Programme Structure

Sharda School of Design

(Department of Design)

Bachelors in Design

Programme Code : SDM0201

(Specialization in Fashion Design)

Batch: 2026-2030

Dean SSD

1.1 Vision, Mission and Core Values of the University

Vision of the University

To serve the society by being a global University of higher learning in pursuit of academic excellence, innovation and nurturing entrepreneurship.

Mission of the University

Transformative educational experience
Enrichment by educational initiatives that encourage global outlook
Develop research, support disruptive innovations and accelerate entrepreneurship
Seeking beyond boundaries

Core Values

Integrity
Leadership
Diversity
Community

Sharda School of Design

1.2 Vision and Mission of the School

Vision of the School

To be amongst the top institutes in India imparting quality education and professional skills to the students to emerge as creative professionals of global calibre and thus the society in large.

Mission of the School

To create and sustain a stimulating and responsive academic inclusive environment.

To regularly enhance the teaching contents & techniques in keeping with current and future trends.

To provide a competitive and career-oriented programme.

To encourage students to be socially responsive and responsible architects

Core Values

Innovation
Awareness
Information
Ethics

Department of Art & Design

1.2.1 Vision and Mission of the Department

Vision of the Department

To be a centre of excellence in art & design education for developing creative professionals, imbibing a critical thinking and problem-solving approach to provide creative solution through collaborative design attitude at different levels of industry and global society.

Mission of the Department

To create a global centre of innovation and excellence in art and design industry.

Promoting in-depth research in art and design studies for sustainable practices.

To inculcate critical, analytical, cognitive, speculative and creative problem-solving skills.

To develop a sense of social and professional ethics and values.

To develop the essence of craftsmanship, future technological and vocational skills.

1.3 Programme Educational Objectives (PEO)

PEO1: Graduates will acquire the basic knowledge about the evolution of design as a distinct body of knowledge.

PEO2: Graduates will demonstrate profound design thinking and managerial decision-making abilities based on ethical and professional standards.

PEO3: Graduates will work on global trends and environmental issues using technology as a successful creative entrepreneur.

PEO4: Graduates will pursue higher studies to become successful academicians and lead researchers.

1.3.2 Map PEOs with School Mission Statements:

PEO Statements	School Mission -1	School Mission -2 .	School Mission -3	School Mission-4
PEO1: Graduates will acquire the basic knowledge about the evolution of design as a distinct body of knowledge.	**3**		**3**	**2**
PEO2: Graduates will demonstrate profound design thinking and managerial decision-making abilities based on ethical and professional standards.	**3**	**2**	**2**	**2**
PEO 3: Graduates will work on global trends and environmental issues using technology as a successful creative entrepreneur.	**3**	**2**	**1**	**1**
PEO4: Graduates will pursue higher studies to become successful academicians and lead researchers.	**1**		**1**	**3**

1. Slight (Low) **2. Moderate (Medium)** **3. Substantial (High)**

1.3.2 Map PEOs with Department Mission Statements:

PEO Statements	Department Mission-1	Department Mission-2	Department Mission-3	Department Mission-4	Department Mission-5
PEO1: Graduates will acquire the basic knowledge about the evolution of design as a distinct body of knowledge.	**3**	**1**	**1**	**-**	**-**
PEO2: Graduates will demonstrate profound design thinking and managerial decision-making abilities based on ethical and professional standards.	**3**	**3**	**3**	**3**	**3**
PEO 3: Graduates will work on global trends and environmental issues using technology as a successful creative entrepreneur.	**3**	**2**	**2**	**3**	**3**
PEO4: Graduates will pursue higher studies to become successful academicians and lead researchers.	**3**	**2**	**-**	**2**	**-**

1. Slight (Low) **2. Moderate (Medium)** **3. Substantial (High)**

1.3.3 Programme Outcomes (PO's)

PO1. Design knowledge: Apply the knowledge of Design fundamentals, Design specialization to the solution of complex Design problems.

PO2. Problem analysis: Identify, formulate, review research literature, and analyse complex Design problems reaching substantiated conclusions using elements and principles of art and Design through empirical & historical research.

PO3. Design/development of solutions: Design solutions for complex Design problems, design components and processes that meet the specified needs with appropriate consideration for the public health and safety, cultural, societal, and environmental considerations.

PO4. Conduct investigations of complex problems: Use research-based knowledge and research methods including design explorations, interpretation of data, and synthesis of the information to provide qualitative conclusions.

PO5. Modern tool usage: Select, apply appropriate techniques, resources, and modern industrial Design techniques and digital tools including forecast and modelling to complex Design activities with an understanding of the limitations.

PO6. The design engineering and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional Design practice.

PO7. Environment and sustainability: Understand the impact of the professional Design solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

PO8. Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the Design practice.

PO9. Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

PO10. Communication: Communicate effectively on complex Design activities with the Design community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

PO11. Project management and finance: Demonstrate knowledge and understanding of the Design, management principles and apply these to one's own work, as a member and leader in a team, to manage projects in multidisciplinary environments.

PO12. Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.
PSO1. Interior and product design practice: To design products and spaces fulfilling human needs and solving challenges through use of contemporary technology and imaginative abilities.
PSO2. Fashion design practice: To integrate the knowledge of design & critical thinking in the domain of fashion and textiles with business & professional practices
PSO3. Communication design practice: To be able to demonstrate knowledge of representational processes using visual as well as digital and new media as mediums of representation.

1.3.4 Mapping of Programme Outcome Vs Programme Educational Objectives

	PEO1	PEO2	PEO3	PEO4
PO1	1	3	3	2
PO2	1	2	3	2
PO3	1	1	3	3
PO4	1	2	3	1
PO5	3	3	2	1
PO6	2	2	1	3
PO7	3	2	2	3
PO8	2	1	2	3
PO9	1	2	3	2
PO10	3	2	1	2
PO11	3	1	2	3
PO12	3	1	2	3
PSO1				
PSO2	2	2	3	3
PSO3				

1. Slight (Low) ***2. Moderate (Medium)*** ***3. Substantial (High)***

1.3.5 Programme Outcome Vs Courses Mapping Table:

Programme Outcome	Course Name	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
Sem 1																
DCT1104	History of Art & Design-I	2.5	2.4	2.2	2.0	1.7	2.4	2.4	1.8	1.8	2.8	1.4	2.5		1.8	
DCJ1106	Drawing & Sketching	1	2	2	2	2	2	3	2	2	1.2	2	3		2	
DCJ1107	Elements & Principles of Design	2	2	3	2	2	2	2	2	2	3.0	2	2		2	
FDJ1102	Design Skills-I	3	3	2	3	3	1	1	1	1	1.5	1	1		3	
DCJ1104	Digital Design-I Adobe Illustrator			2		3		1	1		2.2	1	2		3	
DCJ1105	Basic Material Studies	2	2	2	3	2	2	2		3	2	2	3	2	2	2
SKP1010	Communicative English -I									1	2.6	1	2			
Sem 2																
DCT1204	History of Art & Design - II	2.5	2.5	2.3	1.5	1.5	2.5	2.5	2.0	1.5	3.0	1.0	2.5		1.8	
DCJ1206	Advance Drawing & Sketching	2.3	2.0	2.0	2.5	2.0	2.2	2.8	2.2	2.3	2.2	1.5	2.2		1.0	
DCJ1207	Composition	3.0	2.0	2.0	1.3	3.0	2.5	2.0	2.0	2.2	1.4	1.7	3.0		2.0	
FDJ1202	Design Skills-II	3.0		2.7		2.7	1.0	1.0	1.0	1.0	2.7	1.0	1.0		2.0	
DCJ1204	Digital Design-II Adobe Photoshop			2.0		3.0		1.3	1.0		2.2	1.0	2.3		2.0	
DCJ1205	Forms & Space	2	2	2	3	2	2	2		3	2	2	3	2	2	2
SKP1020	Communicative English- II	1.0								1.0	2.5	1.0	2.0			
NV40011	AI- Basics in Architecture & Design															
	OPE/ MOOC															

Sem 3																
FDT2302	History of Costume & Fashion	3.0	2.0	2.0	1.3	3.0	2.5	2.0	2.0	2.2	1.4	1.7	3.0		3.0	
FDT2304	Basics of Textiles-I	1.4	1.7	2.2	1.5	1.8	2.0	2.4	2.0		1.0	1.8	1.3		3.0	
FDT2305	Marketing & Merchandising for Fashion			1.5	2.0		2.0	1.0	3.0	3.0	3.0	3.0	3.0		3.0	
FDJ2308	Fashion Design Studio-I	2.5	2.2	2.3	2.7	2.8	1.8	1.2	1.5	1.7	2.6	1.6	2.0		3.0	
FDJ2303	Apparel Development- I	2.3	2.3	2.3	1.0	1.8		2.0	1.0	2.0	1.0	1.3	2.3		3.0	
FDJ2309	Fashion Art: Principles & Aesthetics	3.0	1.2	1.3	1.2	1.7	2.5	2.5	1.0		1.5		2.4		3.0	
FDJ2307	Digital III-Graphic Design			2.0		3.0		1.3	1.0		2.2	1.0	2.3		3.0	
NV540012	AI- Principles in Architecture & Design															
	OPE/ MOOC															
Sem 4																
FDT2401	History of Indian Textiles	2.0	1.5	1.5	1.8	2.0	1.8	1.8		1.0	2.2	2.0	1.0		3.0	
FDT2402	Basics of Textiles-II	2.3	2.6	1.8	2.2	2.0	2.3	2.3	2.0	2.0	2.8	2.8	2.2		3.0	
FDJ2408	Fashion Studio-II (RBL1)	2.7	1.8	2.8	2.2	2.0	2.0	2.2	2.0	2.0	2.8	2.0	1.7		3.0	
FDJ2410	Surface Ornamentation-I	3.0	3.0	3.0	2.7	3.0	2.8	2.5	3.0		2.2	3.0	3.0		3.0	
FDJ2403	Apparel Development- II	2.0	1.5	1.5	1.8	2.0	1.8	1.8		1.0	2.2	2.0	1.0		3.0	
FDJ2409	Fashion, Art & Cultural Identity	3.0	1.5	1.5	2.3	2.3	2.3	1.7	1.0	1.0	1.5		2.0		3.0	
FDJ2407	3D Digital Design	1.3	1.3	2.3	1.3	3.0				1.5	1.5	2.3	3.0		3.0	
CCU2108	Community Connect						2.7		2.2				2.1		2.0	
	AI- Application in Architecture & Design															
Sem 5																
FDT3503	Ornamentation of Textiles	2.3	2.6	1.8	2.2	2.0	2.3	2.3	2.0	2.0	2.8	2.8	2.2		3.0	
DCT3501	Research Methods	2.2	2.4	2.5	2.3	2.0	2.0	1.5	1.0	2.5	2.4	2.3	2.4		1.7	
FDJ3509	Fashion Styling and Image Creation	3.0	1.0	3.0	3.0		2.0	2.0		3.0	3.0	3.0	2.2		3.0	
FDJ3508	Surface Ornamentation-II	3.0	3.0	3.0	2.7	3.0	2.8	2.5	3.0	2.0	2.2	3.0	3.0		3.0	

FDJ3504	Advanced Apparel Development- I	3.0	2.0	1.8	2.5	2.2	2.5	2.5	2.3	3.0	2.5	2.2	3.0		3.0	
FDJ3505	Construction Technique- I	3.0	2.0	1.8	2.5	2.2	2.5	2.5	2.3	3.0	2.5	2.2	3.0		3.0	
FDJ3510	Trend, Research & Forecasting	3.0	3.0	3.0	1.0	3.0	1.0	2.0	2.0	3.0	3.0	3.0	3.0	1	1.0	1
ARP505	Critical thinking & Leadership skills	1.0								1.0	2.0	1.0	2.0			
DCJ3502	Design Documentation (RBL2)	3.0	2.7	3.0	2.7	3.0	2.8	2.5	3.0	2.0	2.2	3.0	3.0		3.0	
AI401	AI-Project in Design															

Sem 6																
FDT3604	Sustainable Fashion	1.5	2.0		2.0	1.0	3.0	3.0	3.0	3.0	3.0		3.0		3.0	
DCT3602	IPR for Design	2.2	1.7	2.0	1.7	1.7	1.0	1.8	1.5	1.5	1.7	1.8	1.7		1.7	
FDJ3608	Contextual Studies for Fashion Design (PBL1)	2.3	2.8	3.0	2.5	3.0	3.0	3.0	2.0	1.5	1.8		3.0		3.0	
FDJ3609	Advancements in Fashion & Textiles	2.8	3.0	3.0	2.3	3.0	2.8	2.5	2.0	2.0	2.2		3.0		3.0	
FDJ3604	Advanced Apparel Development- II	3.0	2.0	1.8	2.5	2.2	2.5	2.5	2.3	3.0	2.5	2.2	3.0	3	3.0	
FDJ3605	Construction Technique- II	3.0	2.0	1.8	2.5	2.2	2.5	2.5	2.3	3.0	2.5	2.2	3.0		3.0	
FDJ3607	Portfolio Development	2.0	2.0	2.0		2.0	3.0	2.0	2.0		2.0			1	2.0	2
ARP506	Industrial Preparedness	1.0								1.0	2.0	1.0	2.0			
DCJ3602	Field Studies (RBL3)	2.2	2.0		2.0	2.5	3.0	2.8	3.0	1.0	3.0	3.0	3.0		3.0	
Sem 7																
DCT4706	Entrepreneurship & Professional Ethics in Design	2.7	2.3	1.3	1.8	2.2	2.8	1.3	1.3	2.6	1.2	1.8	1.3		1.6	
FDJ4707	Innovations in Design	2.8	3.0	3.0	2.3	3.0	2.8	2.5	2.0	2.0	2.2		3.0		3.0	
FDJ4706	Capstone Project in Fashion Design (PBL2)	3.0	1.0	3.0		1.0	2.0	2.0	2.0	2.5	3.0	3.0	3.0		3.0	
	OPE/ MOOC															
DCJ4704	Summer Project / Internship (FSIC-Prerequisite)	3.0	1.0	2.5	2.0	2.0	2.0	1.0	3.0	3.0	3.0	3.0	3.0		3.0	
Sem 8																

DCJ4803	Industry Apprenticeship	3.0	1.0	2.5	2.0	2.0	2.0	1.0	3.0	3.0	3.0	3.0	3.0		3.0	

1. Slight (Low) ***2. Moderate (Medium)*** ***3. Substantial (High)***

Programme Structure

Sharda School of Design

Bachelor of Design (Fashion Design)

Batch: 2026-2030

TERM: I

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Type of Course
				L	T	P		
Theory Subjects								
1.	39141	DCT1104	History of Art & Design-I	2	0	0	2	CC
Practical Subjects								
2.	39144	DCJ1106	Drawing & Sketching	0	2	2	4	CC
3.	39145	DCJ1107	Elements & Principles of Design	0	2	2	4	CC
4.	39147	FDJ1102	Design Skills- I	0	2	2	4	DSE
5.	39142	DCJ1104	Digital Design – Adobe Illustrator	0	1	1	2	SEC
6.	39143	DCJ1105	Basic Material Studies	0	1	1	2	AEC
7.	18045	SKP1010	Communication Essentials-1	1	0	2	2	AEC
TOTAL CREDITS – 20								

[1] CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Programme Structure

Sharda School of Design

Bachelor of Design (Fashion Design)

Batch: 2026-2030

TERM: II

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Type of Course
				L	T	P		
Theory Subjects								
1.	39157	DCT1204	History of Art & Design –II	2	0	0	2	CC
Practical Subjects								
2.	39160	DCJ1206	Advance Drawing & Sketching	0	1	2	3	CC
3.	39161	DCJ1207	Composition	0	1	2	3	CC
4.	39163	FDJ1202	Design Skills- II	0	2	2	4	DSE
5.	39158	DCJ1204	Digital Design II- Adobe Photoshop	0	1	1	2	SEC
6.	39159	DCJ1205	Forms & Space	0	1	1	2	AEC
7.	18055	SKP1020	Communication Essentials-2	1	0	2	2	AEC
8.			OPE/ MOOC	-	-	-	2	OE
9.			AI- Basics in Architecture & Design	2	0	2	0(AUDIT)	NCVAC
TOTAL CREDITS – 20								

[1] CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Programme Structure

Sharda School of Design

Bachelor of Design (Fashion Design)

Batch: 2026-2030

TERM: III

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Type of Course
				L	T	P		
Theory Subjects								
1.	39183	FDT2302	History of costume & fashion	2	0	0	2	CC
2.	39184	FDT2304	Basics of Textiles- I	2	0	0	2	CC
3.	39185	FDT2305	Marketing & Merchandising for Fashion	2	0	0	2	CC
Practical Subjects								
4.	39188	FDJ2308	Fashion Design Studio-I	0	1	1	2	CC
5.	39186	FDJ2303	Apparel Development - I	0	2	4	6	CC
6.	39189	FDJ2309	Fashion Art: Principles & Aesthetics	0	1	1	2	CC
7.	39187	FDJ2307	Graphic design for Fashion	0	1	1	2	SEC
8.			OPE/ MOOC	-	-	-	2	OE
9.	36676	NV41001	AI- Principles in Architecture & Design	2	0	2	0(AUDIT)	NCVAC
TOTAL CREDITS – 20								

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Programme Structure

Sharda School of Design

Bachelor of Design (Fashion Design)

Batch: 2026-2030

TERM: IV

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Type of Course
				L	T	P		
Theory Subjects								
1.	39201	FDT2401	History of Indian textiles	2	0	0	2	CC
2.	39202	FDT2402	Basics of Textiles- II	2	0	0	2	CC
Practical Subjects								
3.	39205	FDJ2408	Fashion Studio-II (RBL1)	0	1	2	3	CC
4.	39207	FDJ2410	Surface Ornamentation-I	0	1	1	2	CC
5.	37203	FDJ2403	Apparel Development- II	0	2	4	6	CC
6.	39206	FDJ2409	Fashion, Art & Cultural Identity	0	1	2	3	CC
7.	39204	FDJ2407	3D Digital design	0	1	1	2	SEC
8.		CCU2108	Community Connect	0	0	4	0 (QUALIFYING)	AEC
9.			AI- Application in Architecture & Design	2	0	2	0(AUDIT)	AUDIT
TOTAL CREDITS – 20								

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Programme Structure

Sharda School of Design

Bachelor of Design (Fashion Design)

Batch: 2026-2030

TERM: V

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Type of Course
				L	T	P		
Theory Subjects								
1.	39222	FDT3503	Ornamentation of Textiles	2	0	0	2	CC
2.	39228	DCT3501	Research Methods	2	0	0	2	CC
Practical Subjects								
3.	39226	FDJ3509	Fashion Styling and Image Creation	0	1	2	3	SEC
4.	39225	FDJ3508	Surface Ornamentation-II	0	1	2	3	CC
5.	39223	FDJ3504	Advanced Apparel Development- I	0	2	2	4	CC
6.	39224	FDJ3505	Construction Technique- I	0	2	2	4	SEC
7.	39227	FDJ3510	Trend, Research & Forecasting	0	1	1	2	CC
8.	18189	SKP5005	Strategic Thinking & Problem Solving	0	0	2	0 (AUDIT)	AEC
9.	39229	DCJ3502	Design Documentation (RBL2)	0	0	4	0 (AUDIT)	Survey/ Project
10.	36677	NV41002	AI-Project in Design	2	0	2	0 (AUDIT)	NCVAC
TOTAL CREDITS – 20								

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Programme Structure

Sharda School of Design

Bachelor of Design (Fashion Design)

Batch: 2026-2030

TERM:VI

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Type of Course
				L	T	P		
Theory Subjects								
1.	39267	FDT3604	Sustainable Fashion	2	0	0	2	CC
2.	39246	DCT3602	IPR for Design	2	0	0	2	CC
Practical Subjects								
3.	39265	FDJ3608	Contextual Studies for Fashion Design (PBL1)	0	2	2	4	CC
4.	39266	FDJ3609	Advancements in Fashion & Textiles	0	1	1	2	CC
5.	39262	FDJ3604	Advanced Apparel Development- II	0	2	2	4	CC
6.	39263	FDJ3605	Construction Technique- II	0	2	2	4	SEC
7.	39264	FDJ3607	Portfolio Development	0	1	1	2	CC
8.			Industry Preparedness	0	0	2	0 (AUDIT)	AEC
9.	39247	DCJ3602	Field Studies (RBL3)	0	0	4	0 (AUDIT)	Survey/ Project
TOTAL CREDITS – 20								

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Programme Structure

Sharda School of Design

Bachelor of Design (Fashion Design)

Batch: 2026-2030

TERM: VII

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Type of Course
				L	T	P		
Theory Subjects								
1.	39253	DCT4706	Entrepreneurship & Professional Ethics in Design	2	0	0	2	CC
Practical Subjects								
2.	39259	FDJ4706	Capstone Project in Fashion Design (PBL2)	0	4	8	12	PROJECT
3.	39260	FDJ4707	Innovations in Design	0	1	1	2	CC
4.			OPE/ MOOC	-	-	-	2	OE
5.	39256	DCJ4704	Summer Project / Internship (FSIC- Prerequisite)	-	-	-	2	Internship
6.			VAC Course	0	0	2	0	NCVAC
TOTAL CREDITS – 20								

[1] CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Note- The Summer Project will be completed after 6th Semester in Summer Break and the evaluation will take place in 7th Semester.

Programme Structure

Sharda School of Design

Bachelor of Design (Fashion Design)

Batch: 2026-2030

TERM: VIII

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Type of Course
				L	T	P		
Practical Subjects								
1.	39261	DCJ4803	Industry Apprenticeship	-	-	-	20	Internship
TOTAL CREDITS – 20								

[1] CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Course Modules

Course Syllabus
Semester I

School: SSD		**Batch: 2026-2030**	
Programme: B.Design		**Current Academic Year: 2026 - 2027**	
Branch: Foundation		**Semester: I**	
1	Course Code	**DCT1104**	
2	Course Title	**History of Art -I**	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	• To know about the interrelation of Human Evolution and Art. • To make the students understand the true meaning of Art. • To develop an appreciation of Art. • To study and understand the influence of various eras on the development of art from the classical to current modern times	
6	Course Outcomes	CO1 Learn basic terminology of Art & Design studies. CO2 Contextualise and empathise with Art and Design CO3 Understand the timeline, distinguish various styles, genres, and movements, and apply them in practice. CO4 Learn to appreciate different forms of artistic expression through history. CO5 Identify and translate the learning through application in verbal and textual communication. CO6 Observes and appreciates Art and Design and expresses it by writing about it.	
7	Course Description	The course aims to inculcate aesthetic sensibilities in the learner by practicing observation, and representation. In this course, the learner will learn to use observational and analytical presentation as well as writing to represent the study of art & design accurately. The learner will also develop a comprehensive understanding of a sustainable model for human existence, and its interrelations with the other art practices.	
8	Outline syllabus		CO Mapping
	Unit 1	**Design and Cultural Expressions**	CO1, CO2
	A	Prehistoric to early civilizations	
	B	Greco Roman Civilization	
	C	Gothic: Illumination in Dark Ages	
	Unit 2	**The Evolution of Style**	CO1, CO2

	A	Renaissance: newer dimensions			
	B	Baroque and drama			
	C	Rococo and decorative arts			
	Unit 3	**Design and Aesthetics in Ancient India**			CO1, CO2,CO3, CO6
	A	Indus Valley Civilization			
	B	Vedic Period			
	C	Mauryan Empire & Gupta Empire the "Golden Age" of India			
	Unit 4	**Artistic Transformations Regional Kingdoms to Mughal Era**			CO1, CO2, CO3
	A	Rise of Regional Kingdoms: Pallavas, Chalukyas, and Rashtrakutas			
	B	Islamic Invasions and Sultanates			
	C	Mughal Empire			
	Unit 5	**Abstraction, and Modernity**			CO3, CO4, CO6
	A	Art & Craft Movement and Art Nouveau			
	B	Impressionism and Post-Impressionism			
	C	Fauvism, Nature, geometry, and Cubism			
	Mode of exam	Theory			
	Weightage Distribution	CA	MTE	ETE	
		25%	-	75%	
	Text book/s*	• Janson's History of Art (https://baixardoc.com/documents/jansons-history-of-art-5ce70315e7099)			
	Other References	• Meaning of Art by Herbert Read (https://archive.org/details/in.ernet.dli.2015.529212/page/n3/mode/2up) • Understanding Art *by Louis Fischer* • A History of Western Art, Laurie Schneider Adams (https://archive.org/details/A_History_of_Western_Art/page/n75/mode/2up)			

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	3	2	2	2	3	2	3	1	3	2	2	1	1	1
CO2	3	-	2	-	2	2	3	-	-	2	-	2	2	2	2
CO3	2	2	-	2	2	2	-	-	3	-	2	2	1	1	1
CO4	3	3	3	2	2	3	3	2	2	3	1	3	1	1	1
CO5	2	2	2	3	1	-	2	1	2	3	1	3	3	3	3
CO6	3	2	2	1	1	2	2	1	1	3	1	3	3	3	3
Average	2.5	2.4	2.2	2.0	1.7	2.4	2.4	1.8	1.8	2.8	1.4	2.5	1.8	1.8	1.8

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High**

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2026-2027**	
Branch: Foundation		**Semester: I**	
1	Course Code	**DCJ1106**	
2	Course Title	**Drawing And Sketching**	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-2	
	Course Type	Compulsory	
5	Course Objective	1. The programme focuses on inculcating the significance of developing hand and mind coordination. 2. It concentrates on exploring different forms by examining objects. ● Making the students recognize the difference between spaces by practicing works in both indoor and outdoor areas. 3. Promoting the significance of regular sketching and its impact on the overall composition and creative skills. 4. Examining various sketching techniques such as rendering, line drawing, shading etc. Recognizing the significance of line and demonstrating its nuances.	
6	Course Outcomes	*The students will be able:* CO1: To Use materials common to the drawing process CO2: To Develop physical and visual skills related to the drawing process. CO3: To judge proportion, scale, and spatial relationships. CO4: To use Arial and tonal techniques to depict light and shadow. CO5: Would be able to understand human anatomy. CO6: Would be able to understand through observation, to rudimentary & formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion.	
7	Course Description	The course introduces students with the foundation skill which enables them in developing coordination between the visualized and created. It aims at inculcating the significance of continuous practice of manual skills in order to develop their creative skills. Further it focuses on acquiring new techniques in order to enhance a visual vocabulary.	
8	Outline syllabus		CO Mapping
	Unit 1	**Introduction**	
	A	Line	
	B	Form & Space	
	C	Sketching Techniques	
	Unit 2	**Shapes**	
	A	Two-dimensional shapes rectangle, square, triangle	

	B	Three dimensional shapes cones, cylinder, cubes, cuboid		
	C	Abstract shapes		
	Unit 3	**Object study**		
	A	Single object study		
	B	Multiple object study by taking things from a single group ex: only three-dimensional shapes like cubes, cones etc		
	C	Multiple object study by taking things from different groups ex: drapery, fruits and cones etc		
	Unit 4	**Exploration of forms**		
	A	Regular forms		
	B	Abstract forms		
	C	Definitive forms		
	Unit 5	**Human Anatomy**		
	A	Proportion Study		
	B	Gesture Drawing		
	C	Expression Study		
	Mode of exam	**Jury**		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	• Anatomy and Drawing by *Victor Perard*		
	Other References	• Freehand Drawing and Discovery: Urban Sketching and Concept Drawing for Designers		

Course Articulation table:

POs / COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	1	2	2	3	2	2	3	3	2	1	2	3	2	1	2
CO2	1	3	2	2	1	3	3	2	2	1	2	3	-	1	1
CO3	-	2	1	3	-	2	-	1	1	2	3	3	3	-	2
CO4	1	-	1	1	2	1	2	1	2	-	-	3	2	2	-
CO5	1	1	1	2	3	2	2	2	3	1	3	3	3	3	1
CO6	2	2	2	-	2	2	3	2	1	1	2	3	1	2	2
AVG.	1	2	2	2	2	2	3	2	2	1.2	2	3	2	2	2

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School: SSD		**Batch: 2026-2030**
Programme: **B. Design**		**Current Academic Year: 2026-2027**
Branch: Foundation		**Semester: I**
1	Course Code	**DCJ1107**
2	Course Title	**Elements & Principles of Design**
3	Credits	4
4	Contact Hours (L-T-P)	0-2-2
	Course Type	Compulsory
5	Course Objective	1. To introduce students to the fundamental elements and principles of design. 2. To develop an understanding of how visual components interact in design. 3. To apply design principles in creating visually effective compositions. 4. To enhance observational and analytical skills for design evaluation. 5. To encourage experimentation with different media and techniques.
6	Course Outcomes	**CO1:** Identify and describe the fundamental elements and principles of design. **CO2:** Analyze and evaluate the impact of design elements in various compositions. **CO3:** Apply visual elements effectively in two- and three-dimensional compositions. **CO4:** Develop critical thinking in structuring visual hierarchy and balance. **CO5:** Experiment with textures, colors, and spatial arrangements. **CO6:** To integrate and create composition, artworks and designs using varied Elements
7	Course Description	This course provides an in-depth understanding of the fundamental elements and principles of design that govern visual composition. Through theory and practice, students will explore the role of these

		components in creating aesthetically strong and functionally effective designs.		
8	Outline syllabus			CO Mapping
	Unit 1	**Introduction to Design**		CO1, CO2
	A	Definition of design, significance in visual communication		CO1, CO2
	B	Historical overview and evolution of design principles		CO1, CO2
	C	Case studies of famous design compositions		CO1, CO2
	Unit 2	**Elements of Design**		CO3
	A	Dot & Line – Types, characteristics, and expressive qualities		CO3
	B	Shape & Form – Geometric vs. Organic, Positive & Negative space		CO3
	C	Color – Theory, psychology, color harmonies		CO3
	Unit 3	**Principles of Design**		CO4
	A	Balance – Symmetrical, asymmetrical, radial		CO4
	B	Contrast, Emphasis, and Focal Point		CO4
	C	Movement, Rhythm, Repetition and Visual Hierarchy		CO4
	Unit 4	**Textures, Pattern, Space & Composition**		CO5
	A	Texture & Pattern – Tactile vs. Visual		CO5
	B	Space – Perspective, depth, light & composition techniques		CO5
	C	Proportion & Scale in design		CO5
	Unit 5	**Application & Experimental Design**		CO6
	A	Integration of elements & principles in real-world design		CO6
	B	Mixed media experiments & digital compositions		CO6
	C	Final project: Creating a visual composition demonstrating mastery of design elements & principles		CO6
	Mode of exam	**Jury**		
		CA	ETE	

	Weightage Distribution			
		60%	40%	
	Text book/s*	• Wucius Wong, Principles of Two-Dimensional Design • David A. Lauer & Stephen Pentak, Design Basics		
	Other References	• Gavin Ambrose & Paul Harris, Basics Design 05: Colour, Bloomsbury Publication • Johannes Itten, The Elements of Color • Joshua Field, An Illustrated Field Guide to the Principles and Elements of Art + Design		

Course Articulation table:

POs/COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	1	3	2	2	2	3	2	1	3	1	2	2	-	2
CO2	3	3	3	1	2	2	2	3	2	3	1	1	-	1	-
CO3	2	-	2	-	3	1	1	2	1	3	-	3	3	2	2
CO4	1	2	2	3	-	3	2	3	3	3	-	2	2	1	3
CO5	3	1	2	2	-	2	3	1	2	3	-	3	2	-	1
CO6	2	3	3	3	-	3	-	-	2	3	3	1	1	3	3
AVG.	2	2	3	2	2	2	2	2	2	3.0	2	2	2	2	2

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2026-2027**	
Branch: Foundation		**Semester: I**	
1	Course Code	**FDJ1102**	
2	Course Title	**Design Skill- I**	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-2	
	Course Type	Compulsory	
5	Course Objective	1. The course aims at interpreting the concept of Fashion Design as product, process & service 2. To develop an understanding of Creative Thinking, Tools & Techniques 3. To provide an in-depth study and application of the Design Thinking & Innovation 4. To develop an Experiential understanding towards Design To ideate, create and present design works	
6	Course Outcomes	**CO 1: -**The students shall be able to define Design in creative & industrial terms **CO2: -**The students shall be able to understand Creative Thinking methods and application of the same in real world scenario **CO3: -** The students shall be able to develop themselves as a design thinker **CO 4: -**The students shall be able to understand Fashion as Design, basic terminologies, key concepts, theories, material and processes **CO 5: -**The students shall be able to evaluate, appraise and compare the various design works of prominence in fashion and related fields **CO 6: -**The students shall be able to integrate various Creative & Design Thinking tools and techniques to Create and innovate Concepts	
7	Course Description	The course Design Skills-I introduces Fashion as Design and developing creative and design thinking skills of an individual with an understanding of Design from various perspectives, research and applicability of the learnt concepts. The pedagogy used is learning by doing with various knowledge processes and a mix to think explicitly about the most appropriate range and sequence of learning activities.	
8	Outline syllabus		CO Mapping
	Unit 1	**Introduction to Design**	
	A	Introduction to Design	CO1
	B	Three-Dimensional Design-Product, Process & Service	CO2, CO3
	C	Design as Solution – converting Challenges into Opportunities	CO2, CO3
	Unit 2	**Creative Thinking &Experiencing Design**	
	A	Introduction to Principles of Creativity	CO2
	B	Creative Thinking Tools &Techniques, its application	CO4

	C	Understanding about the added value, emotions & conflicts		CO6
	Unit 3	**Design Thinking for Innovation**		
	A	Understanding Design Thinking & Innovation		CO3, CO4
	B	Design Making & Design Breaking		CO3, CO4
	C	Repeating Design & Experimentation		CO3, CO4
	Unit 4	**Fashion & Design**		
	A	Introduction to fashion as Design		CO3, CO4
	B	Fashion Design Terminologies, key concepts & theories		CO5, CO6
	C	Fashion Design – Basic Materials, processes		CO3, CO4
	Unit 5	**Integrated Design Projects**		
	A	Understanding the concept behind creation of Design		CO3, CO4
	B	Study of a Designer's style and creation		CO5, CO6
	C	Creating conceptual Integrated Design Project		CO5, CO6
	Mode of exam	**Jury**		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	• Aspelund K., 2015, DESIGNING: An Introduction: Idea Searching for Design, Fairchild Books		
	Other References	• Kenzie S.M., 2014, How to Develop your Own Style, Bloomsbury Publishing. • Parsons T., 2019, Thinking: Objects: Contemporary Approaches to Product Design, Thinking: Objects: Contemporary Approaches to Product Design, Bloomsbury Publishing. • Bramston D., Y.L. 2017 How to Research and Develop Design Concepts, Bloomsbury Publishing. • Stipelman S., 1996, Illustrating Fashion: Concept Bloomsbury Publishing. Creation, Bloomsbury Publishing.		

Course Articulation table:

POs / COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	2	1	2	1	1	1	1						3	
CO2	3	3	3	3	3	1	1	1	1		1	1		3	
CO3	3	3	3	3	3	1	1	1	1		1	1		3	
CO4	3	1	1	2	2	1	1	1	1	1	1	1		3	
CO5	3	3	3	3	3							1		3	
CO6	3	3	3	3	3	2	2	2	1	2	2	3		3	
AVG.	3	3	2	3	3	1	1	1	1	1.5	1	1	0	3	0

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2026-2027**	
Branch: Fashion Design		**Semester- 01**	
1	Course Code	**DCJ1104**	
2	Course Title	**Digital Design - Adobe Illustrator**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	● The objective of the course is to digitally design & present an in-depth, innovative & creative collection by using multiple design software & techniques such as Adobe Illustrator. ● Student refines his/ her skills to observe and stylize visual imagery and develop a range of patterns ● Working with various colour ways schemes and using repeat methods effectively. ● Students will submit the whole process of pattern creation in the form of a digital presentation along with hard copies of class assignments.	
6	Course Outcomes	After completion of the course, student will be able to CO1:Use a vocational digital vector drawing tool CO2:Convert ideas into digital vector drawings CO3:Construct their sketched artistic ideas into graphics CO4:Analyse & Express original digital designs as per industrial manufacturing processes & methods CO5:Compile & present creative works in form of portfolio CO6:Create digital creative stories, design ideas & variations	
7	Course Description	The course is an introduction to Illustrator, an essential digital tool for design. The students will be experientially learning through live demonstrations & industry aligned exercises.	
8	**Outline syllabus**		**CO Achievement**

	Unit 1	**Getting started with Adobe Illustrator**	CO1
	A	Introduction of Vector & Bitmap, file formats,	
	B	Transforming Motif with Rotation, Reflect tool	
	C	Manipulating shapes with Path Finder, Shape Builder tool, Live Paint Bucket Tool	
	Unit 2	**Graphics & Prints for Fashion, Lifestyle & Interior Products -1**	CO2
	A	Creating contour, Blending shapes	
	B	Adding effects to shapes (pucker, bloat, transform)	
	C	Editing Effects using Appearance Palette	
	Unit 3	**Graphics & Prints for Fashion, Lifestyle & Interior Products -2**	CO3, CO5
	A	From Pencil to digital Format (Scanning, Tracing sketched work)	
	B	Graphics for Objects (Placements prints)	
	C	Editing prints using layer palette	
	Unit 4	**Graphics & Prints for Fashion, Lifestyle & Interior Products -3**	CO4, CO6
	A	Repeats and Pattern (types of patterns)	
	B	Colourways & Colour Separation for Prints	
	C	Creating Story Board (Adding prints to silhouettes using masking technique)	
	Unit 5	**Portfolio development**	CO5, CO6
	A	Lay outing for Portfolio (e-portfolio, e-book)	
	B	Lay outing for Portfolio (print)	
	C	Portfolio Evaluation	
	Mode of examination	Jury	
	Weightage Distribution	CA: 60% / ETE: 40%	
	Text book/s*	● Streeter, L. (2011). Essential Fashion Illustration: Digital. Rockport Publishers.	
	Other References	● Tallon, K. (2008). Digital Fashion Illustration: With Photoshop and Illustrator. Anova Books. ● Hume, R. (2020). Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice. Bloomsbury Publishing.	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1			1		3		1	1		1	1	2		3	
CO2			1		3		1	1		1	1	2		3	
CO3			2		3		1	1		2	1	2		3	
CO4			3		3		1	1		3	1	2		3	
CO5			2		3		2	1		3	1	3		3	
CO6			3		3		2	1		3	1	3		3	
AVG.	0	0	2	0	3	0	1	1	0	2.2	1	2	0	3	0

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2026-2027**	
Branch: Fashion Design		**Semester- 01**	
1	Course Code	**DCJ1105**	
2	Course Title	**Basic Materials Studies**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	• Course is designed to familiarize students to work with advanced materials which are used in the field of design quite extensively.	
6	Course Outcomes	After completion of this course, student will able to: CO1-Understand the nature of material, properties and behaviour along with the practical applications and specifications CO2: Make students aware of different sizes and types of material. Difference in the materials with respect to need and applications. CO3: Understand the handling of materials and introduced them with different installations process CO4: Understand and complications of design and installation CO5: Understand the installation procedures of various designs CO6: Will be to apply the basic texture and materials applications.	
7	Course Description	This will include the applications of different materials along with specifications. It will also make them understand various elements which contribute to design.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Introduction to materials**	
	A	A) Introduction and Importance of materials	CO1
	B	B) Classification of different kinds of materials	CO2, CO3
	C	C) Understanding the physical properties, appearance, uses etc.	CO2, CO3
	Unit 2	**Properties and Applications of materials**	
	A	A) Various products and by-products of the material	CO2
	B	B) Various finishes and textures	CO4

	C	C) Properties and Applications Wood, bamboo, clay, rubber, glass, cane, leather, fabric, jute, Paper, Plastic, Steel, Aluminium, etc.	CO6
	Unit 3	**Exploration of Materials**	
	A	A) Market research	CO3, CO4
	B	B) Tools and Techniques & Industrial practices	CO3, CO4
	C	C) Exploration of materials such as Wood, bamboo, clay, rubber, glass, cane, leather, fabric, jute, Paper, Plastic, Steel, aluminum, etc. Introduction to making material boards.	CO3, CO4
	Unit 4	**Basic hands on practices**	
	A	A) Types of finishes for different materials	CO3, CO4
	B	B) Process of finishes	CO5, CO6
	C	C) Minor Project/ Prototyping	CO3, CO4
	Unit 5	**Design Process of a Final Project**	
	A	A) Need Identification and research	CO3, CO4
	B	B) Conceptualization, Form Generation and Theme board	CO5, CO6
	C	C) Final designed Project and post Design Analysis	CO5, CO6
	Mode of examination	Jury	
	Weightage Distribution	CA: 60% / ETE: 40%	
	Text book/s*	• Interior Design Illustrated BY: Francis D. K. Ching (Author) • The Interior Design Handbook BY: Frida Ramstedt (Author) • • The Interior Design Reference & Specification Book updated & revised: Everything Interior Designers Need to Know Every DayBY: Chris Grimley (Author)	
	Other References	• Interior Detailing: Concept to Construction 1st Edition BY: David Kent Ballast (Author)	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	1		1	3	2	2	1	2		2		3	3
CO2	2	2	2	3	2	2	2		3	2	2	3	2
CO3	1	3			1	2		2	2		3	2	
CO4	2	3	2	2		2	2	2	3	3	1	3	3
CO5													
CO6													

1-Slight (Low)
2-Moderate (Medium)
3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Academic Year: 2026-2027**	
Branch: Foundation		**Semester: 1st**	
1	Course Code	**SKP1010**	
2	Course Title	**Communication Essentials-1**	
3	Credits	2	
4	Contact Hours (L-T-P)	1-0-2	
	Course Type	Compulsory	
5	Course Objective	To minimize the linguistic barriers that emerges in varied socio-linguistic environments through the use of English. Help students to understand different accents and standardise their existing English. Guide the students to hone the basic communication skills - listening, speaking, reading and writing while also uplifting their perception of themselves, giving them self-confidence and building positive attitude.	
6	Course Outcomes	After completion of this course, students will be able to: CO1 Develop a better understanding of advanced grammar rules and write grammatically correct sentences CO2 Acquire wide vocabulary and punctuation rules and learn strategies for error-free communication. CO3 Interpret texts, pictures and improve both reading and writing skills which would help them in their academic as well as professional career CO4 Comprehend language and improve speaking skills in academic and social contexts CO5 Develop, share and maximise new ideas with the concept of brainstorming and the documentation of key critical thoughts articulated towards preparing for a career based on their potentials and availability of opportunities. CO6 Function effectively in multi-disciplinary teams through the knowledge of team work, Inter-personal relationships, conflict management and leadership quality	
7	Course Description	The course is designed to equip students, who are at a very basic level of language comprehension, to communicate and work with ease in varied workplace environment. The course begins with basic grammar structure and pronunciation patterns, leading up to apprehension of oneself through written and verbal expression as a first step towards greater employability.	
8	Outline syllabus		CO Mapping
	Unit 1	**Sentence Structure**	**CO1**
	A	Subject Verb Agreement	
	B	Parts of speech	
	C	Writing well-formed sentences	
	Unit 2	**Vocabulary Building & Punctuation**	

	A	Homonyms/ homophones, Synonyms/Antonyms		CO1, CO2
	B	Punctuation/ Spellings (Prefixes-suffixes/Unjumbled Words)		CO1, CO2
	C	Conjunctions/Compound Sentences		CO1, CO2
	Unit 3	**Writing Skills**		CO3
	A	Picture Description – Student Group Activity		CO3, CO2, CO3
	B	Positive Thinking - Dead Poets Society-Full-length feature film - Paragraph Writing inculcating the positive attitude of a learner through the movie | SWOT Analysis – Know yourself		CO2, CO3
	C	Story Completion Exercise –Building positive attitude - The Man from Earth (Watching a Full-Length Feature Film)		CO3
	D	Digital Literacy | Effective Use of social media		CO3
	Unit 4	**Speaking Skill**		
	A	Self-introduction/Greeting/Meeting people – Self branding		CO4
	B	Describing people and situations - To Sir with Love (Watching a Full-Length Feature Film)		CO4
	C	Dialogues /conversations (Situation based Role Plays)		CO4
	Unit 5	**Professional Skills | Career Skills**		
	A	Exploring Career Opportunities		CO4, CO5
	B	Brainstorming Techniques & Models		CO4, CO5
	C	Social and Cultural Etiquettes		CO4, CO5
	D	Internal Communication		CO4, CO5
	Unit 6	**Leadership and Management Skills**		
	A	Managerial Skills		CO6
	B	Entrepreneurial Skills		CO6
	Mode of exam			
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	• Evaluations		
	Other References	• Texts & References | Library Links		

Course Articulation Table:

COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	-	-	-	-	-	-	-	-	1	3		2	-	-	-
CO2	-	-	-	-	-	-	-	-	1	3		2	-	-	-
CO3	-	-	-	-	-	-	-	-	1	3		2	-	-	-
CO4	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
CO5	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
CO6	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
AVERAGE	0	0	0	0	0	0	0	0	1	2.6	1	2	0	0	0

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

Course Syllabus
Semester II

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2026-2027**	
Branch: Foundation		**Semester: II**	
1	**Course Code**	**DCT1104**	
2	**Course Title**	**History of Art & Design –II**	
3	**Credits**	**2**	
4	**Contact Hours (L-T-P)**	**2-0-0**	
	Course Type	**Compulsory**	
5	**Course Objective**	1. To know about the interrelation of Human Evolution and Art. 2. To make the students understand the meaning of Art. 3. To develop an appreciation of Art. 4. To study and understand the influence of various eras on the development of art from the classical to current modern times.	
6	**Course Outcomes**	After the completion of the course, students will be able to: CO1: Learn basic terminology of Art & Design studies. CO2: Contextualize and empathize on Art and Design CO3: Understand the timeline and distinguish various styles, genres and movements and apply them in practice. CO4: Learn to appreciate different forms of artistic expression through history. CO5: Identify and translate the learning through application in verbal and textual communication. CO6: Observe and appreciate Art and Design and express it by writing about it.	
7	**Course Description**	The course aims to inculcate aesthetic sensibilities in the learner by practicing observation, and representation. In this course, the learner will learn to use observational and analytical presentation as well as writing to represent the study of art & design accurately. The learner will also develop a comprehensive understanding of a sustainable model for human existence, and its interrelations with the other art practices.	
8	**Outline syllabus**		**CO Mapping**
	Unit 1	Shifting Powers and Colonial Influence	**CO1, CO2**
	A	Decline of the Mughal Empire - Rise of the Marathas	
	B	British East India Company	
	C	British Rule	
	Unit 2	Ancient India - Struggle to Sovereignty	**CO1, CO2**
	A	Indian Independence Movement	
	B	Partition of India	
	C	Post-Independence India	
	Unit 3	Evolution of Avant-Garde and Abstract Art	**CO1, CO2, CO3, CO6**
	A	Constructivism and anti-art	
	B	Dadaism and Surrealism	
	C	Abstraction, Abstract Expressionism & Three-dimensional abstract	

	Unit 4	Bauhaus		**CO1, CO2, CO3**
	A	Movement or institute?		
	B	The philosophy and design		
	C	In Graphics, Furniture, and other design innovations		
	Unit 5	Breaking Boundaries in Contemporary		**CO3, CO4, CO6**
	A	Installations & Public Art		
	B	Performance art & activism		
	C	New media & meta media		
	Mode of exam	Theory		
	Weightage Distribution	**CA**	**ETE**	
		25%	75%	
	Text book/s*	1. History of Art by H.W. Janson, Anthony F. Janson		
	Other References	2. The Story of Art by E.H. Gombrich, 3. Understanding Art by Louis Fischer		

Course Articulation Table:

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PS O1	PS O2	PS O3
CO 1	2	-	-	-	-	-	-	-	-	-	-	2		1	
CO 2	3	-	-	-	-	-	-	-	-	-	-	2		2	
CO 3	2	-	-	-	-	-	-	-	-	-	-	2		1	
CO 4	3	3	3	2	2	3	3	2	2	3	1	3		1	
CO 5	2	-	2	-	-	-	-	-	-	3	1	3		3	
CO 6	3	2	2	1	1	2	2	-	1	3	1	3		3	
AV G.	2.5	2.5	2.3	1.5	1.5	2.5	2.5	2.0	1.5	3.0	1.0	2.5		1.8	

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2026-2027**	
Branch: Fashion Design		**Semester: II**	
1	Course Code	**DCJ1206**	
2	Course Title	**Advance Drawing & Sketching**	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	• The Programme aims at developing and harnessing manual skills, leading to collaboration between visualized and the created. • It concentrates on exploring different materials such as charcoal, water colour, pencil, ink etc. • Making the students recognize the difference between spaces by practicing works in both indoor and outdoor areas. • Promoting the significance of regular sketching and its impact on the overall composition and creative skills. • Describing movement by studying the anatomy of human as well as animal figures. • Explaining the significance of line and demonstrating its nuances.	
6	Course Outcomes	After completion of this course, the student will be able to CO 1: -Understand the art materials and explore them. CO2: -Visualize different spaces both indoor and outdoor and transform them in two dimensional forms using different materials. CO3: - Visualize and reproduce different objects by adhering to the principles of proportion and scale. CO 4: -Understand movement through anatomical studies of both animal and human beings. CO5: - Understand through observation, to rudimentary & formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion. CO6: -Understand human anatomy in detail.	
7	Course Description	The course enables students to develop an understanding between reality and reproduction. It acts as one of the key	

		platforms to enhance the overall creative comprehension skills and inculcate the significance of consistent practice.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Practicing through Principles of Art**	
	A	Study of scale and proximity	CO1
	B	Study of shape, perspective and proportion	CO1
	C	Capturing Rhythm	CO1
	Unit 2	**Surface Study**	
	A	Study of Drapery	CO2
	B	Object study of different materials such as glass, ceramics, fabric, aluminum and wood.	CO2
	C	Foliage Study	CO2
	Unit 3	**Outdoor Drawing**	
	A	Landscape	CO3
	B	Architectural Studies	CO3
	C	Flora and fauna Study	CO3
	Unit 4	**Human Anatomy**	
	A	Study of the human skeleton	CO4, CO6
	B	Study part by part: Hands and Legs	CO4, CO6
	C	Study part by part: Torso and Trunk	CO4, CO6
	Unit 5	**Human Anatomy and Still life**	
	A	Model Study with Drapery	CO4, CO5
	B	Study of portraits	CO4, CO5
	C	Study of Still Life: Plants, draperies and objects	CO4, CO5
	Mode of examination	Jury	
	Weightage Distribution	CA: 60% / ETE: 40%	
	Text book/s*	Anatomy and Drawing by Victor Perard	
	Other References	Freehand Drawing and Discovery: Urban Sketching and Concept Drawing for Designers	

Course Articulation table:

POs / COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	2	1	2	2	1	2	1	2	1	1	1		1	
CO2	2	2	3	2	3	2	3	3	2	2	2	2		1	
CO3	3	2	2	3	2	3	3	3	3	2	2	2		1	
CO4	3	2	2	2	2	3	3	3	2	3	1	2		1	
CO5	2	2	2	3	1	2	3	2	3	2	2	3		1	
CO6	2	2	2	3	2	2	3	1	2	3	1	3		1	
AVG.	2.3	2.0	2.0	2.5	2.0	2.2	2.8	2.2	2.3	2.2	1.5	2.2	0	1.0	0

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2026-2027**	
Branch: B. Design		**Semester: II**	
1	Course Code	**DCJ1207**	
2	Course Title	**COMPOSITION**	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	● To introduce students to the fundamentals of visual composition and spatial arrangement. ● To develop an understanding of proportion, balance, and visual harmony in design. ● To explore the relationship between form, color, texture, and material in composition. ● To enhance creativity and problem-solving through structured design exercises. ● To analyze and create compositions using both traditional and digital mediums. ● To encourage an experimental approach to composition, fostering innovation in design thinking.	
6	Course Outcomes	After completion of this course, the student will be able to CO1: Understand and analyze the fundamental concepts of composition in visual design. CO2: Apply design principles to create visually balanced and structured compositions. CO3: Experiment with different mediums and materials to enhance compositional skills. CO4: Develop spatial awareness and arrangement techniques for effective design communication. CO5: Evaluate and critique compositions using theoretical and practical knowledge. CO6: Create original, well-structured compositions showcasing creativity and conceptual clarity.	
7	Course Description	This course explores the fundamentals of composition, emphasizing spatial relationships, balance, contrast, and unity. Students will explore the various materials,	

		textures, and forms to develop an understanding of how elements interact within a composition. Through hands-on exercises, digital explorations, and critical analysis, students will develop a strong foundation in designing cohesive visual narratives.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Fundamentals of Composition**	CO1
	A	Definition & Importance of Composition in Design	CO1
	B	Visual Perception, Eye Movement, and Focal Points	CO1
	C	Exploring Composition in Art, Architecture, and Design	CO1
	Unit 2	**Structural Elements in Composition**	CO2
	A	Balance – Symmetrical, Asymmetrical, Radial	CO2
	B	Proportion, Scale, and Visual Hierarchy	CO2
	C	Contrast and Emphasis in Composition	CO2
	Unit 3	**Interaction of Form, Color, and Texture**	CO3
	A	Understanding Shape, Volume, and Depth	CO3
	B	Color Theory and its Psychological Impact	CO3
	C	Exploring Texture – Physical vs. Visual	CO3
	Unit 4	**Spatial Design and Perspective**	CO4
	A	Basics of Two-Dimensional and Three-Dimensional Composition	CO4
	B	Understanding Perspective and Depth in Design	CO4
	C	Composing Spaces: Overlapping, Transparency, and Layering	CO4
	Unit 5	**Experimental & Conceptual Composition**	CO5, CO6
	A	Exploring Unconventional Materials in Composition	CO5
	B	Digital vs. Traditional Approaches in Composition	CO6
	C	Final Project – Developing a Conceptual Composition	CO6
	Mode of examination	**Jury**	
	Weightage Distribution	**CA** / **ETE**	
		60% / **40%**	
	Text book/s*	● Design Methods - John Chris Jones	
	Other References	● Randolph P. Hoelscher and Clifford, 1957, Engineering Drawing and Geometry, H Springer. ● IH Morris, 2012, Geometrical Drawing for Art Student, University Press ● MC Escher, The Life and Works of MC Escher ● Docci M., 1996, Theory and practice of drawing, Publisher: Yale University Press,	

		• V Raghavan, 2004, Material Science, Prentice Hall India Learning Private Limited	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2	PSO 3
CO 1	3	1	1	1	3	2	2	2	3	1	1	3		2	
CO 2	3			1	3				2	1	1	3		2	
CO 3	3			1	3				1	1		3		2	
CO 4	3			1	3				2			3		2	
CO 5	3			1	3				2	1		3		2	
CO 6	3	3	3	3	3	3	2	2	3	3	3	3		2	
AVG.	3.0	2.0	2.0	1.3	3.0	2.5	2.0	2.0	2.2	1.4	1.7	3.0	0	2.0	

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2026-2027**	
Branch: Fashion Design		**Semester: II**	
1	Course Code	**FDJ1202**	
2	Course Title	**DESIGN SKILL- 2**	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	• The course aims at interpreting the significance of Principles used in Design • To develop an understanding of fashion illustration • To provide an in-depth study of colour theory using both demonstration as well as lecture methods. • To enhance the visual and communication skill • To ideate, create and present design works	
6	Course Outcomes	After completion of this course, the student will be able to CO 1: -Gain knowledge about the fundamentals of fashion CO2: - Understand the fashion sketching CO3: - Acquire the skill to understand use of different medias to create design works CO 4: -Demonstrate their personal style of illustration CO 5: -Develop ideate and create a range line up CO 6: -Develop Visual Communication Skill to express their ideas and designs	
7	Course Description	The course is designed to introduce Fashion, the key concepts, terminologies, categories and seasons. Its aims at building individual fashion aesthetics through Fashion drawings and Colour theories to enable to communicate their knowledge and learning essential for design practice.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Introduction to Fashion**	
	A	Fashion Terms- Fashion, style, Acceptance, timelines, Zeitgeist	CO1
	B	Fashion as art, function & communication	CO1
	C	Fashion Categories & seasons- Avant Garde, Couture, Ready to wear, Fashion Seasons	CO1
	Unit 2	**Fashion Figure Drawing**	
	A	Fashion Figure Proportions	CO2

	B	Movements & Postures	CO2
	C	Faces & Hairstyles	CO2
	Unit 3	**Colour Theory for Fashion**	
	A	Understanding Colour theories applicable to Fashion	CO2, CO3
	B	Colour combinations for Fashion	CO2, CO3
	C	Developing concepts and surfaces	CO2, CO3
	Unit 4	**Stylisation**	
	A	Stylisation of Fashion Figure	CO4, CO6
	B	Drawing Accessories	CO4, CO6
	C	Magazine study to develop fashion illustrations	CO4, CO6
	Unit 5	**Study of Design Projects**	
	A	Understanding the concept behind creation of Design Collections	CO1, CO5, CO6
	B	Study of a Designer's style and creation	CO1, CO5, CO6
	C	Creating a final Fashion Design Line-up drawing of your chosen collection	CO1, CO5, CO6
	Mode of exam	**Jury**	
	Weightage Distribution	**CA** **ETE**	
		60% **40%**	
	Text book/s*	• Bina AblingB., (1988), Fashion Sketchbook, Fairchild Publications.	
	Other References	• Kenzie S.M., (2014), How to Develop your Own Style, Bloomsbury Publishing • Stiplema S., (2010), Illustrating Fashion: Concept to Consumer, Bloomsbury Publishing • Grace L. M., (2014), Iconic Designs: 50 Stories about 50 Things, Bloomsbury Publishing	

Course Articulation table:

POs Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1	3		1		1	1	1	1	1	1	1	1		2	
CO2	3		3		3					3	1			2	
CO3	3		3		3					3	1			2	
CO4	3		3		3					3	1			2	
CO5	3		3		3					3	1			2	
CO6	3		3		3					3	1			2	
AVG.	3.0	0	2.7	0	2.7	1.0	1.0	1.0	1.0	2.7	1.0	1.0	0	2.0	

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2026-2027**	
Branch: Fashion Design		**Semester: II**	
1	Course Code	**DCJ1204**	
2	Course Title	**Digital Design - Adobe Photoshop**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	● The objective of the course is to digitally design & present an in-depth, innovative & creative collection by using multiple design software & techniques such as Photoshop. ● Student refines his/ her skills to observe and stylize visual imagery and develop a range of patterns ● Working with various colourways schemes and using repeat methods effectively. ● Students will submit the whole process of pattern creation in the form of a digital presentation along with hard copies of class assignments.	
6	Course Outcomes	After completion of the course, student will be able to CO1: Become aware of a vocational bitmap drawing tool CO2: Convert ideas into bitmap imagery CO3: Construct their sketched artistic ideas into graphics CO4: Express & render original digital designs as per industrial manufacturing processes & methods CO5: Compile & present creative works in form of portfolio CO6: Create digital creative stories, design ideas & renderings & presentations	
7	Course Description	The course is an introduction to Adobe Photoshop, an essential digital tool for design. The students will be experientially learning through live demonstrations & industry aligned exercises.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Getting started with Adobe Photoshop**	

	A	Introduction of Vector & Bitmap, file formats, Resolution for different devices	CO1
	B	Photoshop Palettes – Layer, Channels & Paths	CO1
	C	Introduction of Photoshop selection Tools (Marquee, Magic Wand, Quick Selection tool, Pen Tool)	CO1
	Unit 2	**Graphics & Prints for Fashion, Lifestyle & Interior Products -1**	
	A	Photo Montage & Collages	CO2
	B	Graphics for T-shirt (Placements), Products, Accessories, Fabrics & Interiors	CO2
	C	Compositions for Magazine/ Advertisements	CO2
	Unit 3	**Graphics & Prints for Fashion, Lifestyle & Interior Products- 3**	
	A	From Pencil to digital Format (Scanning, Tracing sketched work)	CO3, CO6
	B	Repeats and Pattern (geometrical & seamless)	CO3, CO6
	C	Colour ways & Colour Separation for Prints (manual printing/ digitally printing)	CO3, CO6
	Unit 4	**Graphics & Prints for Fashion, Lifestyle & Interior Products – 4**	
	A	Refining Scanned/ Clicked Fashion Illustration, Figures, Accessories, Furniture and other Objects	CO4, CO6
	B	Rendering Fashion Illustration, Figures, Accessories, Furniture and other Objects with Painting Techniques	CO4, CO6
	C	Rendering Fashion Illustration, Figures, Accessories, Furniture and other Objects with Masking Techniques	CO4, CO6
	Unit 5	**Portfolio development**	
	A	Lay outing for Portfolio (e-portfolio, e-book)	CO5, CO6
	B	Lay outing for Portfolio (print)	CO5, CO6
	C	Portfolio Evaluation	CO5, CO6
	Mode of examination	Jury	
	Weightage Distribution	CA: 60% / ETE: 40%	
	Text book/s*	• Tallon, K. (2008). Digital Fashion Illustration: With Photoshop and Illustrator. Anova Books.	

	Other References	• Hume, R. (2020). Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice. Bloomsbury Publishing.	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1			1		3		1	1		1	1	2		2	
CO2			1		3		1	1		1	1	2		2	
CO3			2		3		1	1		2	1	2		2	
CO4			3		3		1	1		3	1	2		2	
CO5			2		3		2	1		3	1	3		2	
CO6			3		3		2	1		3	1	3		2	
AVG.			2.0		3.0		1.3	1.0		2.2	1.0	2.3		2.0	

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School: SSD		**Batch : 2026-2030**	
Program: B. Design		**Current Academic Year: 2026-2027**	
Branch: Foundation		**Semester: 2**	
1	Course Code	**DCJ1205**	
2	Course Title	**Shapes and Forms**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	The program intends to introduce the followings:- 1. Elements of Design-point, line, form (2D/3D), movement, colour, colour psychology, pattern, texture etc. 2. Design Overview and Visual Thinking, Colour theory and composition 3. Design- balance, proportion, rhythm, emphasis, unity etc. 4. Creativity in Design process. 5. Mediums of Design- textile, clay, metal, wood, glass, ceramics etc. 6. Design Process and Methods.	
6	Course Outcomes	The student will be able to : CO1: Comprehend the significance of line and point in a design. CO2: Visualise and reproduce visual forms by using principle of design which includes movement and space. CO3: Organize compositions using directional lines and basic geometric shapes to convey/change meaning. CO4: Apply the concept of positive and negative space to black and white designs. CO5: Employ a value volume, scale and proportion in creating compositions. CO6: Will be to apply the basic tools to understand texture and lights effects.	
7	Course Description	The course aims at introducing the basic elements and principles of design and their application. It also focuses on comprehending the difference between various materials significant for visualizing and reproducing visual forms.	
8	Outline syllabus		CO Achievement
	Unit 1	**2D Composition - 3D Form Generation**	
		a) Creating Shapes from Elements : Line & Dots	CO1
		b) Converting 2D shapes into 3D space	CO2, CO3
		c) Shapes & Emotion	CO2, CO3
	Unit 2	**Colour**	
		a) Colour Theory- warm & cool colours , Tint – Tone - Shades	CO2
		b) Effects of Colour in Geometrical forms	CO4

		c) Exercise based on pattern & texture using colour theory		CO6
	Unit 3	**Additive & Subtractive**		
		a) Additive based Exercises using Soft material		CO3, CO4
		b) Subtractive based Exercises using Soft material		CO3, CO4
		c) Abstract Design Exercises using Soft material		CO3, CO4
	Unit 4	**Movement, Space and Time - Environment**		
		a) The Process of changing place or direction, orientation, and Position the visual illustration		CO3, CO4
		b) Positive and Negative space		CO5, CO6
		c) Typography & Graphics		CO3, CO4
	Unit 5	**Final project with Form Exploration**		
		a) Conceptualization		CO3, CO4
		b) Form Generation and Theme board		CO5, CO6
		c) Final designed Project and post Design Analysis		CO5, CO6
		Jury/Practical/Viva		
	Mode of examination	CA & End Term Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	● The Non-Designers Design Book by Robin Williams Design Basic Index by Jim Krause		
	Other References	● Theory of Colours Book by Johann Wolfgang von Goethe ● Interaction of color Book by Josef Albers		

Course Articulation Table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	1		1	3	2	2	1	2		2		3	3
CO2	2	2	2	3	2	2	2		3	2	2	3	2
CO3	1	3			1	2		2	2		3	2	
CO4	2	3	2	2		2	2	2	3	3	1	3	3
CO5													
CO6													

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

Schools: SSD		Batch: 2026-2030	
		Current Academic Year: 2026-2027	
		Semester: II	
1	Course Code	SKP1020	
2	Course Title	Communication Essentials-2	
3	Credits	2	
4	Contact Hours (L-T-P)	1-0-2	
5	Course Objective	To Develop LSRW skills through audio-visual language acquirement, creative writing, advanced speech et al and MTI Reduction with the aid of certain tools like texts, movies, long and short essays.	
6	Course Outcomes	After completion of this course, students will be able to: CO1 Acquire Vision, Goals and Strategies through Audio-visual Language Texts CO2 Synthesize complex concepts and present them in creative writing CO3 Develop MTI Reduction/Neutral Accent through Classroom Sessions & Practice CO4 Determine their role in achieving team success through defining strategies for effective communication with different people CO5 Realize their potentials as human beings and conduct themselves properly in the ways of world. CO6 Acquire satisfactory competency in use of Quantitative aptitude and Logical Reasoning	
7	Course Description	The course takes the learnings from the previous semester to an advanced level of language learning and self-comprehension through the introduction of audio-visual aids as language enablers. It also leads learners to an advanced level of writing, reading, listening and speaking abilities, while also reducing the usage of L1 to minimal in order to increase the employability chances.	
8	**Outline syllabus**		**CO Mapping**
	Unit 1	**Acquiring Vision, Goals and Strategies through Audio-visual Language Texts**	
	A	Pursuit of Happiness / Goal Setting & Value Proposition in life	CO1
	B	12 Angry Men / Ethics & Principles	CO1
	C	The King's Speech / Mission statement in life | strategies & Action Plans in Life	CO1
	Unit 2	**Creative Writing**	
	A	Story Reconstruction - Positive Thinking	CO2
	B	Theme based Story Writing - Positive attitude	CO2
	C	Learning Diary Learning Log – Self-introspection	CO2
	Unit 3	**Writing Skills 1**	

	A	Precis	CO2
	B	Paraphrasing	CO2
	C	Essays (Simple essays)	CO2
	Unit 4	**MTI Reduction/Neutral Accent through Classroom Sessions & Practice**	
	A	Vowel, Consonant, sound correction, speech sounds, Monothongs, Dipthongs and Tripthongs	CO3
	B	Vowel Sound drills, Consonant Sound drills, Affricates and Fricative Sounds	CO3
	C	Speech Sounds | Speech Music| Tone | Volume| Diction |Syntax |Intonation | Syllable Stress |	CO3
	Unit 5	**Gauging MTI Reduction Effectiveness through Free Speech**	
	A	Jam sessions	CO3
	B	Extempore	CO3
	C	Situation-based Role Play	CO3
	Unit 6	**Leadership and Management Skills**	CO4
	A	Innovative Leadership and Design Thinking	
	B	Ethics and Integrity	
	Unit 7	**Universal Human Values**	
	A	Love & Compassion, Non-Violence & Truth	CO5
	B	Righteousness, Peace	CO5
	C	Service, Renunciation (Sacrifice)	CO5
	Unit 8	**Introduction to Quantitative aptitude & Logical Reasoning**	CO6
	A	Analytical Reasoning & Puzzle Solving	
	B	Number Systems and its Application in Solving Problems	
9	Weightage Distribution	CA: 60% / ETE: 40%	
10	Texts & References | Library Links	• Wren, P.C.&Martin H. High English Grammar and Composition, S. Chand& Company Ltd, New Delhi. • Blum, M. Rosen. How to Build Better Vocabulary. London: Bloomsbury Publication • Comfort, Jeremy(et.al). Speaking Effectively. Cambridge University Press. The Luncheon by W. Somerset Maugham - http://mistera.co.nf/files/sm_luncheon.pdf	

Course Articulation Table:

COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO 1	-	-	-	-	-	-	-	-	1	3	1	2	-	-	-
CO 2	-	-	-	-	-	-	-	-	1	3	1	2	-	-	-
CO 3	-	-	-	-	-	-	-	-	1	3	1	2	-	-	-
CO 4	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
CO 5	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
CO 6	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-
AV G.	1.0								1.0	2.5	1.0	2.0			

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Program: B.Des		**Current Academic Year: 2026-2027**	
Branch: Fashion Design		**Semester: II**	
1	Course Code		
2	Course Title	AI-Basics in Architecture & Design	
3	Credits	NCVAC	
4	Contact Hours (L-T-P)	2-0-2	
5	Course Objective	To provide students from Fashion Design, Communication Design, Interior Design, Visual Arts, and Architecture a practical, tool-driven foundation in Artificial Intelligence. The course empowers students to understand and apply AI concepts (without coding) for ideation, layout generation, visual exploration, and ethical reflection using GenAI and prompt engineering.	
6	Course Outcomes	CO1: Understand AI concepts and their relevance in daily life and design fields. CO2: Demonstrate proficiency in crafting effective prompts for creative use cases. CO3: Use no-code AI tools for generating content across multiple design domains. CO4: Critically evaluate AI-generated outputs for originality, bias, and creativity. CO5: Reflect on the ethical and cultural implications of AI use in visual fields.	
7	Course Description	This 50-hour foundational course introduces students from Fashion Design, Communication Design, Interior Design, Visual Arts, and Architecture to the core concepts of Artificial Intelligence (AI) without requiring any programming knowledge. The focus is on real-world, creative applications of AI, using intuitive, free tools such as ChatGPT, DALL·E, Canva, Morpholio, and Planner5D. Students will explore how AI assists in ideation, layout generation, style forecasting, and communication, while developing skills in prompt engineering tailored to their design context. Ethical and sustainable use of AI is emphasized, allowing students to understand the responsibilities of AI-assisted design. This course serves as the first step in a 3-part structured series aimed at making future designers proficient and responsible AI collaborators.	
8	Outline syllabus		CO Mapping
	Unit 1	**Introduction to AI in Daily Life (10 Hours)**	

		What is AI? Difference from traditional software - AI in everyday applications: Smart assistants (Siri, Alexa), Netflix recommendations, Google search, spam filters - AI at home: Smart TVs, home automation (ACs, lights) - AI in shopping, entertainment, and social media: Personalized recommendations, chatbots, deepfake videos - Non-technical explanation of how AI learns from data - AI Tools: Google Assistant, Siri, Alexa, Netflix AI, YouTube recommendation engine	CO1
	Unit 2	**Introduction to GenAI and Agentic AI**	
		- Overview of Generative AI (GenAI): Definition, creating content like text, images, and music - GenAI applications: LLMs, Generating creative content (e.g., stories, artwork, audio) - Introduction to Agentic AI: Autonomous systems that make decisions and perform tasks - Agentic AI applications: Task automation, virtual assistants, and workflow optimization - Hands-on: Using GenAI tools (e.g., ChatGPT, DALL·E) for content creation - AI Tools: ChatGPT, DALL·E, Canva AI, RunwayML, Adobe Firefly	CO1,CO3
	Unit 3	**Fundamentals of Prompt Engineering (10 Hours)**	
		- Understanding AI prompting: Types of prompts (descriptive, directive, contextual) - Structuring effective prompts: Clarity, specificity, iterative refinement - Prompting techniques: Zero-shot, few-shot, chain-of-thought prompting - Hands-on: Crafting prompts for design-related AI outputs - AI Tools: ChatGPT, Google Gemini, Poe.com, PromptHero for prompt inspiration	CO2,CO3
	Unit 4	**AI in Design , Architecture and Planning (10 Hours)**	
		Overview of AI-driven transformation across five domains: Fashion Design: Trend forecasting, generative styling, material simulation Communication Design: Branding, ad layout generation, typography with AI Interior Design: Space planning, lighting simulation, decor visualization Visual Arts: Generative art, mixed media experiments, animation Architecture & Planning: Massing, facade generation, site zoning, urban planning AI's role in improving creativity, efficiency, and iteration cycles Tool Highlights: Canva AI, Planner5D, Morpholio, DALL·E (as demonstrations)	CO3, CO4
	Unit 5	**Ethical and Sustainable AI Applications (10 Hours)**	

		Understanding AI Ethics: Bias, fairness, and responsible decision-making Privacy & Consent: How AI tools collect and use personal data Misinformation & Deepfakes: Identifying and responding to unethical AI outputs Environmental Impact: Digital carbon footprint and sustainable AI practices Ethical Use of GenAI: Plagiarism, creative credit, and responsible academic use		CO5
	Course outline	This course is the first part of a structured 150-hour curriculum designed for students across five design disciplines: Fashion Design, Communication Design, Interior Design, Visual Arts, and Architecture. It provides a foundational, no-code exposure to AI—focusing on how generative and agentic AI systems operate, how prompt engineering can drive creativity, and how design professionals can ethically integrate AI into their workflows. Using hands-on tools and visual applications, learners engage with AI not as programmers, but as creative thinkers and responsible innovators. Parts 2 and 3 will build upon this by exploring domain-specific applications and project-based development, respectively.		
	Mode of examination	Practical and project-based assessments Continuous evaluation through hands-on assignments and project milestones		
	Weightage Distribution	CA	ETE	
		60%	40%	
	References			
	Text book/s*	Maeda, J. (2019). How to Speak Machine: Computational Thinking for the Rest of Us. Penguin. McCormack, J. (2021). The Art of AI: Exploring Creativity in Artificial Intelligence. Springer.		
	Other References	Official documentation: ChatGPT, DALL·E, Morpholio, Canva AI Tools: Khroma, Planner5D, RunwayML Articles from Dezeen AI, Design Week, ArchDaily Sustainability AI Features		

Course Syllabus
Semester III

School: SSD		**Batch: 2026-2030**	
Programme: B. Des		**Current Academic Year: 2027-2028**	
Branch: Fashion Design		**Semester: 03**	
1	Course Code	FDT2302	
2	Course Title	**History of Costumes & Fashion**	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	• Introduction to early clothing and establish its connection with contemporary times • Chart the progress and changes in clothing through various times • Construct Visual research boards of each time period for visual recall & analysis • Write about influences & effects of various events/ developments on fashion	
6	Course Outcomes	Students will be able to understand **CO 1: -** Ancient history of clothing & its development through various ages & civilizations **CO2: -** Knowledge about16th-19th century fashion influences and express it through the fashion style of the time **CO3: -** The changes in fashion from 20th century to the end of World War II using visual references **CO 4: -** The influence of youth culture after World War II to the end of 20th century **CO 5: -** The influence & direction fashion world takes in the new millennium **CO 6: -** Construct visual case studies& write about the influences of economic, political, technological advancements, art, lifestyle & culture on changes in clothing & fashion from ancient history to the 21st century	
7	Course Description	The course will use lecture, group discussion & studio pedagogy to examine changes & developments in clothing & fashion along time building a profound understanding about fashion. The learnings & outcomes of the course can be used for developing design diary, choosing inspirations & influences in all the future fashion design studio & fashion art studio subjects.	
8	Outline syllabus		CO Achievement
	Unit 1	**Ancient History**	CO1, CO6
	A	Origin, types Of Costume, Factors influencing Costume Development	

	B	Ancient Greece & Egypt	
	C	Ancient Rome & Byzantine era	
	Unit 2	**16th- 19th Century Renaissance & Industrial revolution**	CO2, CO6
	A	Introduction to the concept of Zeitgeist	
	B	Fashion capital of the World, Effects of Industrial Revolution,	
	C	Victorian Fashion & Dress reforms of the time, Feminization of Fashion, Birth of Haute Couture & Vogue	
	Unit 3	**Haute Couture- 1900-1946**	CO3, CO6
	A	Edwardian fashion	
	B	Female body liberation & Influence of Hollywood on Fashion	
	C	Effects of World war	
	Unit 4	**Youth Culture- 1947-1990's**	CO4, CO6
	A	Youth Culture & Subculture	
	B	The Glamour era, Space age & Avant Garde Designers	
	C	The shockers, minimalism & globalisation	
	Unit 5	**The new millennium**	CO5, CO6
	A	Fashion's Sustainability challenge	
	B	Individuality vs. Conformity	
	C	Anti-fashion, Rise & fall of Fast fashion	
	Mode of examination	**THEORY**	
	Weightage Distribution	**CA** / **ETE**	
		25% / 75%	
	Text book/s*	• Seeling, C., &Teibler, C. (2010). *Fashion: 150 years: couturiers, designers, labels*. Hfullmann. • Köhler, C. (2012). *A history of costume*. Courier Corporation.	
	Other References	• Gronow, J. (1993). Taste and fashion: The social function of fashion and style. *Acta Sociologica*, *36*(2), 89-100.URL:https://www.jstor.org/stable/4200841 • Simmel, G. (1957). Fashion. *American journal of sociology*, *62*(6), 541-558.	

		• Joseph, A. (2014). "A Wizard of Silks and Tulle": Charles Worth and the Queer Origins of Couture. *Victorian Studies*, *56*(2), 251-279.	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1	3	1	1	1	3	2	2	2	3	1	1	3		3	
CO2	3			1	3				2	1	1	3		3	
CO3	3			1	3				1	1		3		3	
CO4	3			1	3				2			3		3	
CO5	3			1	3				2	1		3		3	
CO6	3	3	3	3	3	3	2	2	3	3	3	3		3	
AVG.	3.0	2.0	2.0	1.3	3.0	2.5	2.0	2.0	2.2	1.4	1.7	3.0		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2027-2028**	
Branch: Fashion Design		**Semester: 03**	
1	Course Code	**FDT2305**	
2	Course Title	**Marketing & Merchandising for Fashion**	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	• To introduce students to the fundamentals of fashion marketing and merchandising. • To develop an understanding of consumer behavior, market segmentation, and branding strategies. • To explore the role of retail, e-commerce, and omnichannel strategies in fashion business. • To analyze fashion merchandising techniques, including product planning, pricing, and sourcing. • To enhance students' ability to create marketing campaigns and visual merchandising strategies. • To equip students with industry-relevant knowledge for careers in fashion business and retail.	
6	Course Outcomes	After completion of the course, student will be able to CO1: Understand the key principles of marketing and merchandising in the fashion industry. CO2: Analyze consumer behavior and market trends to develop marketing strategies. CO3: Explore branding, promotion, and communication strategies for fashion brands. CO4: Apply fashion merchandising techniques to retail, e-commerce, and global markets. CO5: Develop practical skills in creating visual merchandising displays and marketing plans. CO6: Understand sustainable and ethical practices in fashion marketing and merchandising.	
7	Course Description	This course provides an in-depth understanding of the fashion business, covering key areas such as marketing	

		strategies, consumer behavior, retail merchandising, and branding. Students will explore the impact of digital transformation, sustainable practices, and emerging trends in fashion marketing. Through case studies, hands-on projects, and industry insights, students will develop skills to effectively promote and merchandise fashion products in the competitive global market.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	Introduction to Fashion Marketing	CO1,CO2
	A	Fundamentals of Fashion Marketing & Merchandising	CO1
	B	Market Segmentation and Consumer Behavior	CO2
	C	Fashion Business Models: Fast Fashion vs. Luxury	CO2
	Unit 2	Branding & Communication Strategies	CO3
	A	Brand Identity and Positioning in Fashion	CO3
	B	Marketing Mix (4Ps & 7Ps) for Fashion	CO3
	C	Digital Marketing and Social Media in Fashion	CO3
	Unit 3	Retail & E-Commerce Strategies	CO4,CO5
	A	Omnichannel Retailing and Customer Experience	CO4
	B	E-Commerce Trends and Fashion Technology	CO4
	C	Store Layout and Visual Merchandising	CO5
	Unit 4	Merchandising & Product Development	CO5,CO6
	A	Fashion Buying, Range Planning & Inventory Management	CO5
	B	Fashion Pricing Strategies and Costing	CO5
	C	Sustainable and Ethical Fashion Merchandising	CO6
	Unit 5	Marketing Campaign & Project	CO6
	A	Case Study on Global Fashion Brands	CO6
	B	Development of a Fashion Marketing Plan	CO6
	C	Final Project: Creating a Brand Strategy & Visual Merchandising Display	CO6
	Mode of examination	**Theory**	
	Weightage Distribution	CA: **25%** / ETE: **75%**	
	Text book/s*	● Fashion from Concept to Consumer, Gene Stephens Frings (1994)	
	Other References	● Marketing Management, Philip Kotler, 2020	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2	PSO 3
CO1				2		2	1	3	3	3	3	3		3	
CO2			1	2		2	1	3	3	3	3	3		3	
CO3			2	2		2	1	3	3	3	3	3		3	
CO4				2		2	1	3	3	3	3	3		3	
CO5				2		2	1	3	3	3	3	3		3	
CO6				2		2	1	3	3	3	3	3		3	
AVG.			1.5	2.0		2.0	1	3	3	3	3	3		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch :2026-2030**	
Programme: B. Design		**Current Academic Year: 2027-2028**	
Branch: Fashion Design		**Semester: 03**	
1	Course Code	FDT2304	
2	Course Title-	**Basics of Textiles- I**	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	• To give Basic knowledge of Textiles. • To give knowledge of the source, manufacturing & processing and properties of fibres, Yarns & Fabrics • To identify the woven, knitted, felts and non-woven. • To develop an understanding in the areas of new research and concepts or problems in relation to environment.	
6	Course Outcomes	After completion of this course, the student will be able to **CO1-** Understand the basic Textile facts and terms **CO2**- Understanding of source, manufacturing process and properties of Textile Fibber& yarns **CO3**-Understand the basic processes involved in fabric production. **CO4**- Be aware of New technological developments in fabric manufacturing **CO5**-Be aware about the method of making and their effect on fabric properties. **CO6**: Analyses the effect of textile processing on environment.	
7	Course Description	This lecture course introduces students to the types and properties of fashion Fibre. By investigating the Fibre, quality, construction, care and finishing of textiles, students will learn the basics of fabric identification and specific uses in the fashion industry.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Introduction to Textiles Fibre**	CO1, CO2
	A	Introduction to Fibre & their Classification	
	B	Fibre Properties- Primary & Secondary	
	C	Environmental concerns regarding Textiles	

	Unit 2	**Natural Fibre**		CO1, CO2
	A	Natural Fibre- their origin & production		
	B	Properties &sustainability issues of natural Fibre		
	C	Fibre's identification, their uses & by products		
	Unit 3	**Man-made & regenerated fibre**		CO2, CO4, CO6
	A	Man-made Fibre, their origin& production		
	B	Properties & sustainability issues of Man-made Fibre		
	C	New developments & Concerns in the area of Textile Fibre		
	Unit 4	**Yarn**		CO3, CO4, CO5
	A	Introduction to yarn Manufacturing process and Yarn Count		
	B	Yarn properties, classification& identification- Novelty, Simple & Textured yarns		
	C	New developments		
	UNIT 5	**Fabric Construction Methods**		CO3, CO5, CO6
	A	Introduction to weaving & knitting		
	B	Other Fabric construction methods		
	C	Environmental concerns related to Textile products and Processes		
	Mode of examination	Theory		
	Weightage Distribution	CA	ETE- Theory	
		25%	**75%**	
	Text book/s*	1. Corbman, P.B. (1983). "Textiles: Fibre to Fabric", 6th Ed. New York, McGraw-Hill. 2. Udale, J. (2008). Basics Fashion Design 02: Textiles and Fashion (Vol. 2). Ava Publishing.		
	Other References	1. Needles, H.L. (1986). "Textiles: Fibres, Dyes, Finishes and Processes", 1st Ed. Elsevier Publications. 2. Collier, B.J. & Tortora P. (2001). "Understanding Textiles" 6th Ed. Pearson Publications 3. CohenA.C, Johnson I & Pizzuto J.J(2011) "J.J. Pizzuto's Fabric Science" 4. Muthu S.S. (2014), "Roadmap to Sustainable Textiles and Clothing: Environmental and Social Aspects of Textiles and Clothing Supply Chain". Springer		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1	1		1					1						3	
CO2	1		2			2	2	1						3	
CO3	2	1	2	1	1	2	2	2			1			3	
CO4			3	2	3		3	2		1	2	1		3	
CO5	2	2	2		2	2	2	3			2	1		3	
CO6	1	2	3		1		3	3		1	2	2		3	
AVG.	1.4	1.7	2.2	1.5	1.8	2.0	2.4	2.0		1.0	1.8	1.3		3.0	

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2027-2028**	
Branch: Fashion Design		**Semester: 03**	
1	Course Code	FDJ2308	
2	Course Title	**Fashion Design Studio-I**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	• The objective of the course is to introduce students to Fashion Design process • To enable students to create their 'Design Diary' capturing the Design Process in detail. • To build experiential understanding of design briefs, target markets & creating collection themes • To enable students to translate their research into design ideas expressed inform of story boards, artworks & surface development swatches.	
6	Course Outcomes	After completion of this course, the student will be able to **CO 1: -** State the reasons, types & components of fashion research & design brief **CO2: -**Interpret and write a Design brief, as per appropriate theme for Fashion Collection. **CO3: -**The student will be able to use Fashion research for design process. **CO 4: -** Use research analysis techniques to build initial Design ideas & concepts **CO 5: -**Create & present Thematic Story Boards **CO 6: -**Translate Market specific research into design ideas.	
7	Course Description	The course Research for Fashion is Paper-1 of Subject Fashion Research & Design split into 2, semester 3 & 4 taught using studio pedagogy. The course focuses on introducing & applying Design Process in Couture, Avant Garde & Ready to wear market segments. The final outcome will be development of Story boards & concept ideas in form of collages, artworks & swatches. The students will be required to apply their understanding & learnings of Elements & principles of design, Design Skills, Adobe Illustrator & Adobe Photoshop.	

8	**Outline syllabus**			**CO Achievement**
	Unit 1	**Introduction to Design Process (10%)**		CO1
	A	Fashion Research- Why, How, Components (Influence, Colour, Material, Trends, Shapes & Structure, Details)		
	B	Types of Inspiration- Visual, Conceptual, Narrative		
	C	Design Brief- Why, What, Market, or, Muse		
	Unit 2	**Design Brief & Brainstorming (15%)**		CO2
	A	How to write a Brief		
	B	Brainstorming the Brief		
	C	Choosing a Theme		
	Unit 3	**Conducting Research (25%)**		CO3
	A	Research- Influence		
	B	Research- Trends (Global & Indian)		
	C	Research- Material & Detailing		
	Unit 4	**Assembling Research & Building concepts (25%)**		CO4, CO5
	A	Techniques for assembling Research in a Sketchbook- - Collage, Juxtaposition, Deconstruction, Cross-referencing		
	B	Analysis of Research- Colour& Material play		
	C	Analysis of Research- early design sketches & drapes		
	Unit 5	**Creating Story Boards (25%)**		CO5, CO6
	A	Story Boards- Key Elements		
	B	Creating Theme & Inspiration Boards		
	C	Creating Colour & Material Boards		
	Mode of examination	**Jury**		
	Weightage Distribution	**CA**	**ETE**	
		60%	40%	
	Text book/s*	1. Seivewright, S., & Sorger, R. (2016). Research and design for fashion. Bloomsbury Publishing. 2. Calderin, J., &Volpintesta, L. (2013). The Fashion Design Reference & Specification Book: Everything Fashion Designers Need to Know Every Day. Rockport Publishers Incorporated.		
	Other References	1. Sorger, R., & Udale, J. (2017). The fundamentals of fashion design. Bloomsbury Publishing. 2. Aspelund, K. (2014). The design processes. Bloomsbury Publishing. 3. Seeling, C., &Teibler, C. (2010). Fashion: 150 years: couturiers, designers, labels. Hf ullmann. 4. Online Trend Research- Tag-walk, Wgsn, Vogue, Lakme India Fashion week.		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2	PSO 3
CO1	2		1	3	3	2	1	1	1			2		3	
CO2	2	2	2	1	2	2	1			3	2	2		3	
CO3	2	2	2	3	3	2	1			1	1	2		3	
CO4	3	3	3	3	3	2	1			3	2	2		3	
CO5	3	1	3	3	3	1	1		2	3	1	2		3	
CO6	3	3	3	3	3	2	2	2	2	3	2	2		3	
AV G.	2.5	2.2	2.3	2.7	2.8	1.8	1.2	1.5	1.7	2.6	1.6	2.0		3.0	

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2027-2028**	
Branch: Fashion Design		**Semester: 03**	
1	Course Code	FDJ2303	
2	Course Title	**Apparel Development I**	
3	Credits	6	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	• To introduce student to the basics of Patternmaking • To be able to take measurements of human figure & dress form. • To familiarize students with terminologies used in patternmaking • To know & develop skill for different hand stitches and seams • To be able to do various seam finishes and garment finishes	
6	Course Outcomes	After completion of this course, the student will be able to **CO1:** Gain knowledge about the concept of patten making and various tools and terminology used for pattern making. **CO2:** Measure the different Body types & the dress form with the knowledge of landmarks of body and sizing. **CO3:** Gain knowledge about the different sewing machines and basic terminology used for Clothing construction **CO4:** Apply the different types of garments finishing techniques and hand stitches. **CO5:** Identify the different types of fabrics, garment accessories for production and use of different fasteners. **CO6:** Apply different kind of garment finishes, their uses in garments.	
7	Course Description	After successful completion of this course, the students should be able to employ the art/ technique of pattern making for construction of basic garments. Develop an understanding for feel of fabric, human anthropology, tools and techniques used in patternmaking and different seams and hand stitches used for garment production.	

8	**Outline syllabus**			**CO Achievement**
	Unit 1	**Introduction to Apparel Construction**		CO1, CO2
	A	Introduction to AD & Pattern making- methods of pattern making and their importance.		
	B	Taking body measurements & size charts.		
	C	Tools and terminology used for pattern making and draping.		
	Unit 2	**Basic garment Construction Techniques**		CO1, CO2
	A	Basics of sewing machines for knitted & woven fabric.		
	B	Introduction to fabric terminologies: warp, weft, selvedge, fabric grain – types, identification and importance in apparel construction		
	C	Preparation of fabrics for clothing construction- shrinking, straightening, amount of ease and seam allowances, layout, marking and cutting of patterns.		
	Unit 3	**Hand & Machine stitches**		CO1, CO3
	A	Types of Machine stitches & their applications.		
	B	Types of Hand Stitches & their applications		
	C	Seam Finishing techniques		
	Unit 4	**Pattern making to construct basic bodice**		CO1, CO4, CO6
	A	Pattern making of basic front & back bodice		
	B	Muslin fit Construction of basic bodice		
	C	Refitting & finishing of Basic bodice		
	Unit 5	**Garment Fasteners & Accessories**		CO5, CO6
	A	Types of fasteners and attachment techniques		
	B	Fastener attachment techniques		
	C	Attachment of fasteners on basic bodice		
	Mode of exam	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	• Armstrong, H. J., &Maruzzi, V. J. (2010). Pattern making for fashion design. Prentice hall.		
	Other References	• Bubonia, J. E. (2017). Apparel production terms and processes: Studio Instant Access. Bloomsbury Publishing USA. • Ireland, P. J. (2008). New encyclopedia of fashion details. Anova Books. • Reader's Digest. (2010). Reader's Digest Complete Guide to Sewing: Step-by-step Techniques for Making Clothes and Home Accessories. Taylor & Francis.		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1	3	1	2		1	2	1		2	1		2		3	
CO2	3	1	1	1	1	1	1		2			2		3	
CO3	2	1		1	2	1	1		2		2	1		3	
CO4	3	1		1	2	1	2		2			1		3	
CO5	2	3	3		2	1	2	1	2	1	1	2		3	
CO6	1	3	3		3	2	2		2	1	1	3		3	
AVG.	2.3	2.3	2.3	1.0	1.8		2.0	1.0	2.0	1.0	1.3	2.3		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2027-2028**	
Branch: Fashion Design		**Semester: 03**	
1	Course Code	FDJ2309	
2	Course Title	**Fashion Art: Principles & Aesthetics**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	● The course aims at interpreting fashion from different perspectives ● To develop an understanding of fashion and History ● To provide an in-depth study of Art as a major inspiration for Fashion ● To enhance the visual and communication skill ● To ideate, create and present design works	
6	Course Outcomes	After completion of this course, the student will be able to **CO1:** Appreciate and contextualize fashion design—from everyday clothing to couture garments—through many different perspectives. **CO2:** Relate the history, development, and impact of garments over time, and explore how they may be reinvented. **CO3:** Investigate garments through multiple lenses including politics, identity, and economics. **CO4:** Understand more about the lifecycle of clothing. **CO5:** Comprehend the choices made about fashion with respect to the visual language of dress, issues of sustainability, and body politics. **CO6:** Appraise the concept of Fashion as Art	
7	Course Description	The course Fashion Aesthetics will describe Fashion from different perspectives, the established relationship between Fashion as Function & Art. Understanding fashion from multifaceted views, combining the history of ideas and representations, material culture, and the history of modern and contemporary art.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Perspectives on Fashion**	
	A	Introduction to Fashion	CO1

	B	Fashion as Function	
	C	About Fashion Heroes	
	Unit 2	**Silhouettes & Body**	CO2
	A	Fashion Figure Proportions	
	B	Silhouettes & Body Shapes	
	C	Theory of Pert-a-Porter	
	Unit 3	**The theory of 'Couture'**	CO3, CO4
	A	Fashion as Identity	
	B	Understanding the bespoke outfits	
	C	Developing concepts and design line up	
	Unit 4	**Fashion Lifecycle**	CO4, CO5
	A	Understanding the fashion lifecycles	
	B	The process of Consumption, Production & Disposal	
	C	The Relevance of the Fashion lifecycle	
	Unit 5	**Fashion as Expression**	CO2, CO3, CO6
	A	Understanding fashion as Art	
	B	Study of a Designer's style and creation	
	C	Form Generation and range development	
	Mode of exam	**Jury**	
	Weightage Distribution	**CA** / **ETE**	
		60% / 40%	
	Text book/s*	● Delong M. , 1998, The Way We Look: Dress and Aesthetics	
	Other References	● Steele V., 2010, THE BERG COMPANION TO FASHION ● Eicher, Joanne B, "Introduction: Dress as Expression of Ethnic Identity." Dress and Ethnicity: Change Across Space and Time, Joanne B. Eicher (ed), Ethnicity and Identity Series (Shirley Ardener, ed.), 1995, The Berg Fashion Library. DOI: http://dx.doi.org/10.2752/9781847881342/DRESSETHN0005 ● Bulag, Uradyn. "Wearing Ethnic Identity: Power of Dress." Berg Encyclopedia of World Dress and Fashion, Volume 6 – East Asia, Berg Fashion Library. DOI: http://dx.doi.org/10.2752/BEWDF/EDch6014 ● Eicher, Joanne B, Sumberg, Barbara, "World Fashion, Ethnic and National Dress." Dress and Ethnicity: Change Across Space and Time, Joanne B. Eicher (ed), Ethnicity and Identity Series (Shirley Ardener, ed.), 1995, The Berg Fashion Library. DOI: http://dx.doi.org/10.2752/9781847881342/DRESSETHN0020	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1	3	2	2	2		2	2					3		3	
CO2	3	1		1						1		3		3	
CO3	3	1	1	1	1	2	2	1				1		3	
CO4	3	1	1	1	3	3	3					2		3	
CO5	3	1	1	1		3	3	1		2				3	
CO6	3			1	1							3		3	
AVG.	3.0	1.2	1.3	1.2	1.7	2.5	2.5	1.0		1.5		2.4		3.0	

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2027-2028**	
Branch: Fashion Design		**Semester: 03**	
1	Course Code	**FDJ2307**	
2	Course Title	**Graphic Design for Fashion**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	● The objective of the course is to digitally design & present an in-depth, innovative & creative collection by using multiple design software & techniques such as Adobe Illustrator, Photoshop, InDesign. ● Student refines his/her skills to observe and stylize visual imagery and develop a range of garments ● Working with various colourways schemes and using repeat methods effectively. ● Students will submit the whole process of ensemble creation in the form of a digital presentation (portfolio) along with hard copies of class assignments. Laser cutting, or any other 3D design tool.	
6	Course Outcomes	After completion of the course, student will be able to - CO1: To become aware about the multiple digital design & presentation tools at various stages of Design process CO2: To digitally express design ideas focusing on all aspects & details CO3: To draw technical drawings across product categories CO4: To explore design variations & modulations CO5: To compile & present creative works in form of portfolio CO6: To create digital creative stories, design ideas & renderings & presentations using mixed mediums starting from hand sketching to a variety of digital design software	
7	Course Description	Students learn the fundamental and advanced techniques specific to fashion design using relevant software such as Adobe Photoshop, Illustrator & InDesign. Course assignments emphasize digital design development sketching techniques, colour stories, line planning, silhouette, and fabric design. Explore multiple product categories- clothing, Accessories, Footwear, Make up	

8	**Outline syllabus**			**CO Achievement**
	Unit 1	**Introduction to digital design using multiple platforms**		CO1, CO6
	A	Introduction to the course project brief		
	B	Explore Digital design & presentation tools virtually and in audio & video formats		
	C	Create Mood boards- covering garment shapes & details, determining fabric qualities, using colour & print.		
	Unit 2	**Design Detail**		CO1, CO2, CO6
	A	Develop Forms & Shape variations		
	B	Develop surface Design details: focus on Print		
	C	Create Construction details- Trims, sewing details, labels, etc		
	Unit 3	**Flat Sketch Templates: Construction details**		CO1, CO3, CO6
	A	Develop Flat sketch templates of clothing products		
	B	Develop Flat sketch templates of Accessories		
	C	Develop Flat sketch templates of Footwear		
	Unit 4	**Design Variations & Line planning**		CO1, CO4, CO6
	A	Render Surface detail on Flat sketch templates: Clothing Products, Footwear & Accessories		
	B	Create multiple Colourways of each design: Clothing products, Footwear & Accessories		
	C	Analyse & edit to create final collection		
	Unit 5	**Digital Look Book**		CO1, CO5, CO6
	A	Create Fashion sketches for select looks: focus on styling		
	B	Create creative digital look book using Adobe InDesign		
	C	Compile final presentation using Adobe InDesign		
	Mode of examination	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	● Hume, R. (2020). Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice. Bloomsbury Publishing. ● Szkutnicka, B. (2010). Flats: Technical Drawing for Fashion, Portfolio Skills: Fashion & Textiles.		
	Other References	● Burrough, X. (2013). Foundations of Digital Art and Design with the Adobe Creative Cloud. Pearson Education. ● Jackson, C., & Ciolek, N. (2017). Digital design in action: Creative Solutions for Designers. CRC Press.		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1			1		3		1	1		1	1	2		3	
CO2			1		3		1	1		1	1	2		3	
CO3			2		3		1	1		2	1	2		3	
CO4			3		3		1	1		3	1	2		3	
CO5			2		3		2	1		3	1	3		3	
CO6			3		3		2	1		3	1	3		3	
AVG.			2.0		3.0		1.3	1.0		2.2	1.0	2.3		3.0	

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School: SSD		**Batch: 2026-2030**	
Program: B.Des		**Current Academic Year: 2027-2028**	
Branch: Fashion Design		**Semester: III**	
1	Course Code	NV41001	
2	Course Title	AI-Principles in Architecture & Design	
3	Credits	NCVAC	
4	Contact Hours (L-T-P)	2-0-2	
5	Course Objective	To introduce students from Design, Architecture, and Planning backgrounds to data literacy through non-coding, hands-on learning. This part helps learners understand how data is collected, cleaned, interpreted, and visualized — using intuitive tools to support design decisions and creative outputs.	
6	Course Outcomes	CO1: Understand different types of data used in design fields CO2: Collect and structure real-world datasets using no-code tools CO3: Clean and organize datasets visually without scripting CO4: Interpret data patterns through visualizations for design decision-making CO5: Create dashboards and storytelling outputs from structured data	
7	Course Description	This course introduces students to the language of data without coding, helping them bridge the gap between design thinking and data literacy. Tailored for students in Fashion Design, Communication Design, Interior Design, Visual Arts, and Architecture, this part explores how design decisions are increasingly data-driven—from trend prediction to layout optimization and spatial analysis. Through intuitive, no-code tools like Google Sheets, Canva Graphs, Flourish, Tableau Public, and ChatGPT, students will learn how to collect, clean, visualize, and interpret data, making it a core component of their design workflows. The course emphasizes storytelling through data, allowing students to support their creative concepts with measurable insights and impactful dashboards. This part is essential for developing a data-aware design mindset, which is increasingly expected in both creative agencies and planning firms.	
8	Outline syllabus		CO Mapping
	Unit 1	**Data Foundations for Designers(10 Hours)**	
		What is data? Types of data: numerical, categorical, spatial, visual Examples from: Fashion Design: Fabric type stats, trend timelines Communication Design: Engagement rates, sentiment Interior Design: Space usage logs, lighting frequencies Architecture: Occupancy data, material specs	CO1

		Visual Arts: Color usage, viewer reaction stats Data ethics & ownership AI Tools: ChatGPT for data insight generation, AI add-ons in Google Sheets, and Canva AI for visual representation of patterns	
	Unit 2	**Data Collection Methods(10 Hours)**	
		Secondary data: How to find open datasets (Kaggle, city portals, museum archives) Using ChatGPT to simulate small datasets Manual collection methods via observational logging Tools: Google Forms, Typeform, ChatGPT Hands-on: Collect design-related data and organize in a spreadsheet	CO2
	Unit 3	**Structuring and Cleaning Data Visually(10 Hours)**	
		Spreadsheets as data canvases Common errors: missing values, typos, format issues Filtering, sorting, validating inputs using: Google Sheets, Excel Use-case cleaning exercises per domain Fashion: Product style cleanup Architecture: Site measurement table Tools: Google Sheets AI, Excel AI add-ons Visual Arts: Artworks dataset by genre	CO3
	Unit 4	**Data Visualization for Creative Interpretation(10 Hours)**	
		What makes a good visual representation? Charts: Bar, Pie, Line, Scatter, Heatmap Design-led insights Interior: Layout efficiency Communication: Message reach Fashion: Color trend evolution Tools: Canva AI Graph Maker, Flourish, Tableau Public (no-code) Hands-on: Create a small report with 2–3 visual charts	CO4
	Unit 5	**Dashboards, Visual Summaries, and AI-Assisted Insights(10 Hours)**	

		Combining visuals into dashboards Narrative insights: Telling a story from your data Using AI to summarize insights (ChatGPT, Google Sheets AI) Presenting visuals in a design context Tools: ChatGPT, Google Sheets AI, Canva Dashboard Templates Hands-on: Create a dashboard (PDF/poster) for any one domain project		CO4, CO5
	Course outline	This course is structured into five units that progressively introduce students to the essentials of working with data in creative disciplines without any coding. The journey begins with Unit 1, which familiarizes students with the fundamentals of data in design, including the types, sources, and ethical use of data relevant to fields such as fashion, architecture, interiors, communication design, and visual arts. Unit 2 focuses on data collection techniques using no-code tools like Google Forms, Typeform, and ChatGPT, allowing students to create, simulate, and gather datasets for design-related scenarios. Unit 3 builds on this foundation by teaching data cleaning and structuring using Google Sheets and Excel—students learn to identify errors, sort and format entries, and prepare data for analysis. In Unit 4, students explore the art of visualizing data using platforms like Canva Graphs, Flourish, and Tableau Public, learning how to create clear and insightful charts to support design decision-making. Finally, Unit 5 guides students through the creation of dashboards and visual summaries, incorporating AI-assisted tools like ChatGPT and Google Sheets AI to craft compelling data narratives and presentations that enhance their design concepts. Together, these units ensure students become data-aware designers capable of integrating measurable insights into their creative processes without writing a single line of code.		
	Mode of examination	Practical and project-based assessments Continuous evaluation through hands-on assignments and project milestones		
	Weightage Distribution	CA	ETE	
		60%	40%	
	References			
	Text book/s*	Knaflic, C. N. (2015). Storytelling with Data. Wiley Few, S. (2012). Show Me the Numbers: Designing Tables and Graphs to Enlighten		
	Other References	Official documentation: Google Sheets, Canva Graphs, Flourish, Tableau Public Online platforms: Kaggle, Open Design Data Library, ArchDaily Stats AI support tools: ChatGPT, Google Sheets AI features		

Course Syllabus
Semester IV

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2027-2028**	
Branch: Fashion Design		**Semester- 04**	
1	Course Code	FDT2401	
2	Course Title	**History of Indian Textiles**	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory 2	
5	Course Objective	● To develop a sense of appreciation for traditional art and craft ● To use traditional textiles to create clothing and life style products ● To have an overview of the various processes involved in the development of traditional textiles	
6	Course Outcomes	After completion of this course, the student will be able to CO1: Gain knowledge about vast history of Indian traditional textiles CO2: Gain knowledge of different woven textiles of India CO3: Develop sense of appreciation for traditional embroideries in India. CO4: Understanding of painted, printed traditional textiles. CO5: Gain knowledge of different surface embellishment techniques and materials. CO6 Innovative design creation traditional Indian textiles	.
7	Course Description	To enable the students to have an overview of the different traditional textiles for their respective regions and use traditional textiles with a sense of appreciation for its roots.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Introduction -**Traditional India Textiles	CO1
	A	Brief history of Indian textiles- Ancient, Medieval and modern period	
	B	Contemporary fashion influence on Indian traditional textiles	
	C	Case studies	
	Unit 2	**Traditional hand-woven textiles**	

	A	Stories &techniques of woven textiles of north & South – Ikat, Patola, Brocade of Banaras, Himrus & Amrus, Pochampalli, Kanjeevaram, Jamdani 2b. 2c.	CO1, CO2
	B	Stories &techniques of woven textiles of west & east- Dacca Muslin, Baluchari, chanderi, Mesheshwari sarees, Kota dora	
	C	Contemporary/ traditional creative developments of chosen technique/s	
	Unit 3	**Traditional embroidered textiles**	CO1, CO3
	A	Origins & embroidery techniques from north, south& east- Kashida, Phulkari, chikankari, Chambarumal, Kasuti, Kantha	
	B	Origins & embroidery techniques from west–Kutch embroidery, sindhi, Kathiawar, Ahirbharat, Mochi Bharat, Rabari etc.	
	C	Contemporary/ traditional creative developments of chosen technique/s	
	Unit 4	**Traditional Dyeing, Printed, Painted textiles**	CO1, CO4
	A	Natural dye colours, effects & benefits	
	B	Printed Fabrics -Block, Batik, screen & stencil printing, Bagri	
	C	Painted textiles – Madhubani, Kalamkari, Rogan and warli Painting, Pichwai etc	
	Unit 5	**Creative developments**	CO5, CO6
	A	Traditional appliques & quilting techniques & stories	
	B	Case study of chosen technique/s of each category	
	C	Sample swatch file development showcasing application	
	Mode of examination	THEORY	
	Weightage Distribution	CA / ETE	
		25% / **75%**	
	Text book/s*	● Chattopadhyaya, K. (1977). Indian embroidery. ● Naik, S. D. (1996). Traditional embroideries of India. APH Publishing.	
	Other References	● Jettmar, G., Irwin, J., & Hall, M. (1976). Indian Embroideries, Vol. II-Historic Textiles of India at the Calico Museum. ● Das, S. (1992). Fabric art: heritage of India. Abhinav Publications. ● Gupta, C. S. (1996). Zardozi: Glittering gold embroidery. Abhinav Publications.	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2	PSO 3
CO1	2	1		2			1			2	2			3	
CO2	2	1	1				1		1	2				3	
CO3	2	2		2	1	3	2				2			3	
CO4	2	1	1	2	2	1	2			2				3	
CO5	2	1	1		2	1				2	1	1		3	
CO6	2	3	3	1	3	2	3			3	3	1		3	
AVG.	2.0	1.5	1.5	1.8	2.0	1.8	1.8		1	2.2	2.0	1.0		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2027-2028**	
Branch: Fashion Design		**Semester 04**	
1	Course Code	FDT2402	
2	Course Title-	**Basics of Textiles- II**	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	● To give knowledge of Textiles in terms of Fiber, yarn and Fabric. ● To identify the woven, knitted, felts and non-woven. ● To give knowledge of the weaving process, its types and the properties of different weaves ● To give knowledge of the Knitting process, types of knits and their properties & uses. ● To impart knowledge of other fabric construction process like felts and non-woven, ● Methods of creating non-woven, their construction, properties and uses. ● To impart knowledge in the areas of other textile materials which are used as fabric, leather.	
6	Course Outcomes	After completion of this course, the student will be able to **CO1** Use knowledge of fundamentals of textile to understand different fabric constructions **CO2**- Identification of different textile construction process and do research on them. **CO3**- Understand the basic processes in fabric production, their effect on fabric properties and provide specific solution in relation to needs of society. **CO4**- will gain basic knowledge of leather processing and knotted fabric construction in terms of usage and need. **CO5**-. Conduct research on uses of different woven knitted nonwoven and other textile materials. **CO6** – Design & create their own design alterations, as per the need of sustainability.	
7	Course Description	This lecture course introduces students to the types and properties of fashion fibres. By investigating the fabric, quality, construction, care and finishing of	

		textiles, students will learn the basics of fabric identification and specific uses in the fashion industry.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Introduction to Fabric construction**	CO1, CO5
	A	Types of Fabric construction techniques	
	B	Introduction to weaving	
	C	Parts of loom and the weaving Process	
	Unit 2	**Types of weaves and their uses**	CO2, CO5, CO6
	A	Basic Weaves, Construction and properties	
	B	Decorative weaves construction and properties	
	C	Identification of different woven fabrics and uses	
	Unit 3	**Knitting**	CO2, CO3, CO5
	A	Introduction to knitting &difference between knitting and weaving	
	B	Types & properties of knitting- Flat, circular, Jacquard	
	C	Opportunities & limitations of knitting	
	Unit 4	**Non-woven**	CO2, CO6, CO5
	A	Introduction & types non-woven textiles	
	B	Functional properties of non-woven textiles	
	C	Applications of Non-woven textiles	
	UNIT 5	**Leather & Knotted textiles**	CO3, CO4, CO5
	A	Introduction to sources & processing leather	
	B	Leather finishes & fur, Uses & properties	
	C	Knotted textiles- braided, crochet, Macramé, etc	
	Mode of exam	Theory	
	Weightage Distribution	CA: **25%** / ETE- Theory: **75%**	
	Text book/s*	● Corbman, P.B. (1983). "Textiles: Fibre to Fabric", 6th Ed. New York, McGraw-Hill.	
	Other References	● Cohen A.C, Johnson I & Pizzuto J.J(2011) "J.J. Pizzuto's Fabric Science" ● Shenai,V.A. (1979)Technology of Textile Processing: Vol. 4 Technology of Printing. Sevak Publications ● Shenai V.A. (1996) "Technology of Textile Processing: Vol. 6 Technology of Dyeing".Sevak Publications	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2	PSO 3
CO1	3	2	1	1			2	1				1		3	
CO2	2	3	1	3			2	1		2	2	2		3	
CO3	3	3	3	3	2	2	3	3		3	3	3		3	
CO4	1		1	2			2	1	2			1		3	
CO5	3	3	2	2	1	2	2	3		3	3	3		3	
CO6	2	2	3	2	3	3	3	3	2	3	3	3		3	
AVG.	2.3	2.6	1.8	2.2	2.0	2.3	2.3	2.0	2.0	2.8	2.8	2.2		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2027-2028**	
Branch: Fashion Design		**Semester: 04**	
1	Course Code	FDJ2408	
2	Course Title	**Fashion Studio-II (RBL1)**	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	● The objective of the course is to experientially explain students the Fashion Design process ● To enable students to develop their first fashion collection & understand the process of converting research into design ideas and design ideas into product developments ● To enable students, explore & find their individual design styles & preferences in terms of sustainable design ideas, Avant Garde design ideas & customised hi-end couture	
6	Course Outcomes	After completion of this course, the student will be able to **CO 1: -**Understand the various design works of prominence **CO2: -**The students will be able to extend Fashion research techniques & processes to build initial design ideas **CO3: -** Construct story boards & detailed design concepts including prints, embroideries & embellishments **CO 4: -**Apply design development techniques to break down design ideas into product variations **CO 5: -**Convert design ideas from paper to product **CO 6: -**Integrate skills to develop an exhibit in form of design stories & products	
7	Course Description	The course Design for Fashion is Paper-1 of Subject Fashion Research & Design split into 2, semester 3 & 4 taught using studio pedagogy. The course focuses on enabling students to design & develop their first fashion collection. Integrating their understanding & learnings of Research for Fashion, Digital design studio, Fashion Art- Aesthetics, Apparel development &Textile study. The final outcome will be development of Design Diary, Story boards & concept ideas in form of collages, artworks & swatches & Muslin fits.	

8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Study & Analysis of Fashion Collections**	CO1
	A	Create Visual Research Boards on-A Sustainable design collection- Material, Process & Market	
	B	A Historically iconic fashion collection- Influence, Process, Elements & Principles	
	C	Avant Garde Collection- Inspiration, Influence, Techniques, Elements & Principles	
	Unit 2	**Research for Fashion**	CO2
	A	Read, evaluate, brainstorm & research on the given Market specific Design Brief	
	B	Conduct market driven Material & Trend study	
	C	Assemble Research & build initial concepts	
	Unit 3	**Story & Concept Development**	CO3, CO6
	A	Create Story Boards	
	B	Design development: Develop concepts to create series of ideas	
	C	Design Detail development- Print, embroidery, embellishments, etc	
	Unit 4	**Design development**	CO4, CO6
	A	Product design: Refinement of individual garments to create variations as Technical Drawings	
	B	Selection of final Designs to form the Collection	
	C	Create Final Collection Design Boards including Fashion sketches & Technical drawings	
	Unit 5	**Product Development**	CO5, CO6
	A	Develop patterns & Muslin fits of selected looks	
	B	Develop Final Design Detail ideas as Swatches/ Artworks	
	C	Exhibit Presentation of the Final edits	
	Mode of examination	**Jury**	
	Weightage Distribution	**CA** / **ETE**	
		30% / 40%	
	Text book/s*	● Seivewright, S., &Sorger, R. (2016). Research and design for fashion. Bloomsbury Publishing. ● Fletcher, K. (2013). Sustainable fashion and textiles: design journeys. Routledge.	
	Other References	● Jenkyn, S. (2011). Fashion design. Laurence King Publishing. ● Seeling, C., &Teibler, C. (2010). Fashion: 150 years: couturiers, designers, labels. Hf ullmann. ● Pedersen, E. R. G., & Andersen, K. R. (2013). SocioLog. d x. ● Online Trend Research- Tag-walk, Wgsn, Vogue, Lakme India Fashion week.	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2	PSO 3
CO1	1	1	2	2		2	3	3	3	2		3		3	
CO2	3	2	3	3	2	2	2	1	1	3	1	1		3	
CO3	3	2	3	2	2	2	2		2	3	2	1		3	
CO4	3	2	3	2	2	2	2		2	3	2	1		3	
CO5	3	2	3	2	2	2	2		2	3	2	1		3	
CO6	3	2	3	2	2	2	2		2	3	3	3		3	
AVG.	2.7	1.8	2.8	2.2	2.0	2.0	2.2	2	2	2.8	2	1.7		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2027-2028**	
Branch: Fashion Design		**Semester: 04**	
1	Course Code	FDJ2403	
2	Course Title	Apparel Development II	
3	Credits	6	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	● Basic design and sampling of a garment ● Basic fabric selection and garment styling ● Understand body scaling and draping	
6	Course Outcomes	After completion of this course, the student will be able to CO1: Develop understanding of creating the different garment styles through pattern alterations. CO2: Gain knowledge and skill for making basic pattern blocks for bottoms. CO3: Gain knowledge and skill of basic Detailing of garment CO4: Student will be able to apply pattern making principles on paper to final test fit. CO5: Develop ability to use, acquire and integrate relevant technical skills to solve pattern making problems CO6: Develop capacity to interpret & solve problems in development and construction of garments.	
7	Course Description	This studio course explores the development of basic level apparel styles through the application of the draping principles on the three-dimensional dress form. Students study the process from initial design concept through first sample.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Fabric & pattern manipulation techniques**	CO1, CO5
	A	Tucks & darts	
	B	Gathers & pleats	
	C	Ruffles & Flounce	
	Unit 2	**Basic Lower bodice- skirt & pant blocks**	CO1, CO2, CO4
	A	Pattern making of front & back skirt bodice	
	B	Pattern making of front & back pant bodice from draping technique	
	C	Refitting & finishing of Basic bodice of skirt & Pant	
	Unit 3	**Pockets, plackets & zippers**	CO3, CO5
	A	Types of pockets and their application	

	B	Types of plackets and their application	
	C	Attachment of zippers	
	Unit 4	**Sleeves & neck finishes**	CO3, CO5
	A	Neckline variations- Front & back with facing & piping	
	B	Basic collar -convertible collar, stand collar & variations	
	C	Sleeve variations	
	Unit 5	**Dart Manipulation**	CO4, CO5, CO6
	A	Dart manipulation techniques: Slash & spread technique and pivot method	
	B	Pattern with Princess line	
	C	Construction of creative variation of basic bodice, skirt & pant	
	Mode of exam	JURY	
		CA / ETE	
		60% / 40%	
	Text book/s*	● Armstrong, H. J., &Maruzzi, V. J. (2010). Pattern making for fashion design. Prentice hall.	
	Reference book/s*	● Aldrich, W. (2015). Metric pattern cutting for women's wear. John Wiley & Sons. ● Fischer, A. (2008). Basics fashion design 03: Construction (Vol. 3). Ava Publishing.	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2	PSO 3
CO1	2	1		2			1			2	2			3	
CO2	2	1	1				1		1	2				3	
CO3	2	2		2	1	3	2				2			3	
CO4	2	1	1	2	2	1	2			2				3	
CO5	2	1	1		2	1				2	1	1		3	
CO6	2	3	3	1	3	2	3			3	3	1		3	
AVG.	2.0	1.5	1.5	1.8	2.0	1.8	1.8		1	2.2	2.0	1.0		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2027-2028**	
Branch: Fashion Design		**Semester: 04**	
1	Course Code	FDJ2409	
2	Course Title	**Fashion, Art & Cultural Identity**	
3	Credits	3	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	● To understand the meaning of costume, fashion, and design ● To understand the origin of various costumes ● To understand the influences of Culture and Society on Dressing Up ● To understand about globalization and technological advancements on Costume & Dresses	
6	Course Outcomes	After completion of this course, the student will be able to **CO 1: -** Gain knowledge upon the similarities and differences among dress, costume, and fashion. **CO2: -** Understand influences of Society & Culture on Costumes **CO3: -** Appraise what goes into the making of a Dress **CO 4: -** Compare about the standards and ideals of Human Body **CO5:** Understand the concept of 'Dress & Ethnicity' **CO6:** Express their understanding through fashion art	
7	Course Description	The course Fashion Art-Dress, Culture & Society is designed to introduce the students to the concept of Costumes, its details and how it is used in societies to communicate	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Introduction: Perception on Dress, Costume & Fashion**	CO1, CO6
	A	Define dress, costumes and fashion	
	B	The terms "culture," "society," "subculture," and "intentional community."	
	C	Studying - Dress & Politics	
	Unit 2	**Culture and Society**	CO2, CO6
	A	Material & Non- Material Culture	
	B	What does the Dress Communicate –Dress, Undress & Nudity	
	C	Major Cultural Influences	
	Unit 3	**Beyond the Visual**	CO3, CO6
	A	Comparing Class, Gender & Society	

	B	Fashion Dedicated to Royalty		
	C	Growth of Middle Class		
	Unit 4	**Clothing Classification**		CO4, CO6
	A	Study of basics of Menswear		
	B	Study of basics of Womenswear		
	C	Study of basics of Childrenswear		
	Unit 5	**Global Fashion**		CO5, CO6
	A	Effect of World War on Fashion		
	B	Fashion Centres		
	C	Communication, Retail, Leisure & Industry		
	Mode of exam	**Jury**		
	Weightage Distribution	**CA**	**ETE**	
		60%	**40%**	
	Text book/s*	• Lamp, Frederick, The Berg Encyclopaedia of World Dress and Fashion, Volume 10, Global Perspectives, Berg Fashion Library online.		
	Other References	• Tortora, Phyllis, 2010, The Berg Encyclopaedia of World Dress and Fashion, Volume 10, Global Perspectives, the Berg Fashion Library • Joanne B. Eicher, 2011 Berg Encyclopaedia of World Dress and Fashion, Volume 6 – East Asia, Berg Fashion Library.		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1	3	1	1	2		2	1	1		1		2		3	
CO2	3	1	1	2		2	1	1		1		2		3	
CO3	3	3	3	3	3	2	2		1	1		2		3	
CO4	3	1	1	2	1	3	2			1		2		3	
CO5	3			2		2	2	1		2		2		3	
CO6	3			3	3	3	2	1		3		2		3	
AVG.	3.0	1.5	1.5	2.3	2.3	2.3	1.7	1	1	1.5		2.0		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2027-2028**	
Branch: Fashion Design		**Semester: 04**	
1	Course Code	**FDJ2407**	
2	Course Title	**3D Digital Design**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	● To equip the students with Computer Aided tools and techniques ● To Student refines his/her skills to observe and stylize visual imagery and develop a range of garments and other elements ● To digitally develop & present a production ready & creative collection through TUKACAD other virtual & 3D tools. ● Students will be able to develop Design collection and prototypes digitally	
6	Course Outcomes	After completion of the course, student will be able to **CO1:** Orient themselves with Computer Aided tools to optimize & digitalize prototyping & presentation processes. **CO2:** Understand the application of 3D Software **CO3:** Create basic Patterns and graded patterns with CAD **CO4:** Use Digital Tools and software for Textures, Print & Surface Development **CO5:** Create prototypes, fits, designs and other details with Computer Aided Design **CO6: C**reate 3D equipped Design Collection	
7	Course Description	The course will introduce digital prototype & virtual design &presentation tools for the students. Lesson plans will include blended, flipped & learning by doing teaching pedagogy. The course will be delivered using a series of tutorials & assignments. Assignments will be focused on giving students individual practice time to work on individual & group projects.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Introduction to Computer Aided tools**	CO1, CO2
	A	Introduction to 3D Tuka CAD	

	B	Drafting patterns for basic Upper bodice, Shirt, Sleeves, Tops	
	C	Drafting patterns for lower bodice, Skirt and Trouser	
	Unit 2	**Grading and Marking**	CO2, CO3
	A	Using advanced grading tools- angle grading, variation grading	
	B	Using advanced marker making tools and report generation	
	C	Applying different types of markers (singular, tubular, one way, etc.) for different garment categories	
	Unit 3	**Colours, Prints & Textures**	CO2, CO4
	A	Creating textile print design	
	B	Developing Colour separation, repeats, colourways	
	C	Developing Textures	
	Unit 4	**3D design Visualizer- Marvelous designer, Clo3D, TUKA Visualizer**	CO2, CO5
	A	Introduction to the use and application of software	
	B	3D simulation & layering	
	C	3D garment edit	
	Unit 5	**3D Design Project**	CO1, CO2, CO6
	A	Planning a set of collection, Developing Flat Sketches with Prints and texture	
	B	Grading the selected set of ensembles	
	C	Creating 3D prototypes for the set of collection supported by Design Concept and Story Boards	
	Mode of exam	Jury	
	Weightage Distribution	CA / ETE	
		60% / 40%	
	Other References	● Istook, C. L., Newcomb, E. A., & Lim, H. (2011). Three-dimensional (3D) technologies for apparel and textile design. In Computer technology for textiles and apparel (pp. 296-325). Woodhead Publishing. ● Trivedi, V. (2014). Innovation in computer aided garment designing.	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2	PSO 3
CO1	1	1	1	1	3				1	1	2	3		3	
CO2	1	1	1	1	3				1	1	2	3		3	
CO3	1	1	3	1	3				1	1	2	3		3	
CO4	1	1	3	1	3				1	1	2	3		3	
CO5	1	1	3	1	3				2	2	3	3		3	
CO6	3	3	3	3	3				3	3	3	3		3	
AVG.	1.3	1.3	2.3	1.3	3.0				1.5	1.5	2.3	3.0		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2027-2028**	
Branch: Fashion Design		**Semester: 04**	
1	Course Code	**FDJ2410**	
2	Course Title	**Surface Ornamentation-I**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	● To develop basic concept of surface development for designers ● To develop innovative surface development skills ● To have an overview of the various processes involved in the development of traditional textiles	
6	Course Outcomes	After completion of the course, student will be able to CO1: Develop macrame, cording application and quilting techniques CO2: Explore handweaving & fibre manipulation techniques CO3: Learn about and explore Industrial printing techniques CO4: Learn about and explore hand printing and painting techniques CO5: Develop original artworks to develop mixed medium designs, using multiple techniques and exploring apparel and non-apparel design. CO6: Document and record the experiments in form of swatch folder including recipes and material details.	
7	Course Description	To make students understand that textile surface design is the art of changing the appearance of natural and synthetic surfaces by the application of traditional, stylized, digitized and illusionary techniques to embellish a product. It is also the art of enhancing a textile surface structure by applying various three-dimensional techniques	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Getting started- Cording and quilting**	CO1
	A	Study of surface innovation through designer's works	
	B	Fabric choice, material & methods for cording and quilting	
	C	Exploration with cording and quilting	

	Unit 2	**Explorations with fibre manipulation**	
	A	Fabric choice, material & methods- chemical effects on fibre, Heat effects on fibre	CO2, CO3
	B	Fabric choice, material & methods for marbling	
	C	Explorations with fibre manipulation	
	Unit 3	**Explorations with Industrial printing**	
	A	Industrial printing techniques- Screen, Digital, Rotary	CO3
	B	Limitation and application of Industrial printing techniques	
	C	Explorations with Industrial printing- Creating artworks for design development- Placement and all-over	
	Unit 4	**Explorations with traditional printing & painting techniques**	
	A	Traditional printing & painting techniques- Block, resist, screen, painting	CO4
	B	Limitation, difference & application of traditional printing & painting techniques	
	C	Explorations with traditional printing and painting techniques	
	Unit 5	**Integrated Project- Creative explorations**	
	A	Artwork creation based on technique applications for collection development	CO5, CO6
	B	Design development and presentation	
	C	Final compilation of Swatch folder	
	Mode of exam	Jury	
	Weightage Distribution	CA / ETE	
		60% / 40%	
	Text book/s*	● Irwin, K.A. (2015). Surface Design for Fabric. London: Fairchild Books. Retrieved April 24 2021, fromhttp://dx.doi.org/10.5040/9781501304187.ch-001	
	Other References	● Cadigan, E. (2014). Surface Design. In Sourcing & Textiles for Fashion (pp. 80–107). London: Fairchild Publications. Retrieved April 24 2021, from	

		http://dx.doi.org/10.5040/9781474218566.ch-003	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2	PSO 3
CO1	3		3	3			3	3		2		3		3	
CO2			3	3		3	2			2		3		3	
CO3				2		3				2		3		3	
CO4			3	3		3	2			2	3	3		3	
CO5				2		2				2	3	3		3	
CO6	3	3	3	3	3	3	3	3		3	3	3		3	
AVG.	3.0	3.0	3.0	2.7	3.0	2.8	2.5	3.0		2.2	3.0	3.0		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD			**Batch:** 2026 - 2030
Programme: B. DES (FASHION DESIGN)			**Current Academic Year: 2027-2028**
Branch: NA		**Semester: IV**	
1	Course Code	**CCU2108**	
2	Course Title	**Community Connect**	
3	Credits	**0 (QUALIFYING)**	
4	Contact Hours (L-T-P)	**0-0-4**	
	Course Type	**Co-Requisite**	
5	Course Objective	To let the student, engage and connect directly with the community/society. In this survey-based course students will get hand-on experience of the real- world situation by directly accessing and analysing the information collected from the people in the community under study. The course aims to sensitize the student towards society and social issues. This course will also give a proper field exposure to the student, where student will not only interact with the community but will analyse the data and try to find solutions to the larger issues affecting the community and the country at large.	
6	Course Outcomes	On completion of the course, the student will be able to CO1: Apply the knowledge and skills acquired during classroom teaching. CO2: Contribute to the society by bringing out the issues and the necessary solutions. CO3: Identify the issues in the community/society CO4: Develop sense of belonging, sympathy and responsibility towards society. CO5: Evaluate the importance of community engagement in higher education. CO6: Create research plans for the betterment of the society.	
7	Course Description	This course is design especially for the students to connect with the community and understand the problems of the people in the community and get a sense of belonging to the community.	
7.1	**T**heme	**Major Sub-themes for research:** ● Major developmental issue (Socio-Economic, gender, environmental etc.) ● Consumer habits/ product usage/skills ● Community perceptions	
8.1	Guidelines for Faculty Members	● It will be a group assignment (4 to 5 students), the student will work together as a team, they have to survey at least 250 respondents (per team), and the faculty guide will guide the students and approve the project title and help the student in preparing the questionnaire and final report (the faculty member will collect all the questionnaires of survey and final report and submit to CCC coordinator within stipulated time). ● The questionnaire should be well design and it should carry at least 20 questions (Including demographic questions).	

		● The topic of the research should be related to social, economic or environmental issues concerning the common man. The report should contain 2,500 to 3,000 words and relevant charts, tables and photographs. ● The student should submit the report to CCC-Coordinator signed by the faculty guide in the assigned time frame. The students have to send the hard copy of the Report and PPT to CCC coordinator and then only they will be allowed for External Exam.
8.2	Role of CCC-Coordinator	The CCC Coordinator will supervise the whole process and assign students to faculty members.
8.3	Layout of the Report	Abstract (250 words) a. Front Page (sample design will be provided by Community Connect Coordinator/Mentor) b. Certificate of originality duly signed by the faculty supervisor c. Acknowledgement d. Content Page e. Abstract f. Introduction g. Objective of the report h. Methodology i. Results, finding, conclusion j. Recommendation/plan of action k. References l. Appendices Note: Research report should base on primary data.
8.4	Guideline for Report Writing	**Title Page: The following elements must be included:** Title of the article; Name(s) and initial(s) of author(s), preferably with first names spelled out; Affiliation(s) of author(s); Name of the faculty guide and Co-guide Abstract: Each article is to be preceded by a succinct abstract, of up to 250 words, that highlights the objectives, methods, results, and conclusions of the paper. **Text: Manuscripts should be submitted in Word.** ● Use a normal, plain font (e.g., 12-point Times Roman) for text. ● Use italics for emphasis. ● Use the automatic page numbering function to number the pages. Save your file in docx format (Word 2007 or higher) or doc format (older Word versions) **Reference list:** ● The list of references should only include works that are cited in the text and that have been published or accepted for publication. ● The entries in the list should be in alphabetical order.

		Journal article ● Hamburger, C.: Quasimonotonicity, regularity and duality for nonlinear systems of partial differential equations. Ann. Mat. Pura Appl. 169, 321–354 (1995) ● Article by DOI ● Sajti, C.L., Georgio, S., Khodorkovsky, V., Marine, W.: New nanohybrid materials for biophotonics. Appl. Phys. A (2007). doi:10.1007/s00339-007-4137-z ● Book ● Geddes, K.O., Czapor, S.R., Labahn, G.: Algorithms for Computer Algebra. Kluwer, Boston (1992) ● Book chapter ● Broy, M.: Software engineering — from auxiliary to key technologies. In: Broy, M., Denert, E. (eds.) Software Pioneers, pp. 10–13. Springer, Heidelberg (2002) ● Online document ● Cartwright, J.: Big stars have weather too. IOP Publishing PhysicsWeb. http://physicsweb.org/articles/news/11/6/16/1 (2007). Accessed 26 June 2007 ● Always use the standard abbreviation of a journal's name according to the ISSN List of Title Word Abbreviations, see ● www.issn.org/2-22661-LTWA-online.php ● For authors using End Note, Springer provides an output style that supports the formatting of in-text citations and reference list. ● End Note style (zip, 2 kB)
8.5	Format:	**The report should be Spiral/ hardbound** ● The Design of the Cover page to report will be given by the coordinator- CCC ● Cover page ● Acknowledgement ● Content ● Project report ● Appendices Font Times New Roman, Headings 16, subhead 14, body text 12. Justified text. Line spacing 1.5. Margins should be 3 cm at binding side, 2 cm top, bottom and remaining side.
8.6	**I**mportant Dates:	1. Students needs to submit the hard copy of the report, duly signed and approved by the faculty supervisor. 2. A trip to village will be organized by the University for the students in the 1st week of May. It will be mandatory for all the students. The final jury examinations will be held as per the date sheet, announced by the Dy. COE of the school.

8.7	ETE	The students will be evaluated by panel of faculty members on the basis of their presentation on date announced by the Dy. COE of the School.
8.8	Method of Evaluation	Interpretative evaluation by Internal / external expert(s) Qualifying COURSE

Course Articulation Matrix

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO1 1	PS1 2	PSO 1	PSO 2	PSO 2
CO1												1			
CO2								2				2		1	
CO3						3		3				3		2	
CO4						2		2				3		3	
C05								1				1		1	
CO6						3		3				2		3	
AV G.						2.7		2.2				2.1		2.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Program: B.Des		**Current Academic Year: 2027-2028**	
Branch: Fashion Design		**Semester: IV**	
1	Course Code		
2	Course Title	Applications of AI in Design, Architecture and Planning [Ai Applications]	
3	Credits	0(AUDIT)	
4	Contact Hours (L-T-P)	2-0-2	
5	Course Objective	To help students from diverse design disciplines experience AI tools and techniques in a cross-domain manner—ensuring they build interdisciplinary thinking, apply AI creatively, and understand how design fields intersect with technology.	
6	Course Outcomes	CO1: Recognize AI's impact across multiple design disciplines. CO2: Apply AI tools to visualize creative outputs for different domains. CO3: Evaluate and refine AI-generated outputs critically. CO4: Understand domain blending and cross-functional design strategies using AI. CO5: Produce visual outputs, concepts, and presentation material with tool support.	
7	Course Description	This 50-hour interdisciplinary course integrates all five design domains—Fashion, Communication, Interior, Visual Arts, and Architecture—within each unit. Students explore AI-generated visuals, design prompt crafting, and cross-domain ideation through tools like DALL·E, Canva AI, RunwayML, Planner5D, Morpholio, and ChatGPT. Rather than focusing on siloed applications, this part encourages design thinking beyond boundaries, helping students learn how AI can empower creative expression, functional planning, and communication strategies across contexts.	
8	Outline syllabus		CO Mapping
	Unit 1	**AI for Moodboards & Inspiration Curation (10 Hours)**	
		Generating AI-powered moodboards across domains Prompt banks for design ideation (e.g., colors, textures, concepts) Fashion: Trend-based color boards Communication: Branding palette ideation Interior: Material + texture boards Visual Arts: Theme/genre-based concept boards Architecture: Site inspiration and form vocabulary Hands-on Tools: Khroma, Canva, ChatGPT, Pinterest + AI integrations	CO1, CO2
	Unit 2	**Visual Composition & Layout Generation with AI (10 Hours)**	

		AI for layout thinking: grids, balance, focal points Fashion: Lookbook page designs Communication: Poster and visual hierarchy testing Interior: Room zoning visualizations Visual Arts: Framing and compositional experiments Architecture: Conceptual site layout prompts Hands-on Tools: Canva AI, DALL·E, Planner5D, Morpholio	CO2, CO5
	Unit 3	**Material, Texture, and Pattern Generation (10 Hours)**	
		Exploring generative surface design Fashion: Fabric prints and surface embellishment Communication: Backgrounds, textures in posters Interior: Flooring, wall finishes, curtain/textile textures Visual Arts: Abstract/realistic texture layering Architecture: Facade pattern generation Hands-on Tools: DALL·E, RunwayML, Khroma	CO2, CO3
	Unit 4	**Storytelling and Concept Communication with AI (10 Hours)**	
		Using AI for narration, visual sequencing, and framing messages Fashion: Story-based collection boards Communication: Campaign storyline visualization Interior: Design narration boards Visual Arts: Illustrated visual tales Architecture: User journey and urban experience walkthrough Hands-on Tools: ChatGPT, Canva, RunwayML, Midjourney (demo)	CO2, CO4, CO5
	Unit 5	**Ethics, Bias & Creative Decision Making in AI (10 Hours)**	
		Understanding bias in AI tools, aesthetic stereotypes, and copyright Reflective analysis across domains Fashion: Cultural misrepresentation, fairness in design Communication: Misinformation & design integrity Interior: Functionality vs. aesthetics Visual Arts: Originality, authorship Architecture: Social equity in spatial AI use Hands-on Activities: AI bias detection tasks, critique panels, design ethics journal	CO3, CO4
	Course outline	This 50-hour course is the second module of the AI curriculum tailored for students from Fashion Design, Communication Design, Interior Design, Visual Arts, and Architecture. Unlike Part 1, which introduced AI fundamentals, this part emphasizes a cross-disciplinary exploration of AI-powered design tasks—ensuring each unit integrates concepts and outputs from all five design domains. Through AI tools like Canva AI, DALL·E, RunwayML, Planner5D, Khroma, and ChatGPT, students engage in moodboarding, layout creation, material exploration, storytelling, and ethical critique. The integrated nature of each unit fosters domain-blending creativity, helping students understand both how AI can enhance their specific field and how design principles overlap across disciplines.	

		This prepares learners to think flexibly, create confidently, and build interdisciplinary fluency—laying the groundwork for end-to-end project development in Part 3.	
	Mode of examination	Practical and project-based assessments Continuous evaluation through hands-on assignments and project milestones	
	Weightage Distribution	CA	ETE
		60%	40%
	References		
	Text book/s*	Maeda, J. (2019). How to Speak Machine. Penguin Knaflic, C. N. (2015). Storytelling with Data. Wiley	
	Other References	Official documentation: Canva, DALL·E, Morpholio, Planner5D, RunwayML Online resources: PromptHero, ArchDaily AI Section, Dezeen AI Integration Tools explored: Khroma, Looka, NightCafe, Midjourney (demo only)	

Course Syllabus
Semester V

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2028-2029**	
Branch: Fashion Design		**Semester 5**	
1	Course Code-	**FDT3503**	
2	Course Title-	**Ornamentation of Textiles**	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	• To give knowledge of Ornamentation process of textiles • To give knowledge of the basic and advance finishing of textiles in fashion industry • To develop the skill of creating patterns with dyeing and printing techniques. • To impart knowledge in the areas of Garment and textile washes in reference to market demand' • new research and concepts or environmental concerns due to textile processing.	
6	Course Outcomes	After completion of the course, student will be able to **CO1**- Be aware of different finishes & their uses for fibre yarn & fabrics **CO2**-Student will gain basic knowledge of Dyeing and printing of textile materials. **CO3**- Understand & learn different Dyeing and printing Techniques. **CO4**- the students will gain knowledge of garment washing & its effect on durability of textiles **CO5**-Be aware about the role of dyeing printing finishing and garment washes in terms of environment protection& sustainability. **CO6**: The students will be able to apply their technical knowledge and skill to create new patterns and concepts.	
7	Course Description	This lecture course introduces students to the preparation and ornamentation of fashion fabrics. By understanding the different methods and techniques of Finishing, dyeing printing and Garment washing, students will be able to explore and apply their knowledge for their design collections.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Textile Finishes**	
	A	Definition and Classification of textile finishes	CO1, CO5
	B	Types of Finishes and their Uses	

	C	Finishes and concept of sustainability -		
	Unit 2	**Introduction, classification and selection of dyes.**		
	A	Types of dyes used for different fibres		CO2, CO3
	B	Methods of dyeing & Application & environmental concerns		
	C	Identifying dyeing defects		
	Unit 3	**Printing**		CO5 CO2, CO3,
	A	Difference between dyeing & printing		
	B	Preparation of fabric for printing, printing Auxiliaries, Defects in printed fabrics.		
	C	Printing Techniques & Applications of dyeing and printing.		
	Unit 4	**Fabric and textile Washes and their uses**		CO2, CO3, CO4, CO5
	A	Different types of washes in Textile industry		
	B	Objectives and advantages of garment washes		
	C	Environmental effect of Dyes and printing and washing process		
	Unit 5	**Research & Application**		CO1, CO2, CO4, CO5, CO6
	A	Concept selection of any method of Finishing, Dyeing, printing or washing		
	B	Research and process analysis		
	C	Concept Development and application		
	Mode of exam	Theory		
	Weightage Distribution	CA	ETE- Theory	
		25%	**75%**	
	Text book/s*	• Textiles- Fiber to Fabric by Bernard P. Corbman • Gohl & Vilensky- Textile Science, CBS publisher, New Delhi, 1999 • Howard L. Needles:- Textiles- Fibres, dyeing & Printing		
	Other References	• VA Shenai- Textile Printing • VA Shenai- Textile Finishing • Clarke. W. 1974. An Introduction to Textile Printing. London, Newness Butter Worth • J.J. Pizzuto's Fabric Science-Seventh Edition, Fairchild publication, london • Johnson Smith, J.L. Textile Proccessing: Printing, Finishing, Dyeing. • H.Panda. Modern Technology of Textile: Dyes & Pigments. • **Garment washing** by Rajeev Sharan (www.slideshare.com)		

		• Paul R. Denim: Manufacture, Finishing and Applications	

Course Articulation table:

POs / COs	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2	PSO 3
CO1	3	2	1	1			2	1				1		3	
CO2	2	3	1	3			2	1		2	2	2		3	
CO3	3	3	3	3	2	2	3	3		3	3	3		3	
CO4	1		1	2			2	1	2			1		3	
CO5	3	3	2	2	1	2	2	3		3	3	3		3	
CO6	2	2	3	2	3	3	3	3	2	3	3	3		3	
AVG.	2.3	2.6	1.8	2.2	2	2.3	2.3	2	2	2.8	2.8	2.2		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2028-2029**	
Branch: Common		**Semester: 5**	
1	Course Code	**DCT3501**	
2	Course Title	**Research Methods**	
3	Credits	**2**	
4	Contact Hours (L-T-P)	**2-0-0**	
	Course Type	Compulsory	
5	Course Objective	The focus of this course is not on mastery of statistics but on the ability to use research in the Design environment.	
6	Course Outcomes	*After the completion of the course, student will be able to:* CO1: Develop a hypothesis, a research problem and related questions CO2: Frame the problem with the correct research methodology CO3: Collect accurate data to addresses the research problem CO4: Use the data to make decisions CO5: Create an effective research proposal CO6: Evaluating the issues of lighting in a particular space.	
7	Course Description	To develop an understanding among students about an overview of the important concepts of research design, data collection, statistical and interpretative analysis, and final report presentation.	
8	**Outline syllabus**		**CO Mapping**
	Unit 1	**Introduction**	CO1, CO2
	A	Foundations of Research: Meaning, Objectives, Motivation, Utility	
	B	Concept of theory, empiricism, deductive and inductive theory	
	C	Characteristics of scientific method – Understanding the language of research – Concept, Construct, Definition, Variable. Research Process	
	Unit 2	**Problem Identification And Hypothesis Generation**	CO1, CO3
	A	Problem Identification & Formulation and Measurement Issues	
	B	Hypothesis – Qualities of a good Hypothesis –Null Hypothesis & Alternative Hypothesis.	
	C	Hypothesis Testing – Logic & Importance	
	Unit 3	**Research Design**	CO2, CO3, CO4, CO5,
	A	Research Design: Concept and Importance in Research – Features of a good research design	
	B	Exploratory Research Design , Descriptive Research Designs ,Concept of Independent & Dependent variables.	
	C	Qualitative and Quantitative Research: Qualitative research – Quantitative research – Concept of	

		measurement, causality, generalization, replication and merging the two approaches.	
	Unit 4	**Sampling**	CO2, CO3 CO4, CO5, CO6
	A	Measurement: Concept of measurement– measured , Problems in measurement in research – Validity and Reliability and Levels of measurement	
	B	Sampling: Concepts of Statistical Population, Sample, Sampling Frame, Sampling Error, Sample Size	
	C	Determining size of the sample – Practical considerations in sampling and sample size	
	Unit 5	**Data Analysis And Interpritation**	CO3, CO4, CO5, CO6
	A	Data collection methods for qualitative and quantitative research, Data Preparation and Data Analysis; data representation methods	
	B	Interpretation of Data and analysis methods	
	C	Report Writing – Layout of a Research Paper, Ethical issues related to publishing, Plagiarism and Self-Plagiarism and Effective report writing. Citation styles and bibliography	
	Mode of exam	Theory	
	Weightage Distribution	CA: **25%** / ETE: **75%**	
	Text book/s*	1.Research Methodology – C.R. Kothari 2.Business Research Methods – Donald Cooper & Pamela Schindler, TMGH, 9th edition.	
	Other References		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	3	-	3	-	2	2	-	2	3	2	3		1	
CO2	3	-	3	-	2	2	1	-	3	2	3	2		3	
CO3	2	3	-	3	-	2	2	1	-	3	2	-		2	
CO4	1	2	3	-	2	2	1	-	3	2	3	2		1	
CO5	3	2	2	-	2	2	1	-	2	-	2	2		2	
CO6	-	2	2	1	-	2	2	1	-	2	2	3		1	
AVG.	2.2	2.4	2.5	2.3	2.0	2.0	1.5	1.0	2.5	2.4	2.3	2.4		1.7	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2028-2029**	
Branch: Fashion Design		**Semester: 05**	
1	Course Code	FDJ3509	
2	Course Title	**Fashion Styling and Image Creation**	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	• To introduce students to fashion styling as a career and its role in the fashion and media industry. • To develop an understanding of different types of styling such as personal, editorial, and commercial styling. • To train students in body analysis, trend interpretation, and wardrobe selection for effective styling. • To provide hands-on experience in mood board creation, fashion shoot planning, and styling execution. • To enable students to develop a styling portfolio through real-world styling assignments.	
6	Course Outcomes	After completing this course, students will be able to: CO1: Understand the scope and fundamentals of fashion styling. CO2: Identify body types, fashion trends, and client styling needs. CO3: Create mood boards and style guides for various fashion projects. CO4: Apply styling techniques for different fashion media and clients. CO5: Plan and execute fashion shoots, including wardrobe and accessory styling. CO6: Develop a professional styling portfolio showcasing their creative skills.	
7	Course Description	This course provides a detailed exploration of fashion styling and image creation. Students will gain hands-on experience in styling for individuals, brands, and media. The course emphasizes personal styling, trend forecasting, wardrobe planning, and fashion shoot	

		execution, ensuring students develop industry-relevant skills.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Introduction to Fashion Styling**	**CO1**
	A	Scope and evolution of fashion styling	
	B	Role of a stylist in fashion, media, and entertainment	
	C	Overview of leading Indian & global fashion stylists	
	Unit 2	**Body Analysis & Trend Forecasting**	**CO2**
	A	Understanding body shapes and personal styling	
	B	Trend research and forecasting for styling	
	C	Developing a signature style for different client needs	
	Unit 3	**Wardrobe Styling & Look Creation**	**CO3**
	A	Wardrobe selection and capsule wardrobe creation	
	B	Styling for different occasions – Casual, Formal, Red Carpet, Editorial	
	C	Mood board and lookbook development	
	Unit 4	**Fashion Shoots & Editorial Styling**	**CO4, CO5**
	A	Concept creation and model selection	
	B	Styling for fashion magazines, advertising, and brand campaigns	
	C	Executing a fashion shoot – Coordination of wardrobe, hair, and makeup	
	Unit 5	**Portfolio Development & Styling Projects**	**CO5, CO6**
	A	Execution of styling projects based on a chosen theme	
	B	Documentation and presentation of styling work	
	C	Developing a final styling portfolio	
	Mode of exam	Jury	
	Weightage Distribution	CA: 60% / ETE: 40%	
	Text book/s*	• The Fashion Stylist's Handbook – Danielle Griffiths • The Art of Dressing – Tziporah Salamon	
	Other References	• Fashion Styling – Jacqueline McAssey & Clare Buckley • Case studies on Indian and international fashion stylists • Fashion editorials from Vogue India, Elle, Harper's Bazaar	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PS12	PSO1	PSO2	PSO2
CO1	3		3			3	3				3			3	
CO2	3	1	3			3	3				3	3		3	
CO3	3		3	3		1	1				3	1		3	
CO4	3		3	3		1	1					3		3	
C05	3		3	3		1	1		3	3		3		3	
CO6	3		3			3	3		3	3		1		3	
AV G.	3.0	1.0	3.0	3.0		2.0	2.0		3.0	3.0	3.0	2.2		3.0	

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2028-2029**	
Branch: B Design (FASHION DESIGN)		**Semester: 05**	
1	Course Code	**FDJ3508**	
2	Course Title	**Surface Ornamentation-II**	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	● To develop basic concept of surface development for designers ● To develop a sense of appreciation for traditional art and craft ● To have an overview of the various processes involved in the development of traditional textiles	
6	Course Outcomes	After completion of the course, student will be able to CO1: Develop appreciation of surface development techniques CO2: Explore natural dyeing techniques and raw materials CO3: Explore dyeing surface design techniques CO4: Understand and develop hand embroidery & embellishments application techniques CO5: Develop original artworks for the value addition techniques learnt in the subject Develop original artworks CO6: Document and record the experiments in form of swatch folder including recipes and material details.	
7	Course Description	To make students understand that textile surface design is the art of changing the appearance of natural and synthetic surfaces by the application of traditional, stylized, digitized and illusionary techniques to embellish a product. It is also the art of enhancing a textile surface structure by applying various three-dimensional techniques	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Introduction**	CO1
	A	Study of surface innovation through designer's works	
	B	Design Process of surface design developments	

	C	Environmental concerns and waste related with dyeing, embroidery and embellishments	
	Unit 2	**Exploration with Dyeing techniques 1**	CO2, CO3
	A	Types of Dyeing techniques & Dyes	
	B	Application & limitation of Dyeing techniques	
	C	Study and analysis of traditional dyeing methods	
	Unit 3	**Exploration with Dyeing techniques 2**	CO3
	A	Fabric choice, material & methods for dyeing	
	B	Extracting dyes out of natural material	
	C	Fixing dye colour and wash test	
	Unit 4	**Explorations with embroidery and embellishments**	CO4
	A	Fabrics and artwork choice based on technique	
	B	Embroidery stitches & techniques- Open work, machine embroidery, stump work embroidery, Applique	
	C	Explorations with embellishments- Beading, Sequins, Foil & glitter	
	Unit 5	**Integrated Project- Creative explorations**	CO5, CO6
	A	Artwork creation based on technique applications for collection development	
	B	Design development and presentation	
	C	Final compilation of Swatch folder	
	Mode of examination	Jury	
	Weightage Distribution	CA / ETE	
		60% / 40%	
	Text book/s*	• Irwin, K.A. (2015). Surface Design for Fabric. London:Fairchild Books. Retrieved April 24 2021, fromhttp://dx.doi.org/10.5040/9781501304187.ch-001	
	Other References	• Cadigan, E. (2014). Surface Design. In Sourcing & Textiles for Fashion (pp. 80–107). London: Fairchild Publications. Retrieved April 24 2021, from http://dx.doi.org/10.5040/9781474218566.ch-003	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1	3		3	3			3	3	2	2		3		3	
CO2			3	3		3	2		2	2		3		3	
CO3				2		3			2	2		3		3	
CO4			3	3		3	2		2	2	3	3		3	
CO5				2		2			2	2	3	3		3	
CO6	3	3	3	3	3	3	3	3	2	3	3	3		3	
AVG.	3.0	3.0	3.0	2.7	3.0	2.8	2.5	3	2.0	2.2	3.0	3.0		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2028-2029**	
Branch: Fashion Design		**Semester: 05**	
1	Course Code	**FDJ3504**	
2	Course Title	**Advance Apparel Development -I**	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	● Drafting of patterns of different styles of garments. ● Advanced understanding of garment styling. ● Comprehensive understanding of the production process.	
6	Course Outcomes	After the successful Completion of this course the student will be able to- CO1: Develop female apparel styles through the application of pattern drafting & Manipulation. CO2: Understand the process from initial design concept through test fits. CO3: Evaluate design faults from initial design concept to test fits. CO4: Apply of basic knowledge of garment construction to the fashion industry. CO5: Identify and discuss concepts related to the design, production and evaluation of apparel products. CO6: Create a garment collection.	
7	Course Description	This studio course explores the development of intermediate level apparel styles through the application of pattern drafting principles. Students draft and execute professional standard patterns through flat pattern methods, measurements, and rub-off. Students study the process from initial design concept through first sample.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Introduction**	CO1,CO2
	A	Dart manipulation in bodice and skirts.	
	B	Yoke and its variation, Halters/ cowl	
	C	Cowl- Bodice and skirt	
	Unit 2	**Skirts & its variations**	CO2, CO3
	A	Basic skirt	
	B	Variation of skirts	
	C	Adaptation of different technique to form sample	

	Unit 3	**Dresses without waistline**		CO3, CO4
	A	Tent & Empire		
	B	Jumper and over size dress		
	C	Construction of garment		
	Unit 4	**Development of advanced Patterns and drapes**		CO4, CO5
	A	Panel Dress. Strapless, and Bias-cut Patterns		
	B	Drapes of basic dress with style lines		
	C	Bustier dress, circular dress by draping		
	Unit 5	**Creating a design collection**		CO5, CO6
	A	Concept development-		
	B	Pattern or drape alteration for final designs		
	C	Evaluation of pattern through test fit and final garments		
	Mode of exam	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	• Armstrong H. J. (2010) "Patternmaking for fashion design" (Pearson Publications) • Connie Amaden Crawford "The Art of Fashion Draping"		
	Other References	• Aldrich,W. (2015) Metric pattern cutting for women's wear. John Wiley & sons • Fischer, A. (2008) Basics of Fashion design 03: Construction(vol3) Ava Publishing		

Course Articulation table:

Pos/COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	-	1	3	2	2	2	3	3	2	3	3	-	3	-
CO2	3	2	2	2	3	3	3	3	3	3	2	3	-	3	-
CO3	3	2	2	3	1	2	2	2	3	3	3	3	-	3	-
CO4	3	2	2	2	3	3	3	2	3	2	1	3	-	3	-
CO5	3	2	2	3	1	2	2	2	3	3	3	3	-	3	-
CO6	3	2	2	2	3	3	3	2	3	2	1	3	-	3	-
AVG.	3.0	2.0	1.8	2.5	2.2	2.5	2.5	2.3	3.0	2.5	2.2	3.0		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2028-2029**	
Branch: Fashion Design		**Semester: 05**	
1	Course Code	FDJ3505	
2	Course Title	**Construction Technique- I**	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	● Comprehensive understanding of the garment construction techniques used in industry ● This course give opportunity to analysis construction techniques applied by famous designers with unique trend collection	
6	Course Outcomes	After completion of this course, the students will be able to: CO1: Identify basic garment construction. CO2: Identify fundamentals of construction techniques-appropriate sewing technique for different components of garments CO3: Apply principles of design while exploring the advanced construction technique CO4: Execute professional standard for finishing different categories of garments construction CO5: Familiarize students with the different concepts and processes of the Indian apparel Industry. CO6: Develop skills related to value addition techniques on apparels and textiles.	
7	Course Description	This studio course explores the construction techniques of intermediate level apparel styles. Construction technique course is designed to give comprehensive overview of developing apparel style through applying knowledge of fabric, colour, texture, quality and fit	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Introduction**	
	A	Introduction to Pattern Making techniques, Human Body Anatomy and measurements	CO1
	B	Construction of Yoke, Cowl & its variation	
	C	Test fit of Halters and its variation	
	Unit 2	**Skirts & its variations**	
	A	Construction of Basic skirt with waistband	CO2, CO3
	B	Making of Test fit of Variation of skirts with placket	

	C	Correction of pattern as per test fit requirement of different technique to for correct fit.		
	Unit 3	**Shirts & its variation**		CO2, CO3
	A	Basic shirts construction with collar & cuff		
	B	Casual shirt		
	C	Shirt Facing and placket Variations, Hidden button/buttonhole closure		
	Unit 4	**Dresses without waistline**		CO2, CO3
	A	Tent & Empire with appropriate seams		
	B	Jumper and Panel dress		
	C	Adding Zippers to garments Problems related to pattern making & construction		
	Unit 5	**Bias cut Dresses**		CO4, CO5, CO6
	A	Nature of Bias-cut fabric & selection of fabric for Bias-cut		
	B	All in one bias dresses		
	C	Design variation and finishing of garment with Zipper (invisible)		
	Mode of exam	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	• Connie, A.C. (2019). A guide to Fashion Sewing. 6th edition. Fairchild publications. • Jennifer, D. Mc. (2018). Basic Hand Sewing guide. Kindle edition		
	Other References	• Vatsala, R and Labanya, M. (2004). Text book of Fundamentals of Clothing Construction. ICAR Publication. • Mary Mathews. (1993). Practical Clothing Construction II. Cosmic Press, Madras. • Gerry Cooklin. (1991). Introduction Clothing Manufacture. Black well Publications. London.		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	P0 10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	-	1	3	2	2	2	3	3	2	3	3	-	3	-
CO2	3	2	2	2	3	3	3	3	3	3	2	3	-	3	-
CO3	3	2	2	3	1	2	2	2	3	3	3	3	-	3	-
CO4	3	2	2	2	3	3	3	2	3	2	1	3	-	3	-
CO5	3	2	2	3	1	2	2	2	3	3	3	3	-	3	-
CO6	3	2	2	2	3	3	3	2	3	2	1	3	-	3	-
AVG.	3.0	2.0	1.8	2.5	2.2	2.5	2.5	2.3	3.0	2.5	2.2	3.0		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2028-2029**	
Branch: Fashion Design		**Semester: 05**	
1	Course Code	**DCJ3502**	
2	Course Title	**Design Documentation (RBL2)**	
3	Credits	0 (AUDIT)	
4	Contact Hours (L-T-P)	0-0-4	
	Course Status	Compulsory	
5	Course Objective	The objective of the course is to 1. Sensitize the students about the contemporary/ traditional design practices in India to build a stronger community connect. 2. Build a research-based and self-exploratory approach in the students. 3. Develop authentic documenting and creatively expressive report writing skills of students	
6	Course Outcomes	After completion of the course, student will be able to CO1: Understand and study contemporary/ traditional design practices of India CO2: Outline the production process involved in the selected design practice/ crafts. CO3: Conduct preliminary research by interviewing craft persons/ designers in detail and make authentic records and contribution to social upliftment CO4: Inspect the problems associated with in the design practice/ crafts CO5: Ideate design solutions for social upliftment. CO6: Build authentic craft/ design documentation report	
7	Course Description	The course Design Documentation is summer field project in which students individually or in a group will study a chosen local craft/ design practice. They will record, categorize and disseminate the information, through both graphic, written, photographic mediums. The resulting document in form of report should include following details about the chosen local craft/ design practice- the materials, process, tools and techniques involved in creating it.	
8	**Outline syllabus**		**CO Achievement**

	Unit 1	**Literature Study**		CO1
	A	Learning about indigenous crafts/ design practices of India		
	B	Identifying local design/ craft development centres		
	C	Do detailed literature study about the chosen craft/ design practice		
	Unit 2	**On site Study- raw material, procedure, end product, social life**		CO2
	A	Observation- to understand the procedure		
	B	Observation- Field drawings		
	C	Observation- Photographic and/or video graphic documentation of craftsperson's way of life and end product		
	Unit 3	**Data Collection**		CO3
	A	Collection of data about the design practice/ craft through survey/ questionnaire/ interview.		
	B	Recording of data using pictures, videos, sketches and sample collection.		
	C	Documenting the collected data		
	Unit 4	**Data Analysis**		CO4
	A	SWOT analysis		
	B	Problem identification		
	C	Finding solutions		
	Unit 5	**Design solution & Documentation**		CO5, CO6
	A	Providing solution to the problems identified in the form of design		
	B	Preparation of document		
	C	Authenticating the document with design practice/ craftsperson/ crafts cluster.		
	Mode of examination	Rubric based evaluation		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	Crafts of India- Handmade in India- Aditi Ranjan & MP Ranjan, Council of Handicraft Development Corporations		

	Other References	Craft traditions of India- http://www.ncert.nic.in/NCERT/1/lehc1ps.pdf	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2	PSO 3
CO1	3	3	3	3			3	3	2	2		3		3	
CO2		3	3	3		3	2		2	2		3		3	
CO3		1		2		3			2	2		3		3	
CO4		3	3	3		3	2		2	2	3	3		3	
CO5		3		2		2			2	2	3	3		3	
CO6	3	3	3	3	3	3	3	3	2	3	3	3		3	
AVG.	3.0	2.7	3.0	2.7	3.0	2.8	2.5	3.0	2.0	2.2	3.0	3.0		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School : SSD		**Batch: 2026-2030**	
Programme: B.Des (Fashion Design)		**Current Academic Year: 2028-29**	
Branch: Fashion Design		**Semester: V**	
1	Course Code	FDJ3510	
2	Course Title	**Trend, Research & Forecasting**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	The course gives them the ability to pick the right fashion concept to work on by establishing links between politics, economics, technology, art, music.	
6	Course Outcomes	After successful completion of this course, student will be able to: CO1: Understand Fashion forecasting tools, consumer behaviour & mapping of trends on fashion curve CO2: Investigate emerging global issues and strategically respond to their impact in the fashion industry. CO3: Recognize and analyse global trends appropriate for Indian consumer CO4: Make professional trend presentation boards to recognize global trends applicable to Indian market. CO5: Predicting Fashion trends in Indian market for different seasons. CO6: Applying Trends forecast on Fashion styling	
7	Course Description	The course begins with studying basic fashion forecasting & research methodologies and applying the learning to Contemporary fashion & key fashion concepts that are aligned with fashion future. The course will use journaling & trend board creation as research & presentation tools. The course assignments will be research focused and should include extensive reading & continuous trend mapping on fashion curve.	
8	Outline syllabus		CO Achievement
	Unit 1	**Introduction & Zeitgeist**	
	A	Fashion forecasting: What, Why, Who & How; Types of Fashion forecasts: Long, short, seasonal	CO1
	B	Target Market segmentation: Identify target customer & segmentation defining Demographics, Geographic & Psychographics	CO1, CO2

	C	Observing the Zeitgeist of the current times: Nystrom's Framework for	CO1, CO2
	Unit 2	**Fashion forecasting tools: Consumer & Fashion scan**	
	A	Identify Social & economic trends focusing on culture, global economics, politics influences	CO3, CO4
	B	Identify environmental, science & technological influences	CO3, CO4
	C	Spot emerging fashion & lifestyle trends focusing on color, textiles & styles	
	Unit 3	**Fashion Analysis 1: Consumer behavior**	CO 3
	A	Predict dominating ideas that may influence future trends	
	B	Predict future consumer behaviour- write a report	
	C	Predict themes & moods of future trends aligned with consumer behaviour	
	Unit 4	**Fashion Analysis 2: Edit & Interpret fashion trends**	CO4
	A	Color- formulate ideas, develop stories aligned to the themes	
	B	Textiles & materials- source & analyze	
	C	Looks & design elements- source & analyze	
	Unit 5	**Develop Fashion forecasts**	CO5, CO6
	A	Develop theme, color & material forecast	
	B	Develop Looks & design detail forecasts	
	C	Compile & present the final edits	
	Mode of examination	CA & End Term Jury	
	Weightage Distribution	CA | ETE	
		60% | 40%	
	Other References		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4
CO1	2	3	3	1	2	1	3	1	2			3		3	1	1
CO2	3	3	3	1	2	1	3	1	3	3				3	1	1
CO3	3	3	3	1	2	1	3	1	3		3		2		3	1
CO4	1	1	2	1	2	2	3	1	3		3		1	1		1
CO5	1	1	2	1	2	2	3	1	3	3	2	2	1	3	1	1
CO6	3	3	3	1	2	1	3	1	3	3	1	3	1	3	1	1
Avg.	3	3	3	1	3	1	2	2	3	3	3	3	1	1	1	1

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch:** 2026-2030	
		Academic Year: 2028-2029	
		Semester: V	
1	Course Code	**SKP5005**	
2	Course Title	**STRATEGIC THINKING & PROBLEM SOLVING**	
3	Credits	0 Credit (Audit)	
4	Contact Hours (L-T-P)	0-0-2	
	Course Status	Active	
5	Course Objective	To enhance holistic development of students and improve their elements of Leadership Skills, Leadership Traits, and Leadership Attributes in conjunction with Critical thinking and problem-solving abilities. To up skill and upgrade students across Aptitude and Reasoning Skills. By the end of this semester, a student will have entered the threshold of his/her employability enhancement and skill building activity exercise.	
6	Course Outcomes	After completion of this course, students will be able to: CO1: Identify the critical factors that influence a students' performance and improving their planning and management of teams and tasks CO2: Describe your own interpersonal relationship style and its impact on those they lead CO3: Be better able to lead the variety of people they manage and control resources CO4: Understand the communication processes necessary to develop an effective team CO5: Develop higher level strategic critical thinking and problem-solving skills CO6: Demonstrate higher level of quantitative aptitude and reasoning tools for making business decisions	
7	Course Description	This course bundle allows students to acquire and build a rudimentary level of leadership vision, mission and strategy along with acquiring critical thinking and problem-solving capabilities. Students will also acquire advanced Quantitative Aptitude and Reasoning skills	
8	**Outline syllabus**		**CO MAPPING**
	Unit 1	**Introduction to Leadership Theories**	
	A	Define Leadership – Understanding the Concepts of Leadership and learn to define and interpret Leadership	CO1 CO2 CO3
	B	Leadership Philosophies – Understand and interpret Leadership Philosophies and learn to apply them in their lives	
	C	Behaviour Studies of Leaders – Understand, assimilate, imbibe and learn the behavioural patterns and attributes of different leaders	

	D	Leaders and their styles of Leadership – Know about some of the distinguished leaders across domains and get acquainted with their leadership styles	
	Unit 2	**Introduction to APTITUDE TRAINING- Reasoning- Logical/ Analytical**	
	A	Coding Decoding, Ranking & Their Comparison Level-2	CO4
	B	Series, Blood Relations & Number Puzzle	CO5
	Unit 3	**Critical Thinking & Problem Solving**	
	A	Identify the assumptions needed to analyse the case or problem	CO2
	B	Identify the relevant information presented in the case or problem	
	C	Identify the alternative solutions to the problem or case	
	D	Solve problems effectively and creatively	
	Unit 4	**Team Building & Team Synergy**	
	A	Introduction to and Understanding of Teams	CO5
	B	Team Building & Team Synergy Activities and Games	CO6
	Weightage Distribution	**CA – 60% | ETE 40%**	
	Text book/s*	Wiley's Quantitative Aptitude-P Anand | **Quantum CAT –** Arihant Publications | Quicker Maths- M. Tyra | Dare to Lead – Brene Brown | Leaders eat Last – Simon Sinek| Critical Thinking Skills – Stella Cottrell	

Course Articulation table:

COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
ARP204.1	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP204.2	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP204.3	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP204.4	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP204.5	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP204.6	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-
AVG.	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Program: B.Des		**Current Academic Year: 2028-2029**	
Branch: Fashion Design		**Semester: V**	
1	Course Code	NV41002	
2	Course Title	AI- Project in Design	
3	Credits	NCVA	
4	Contact Hours (L-T-P)	2-0-2	
5	Course Objective	To guide students from ideation to final presentation of AI-powered projects in their domain of study. This phase helps them integrate AI tools meaningfully into their design workflow, document their process, reflect on ethics and creativity, and build a presentable portfolio component.	
6	Course Outcomes	CO1: Identify a problem/opportunity in design/planning and frame it for AI-based exploration. CO2: Use GenAI and design tools collaboratively to generate, iterate, and refine outputs. CO3: Apply prompt engineering and ethical judgment throughout the design process. CO4: Prepare professional-grade written, oral, and visual deliverables. CO5: Communicate project concepts, rationale, and AI's role through a final viva/presentation.	
7	Course Description	This part of the AI curriculum is a capstone-style implementation phase. Students will choose (or be assigned) a project relevant to their field — Fashion, Communication, Interior, Visual Arts, or Architecture — and go through all the stages of design using AI as a core component. They will learn how to define problem statements, research using GenAI tools, visualize their ideas, ethically refine outputs, and present their final solution in a professional format. Deliverables will include a written report, visual assets (boards, mockups, frames), oral presentation, and a viva. Projects may be group-based or individual depending on institutional logistics.	
8	Outline syllabus		CO Mapping
	Unit 1	**Understanding the AI Project Lifecycle (10 Hours)**	
		What makes a good AI design project? Project scoping: identifying the opportunity/problem Creating a design brief with an AI integration plan Examples of domain-specific AI projects	CO1
	Unit 2	**Research, Prompting & Ideation (10 Hours)**	

		Prompt banks and visual references Generating first drafts of visuals, layouts, and concepts Tools: ChatGPT, DALL·E, Midjourney (demo), Canva AI Refining prompts for clarity, creativity, and ethics	CO2,CO 3
	Unit 3	**Iteration, Ethics & Refinement (10 Hours)**	
		Selecting best outputs and refining them Cross-tool editing (e.g., exporting DALL·E to Canva) Recognizing bias, overfit, hallucination in design results Group feedback, ethical reflection	CO2,CO 3
	Unit 4	**Deliverables – Report, Board, & Presentation (10 Hours)**	
		Structuring a professional project report (problem, solution, workflow, outputs) Creating visual boards, mockups, posters, or presentations Planning an oral pitch or recorded video walkthrough	CO4
	Unit 5	**Final Viva & Reflection (10 Hours)**	
		Project presentation (oral or recorded) Final visual output exhibition or walkthrough Viva: tools used, prompt strategy, ethics, domain relevance Peer review + reflection on AI use and limitations	CO5
		****NOTE- Please refer list of projects***	
	Course outline	This 50-hour course is the third and final phase of the AI curriculum designed for students of Fashion Design, Communication Design, Interior Design, Visual Arts, and Architecture. After learning the fundamentals and exploring domain-specific applications in Parts 1 and 2, this part is fully project-based and emphasizes end-to-end AI-driven design workflows. Students are guided through the complete design cycle—from identifying a design challenge to generating creative outputs using GenAI tools, reflecting ethically, and preparing final deliverables. Each student or group will create an original AI-powered project and present it through a written report, visual board, oral presentation, and viva. This course is structured to cultivate professional readiness, encouraging learners to document, visualize, and confidently communicate their work, showcasing AI as a collaborative partner in their creative process.	
	Mode of examination	Practical and project-based assessments Continuous evaluation through hands-on assignments and project milestones	
	Weightage Distribution	CA	ETE
		60%	40%
	References		

	Text book/s*	Knaflic, C. N. (2015). Storytelling with Data. Wiley McCormack, J. (2021). The Art of AI. Springer	
	Other References	Official documentation for DALL·E, Canva, RunwayML, Morpholio Online resources: PromptHero, Khroma, ArchDaily AI, Dezeen AI Tools Case studies: Student portfolios using GenAI (Midjourney, ChatGPT, etc.)	

Course Syllabus
Semester VI

School: SSD		**Batch: 2024-2028**	
Programme: B. Design		**Current Academic Year: 2028-2029**	
Branch: Fashion Design		**Semester: 06**	
1	Course Code	**FDT3604**	
2	Course Title	**Sustainable Fashion**	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	The objective of the course is to ● Build awareness of the student about the concept, history and need of sustainable design. ● Give students a detailed framework within which they can explore design in a sustainable manner. ● Ensure that students apply the at least 1 or all of the primary concepts sustainable design in all their future projects. ● Enable students to critically evaluate all the design, manufacturing methods and business models within sustainable design framework.	
6	Course Outcomes	After completion of the course, student will be able to CO1: To build awareness & understanding of sustainable design. CO2: To extend the concept of sustainable design into research & design for a sustainable future CO3: To translate their design ideas using eco-friendly design methods. CO4: To interpret sustainable designs with respect to green manufacturing methods. CO5: To perceive designs for and within sustainable business models & related concepts. CO6: To design sustainably within industrial framework and for their student projects.	
7	Course Description	The theory course explores the history, concept and the critical need for future designers to design in a sustainable manner. The students will also learn about the sustainable design framework that they can apply into their design or entrepreneurial projects. The course will be taught using both lecture and flipped pedagogy using case studies.	

8	**Outline syllabus**			**CO Achievement**
	Unit 1	**Introduction**		
	A	Need for sustainability- The global crisis an impact of unstainable consumption and production practices		CO1, CO2
	B	History of the concept of sustainability, The Brundtland Report		
	C	Current global perspectives on sustainability: UNDP Climatic pacts, Fashion industry, etc		
	Unit 2	**Design for Sustainability**		
	A	Definition of Sustainable Design and the 3P's		CO2
	B	Philosophies & principles of a 'Good Design'		
	C	Redefinition of value in relation with 'Natural capital' 'Social capital' and 'Human capital' Ethical design practices		
	Unit 3	**Environmentally Friendly**		
	A	"Bill of Rights for the Planet" or "Hannover Principles"		CO3, CO4
	B	Eco-friendly raw material with respect to pre-and-post-consumer impact: Biodegradable, Organic, Recycled		
	C	Eco-friendly process- Circular process		
	Unit 4	**Green Manufacturing**		
	A	Product lifecycle management systems		CO4, CO5
	B	Waste management methods		
	C	Greenhouse gas emission and energy efficient methods		
	Unit 5	**Building a Sustainable Business**		
	A	Sustainable business methods: collaboration & partnerships, Service centric business models,		CO6
	B	Transparent product lifecycle management systems Sustainability standards & certification followed by Textile & apparel industry		
	C	Case studies- Puma, Mud Jeans, Nike, Patagonia, Pero		
	Mode of examination	Theory		
	Weightage Distribution	CA	ETE	
		25%	**75%**	
	Text book/s*	• Textiles and clothing sustainability edited by subramanian senthilkanan muthu published by springer2 assessing the environment al		

		impact of Textiles and the Clothing Supply chain by senthil kanan Muthu ● McLennan, J. F. (2004). The philosophy of sustainable design: The future of architecture. Ecotone publishing.	
	Other References	● Handbook of sustainable luxury textiles and fashion by subramanian senthilkanan muthu and Miguel Angel Gardetti published by springer ● The UN Sustainable goal for Textiles & Fashion by Subramanian senthilkanan muthu and Miguel Angel Gardetti published by springer ● The Brundtland report, 1987	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1				2		2	1	3	3	3	3	3		3	
CO2			1	2		2	1	3	3	3	3	3		3	
CO3			2	2		2	1	3	3	3	3	3		3	
CO4				2		2	1	3	3	3	3	3		3	
CO5				2		2	1	3	3	3	3	3		3	
CO6				2		2	1	3	3	3	3	3		3	
AVG.	1.5		2.0	2.0	1.0	3	3	3	3	3	3	3		3	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2028-2029**	
Branch: B. Des (Common)		**Semester: 06**	
1	Course Code	DCT3602	
2	Course Title	**IPR for Design**	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	• To introduce students to Intellectual Property Rights (IPR) with a focus on its relevance in various design disciplines (fashion, product, graphic, interior, UX/UI, etc.). • To understand copyrights, trademarks, patents, geographical indications (GI), and industrial designs, particularly in the Indian context. • To explore The Designs Act, 2000, The Copyright Act, 1957, and The Patents Act, 1970 as applicable in India. • To study case laws and legal disputes in Indian design industries, including traditional and contemporary design practices. • To learn about the IP registration process in India and the role of government bodies such as the Patent Office, GI Registry, and Copyright Office. • To highlight ethical and sustainability concerns in IPR, especially for handicrafts, indigenous designs, and new-age digital creations.	
6	Course Outcomes	*After completion of this course, student will able to:* CO1: Understand the fundamentals of IPR and its role in design innovation and protection. CO2: Identify different types of intellectual property relevant to various design disciplines. CO3: Gain knowledge of Indian legal frameworks governing design copyrights, trademarks, and patents. CO4: Analyze IPR case studies related to Indian design and craft industries. CO5: Learn about the registration and enforcement of IPR in India.	

		CO6: Develop awareness of sustainability and ethical aspects of IPR in traditional and modern design fields.	
7	Course Description	This course provides a comprehensive understanding of Intellectual Property Rights (IPR) and their application in design. It covers key legal frameworks, case studies, and practical insights relevant to designers across disciplines. A major focus is on Indian laws and regulations, with discussions on protecting traditional crafts, digital design assets, and contemporary design innovations.	
8	Outline syllabus		CO Achievement
	Unit 1	**Introduction to Intellectual Property Rights (IPR)**	CO1, CO2
	A	Overview of IPR and its Importance in Design	
	B	Types of IPR: Copyright, Trademark, Patent, Industrial Design, GI	
	C	Relevance of IPR in Indian Design Industries	
	Unit 2	**Legal Frameworks Governing Design IPR in India**	CO3
	A	The Designs Act, 2000 & Industrial Design Protection	
	B	The Copyright Act, 1957: Protecting Artistic & Graphic Design	
	C	The Patents Act, 1970 & Emerging Tech in Design Patents	
	Unit 3	**IPR in Traditional & Contemporary Indian Design**	CO4
	A	Geographical Indications (GI) for Traditional Indian Crafts	
	B	Case Studies on IPR Disputes in Indian Design Industries	
	C	AI-Generated Design & Digital IPR Concerns in India	
	Unit 4	**IPR Registration & Enforcement in India**	CO5
	A	Process of Registering Copyrights, Trademarks, & Patents	
	B	Role of Indian Patent Office, GI Registry, & Copyright Office	
	C	Understanding Design Infringement & Legal Remedies in India	
	Unit 5	**Sustainability, Ethics, and Future of IPR in Design**	CO6
	A	Ethical Concerns in Design IPR: Open Source vs. Proprietary	
	B	Sustainability & Protection of Indigenous Knowledge	
	C	Emerging Trends: Blockchain, NFTs, & IPR in the Digital Age	
	Mode of examination	**Theory**	
	Weightage Distribution	CA: **25%** / ETE: **75%**	
	Text book/s*	• *Intellectual Property Rights in India – Dr. G.B. Reddy* • *Design Law in India: The Protection of Industrial Designs – N.S. Gopalakrishnan*	
	Other References	• *The Copyright Act, 1957 – Government of India* • *The Designs Act, 2000 – Government of India*	

		• *Case Studies on IPR in Indian Handicrafts & Textiles – WIPO Reports* • *IPR for Digital & Graphic Design – P. Narayanan*	

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	1	3	2	2	1	1	1	1	1	2	2		1	
CO2	1	2	1	2	1	1	2	3	-	2	1	2		2	
CO3	-	2	3	1	2	-	-	1	1	3	2	1		2	
CO4	2	3	1	2	2	1	1	2	3	1	1	2		2	
CO5	3	1	-	1	2	-	2	1	-	2	2	1		2	
CO6	2	1	-	2	1	1	3	1	1	1	3	2		1	
AVG.	2.2	1.7	2.0	1.7	1.7	1.0	1.8	1.5	1.5	1.7	1.8	1.7		1.7	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2028-2029**	
Branch: Fashion Design		**Semester: 06**	
1	Course Code	**FDJ3604**	
2	Course Title	**Advanced Apparel Development II**	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	● Detailed, advanced understanding of the garment finishing process ● In-depth know-how of the entire apparel design and manufacturing process ● First-hand experience of the final execution of finished garments	
6	Course Outcomes	After completion of the course, student will be able to- CO1. Develop skill of different categories of garment. CO2. Apply pattern making principles on paper for final test fit. CO3. Able to use, acquire and integrate relevant technical skills CO4. Interpret and solve complex design problems or ideas through pm and draping skills CO5. Apply his knowledge for construction and finishing of specific fabric types and styles of garments. CO6- Create and Develop a garment rage as per trends.	
7	Course Description	This studio course explores the development of advanced apparel styles through the application of pattern drafting and draping principles. This course exposes the student to the design process from initial concept, muslin sample development and final execution of finished garments.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Introduction to different categories of garments**	
	A	Women's categories	CO1, CO2
	B	Men's categories	
	C	Study of different designer work	

	Unit 2	**Advanced construction for Women's wear**		CO2, CO3
	A	Pattern of bustier, bra top torso and off shoulders		
	B	Checking the test fits		
	C	Adaptation of design as per global trends		
	Unit 3	**Men's wear**		CO2, CO3 CO4
	A	Pattern making for basic shirt and trouser		
	B	Adaption of Yoke, casual and formal shirts		
	C	Adaptation of pleated, casuals and Jean pants		
	Unit 4	**Knitted Garments**		CO4,CO5, CO6
	A	Pattern adaptation for Knit Top and Lower		
	B	Checking the Test fits pattern alteration		
	C	Pattern alteration as per requirement		
	Unit 5	**Functional clothing**		CO4, CO5, CO6
	A	Adaptation of pattern according to selected theme		
	B	Construction of garments based of selected theme		
	C	Finishing of garments		
	Mode of exam	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	• Armstrong H. J. (2010) "Patternmaking for fashion design" (Pearson Publications) • Connie Amaden Crawford "The Art of Fashion Draping"		
	Other References	• Aldrich, W. (2015). Metric pattern cutting for women's wear. John Wiley & sons • Fischer, A. (2008) Basics of Fashion design 03: Construction(vol3) Ava Publishing		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1	3	-	1	3	2	2	2	3	3	2	3	3		3	
CO2	3	2	2	2	3	3	3	3	3	3	2	3		3	
CO3	3	2	2	3	1	2	2	2	3	3	3	3		3	
CO4	3	2	2	2	3	3	3	2	3	2	1	3		3	
CO5	3	2	2	3	1	2	2	2	3	3	3	3		3	
CO6	3	2	2	2	3	3	3	2	3	2	1	3	3	3	
AVG.	3.0	2.0	1.8	2.5	2.2	2.5	2.5	2.3	3.0	2.5	2.2	3.0	3.0	3.0	

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School - SSD		**BATCH 2026-2030**	
Programme: B. Design		**Current Academic Year: 2028-2029**	
Branch: Fashion Design		**Semester -6**	
2	Course Title	**Construction Techniques -II**	
3	Course Code	**FDJ3605**	
4	Credits	4	
5	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	• To understand the relevance of draping in fashion • To apply the technique effectively for a desired fit in a garment • To apply inputs from other related techniques (patternmaking) to create garments	
6	Course Outcomes	After completion of this course, the students will be able to: CO1: Recognizes different Specialized categories garment in industry CO2: Exploring different materials for specialized garment construction CO3: Apply principles of design while exploring the advanced construction technique CO4: Understand the essence of tradition and fuse it with contemporary styles CO5: Familiarize students with the different concepts and processes of the Indian apparel Industry. CO6: Develop skills related to value addition techniques on apparels and textiles.	
7	Course Description	This studio course explores the development of advanced apparel styles through the application of pattern drafting and draping principles. This course exposes the student to the design process from initial concept, muslin sample development and final execution of finished garments	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Women's Wear construction**	CO1
	A	Three strapless garment- princess line with gathers, princess line Torso & bra-top torso.	
	B	Construction support for strapless garment	
	C	Fitting problems & solution	
	Unit 2	**Knits construction**	CO1, CO2
	A	Stretch & Shrinkage factor, direction of stretch, variance in stretch	

	B	Construction of test fit – Dart less stretchy knit & firm Knit		
	C	Finishing of Knit with proper seams		
	Unit 3	**Men's wear Construction**		CO3 CO4, CO5
	A	Cutting of pattern & inner lining		
	B	Construction of Test Fit		
	C	Finishing with proper seams		
	Unit 4	**Construction of Advanced Dresses**		CO4, CO5
	A	Dungarees & Jumpsuits		
	B	Pant variations		
	C	Test fit		
	Unit 5	**Collection plan-**		CO5, CO6
	A	Adaptation of pattern to selected theme for garment construction.		
	B	Making of Test fit and alterations		
	C	Finishing of garments		
	Mode of exam	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	● Connie, A.C. (2019). A guide to Fashion Sewing. 6th edition. Fairchild publications. ● Jennifer, D. Mc. (2018). Basic Hand Sewing guide. Kindle edition		
	Other References	● Vatsala, R and Labanya, M. (2004). Text book of Fundamentals of Clothing Construction. ICAR Publication. ● Mary Mathews. (1993). Practical Clothing Construction II. Cosmic Press, Madras. ● Gerry Cooklin. (1991). Introduction Clothing Manufacture. Black well Publications. London ● Doongaji and Deshpandey. (1977). Basic Processes of Clothing Construction. Raj prakashan Publishings, New Delhi ● Gini Stephens Frings (2007), Fashion from concept to consumer, Pearsons publication company, 9th edition		

Course Articulation table:

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2	PSO 3
CO1	3	-	1	3	2	2	2	3	3	2	3	3	-	3	-
CO2	3	2	2	2	3	3	3	3	3	3	2	3	-	3	-
CO3	3	2	2	3	1	2	2	2	3	3	3	3	-	3	-
CO4	3	2	2	2	3	3	3	2	3	2	1	3	-	3	-
CO5	3	2	2	3	1	2	2	2	3	3	3	3	-	3	-
CO6	3	2	2	2	3	3	3	2	3	2	1	3	-	3	-
AVG.	3.0	2.0	1.8	2.5	2.2	2.5	2.5	2.3	3.0	2.5	2.2	3.0		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch : 2026-2030**	
Program: B.Design		**Current Academic Year: 2028-2029**	
Branch: Fashion Design		**Semester:** VI	
1	Course Code	FDJ3607	
2	Course Title	**Portfolio Development**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	The subject aims to develop contemporary portfolio practices and enables students to create portfolios that serve as both evolving collections of creative solutions to design problems and evidence of their abilities to visually relay messages. It teaches to how to create not just a collection of design work but a unique marketing tool for a successful design career.	
6	Course Outcomes	CO1: Students will have an understanding of methods to show your designs, skill sets, and creativity CO2: It will focus on both Logical and Creative Design Solutions CO3:Understanding of developing a Portfolio from Concept to a Finished Product CO4: Familiarity with different Layouts , and other methods of presentation in detail as per the Industry standards CO5: Curate better projects of Design & Innovation CO6: Compile Portfolio	
7	Course Description	This course will introduce the students with various techniques of presenting their works from concept to Finished Products.	
8	Outline syllabus		CO Achievement
	Unit 1	**The Portfolio : Introduction**	
		1a.Understanding the meaning and Need of Portfolio Development	CO1
		1b.The Design Sketch: Exploring the History of Style	CO1
		1c.Collection of works done in previous years	CO1
	Unit 2	**Organizing and Content Development**	
		2a.Building up a Profile/Resume based on your skill and current market trends	CO1
		2b.Curation of Works and creating Storage Bank to support the Portfolio development	CO2
		2c.The Design Journal to well keep the works of the past and support Portfolio Development	CO2

	Unit 3	**Understanding the Customer**		
		3a. developing a portfolio as per the customer choices		CO2
		3b. Understanding Interviewer Expectations and ways to achieve the targets		CO2
		3c. Creations for- Men's wear, Women's wear and Children's wear		CO2
	Unit 4	**Technical Drawings and Finishes**		
		4a. Presentation Boards and Design Concepts & Solutions		CO3
		4b.Developing Fashion Figures and Croqui		CO3
		4c. Creating Flat Sketches and Specs		CO1, CO3
	Unit 5	**Presentation & Layouts**		
		5a.Developing Hand Portfolio and Digital Portfolio		CO4
		5b.Understanding Platforms to showcase works		CO4
		5c.The Portfolio Projects		CO4
	Mode of examination	Jury		
	Weight age Distribution	CA	ETE	
		60%	40%	
	Text book/s*	A guide to preparing your Portfolio : By Jay McCauley Bowstead		
	Other References	1. Designing your Fashion Portfolio : From Concept to Presentation : By *Joanne Barrett* 2. THE FASHION DESIGNER'S SKETCHBOOK: INSPIRATION, DESIGN DEVELOPMENT AND PRESENTATION : By Sharon Rothman 3. Portfolio Presentation for Fashion Designers : By Linda Tain		

Course Articulation table:

CO PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO 1	PSO 2	PSO 3	PSO 4
CO1			1	3	2	3	2	1				1	1
CO2	2	2	2		2	3	2	2		2			1
CO3				3				2					3
CO4	3			2		3							3
CO5	3					3	3		1				3
CO6	3					3	3		2				3

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2028-2029**	
Branch: Fashion Design		**Semester: 06**	
1	Course Code	**DCJ3602**	
2	Course Title	**Field Study (RBL3)**	
3	Credits	0 (AUDIT)	
4	Contact Hours (L-T-P)	0-0-4	
	Course Status	Compulsory	
5	Course Objective	The objective of the course is- 1. To gain practical experience related to student's specialisation. 2. To observe and document design development and management tools/ techniques used in the industry. 3. To develop reports/ case study writing skills in students.	
6	Course Outcomes	After completion of the course, student will be able to CO1:Recognise application of design fundamentals on design specialisations. CO2:Discuss market-oriented or solution-oriented design development process used in the industry. CO3:Analyse & Report on the design/ product management techniques used by the industry. CO4:Examine application of modern tool usage in the field. CO5:Relate how industry is responding to environmental and sustainability concerns. CO6:Assemble the findings in form of a report or case study.	
7	Course Description	The course enables students to conduct field study and examine real-life application of design and product development fundamentals learned during the course. The course will be self-managed by the students as per the pre-approved expected outcome and plan by the industry mentor. The observations must be recorded in form of notes, audio/video recording, drawings and illustrations. Student can choose to present their finding in form of a report or a case study.	
8	**Outline syllabus**		**CO Achievement**

	Unit 1	**Field study brief**		
	A	Identify an organisation to conduct the study and submission of acceptance letters received from the organisation		CO1, CO6
	B	Define the area, scope, objective and limitation of the study.		
	C	Define steps, structure, data collection methodology and questionnaire.		
	Unit 2	**On site study**		
	A	Identify the target market, product offering and USP of the organisation.		CO1, CO6
	B	Describe the organisational hierarchy of the firm.		
	C	Report the short-term and long-term challenges/ concerns faced by the firm.		
	Unit 3	**Study of design development process**		
	A	Describe the design development process in detail through a flowchart..		CO2, CO4, CO6
	B	Study the tool, methods and techniques used in design development.		
	C	Identify the bottle necks and constraints of the design development process		
	Unit 4	**Study of design/ product management techniques**		
	A	Identify the key management techniques used to manage the design/ product development.		CO3, CO4, CO6
	B	Relate the management principles applied.		
	C	Identify the bottle necks and constraints of the design development process		
	Unit 5	**Report/ Case Study writing**		
	A	Examine the environmental and ethical effects of design/ product development process and management.		CO5, CO6
	B	Assemble the findings as report/ case study		
	C	Review and authentication of the report		
	Mode of examination	Rubric based evaluation		
	Weightage Distribution	CA	ETE	
		60%	40%	

	Text book/s*	• Industrial training handbook, Hardcover, By John Wilfrid Barber, ISBN-13 : 978-0498074097 https://www.amazon.in/John-Wilfrid-Barber/e/B001KDY1WO/ref=aufs_dp_mata_dsk • Training Manual for Industrial Training Institutes - Part 1, Publisher: McGraw Hill Education; 3rd edition (1 July 2017), ISBN-13: 978-9351341574 DGE&T (Author)	
	Other References		

Course Articulation table:

POs Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2	PSO 3
CO1	3			2		3			1	3	3			3	
CO2	2	2		2		3	3	3	1	3	3			3	
CO3	2	2		2	3	3			1	3	3			3	
CO4	2	2		2		3	3	3	1	3	3	3		3	
CO5	2			2		3	3	3	1	3	3	3		3	
CO6				2	2	3	2	3	1	3	3	3		3	
AVG.	2.2	2.0		2.0	2.5	3.0	2.8	3.0	1	3.0	3.0	3.0		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2028-2029**	
Branch: Fashion Design		**Semester: 06**	
1	Course Code	**FDJ3608**	
2	Course Title	**Contextual Studies for Fashion Design (PBL1)**	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	The course prepares students for industry by focusing on developing a domain specialization, developing industry conduct for market exposure & sponsorship.	
6	Course Outcomes	After completion of this course, the student will be able to CO1: Brainstorm and identify problem statement for intended design project. CO2: Select their research and product development methodology. CO3: Conduct secondary research on existing design/ product/ processes in their chosen project area. CO4: Conduct primary research through market and case studies. Ideate & finalize their graduation project topic CO5: Formulate literature review/ case study/ research paper for academic publication CO6: Create design concepts after analysis of their research.	
7	Course Description	In this course, students choose, research & ideate for their final year graduation project. The students are free to choose a fashion collection, image design & styling or a fashion merchandising or marketing project topic. They will conduct a detailed research & present key concepts/ solutions & ideas while working with 2 mentors from design & technical backgrounds. The course will parallelly run with GP: Apparel Development.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Project Brief**	CO1
	A	Identify problem/ solution, Influences/ Inspirations, Target markets/ Focus groups	
	B	Project Topic options: Brainstorming for Final Outcome	
	C	Project Brief writing	
	Unit 2	**Historic research & Domain specialisation**	

	A	Inspiration research	CO2
	B	Study of Iconic Work- Techniques/ methods/ details	
	C	Case studies: Innovations & advancements review	
	Unit 3	**Market research & Industry connect**	CO3
	A	Target Audience: Need analysis using interviews/ questionnaires/ experiments/ observations	
	B	Market Analysis & Literature review: existing products/ brands/ services	
	C	Trend analysis	
	Unit 4	**Research compilation**	CO4, CO5
	A	Research analysis: Sketch/ tables/ graphs	
	B	Documentation: Written/ audio-visual	
	C	Creative journals/ Story boards/ Research Papers	
	Unit 5	**Key concepts/ solutions**	CO6
	A	Key ideas/ solutions/ concepts	
	B	Compile presentation	
	C	Presentation Review	
	Mode of examination	Rubric based evaluation	
	Weightage Distribution	CA / ETE	
		60% / 40%	
	Text book/s*	• Creative Research: The Theory and Practice of Research for the Creative Industries by Hilary Collins, Bloomsbury Visual Arts, 2018 • Case study research: design & methods by Robert Yin. • Fashionology by Junya Watanabe	
	Other References	• Creating a spectacle: Planning a fashion show by Gill Stark • Digital Disruption of the Fashion Industry by Wendy K. Bendoni	

Course Articulation table:

POs Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2	PSO
CO1	1	3		2	3	3				1		3		3	
CO2	3	3		2	3					1		3		3	
CO3		3		3	3				2	2		3		3	
CO4		3		3	3				2	2		3		3	
CO5		3		3	3				1	3		3		3	
CO6	3	2	3	2	3	3	3	2	1			3		3	
AVG.	2.3	2.8	3.0	2.5	3.0	3	3.0	2	1.5	1.8		3.0		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2028-2029**	
Branch: Fashion Design		**Semester: 06**	
1	Course Code	**FDJ3609**	
2	Course Title	**Advancements in Fashion & Textiles**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	The objectives of the course are- ● To build awareness amongst students about new upcoming technologies developed or used in Fashion. ● To give an understanding of the technologies that they can use in their own innovative design developments.	
6	Course Outcomes	After completion of the course, student will be able to - CO1:Relate with latest apparel and textile inventions CO2:Correlate textile innovations with future of fashion CO3:Plan designs using 3D technologies CO4:Connect with the new technologies developed to build a better customer interface CO5:Develop case studies and research papers in the related technology of their choice with future perspectives CO6:Design fashion for future using latest technologies	
7	Course Description	The course future technology will relate with the new age innovations in textile, clothing and consumer interactions. the students will learn in using lectures and self-exploratory methods. The outcome of the course should be a case study or a research paper originally developed by the students.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Internet of things**	
	A	Internet of things- emerging technological trend in the Fashion market	CO1, CO6
	B	Smart clothing technologies for health and fitness	
	C	Smart clothing technologies for multi functionality and responsive clothing	
	Unit 2	**Novel Fabrics**	
	A	Why Novel fabrics are future of Fashion	

	B	New age Fibre for sustainability- recycled, bio-degradable, vegan and ethical		CO2, CO6
	C	Touch-responsive textile technology		
	Unit 3	**3D technology**		CO3, CO6
	A	3D printing applications for accessories, clothing and couture		
	B	Seamless garments using circular knit		
	C	3D design and prototyping- tools, application and benefits		
	Unit 4	**New age consumer interface**		CO4, CO6
	A	AI for forecast, Impact measurement, enhanced customer experience		
	B	Mobile Commerce		
	C	Block chain for tracking and recording		
	Unit 5	**Integrated Project**		CO5, CO6
	A	Write and presenting a research paper/ case study on an apparel or textile technology with future perspectives		
	B	Research Objective, topic and methodology		
	C	Literature Review, Data analysis Finding and Conclusion		
	Mode of exam	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	Akiwowo, K. (2016). Garment ID: Textile patterning techniques for hybrid functional clothing. In N. Nimkulrat, F. Kane & K. Walton (Ed.). Crafting Textiles in the Digital Age (pp. 103–120). London: Bloomsbury Academic. http://dx.doi.org/10.5040/9781474285902.ch-008 Functional Clothing Design: From Sportswear to Spacesuits, Book by Lucy Dunne		
	Other references	Indian Journal of Fibre & textile research- Functional clothing Definitions & Classifications by Deepti Gupta Indian Journal of Fibre & textile research- Design & Engineering of Functional clothing by Deepti Gupta		

Course Articulation table:

POs Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2	PSO 3
CO1	3	3	3	2	3	3	3		2	2		3		3	
CO2	3	3	3	2	3	3	2		2	2		3		3	
CO3	3	3	3	2	3	3			2	2		3		3	
CO4	3	3	3	3	3	3			2	2		3		3	
CO5	2	3	3	3	3	2	2	2	2	2		3		3	
CO6	3	3	3	2	3	3	3	2	2	3		3		3	
AVG.	2.8	3.0	3.0	2.3	3.0	2.8	2.5	2	2.0	2.2		3.0		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch:** 2026-2030	
Programme: B. Design		**Current Academic Year:** 2028-2029	
Branch: Fashion Design		**Semester:** 6	
1	Course Code	**ARP506**	
2	Course Title	Industrial Preparedness	
3	Credits	0 (Audit)	
4	Contact Hours (L-T-P)	0-0-2	
	Course Status	Active	
5	Course Objective	To enhance holistic development of students and improve their employability skills. Provide a 360-degree exposure to learning elements of Business English readiness program, behavioural traits, achieve softer communication levels and a positive self-branding along with augmenting numerical and altitudinal abilities. To up skill and upgrade students across varied industry needs to enhance employability skills. By the end of this semester, a will have entered the threshold of his/her 4th phase of employability enhancement and skill building activity exercise.	
6	Course Outcomes	After completion of this course, students will be able to: CO1: Develop a creative resume, cover letters, interpret job descriptions and interpret KRA and KPI statements and art of conflict management. CO2: Build negotiation skills to get maximum benefits from deals in practical life scenarios. CO3: Develop skills of personal branding to create a brand image and self-branding CO4: Acquire higher level competency in use of logical and analytical reasoning such as direction sense, strong and weak arguments CO5: Develop higher level strategic thinking and diverse mathematical concepts through building analogies, odd one out CO6: Demonstrate higher level quantitative aptitude such as average, ratio & proportions, mixtures & allegation for making business decisions.	
7	Course Description	This penultimate stage introduces the student to the basics of Human Resources. Allows the student to understand and interpret KRA | KPI and understand Job descriptions. A student also understands how to manage conflicts, brand himself/herself, understand relations and empathise others with level-4 of quant, aptitude and logical reasoning	
8	**Outline syllabus**		**CO MAPPING**
	Unit 1	**Ace the Interview**	
	A	HR Sensitization (Role Clarity | KRA | KPI | Understanding JD) | Conflict Management	CO1
	B	Negotiation Skills | Personal Branding	

	C	Uploading & Curating Resumes in Job Portals, getting Your Resumes Noticed | Writing Cover Letters | Relationship Management	CO3, CO4
	Unit 2	**What is Personality? | Who Am I? Creating a positive impression**	\
	A	Group Discussion, Email writing	CO4
	B	Personal Interviews and Mock PI's followed by personalised feedback	CO5
	C	Story Telling and Analogies	
	Unit 3	**Accent neutralization and Power Dressing**	
	A	JAM for confidence Building	CO6
	B	MTI reduction - Phonetics (V and A)	
	Unit 4	**Written Communication**	
	A	• Writing a Letter of Recommendation for Higher Studies	CO1
	B	Email Etiquettes	CO2
	Unit 5	**Problem Solving and Case Studies**	
	A	Real time Case Study Solving Exercises	CO4
	B	Intra student Mock Situation Handling Exercises	
	Evaluation Weightage	(CA) Class Assignment/Free Speech Exercises / JAM – 60% | (ETE) Group Presentations/Mock Interviews (MIP's)/GD/ Reasoning, Quant & Aptitude– 40%	
	Text book/s*	| Power of Positive Action (English, Paperback, Napoleon Hill) | Streets of Attitude (English, Paperback, Cary Fagan, Elizabeth Wilson) The 6 Pillars of self-esteem and awareness – Nathaniel Brandon | Goal Setting (English, Paperback, Wilson Dobson	

Course Articulation table:

Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
ARP302.1	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP302.2	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP302.3	-	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP302.4	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP302.5	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-
ARP302.6	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-
AVG.	1	-	-	-	-	-	-	-	1	2	1	2	-	-	-

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

Course Syllabus
Semester VII

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2029-2030**	
Branch: Fashion Design		**Semester: VII**	
1	Course Code	DCT4706	
2	Course Title	**Entrepreneurship & Professional Ethics in Design**	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	1. To make students Understand the difference in invention, Innovation and discovery. 2. To make students learn the art of Innovation and understand the concept of internship 3. To make students Understand the Tools and Tips to incorporate innovation through creative thinking and brainstorming I creating successful business. 4. To make students learn concepts of creating an idea, pitching. Raising funds and maintains their own practices.	
6	Course Outcomes	CO1: Understand entrepreneurial opportunities and business structures in design. CO2: Develop and evaluate a business idea using strategic planning tools. CO3: Apply principles of professional ethics in a design-based business. CO4: Explore financial planning and funding options for startups. CO5: Understand the process of business growth, scalability, and sustainability. CO6: Develop a business plan and pitch it effectively to investors or stakeholders.	
7	Course Description	The course is targeted at everyone who wants to run their own practice as creating their own brand and run an organization. It also Aims at creating a new idea into a reality by developing the idea and reframing it every stage and takes its to its full fruition through entrepreneurship skills. The students will try and test their entrepreneurial ideas in form of assignments.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Introduction to Entrepreneurship in Design**	CO1, CO2

	A	Understanding entrepreneurship, innovation, and business creation	
	B	Types of design businesses – Freelancing, Start-ups, MSMEs, and Large Enterprises	
	C	Case Study: Indian Design Startups	
	Unit 2	**Business Ethics & Professional Responsibilities**	CO3
	A	Ethical dilemmas in design practice	
	B	Social responsibility, sustainability, and fair business practices	
	C	Understanding contracts, NDAs, and client relationships	
	Unit 3	**Business Models & Strategic Planning**	CO2, CO6
	A	Business model generation – Lean Canvas, SWOT analysis	
	B	Identifying target markets and consumer behavior in design	
	C	Creating and pitching a business plan	
	Unit 4	**Financial Management & Fundraising**	CO4
	A	Basics of business finance – Budgeting, costing, pricing	
	B	Funding sources – Bootstrapping, Angel Investors, Venture Capital, Government Schemes	
	C	Case Study: Indian Design Startups and Funding Strategies	
	Unit 5	**Scaling & Sustaining a Business**	CO5, CO6
	A	Understanding business growth – Scaling strategies for design startups	
	B	Team building, leadership, and managing stakeholders	
	C	Strategies for long-term sustainability and expansion	
	Mode of exam	Theory	
	Weightage Distribution	CA: 25% / ETE: 75%	
	Text book/s*	• *The Lean Startup – Eric Ries* • *Creative Confidence – Tom Kelley & David Kelley*	
	Other References	• *Case studies on Indian design entrepreneurs and start-ups.* • *Government policies on MSMEs and Start-up India initiatives.* • *Articles on professional ethics and business management in design.*	

Course Articulation Table:

POs Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	1	1	2	3	3	1	1	3	1	2	-		1	
CO2	3	3	2	3	1	-	2		-	1	3	1		2	
CO3	3	2	1	1	2	3	1		3	1	1	2		2	
CO4	3	3	1	1	3	2	2	-	1	2		1		-	
CO5	2	2	2	2	1	3	1	1	3	1	2	-		1	
CO6	2	3	1	-	3	3	1	2	3	1	1	1		2	
AVG.	2.7	2.3	1.3	1.8	2.2	2.8	1.3	1.3	2.6	1.2	1.8	1.3		1.6	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2029-2030**	
Branch: Fashion Design		**Semester: 07**	
1	Course Code	**FDJ4706**	
2	Course Title	**Capstone Project in Fashion Design (PBL2)**	
3	Credits	12	
4	Contact Hours (L-T-P)	0-4-8	
	Course Status	Compulsory	
5	Course Objective	The course is in continuation to the course Contextual studies. In this course the students will be able to construct and present the design concepts developed in 'Contextual Studies' into final products/ research papers/ patents, etc. The objective is to let students develop a professional portfolio with a research-based domain specialization, to seek employment, establish a business or apply for higher education.	
6	Course Outcomes	After completion of the course, student will be able to: CO1: Design solutions for complex design problems in consideration of cultural/ societal/ environmental needs. CO2: Construct design solutions in consideration with environmental and ethical principles. CO3: Execute the project using feasible project and finance management techniques. CO4: Implement presentation & marketing techniques to effectively communicate the developed design solutions. CO5: Understand author case studies/ research papers/ patents/ book chapters on their designs. CO6: Create industry ready design solutions in form of product collections.	
7	Course Description	The course is a final application of design fundamentals and theories studied & practiced throughout the program.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Project Initiation & preparation**	
	A	Develop a Time and action calendar with a reminder system and meeting schedule with mentor (s)	CO1
	B	Feedback overview of Research & study to rewrite final Brief	
	C	Vendors/ experts/ organizations & Budget for development of project to be identified & communication established after approval by Mentor	
	Unit 2	**Design Development 1/ Data Analysis**	
	A	Design Development/ Research Data analysis	

	B	Material exploration & development/ Data analysis outcome		CO2, CO3
	C	Design Collection Finalization / Relative Data Analysis		
	Unit 3	**Collection/ Thesis frontage**		CO2, CO3
	A	Pattern making & Draping/ Topic finalization		
	B	Fit approval/ Thesis Executive summary, Abstract, Introduction, Index		
	C	Buying & sourcing/ Figures & abbreviations		
	Unit 4	**Production/ Content Compilation**		CO3, CO4
	A	Final construction/ Main body compilation		
	B	Final Fit outs, Finishing & labelling/ Research outcome writing		
	C	Conclusion & Review		
	Unit 5	**Presentation**		CO3,CO4, CO5,CO6
	A	Styling, Model Trials & Fittings, Photoshoot location/ References & citation		
	B	Photoshoot/ Plagiarism check		
	C	IPR filing & Portfolio Presentation/ Publication		
	Mode of exam	Rubric based evaluation		
	Weightage Distribution	CA	ETE	
		60%	40%	

	Text book/s*	● Creative Research: The Theory and Practice of Research for the Creative Industries by Hilary Collins, Bloomsbury Visual Arts, 2018 ● Fashion Thinking: Creative Approaches to the Design Process by Medium) Fiona Dieffenbacher, Fairchild Books, 2013 ● Appearance and Identity: Fashioning the Body in Postmodernity by L. Negrin ● Fashionology by Junya Watanabe ● Critical Fashion Practice: From Westwood to Van Beirendonck by Adam Geczy (Author), Vicki Karaminas (Author)	
	Other References	● Creating a spectacle: Planning a fashion show by Gill Stark ● Digital Disruption of the Fashion Industry by Wendy K. Bendoni ● The Fashion Show, Author Gill Stark	

		• ISLAMIC FASHION AND ANTI-FASHION- New Perspectives from Europe and North America BY Emma Tarlo and Annelies Moors (eds) • Indian Saris: Traditions - Perspectives - Design Author: Katiyar, Vijai Singh, National Institute of Design • Designing with Smart Textiles by Design Author Sarah Kettley • Functional Clothing Design by Susan Watkins and Lucy Dunne	

Course Articulation table:

POs Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1	3	1	3		1	2			3	3	3	3		3	
CO2	3	1	3		1	2	3	3	3	3	3	3		3	
CO3	3	1	3			2				3	3	3		3	
CO4	3	1	3		1	2				3	3	3		3	
CO5	3	1	3			2	1	1	1	3	3	3		3	
CO6	3	1	3		1	2	2	2	3	3	3	3		3	
AVG.	3.0	1.0	3.0		1.0	2.0	2.0	2.0	2.5	3.0	3.0	3.0		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2029-2030**	
Branch: Fashion Design		**Semester: 07**	
1	Course Code	**FDJ4707**	
2	Course Title	**Innovations in Design**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-1	
	Course Status	Compulsory	
5	Course Objective	The objective of the course is to build innovative approach in the students, giving them opportunity to design and experiment in project area of their choice.	
6	Course Outcomes	After completion of the course, student will be able to- CO1: articulate innovation-led design opportunities for Fashion CO2: Analyse user needs of identified target user CO3: Design an innovative solution fulfilling user needs CO4: Develop prototype of illustrated design solution CO5: test the design solution through wearer trials or other testing methods CO6: Invent novel design solutions	
7	Course Description	The course will be run in self-managed and self-exploratory manner, where students will propose and test innovative design solutions in any of the following areas- wearable technology, cross-functional design, protective design, anthropometric design and design for special needs. The students will follow user centric design process and present at least 1 solution in form of prototypes along with test results.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Fashion and Innovation**	CO1
	A	When Is Innovation? When Is Something New?	
	B	Future of Fashion and clothing design	
	C	Definition and discussions on wearable technology, cross-functional design, protective design, anthropometric design and design for special needs	
	Unit 2	**Understanding User needs**	CO2
	A	User survey to identify user activity and work environment	
	B	User survey to identify user activity and work environment	

	C	Surveying existing design alternatives and studying the improvements required in existing design alternatives		
	Unit 3	**Product Design**		CO3, CO6
	A	Technology and material selection		
	B	Size and fit development		
	C	Technical sketch of proposed design		
	Unit 4	**Product Assembly**		CO5, CO6
	A	Pattern development		
	B	Construction- User need appropriate seams, stitches, opening and closures		
	C	Finishing of prototype		
	Unit 5	**Testing and analysis**		CO5, CO6
	A	Establishing testing parameters required for proposed design solution		
	B	User trials in real life scenario		
	C	Evaluation of test results		
	Mode of exam	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	Akiwowo, K. (2016). Garment ID: Textile patterning techniques for hybrid functional clothing. In N. Nimkulrat, F. Kane & K. Walton (Ed.). Crafting Textiles in the Digital Age (pp. 103–120). London: Bloomsbury Academic. http://dx.doi.org/10.5040/9781474285902.ch-008 Functional Clothing Design: From Sportswear to Spacesuits, Book by Lucy Dunne		
	Other references	Indian Journal of Fibre & textile research- Functional clothing Definitions & Classifications by Deepti Gupta Indian Journal of Fibre & textile research- Design & Engineering of Functional clothing by Deepti Gupta		

Course Articulation table:

POs Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2	PSO3
CO1	3	3	3	2	3	3	3		2	2		3		3	
CO2	3	3	3	2	3	3	2		2	2		3		3	
CO3	3	3	3	2	3	3			2	2		3		3	
CO4	3	3	3	3	3	3			2	2		3		3	
CO5	2	3	3	3	3	2	2	2	2	2		3		3	
CO6	3	3	3	2	3	3	3	2	2	3		3		3	
AVG.	2.8	3.0	3.0	2.3	3.0	2.8	2.5	2	2.0	2.2		3.0		3.0	

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2029-2030**	
Branch: Fashion Design		**Semester: 07**	
1	Course Code	**DCJ4704**	
2	Course Title	**Summer Project / Internship (FSIC- Prerequisite)**	
3	Credits	2	
4	Contact Hours (L-T-P)	0-0-0	
	Course Status	Compulsory	
5	Course Objective	This course will enable students to apply theories learned in the classroom in the industry, while learning professional ways of working. Student will be able to explore and identify probable career preferences and professional goals.	
6	Course Outcomes	After completion of this course, the student will be able to CO1: Be familiarize with industry principles and practices. CO2: Identify and analyse an appropriate problem. CO3: Develop teamwork and apply prior acquired knowledge in problem. CO4: Demonstrate effective verbal and written communication skills. CO5: Practice designer's or merchandiser's responsibilities, self-understanding, self-discipline and ethical standards. CO6: Identify the career preferences and professional goals.	
7	Course Description	The summer Internship aims to offer students the opportunity to apply their past acquired knowledge in problem solving. Students will acquire skills important for time management, discipline, self-learning and effective communication. The duration of the internship should be at least 4-6 weeks.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Identify an organisation for summer Internship**	CO1, CO2
	A	Identify an industrial organisation related to the study path carried out at the university.	
	B	Internship offer letter.	
	C	Identification of industry mentor, who will oversee the internship program.	

	Unit 2	**Internship Objectives**		CO2
	A	Define objectives and conditions for the internship, ensuring students that it is related		
	B	Studying the Company's background.		
	C	Understanding the Job requirements.		
	Unit 3	**Internship work plan & execution**		CO3, CO4
	A	The internship work plan is drawn up by developing team work and applies prior acquired knowledge in problem solving.		
	B	Time & project management		
	C	Demonstrate and execute project with the team.		
	Unit 4	**Evaluation**		CO5
	A	Submission of assignments		
	B	Evaluation by Industry mentor		
	C	Self-evaluation		
	Unit 5	**Internship Report Writing**		CO6
	A	Report writing		
	B	Plagiarism checks of report		
	C	Approval of report		
	Mode of examination	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	• Industrial training handbook, Hardcover, By John Wilfrid Barber, ISBN-13: 978-0498074097 https://www.amazon.in/John-Wilfrid-Barber/e/B001KDY1WO/ref=aufs_dp_mata_dsk • Training Manual for Industrial Training Institutes - Part 1, Publisher: McGraw Hill Education; 3rd edition (1 July 2017), ISBN-13: 978-9351341574 DGE&T (Author)		
	Other references			

Course Articulation table:

POs Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2	PSO 3
CO1	3	1	3	2	2	2	1	3	3	3	3	3		3	
CO2	3	1	1	2	2	2	1	3	3	3	3	3		3	
CO3	3	1	2	2	2	2	1	3	3	3	3	3		3	
CO4	3	1	3	2	2	2	1	3	3	3	3	3		3	
CO5	3	1	3	2	2	2	1	3	3	3	3	3		3	
CO6	3	1	3	2	2	2	1	3	3	3	3	3		3	
AVG.	3.0	1.0	2.5	2.0	2.0	2.0	1	3	3	3	3	3		3.0	

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

Course Syllabus
Semester VIII

School: SSD		**Batch: 2026-2030**	
Programme: B. Design		**Current Academic Year: 2029-2030**	
Branch: Fashion Design		**Semester: 08**	
1	Course Code	**DCJ4803**	
2	Course Title	**Industry Apprenticeship**	
3	Credits	20	
4	Contact Hours (L-T-P)	0-0-0	
	Course Status	Compulsory	
5	Course Objective	This course will expose students to apply theories learned in the classroom and provides current technological developments relevant to the subject area of training. Student will be able to identify the career preferences and professional goals.	
6	Course Outcomes	After completion of the course, student will be able to- CO1:Get familiarize with industry principles and practices. CO2: Identify and analyze an appropriate problem. CO3: Develop teamwork and apply prior acquired knowledge in problem. CO4: Demonstrate effective verbal and written communication skills. CO5: Practice designer's or merchandiser's responsibilities, self-understanding, self-discipline and ethical standards. CO6: Identify the career preferences and professional goals.	
7	Course Description	The Industrial Internship aims to offer students the opportunity to offer students the opportunity to apply their past acquired knowledge in real industrial situation. Students will acquire skills important for time management, team work, discipline, self-learning and effective communication. The duration of internship has to be minimum 12 weeks.	
8	**Outline syllabus**		**CO Achievement**
	Unit 1	**Identify an organization for summer Internship**	
	A	Identify an industrial organization related to the study path carried out at the university.	CO1, CO2

	B	Internship offer letter		
	C	Identification of industry mentor, who will oversee the internship program.		
	Unit 2	**Internship Objectives**		
	A	Define objectives and conditions for the internship, ensuring students that it is related		CO2
	B	Studying the Company's background.		
	C	Understanding the Job requirements.		
	Unit 3	**Internship work plan & execution**		
	A	The internship work plan is drawn up by developing team work and applies prior acquired knowledge in problem solving.		CO3, CO4
	B	Time & project management		
	C	Demonstrate and execute project with the team.		
	Unit 4	**Evaluation**		
	A	Submission of assignments		CO5
	B	Evaluation by Industry mentor		
	C	Self-evaluation		
	Unit 5	**Internship Report Writing**		
	A	Report writing		CO6
	B	Plagiarism checks of report		
	C	Approval of report		
	Mode of exam	Jury		
	Weightage Distribution	CA	ETE	
		60%	40%	
	Text book/s*	• Industrial training handbook, Hardcover, By John Wilfrid Barber, ISBN-13: 978-0498074097 https://www.amazon.in/John-Wilfrid-Barber/e/B001KDY1WO/ref=aufs_dp_mata_dsk		

		• Training Manual for Industrial Training Institutes - Part 1, Publisher: McGraw Hill Education; 3rd edition (1 July 2017), ISBN-13: 978-9351341574 DGE&T (Author)	
	Other references		

Course Articulation table:

POs Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2	PSO 3
CO1	3	1	3	2	2	2	1	3	3	3	3	3		3	
CO2	3	1	1	2	2	2	1	3	3	3	3	3		3	
CO3	3	1	2	2	2	2	1	3	3	3	3	3		3	
CO4	3	1	3	2	2	2	1	3	3	3	3	3		3	
CO5	3	1	3	2	2	2	1	3	3	3	3	3		3	
CO6	3	1	3	2	2	2	1	3	3	3	3	3		3	
AV G.	3.0	1.0	2.5	2.0	2.0	2.0	1	3	3	3	3	3		3.0	

1-Slight (Low) **2-Moderate (Medium)** **3-Substantial (High)**