>550</b>

**NOTE:**

- 1. Learner must pass (with minimum 40%marks) separately in CA and ESE**

**2. 1 Credit = 25  
Marks, Weekly  
1 hour (60  
min.) for  
Theory & 2  
hours (120  
min.) for  
practical.**

**B.A. Fashion Design (IIIrd Year): Semester VI (Level 5.5)**

w.e.f.

**Academic Year 2026 – 2027 (As per NEP-2020)**

**Teaching Scheme**

Course Type	Course code	Course Title	Teaching Hours/Week		Credits Assigned		Total Credits
			Theory	Practical	Theory	Practical	
Discipline Specific Core (DSC)Major	IFASC351	Garment Production Technology(TH)	04	--	04	--	04
	IFASC352	Fashion Retail Marketing(TH)	04	--	04	--	04
	IFASC353	Computer Aided Fashion Design (PR)		02	-	02	02
	IFASME352	Advance Pattern Drafting & Garment Making		04	-	04	04
Generic Elective 1 (Only Students of other Disciplines can opt anyone)							
Vocational & Skill Enhancement Course (Any one)					-		
	IFASC351	Surface Ornamentation Techniques (PR)		04		04	04
Ability Enhancement Course (AEC) & Value Education Courses (VEC) / Indian Knowledge System (IKS)(							
Co-Curricular Courses		OJT(PR)		04		04	04
<b>Total</b>			<b>08</b>	<b>14</b>	<b>08</b>	<b>14</b>	<b>22</b>

**B.A. Fashion Design (IIIrd Year): Semester VI (Level 5.5) w.e.f. Academic Year 2026 – 2027 (As per NEP-2020)**

**Examination Scheme**

Course Type	Course code	Course Title	Theory Marks		Practical Marks		Total Marks
			CA (Continuous Assessment)	ESE (End of Semester Examination)	CA (Continuous Assessment)	ESE (End of Semester Examination)	
Discipline Specific Core (DSC)Major	IFASC351	Garment Production Technology(TH)	40	60	-	--	100
	IFASC352	Fashion Retail Marketing(TH)	40	60		--	100
	IFASC353	Computer Aided Fashion Design (PR)			20	30	50
	IFASME352	Advance Pattern Drafting & Garment Making			40	60	100
Generic Elective 1 (Only Students of other Disciplines can opt anyone)							
Vocational & Skill Enhancement Course (Any one)							
	IFASC351	Surface Ornamentation Techniques (PR)			40	60	100
Ability Enhancement Course (AEC) & Value Education Courses (VEC) / Indian Knowledge System (IKS)(							
Co-Curricular Courses		OJT(PR)	--	-	40	60	100
<b>Total</b>			<b>80</b>	<b>120</b>	<b>140</b>	<b>210</b>	<b>550</b>



**NOTE:**

- 1. Learner must pass (with minimum 40%marks) separately in CA and ES**
- 2. 1 Credit = 25 Marks, Weekly 1 hour (60 min.) for Theory & 2 hours (120 min.) for practical.**

## **Semester V (Th)**

***Curriculum Details:***(There shall be **FOUR** Modules in each course)

### **IFASC301 Garment Production Technology (TH) (4 Cr.)**

#### **Objectives:**

- To introduce students Garment Industry skill and Production process Knowledge
- Fashion Environment in our life good knowledge to the latest style, to develop understanding design & fashion in the garment design process.

#### **Pre-Requisites**

- Student should have known about Industry skill and marketing change in fashion industry and Designer role

<b>Module No.</b>	<b>Unit No.</b>	<b>Topic</b>	<b>Hrs. Required to cover the contents</b>
<b>1.0</b>		<b>Introduction to Clothing Industry .</b>	
	<b>1.1</b>	Structure of the clothing Industry.	<b>12 hrs</b>
	<b>1.2</b>	Principals of Management	
	<b>1.3</b>	Functions of Management.	
<b>2.0</b>		<b>Organization of a clothing industry .</b>	
	<b>2.1</b>	Design , Marketing .	<b>12 hrs</b>
	<b>2.2</b>	Finance , Purchasing Department.	
	<b>2.3</b>	Production , Operation.	
<b>3.0</b>		<b>Manufacturing Processes .</b>	<b>12 hrs</b>
	<b>3.1</b>	Cutting Room , Sewing Technology , Fusing Technology .	
	<b>3.2</b>	Pressing Technology , Production technology .	
	<b>3.3</b>	Ware Housing .	
<b>4.0</b>		<b>Garment inspection</b>	
	<b>4.1</b>	Raw material inspection.	<b>12 hrs</b>
	<b>4.2</b>	In process inspection .	
	<b>4.3</b>	Final inspection	
	<b>4.4</b>	<b>Garment inspection</b>	
<b>5.0</b>		<b>Care Labeling of Apparel.</b>	

	<b>5.1</b>	General Introduction.	
	<b>5.2</b>	Different Care Label System .	<b>12 hrs</b>
		<b>Total</b>	<b>60</b>

- **Learning Outcomes:**

- Students able to, information about Industrial Knowledge, textile different type of fabric & their formation utilization a variety of sources to create innovative and artistic textile and apparel products
- Evaluate the characteristics and performance of materials in textile/apparel products

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- *Reference:*

1. Garment Technology for Fashion Designers . - “ Gerry Cooklin ‘
2. Carr & Latham’s” Technology of Clothing Manufacture” - J. Tyler.
3. Introduction to Clothing Manufacture.- “ Steven G. Hayes. ”.



**Curriculum Details: (There shall be FOUR Modules in each course)**

**IFASC302 Fashion Retail Marketing (TH) (4Cr)**

**Objectives:**

- To introduce students Retail Marketing and Production process Knowledge
- Fashion Environment in our life good knowledge to the latest style, to develop understanding design & fashion in the garment design process.

**Pre-Requisites**

- Student should have known about Marketing skill and marketing change in fashion industry and Designer role

Module No.	Unit No.	Topic	Hrs. Required to cover the contents
<b>1.0</b>		Introduction to Retail marketing	<b>12 hrs</b>
	<b>1.1</b>	Retailing and marketing	
	<b>1.2</b>	Development of marketing	
	<b>1.3</b>	Definition & concepts of marketing	
<b>2.0</b>		<b>Retailing</b>	<b>12 hrs</b>
	<b>2.1</b>	Intoduction to Retailig	
	<b>2.2</b>	The Retailors of Fashion	
	<b>2.3</b>	Fashion Producers in other countries	
<b>3.0</b>		<b>Retail Pricing</b>	<b>12 hrs</b>
	<b>3.1</b>	Retail Pricing	
	<b>3.2</b>	Understanding price as a concept	
	<b>3.3</b>	Factors influencing pricing	

<b>4.0</b>		<b>Retail Consumer</b>	
	<b>4.1</b>	Factors Influencing Retail Consumer	<b>12 hrs</b>
	<b>4.2</b>	Consumer Behaviour Pattern	
	<b>4.3</b>	Creation of Consumer Culture	
<b>5.0</b>		<b>E- Tailing</b>	
	<b>5.1</b>	Fashion E- Business	<b>12 hrs</b>
	<b>5.2</b>	Mail order Fashion Buying	
			<b>60</b>

▪ **Learning Outcomes:**

Retail marketing learning outcomes focus on enabling students to develop, implement, and evaluate strategies that drive customer engagement and sales. Key outcomes include understanding consumer behavior, mastering merchandising and pricing, integrating omni-channel strategies, analyzing retail data, and creating effective store layouts to enhance the customer experience

**Reference:**

1. Retail marketing management-David Gilbert
2. Fashion marketing -Mike Easy, Fashion retailing-Elen diamond
3. Inside the Fashion Business- Kitty G Dickerson
4. Merchandise Buying and Management-John Donnellan
5. Retail Marketing Management - David Gilbert
6. Modern Retail Management-J.N.Jain. P P Singh

**Curriculum Details: (There shall be FOUR Modules in each course)**

**IFASC303 Basic Portfolio Designing (PR) (4 Cr)**

**Objectives:**

Refining the students illustration skills with special emphasis on developing a signature style of sketching by providing appropriate input through exposure to various artists' styles of illustration. Introduction to various medium for stylization of croquets.

**Pre-Requisites**

- Student should have known about Theme Designing skill, Student's should have known about theme designing and neatness of drawing

Module No.	Unit No.	Topic	Hrs. Required to cover the contents
<b>1.0</b>		<b>Fashion Looks</b>	<b>12 hrs</b>
	<b>1.1</b>	Make a Designing on any 2 Look	
	<b>1.2</b>	Inspiration Board , Mood Board , Clint Profile , Story Board.	
	<b>1.3</b>	Color & Swatch Board , Technical Sketch , DD's, & Final Designing.	
<b>2.0</b>		<b>Fashion Looks</b>	<b>12 hrs</b>
	<b>2.1</b>	Make a Designing on any 3 Look	
	<b>2.2</b>	Inspiration Board , Mood Board , Clint Profile , Story Board.	
	<b>2.3</b>	Color & Swatch Board , Technical Sketch , DD's, & Final Designing.	
<b>3.0</b>		<b>Select any 2 theme as Per Your Choice</b>	<b>12 hrs</b>
	<b>3.1</b>	Make a Designing on	
	<b>3.2</b>	Inspiration Board , Mood Board , Clint Profile , Story Board.	
	<b>3.3</b>	Color & Swatch Board , Technical Sketch , DD's, & Final Designing.	
<b>4.0</b>		<b>Designing For the client</b>	
	<b>4.1</b>	Introduction Department of Quality Control ( Q.C.).	

	<b>4.2</b>	Make a Designing on	<b>12 hrs</b>
	<b>4.3</b>	Inspiration Board , Mood Board , Clint Profile , Story Board.	
	<b>4.4</b>	Color & Swatch Board , Technical Sketch , DD's, & Final Designing.	
<b>5.0</b>		<b>Theme Designing &amp; showcasing on social Media</b>	
	<b>5.1</b>	Create a customizable template	<b>12 hrs</b>
	<b>5.2</b>	Build your fashion portfolio pages & Up load online platform .	
			<b>60</b>

### Learning Outcomes:

1. Apply the creative design process and evaluate outcomes. 30 hrs
2. Represent images of fabrics and apparel in an artistic and informative manner using a variety of techniques, computer technology and media.
3. Function independently with a forward-looking ability to promote their inventive personal design vision through the creative work they present.

### Reference Book:

Illustrations in Vogue Fashion Illustration- Colin Barnes Foundation in Fashion Design and Illustration Julian Seaman, Batsford B.T. Ltd Fashion Rendering with color- Bina A

1. Anatomy & Drawing by Victor Petard.
2. Helen L.B. 'The Theory of Fashion Design'.
3. Nimes I.B. (1976), 'Fashion and Clothing Technology',
4. Holton Educational Pub.
5. Michel B.B., 'Fashion the Mirror of History', New York, Batter
6. Berry Ariane. Greenwich House

**Curriculum Details: (There shall be FOUR Modules in each course)**

**IFASME 301 Advance Pattern Drafting. & Garment Making (PR) 4 Credits**

**Objectives:**

To impart skills in basic techniques of pattern making in women’s drafting To provide the knowledge of different types of drafting’s and industrial profession knowledge in apparel industry Pre-Requisites Student should have known about Drafting skill & neatness of drawing and difference in size chart

**Pre-Requisites**

- Student should have known about Drafting skill & neatness of drawing and difference in size chart.

Module No.	Unit No.	Topic	Hrs. Required to cover the contents
<b>1.0</b>		<b>Yoke and Sleeve Variation</b>	<b>12 hrs</b>
	<b>1.1</b>	Draft Bishop, Raglan, Kimono, Leg of mutton, Patel sleeve.	
	<b>1.2</b>	Draft Types Of yoke	
	<b>1.3</b>	Make paper pattern, Master Pattern, Flow Chart, Specification Sheet, Flat Sketch, Layout and cost sheet	
<b>2.0</b>		<b>Types of Skirts</b>	<b>12 hrs</b>
	<b>2.1</b>	Draft Pencil skirt, Godet skirt, Ra ra skirt, Asymmetric Skirt, prairie Skirt	
	<b>2.2</b>	Make a layout and Paper cutting	
	<b>2.3</b>	Stitch any 2 Skirts	
<b>3.0</b>		<b>Advance Blouse</b>	<b>12 hrs</b>
	<b>3.1</b>	Draft a Madhubala Blouse	
	<b>3.2</b>	Make a layout and Paper cutting	
	<b>3.3</b>	Stitch the Blouse with Fusing	
<b>4.0</b>		<b>Advance Blouse</b>	<b>12 hrs</b>
	<b>4.1</b>	Draft a Sabyasachi Blouse	
	<b>4.2</b>	Make a layout and Paper cutting	
	<b>4.3</b>	Stitch the Blouse with Fusing	

	<b>4.4</b>		
<b>5.0</b>		<b>Stitch a Ready to Wear Saree</b>	
	<b>5.1</b>	Draft the Saree	<b>12 hrs</b>
	<b>5.2</b>	Stitch one Saree	
			<b>60</b>

- **Learning Outcomes:**

- Apply technical knowledge and skill in pattern making, fit assessment, materials selection, and assembly processes to meet customer demand. pattern-making is one of the most crucial stages in fashion industry. A pattern prepared professionally is the predominant stage in the manufacture of product in compliance with product design. Student will be able to understand grading techniques and consume the time and money for better result

- **Reference:**

- “Pattern making for fashion design”, Helen Joseph Armstrong, Harper Collins, LA.
- “Pattern making and making up-the professional approach”; Marten Shoben and Janet P. Ward, Butter worth Heinman, Oxford.
- “Modern sizing for women and children”; P. Kunick, Philip Kunik Publication London

**Curriculum Details:(There shall be FOUR Modules in each course)**

**IFASC351 Surface Ornamentation Techniques (4Cr) (PR)**

**Objectives:**

The core objectives of surface ornamentation are to enhance the aesthetic appeal, increase the commercial value, and add unique, artistic, or cultural character to fabrics, garments, or products. It transforms simple materials into distinctive, high-value items, allowing for personalized, fashionable, and creative expression through techniques like embroidery, printing, and beading.

**Pre-Requisites**

- Student should have known about Ornamentation skill and creative expression through techniques like embroidery, printing, and beading.

Module No.	Unit No.	Topic	Hrs. Required to cover the contents
<b>1.0</b>		<b>Traditional painting</b>	<b>12 hrs</b>
	<b>1.1</b>	Madhubani	
	<b>1.2</b>	Kalighat	
	<b>1.3</b>	Make a article of Wall frame painting	
<b>2.0</b>		<b>Dyeing technique</b>	<b>12 hrs</b>
	<b>2.1</b>	Tie and dye	
	<b>2.2</b>	Types of tie and dye	
	<b>2.3</b>	Make a artical of dupatta & cushion cover	
<b>3.0</b>		<b>Batik technique</b>	<b>12 hrs</b>
	<b>3.1</b>	Different types of batic technique	
	<b>3.2</b>	Make a article of bag	
	<b>3.3</b>		
<b>4.0</b>		<b>Printing technique</b>	
	<b>4.1</b>	Using different types of Wooden blocks	

	<b>4.2</b>	Printing using natural dyes	<b>12 hrs</b>
	<b>4.3</b>	Printing using Chemical Dyes	
	<b>4.4</b>	make a article	
<b>5.0</b>		<b>Implementation of basic embroideries .</b>	<b>12 hrs</b>
	<b>5.1</b>	Basic Embroideries on Kurta.	
	<b>5.2</b>	Basic Embroideries on Shirt.	
			<b>60</b>

- **Learning Outcomes:**

- Learning outcomes for surface ornamentation focus on developing proficiency in decorating fabric through embroidery, embellishments, and textile manipulation. Students gain skills in creating, applying, and designing traditional and contemporary motifs, utilizing various tools and machines safely, enhancing the aesthetic and market value of garments.

- **Reference:**

Barnard. Nicholas & Gallows, John (1991),  
 Traditional Indian Textiles (Thames & Hudson Naik, Shailaja D (1996),  
 Traditional Embroideries of India (APH Publishing Corporation: New Delhi)Ltd.: London)  
 Lathery G. (1993), 'Inspirational Ideas for Embroidery on Clothes and Accessory,'

***Curriculum Details:***(There shall be **FOUR Modules** in each course)

**FP 3(2 Cr) (FP/CS) 2 Credits**

**Objectives:**

Field projects aim to bridge theoretical knowledge with practical, real-world application, fostering professional skills, research capabilities, and in-depth understanding of specific industries or social issues.

**Pre-Requisites**

Field project prerequisites include defining clear objectives, selecting a relevant topic aligned with specialization, conducting a feasibility study, and ensuring primary data collection (e.g., surveys, interviews, or observations). It requires individual effort, proper scheduling, and adherence to ethical guidelines.

***Assignment :***

A "field project" in fashion design can range from street style, Trade Show , Fashion Show , Market Trend & Fashion Professionals to supply chain analysis . Choose the one that best fits your specific course requirements or interests Prepare report .

**Note: - There is no examination Submit only Project Report.**

# VI Sem

*Curriculum Details:*(There shall be FOUR Modules in each course)

## IFASC351 Garment Production Technology (TH) (4 Cr.)

### Objectives:

- To introduce students Garment Industry skill and Production process Knowledge
- Fashion Environment in our life good knowledge to the latest style, to develop understanding design & fashion in the garment design process.

### Pre-Requisites

- Student should have known about Industry skill and marketing change in fashion industry and Designer role

Module No.	Unit No.	Topic	Hrs. Required to cover the contents
<b>1.0</b>		<b>Garment trimmings</b>	<b>12 hrs</b>
	<b>1.1</b>	Lining's	
	<b>1.2</b>	Buttons, zips	
	<b>1.3</b>	Shoulder pads	
<b>2.0</b>		<b>Garment enhancements.</b>	<b>12 hrs</b>
	<b>2.1</b>	Labels	
	<b>2.2</b>	Decoration	
	<b>2.3</b>	Motifs , Sequins, Embroidery.	
<b>3.0</b>		<b>Quality Control.</b>	<b>12 hrs</b>
	<b>3.1</b>	Introduction Department of Quality Control ( Q.C.).	
	<b>3.2</b>	Total Quality Management (TQM) .	

	<b>3.3</b>	Principal of Quality Control .	
<b>4.0</b>		<b>The designer and garments cost</b>	<b>12 hrs</b>
	<b>4.1</b>	Garment costing	
	<b>4.2</b>	Example of garment costing sheet	
	<b>4.3</b>	Specification sheet	
<b>5.0</b>		<b>What is export</b>	<b>12 hrs</b>
	<b>5.1</b>	Objectives of Export Trade	
	<b>5.2</b>	Why export procedure important in fashion industry	
		Advantages and Disadvantage of Export , Export procedures.	<b>60</b>

- **Learning Outcomes:**

- Students able to, information about Industrial Knowledge, textile different type of fabric & their formation utilization a variety of sources to create innovative and artistic textile and apparel products
- Evaluate the characteristics and performance of materials in textile/apparel products

- *Reference:*

4. Garment Technology for Fashion Designers . - “ Gerry Cooklin ‘
5. Carr & Latham’s” Technology of Clothing Manufacture” - J. Tyler.
6. Introduction to Clothing Manufacture.- “ Steven G. Hayes. ”.

*Curriculum Details:*(There shall be FOUR Modules in each course)

## **IFASC352 Fashion Retail Marketing (TH) (4Cr)**

### **Objectives:**

- To introduce students Retail Marketing and Production process Knowledge
- Fashion Environment in our life good knowledge to the latest style, to develop understanding design & fashion in the garment design process.

### **Pre-Requisites**

- Student should have known about Marketing skill and marketing change in fashion industry and Designer role

<b>Module No.</b>	<b>Unit No.</b>	<b>Topic</b>	<b>Hrs. Required to cover the contents</b>
<b>1.0</b>		<b>Retail communication and Promotion</b>	<b>12 hrs</b>
	<b>1.1</b>	Retail communication and Promotion	
	<b>1.2</b>	Communication affects: Advertising, Sale Promotion	
	<b>1.3</b>	Personal selling & Public Relations	
<b>2.0</b>		<b>The Development and Distribution of Consumer Products</b>	<b>12 hrs</b>
	<b>2.1</b>	Fashion Merchandising	
	<b>2.2</b>	Brand and Private Labels	
	<b>2.3</b>	Merchandise Resources	
<b>3.0</b>		<b>Globalization</b>	<b>12 hrs</b>
	<b>3.1</b>	Global Marketing, Impact, Advantages and Disadvantages	
	<b>3.2</b>	Globalization of Apparel Manufacturing	

	<b>3.3</b>	Technology in Retailing	
<b>4.0</b>		<b>Career in Retailing</b>	<b>12 hrs</b>
	<b>4.1</b>	Career in Retailing	
	<b>4.2</b>	Owning a Business	
	<b>4.3</b>	Opportunities as a Retail Employee	
<b>5.0</b>		<b>The Future of Retailing</b>	<b>12 hrs</b>
	<b>5.1</b>	Predicting Fashion Trends	
	<b>5.2</b>	Sources of Fashion Forecasting Information	
			<b>60</b>

▪ **Learning Outcomes:**

Retail marketing learning outcomes focus on enabling students to develop, implement, and evaluate strategies that drive customer engagement and sales. Key outcomes include understanding consumer behavior, mastering merchandising and pricing, integrating omni-channel strategies, analyzing retail data, and creating effective store layouts to enhance the customer experience

**Reference:**

7. Retail marketing management-David Gilbert
8. Fashion marketing -Mike Easy, Fashion retailing-Elen diamond
9. Inside the Fashion Business- Kitty G Dickerson
10. Merchandise Buying and Management-John Donnellan
11. Retail Marketing Management - David Gilbert
12. Morden Retail Management-J.N.Jain. P P Singh

**Curriculum Details:(There shall be FOUR Modules in each course)**

**IFASC353 Computer Aided Fashion Design (PR) (2 Cr)**

**Objectives:**

- To introduce students to the fundamentals of computer-aided design tools used in fashion.
- To develop digital skills for creating and modifying fashion designs.
- To enhance creativity through the use of modern technology.
- To prepare students for industry-standard fashion design practices.

**Pre-Requisites**

- Students should possess foundational fashion design knowledge, strong creative and visualization skills through professional software

Module No.	Unit No.	Topic	Hrs. Required to cover the contents
<b>1.0</b>		<b>Introduction to basic Tools of Illustrator</b>	<b>12 hrs</b>
	<b>1.1</b>	Draw design using pen tool , curvature tool shape tool, line tool, selection tool etc.	
	<b>1.2</b>	Draw design of geometric shapes, cartoon shapes , natural print shapes etc.	
<b>2.0</b>		<b>Motive Development</b>	<b>12 hrs</b>
	<b>2.1</b>	Motive development using natural print	
	<b>2.2</b>	Motive development using Geometric print	
<b>3.0</b>		<b>Design Development</b>	<b>12 hrs</b>
	<b>3.1</b>	Design neckline, collars, yoke etc.	
	<b>3.2</b>	Design sleeves, pockets, belts etc.	

<b>4.0</b>		<b>Garment Designing</b>	<b>12 hrs</b>
	<b>4.1</b>	Designer skirts	
	<b>4.2</b>	T - shirts designing	
	<b>4.3</b>		

- **Learning Outcomes:**

- Create and modify digital patterns for garments with precision.
- Visualize and present 3D garment prototypes using advanced design software.
- Build professional digital portfolios showcasing fashion collections.
- Demonstrate improved efficiency and accuracy in the design process through CAD.

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- *Reference:*

- Fashion Computing- Design Techniques and CAD- by Sandra Burke
- Adobe Illustrator for Fashion Design – Susan Lazear.

**Curriculum Details: (There shall be FOUR Modules in each course)**

**IFASME 352 Advance Pattern Drafting. & Garment Making (PR) 4 Credits**

**Objectives:**

To impart skills in basic techniques of pattern making in women's drafting To provide the knowledge of different types of drafting's and industrial profession knowledge in apparel industry Pre-Requisites Student should have known about Drafting skill & neatness of drawing and difference in size chart

**Pre-Requisites**

- Student should have known about Drafting skill & neatness of drawing and difference in size chart.

Module No.	Unit No.	Topic	Hrs. Required to cover the contents
<b>1.0</b>		<b>Men's Shirt.</b>	<b>12 hrs</b>
	<b>1.1</b>	Draft Casual Shirt	
	<b>1.2</b>	Make a layout and Paper cutting	
	<b>1.3</b>	Stitch a Shirt with collar , Cuff , Patch pockets & necessary trims.	
<b>2.0</b>		<b>Corset</b>	<b>12 hrs</b>
	<b>2.1</b>	Draft Princess Corset & Victorian corset.	
	<b>2.2</b>	Make a layout and Paper cutting	
	<b>2.3</b>	Stitch the Corset with Fusing & Boning.	
<b>3.0</b>		<b>Jacket (Waist Coat ) Women</b>	<b>12 hrs</b>
	<b>3.1</b>	Draft Dated Jacket (Waist Coat )	
	<b>3.2</b>	Make a layout and Paper cutting	
	<b>3.3</b>	Stitch Reversible Jacket (Waist Coat ) with Fusing & Side Pocket.	
<b>4.0</b>		<b>Blazer Women</b>	<b>12 hrs</b>
	<b>4.1</b>	Draft Dated Blazer	
	<b>4.2</b>	Make a layout and Paper cutting	
	<b>4.3</b>	Stitch Blazer with Fusing & Side Pocket.	

<b>5.0</b>		<b>Jacket (Waist Coat ) &amp;Blazer Men</b>	
	<b>5.1</b>	Draft Dated Jacket & Dated Blazer	<b>12 hrs</b>
	<b>5.2</b>	Make a layout and Paper cutting & Stitch Reversible Jacket & Blazer with Fusing & Side Pocket	
			<b>60</b>

- **Learning Outcomes:**

- Apply technical knowledge and skill in pattern making, fit assessment, materials selection, and assembly processes to meet customer demand. pattern-making is one of the most crucial stages in fashion industry. A pattern prepared professionally is the predominant stage in the manufacture of product in compliance with product design. Student will be able to understand grading techniques and consume the time and money for better result

- **Reference:**

- “Pattern making for fashion design”, Helen Joseph Armstrong, Harper Collins, LA.
- “Pattern making and making up-the professional approach”;Marten Shoben and Janet P. Ward, Butter worth Heinman, Oxford.
- “Modern sizing for women and children”;P. Kunick, Philip Kunik Publication London

**Curriculum Details:(There shall be FOUR Modules in each course)**

**IFASC351 Surface Ornamentation Techniques (4Cr) (PR)**

**Objectives:**

The core objectives of surface ornamentation are to enhance the aesthetic appeal, increase the commercial value, and add unique, artistic, or cultural character to fabrics, garments, or products. It transforms simple materials into distinctive, high-value items, allowing for personalized, fashionable, and creative expression through techniques like embroidery, printing, and beading.

**Pre-Requisites**

- Student should have known about Ornamentation skill and creative expression through techniques like embroidery, printing, and beading.

Module No.	Unit No.	Topic	Hrs. Required to cover the contents
<b>1.0</b>		<b>Traditional paintings</b>	<b>12 hrs</b>
	<b>1.1</b>	Warli painting	
	<b>1.2</b>	Kalamkari painting	
	<b>1.3</b>	Make a article	
<b>2.0</b>		<b>Smoking techniques</b>	<b>12 hrs</b>
	<b>2.1</b>	Different types of smoking techniques	
	<b>2.2</b>	Make a article	
	<b>2.3</b>		
<b>3.0</b>		<b>Applique work</b>	<b>12 hrs</b>
	<b>3.1</b>	Patch work	
	<b>3.2</b>	Different types of 3 D fabric flowers	
	<b>3.3</b>	Make a article	
<b>4.0</b>		<b>Maggam work</b>	
	<b>4.1</b>	Bead work	

	<b>4.2</b>	Cut pipe work	<b>12 hrs</b>
	<b>4.3</b>	Thread work	
	<b>4.4</b>	Make a article	
<b>5.0</b>		<b>Satin lace embroidery</b>	<b>12 hrs</b>
	<b>5.1</b>	Types of basic embroideries strip	
	<b>5.2</b>	Make a article	
			<b>60</b>

- **Learning Outcomes:**

- Understand the history, cultural significance, and regional diversity of traditional painting and traditional
- Identify natural and synthetic dyes, mordants, and resist materials.
- Understand color theory, fabric behavior, and surface preparation methods.

- **Reference:**

- *The history of Indian Art -Sandhya Ketkar*
- *Traditional Embroideries of India –Shailaja D. Naik*
- *The Seasons in Silk Ribbon Embroidery – Tatiana Popova*

## **OJT (4 Cr) 4 Credits**

### **Objectives:**

The primary objectives of on-the-job training (OJT) are to equip employees with practical, job-specific skills in real-time, boosting productivity, accelerating, onboarding, and enhancing employee retention. It aims to bridge the gap between theoretical knowledge and practical application while lowering training costs and fostering a culture of continuous learning.

### **Pre-Requisites**

Effective on-the-job training (OJT) requires structured preparation, including a defined training plan, clear learning objectives, and qualified mentors.

### **Assignment:**

1. 45 Days on Job Training is mandatory in any Fashion related professional
2. pupils must submit the project made during Training
3. Certificate submission is mandatory
4. Certificate from the Fashion Industry/ Boutique/ Fashion studio/ or any Fashion related professional studios will only be considered .

**Note: - There is no examination Submit only Project Report.**

