

University of Mumbai

वेबसाईट - mu.ac.in

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विद्याविषयक प्राधिकरणे
सभा आणि सेवा विभाग(ए.ए.एम.एस)
कम नं. १२८ एम.जी.रोड, फोर्ट,
मुंबई - ४०० ०३२
टेलिफोन नं - ०२२ - ६८३२००३३

(नॅक पुनर्मूल्यांकनाद्वारे ३.६५ (सी.जी.पी.ए.) सह अ++ श्रेणी
विद्यापीठ अनुदान आयोगाद्वारे श्रेणी १ विद्यापीठ दर्जा)

क.वि.प्रा.स.से./आयसीडी/२०२५-२६/३७

दिनांक : २७ मे, २०२५

परिपत्रक:-

सर्व प्राचार्य/संचालक, संलग्नित महाविद्यालये/संस्था, विद्यापीठ शैक्षणिक विभागांचे संचालक/ विभाग प्रमुख यांना कळविण्यात येते की, राष्ट्रीय शैक्षणिक धोरण २०२० च्या अमलबजावणीच्या अनुषंगाने शैक्षणिक वर्ष २०२५-२६ पासून पदवी व पदव्युत्तर अभ्यासक्रम विद्यापरिषदेच्या दिनांक २८ मार्च २०२५ व २० मे, २०२५ च्या बैठकीमध्ये मंजूर झालेले सर्व अभ्यासक्रम मुंबई विद्यापीठाच्या www.mu.ac.in या संकेत स्थळावर NEP २०२० या टॅब वर उपलब्ध करण्यात आलेले आहेत.

मुंबई - ४०० ०३२
२७ मे, २०२५


(डॉ. प्रसाद कारडे)
कुलसचिव

क.वि.प्रा.स.से.वि/आयसीडी/२०२५-२६/३७ दिनांक : २७ मे, २०२५
Desktop/ Pritam Loke/Marathi Circular/NEP Tab Circular



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19	Director, Department of Lifelong Learning and Extension (DLLE), dlleuniversityofmumbai@gmail.com

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As Per NEP 2020

University of Mumbai



Syllabus for Major Vertical – 1 & 4

Name of the Programme – B.A. Fashion Designing

Faculty of Interdisciplinary Studies

Ad-hoc Board of Studies in Home Science

U.G. Second Year Programme

**Exit
Degree**

**U.G. Diploma in Fashion
Designing**

Semester

III & IV

From the Academic Year

2025-26

University of Mumbai



(As per NEP 2020)

Sr. No.	Heading	Particulars
1	Title of program O: _____	B.A. Fashion Designing
2	Exit Degree	U.G. Diploma in Fashion Designing
3	Scheme of Examination R: _____	NEP 40% Internal 60% External, Semester End Examination Individual Passing in Internal and External Examination
4	Standards of Passing R: _____	40%
5	Credit Structure Sem. III - R: IMU-515C Sem. IV - R: IMU-515D	Attached herewith
6	Semesters	Sem. III & IV
7	Program Academic Level	5.00
8	Pattern	Semester
9	Status	New
10	To be implemented from Academic Year	2025-26

Sd/-

Sign of the BOS
Chairman
Dr. Mira Desai
Ad-hoc Board of
Studies in
Home Science

Sd/-

Sign of the
Offg. Associate
Dean
Dr. C.A.Chakradeo
Faculty of
Interdisciplinary
Studies

Sd/-

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Offg. Associate Dean
Dr. Kunal Ingle
Faculty of
Interdisciplinary
Studies

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Sign of the
Offg. Dean
Prof. A. K. Singh
Faculty of
Interdisciplinary
Studies

Under Graduate Certificate Fashion Designing

Credit Structure (III&IV)

	Sem. III - R: IMU-515C									
Level	Semester	Major		Minor	OE	VSC, SEC (VSEC)	AEC, VEC, IKS	OJT, FP, CEP, CC, RP	Cum. Cr. / Sem.	Degree/ Cum. Cr.
		Mandatory	Electives							
4.5	III	8								
		Pattern Making Garment Construction (Women's Wear) (Practical) (4 Credits)		2+2	2	VSC:2 Computer Aided Design -I (Practical) (2 Credits)	AEC:2	FP: 2 CC:2	22	
		History of Indian Costumes (Theory) (2 Credits)								
		Fashion Illustration (Practical) (2 Credits)								
Sem. IV - R: IMU-515D										
	IV	8								UG Diploma Fashion Designing
		Pattern Making Garment Construction (Men's Wear) (Practical) (Practical) (4 Credits)		2+2	2	SEC:2 Fashion Merchandising & Marketing (Theory) (2 Credits)	AEC:2	CEP: 2 CC:2	22	
		Study of Apparel Manufacturing Process (Theory) 2 Credits								
		Advance Fashion Illustration (Practical) 2 Credits								
	Cumcr:	28	-	10	12	8+4	10+4	8	88	
Exit option: Award of UG Certificate in Major with 40-44 credits and an additional 4 credits core NSQF course/ Internship OR Continue with Major and Minor										

[Abbreviation: OE – Open Electives, VSC – Vocation Skill Course, SEC – Skill Enhancement Course, (VSEC), AEC – Ability Enhancement Course, VEC – Value Education Course, IKS – Indian Knowledge

System, OJT – on Job Training, FP – Field Project, CEP – Community Engagement Project, CC – Co-Curricular, RP – Research Project.]

SEMESTER III

Sr. No	Subjects	Subject Type	Subject code	Total credits	Internal	External	Total
1	Pattern Making Garment Construction Women's Wear (PMGC) (Practical)	Major Mandatory (MM)	BAFD301	4	40	60	100
2	History of Indian Costumes (Theory)	Major Mandatory (MM)	BAFD302	2	20	30	50
3	Fashion Illustration (Practical)	Major Mandatory (MM)	BAFD303	2	20	30	50
4	Surface Ornamentation (Practical)	Minor Course	BAFD304	2	20	30	50
5	History of Western Costumes (Theory)	Minor Course	BAFD305	2	20	30	50
6	Fashion Forecasting (Theory)	Open Electives (OE)	BAFD306	2	20	30	50
7	Computer Aided Design - II (Practical)	Vocational Skill Course (VSC)	BAFD307	2	20	30	50
8	Entrepreneurship (Theory)	Ability Enhancement Course (AEC)	BAFD308	2	20	30	50
9	Live Projects	Field Project	BAFD309	2	20	30	50
10	Learning Beyond Classroom - I (Events/Workshops/Seminars)	Co - Curricular (CC)	BAFD310	2	20	30	50
	Total			22			550

Sem. - III

Vertical – 1 Major

Syllabus
B.A. Fashion Designing
(Sem.- III)

Title of Paper: Pattern Making Garment Construction – Women's Wear (PMGC)
(Practical)

Sr. No.	Heading	Particulars
1	Description the course: Including but not limited to:	1. This course enables students to understand and apply both pattern making and garment construction techniques for women's wear, bridging design and production. 2. Emphasis is placed on accurate drafting, fitting, and sewing methods, allowing students to create custom-fit and industry-standard garments. 3. The course addresses contemporary fashion industry demands, including sustainable design practices and readiness for mass customization. 4. It complements key subjects like Draping, Fashion Illustration, Garment Construction, and Computer-Aided Design (CAD), enhancing holistic learning. 5. Students are prepared for roles such as Pattern Maker, Technical Designer, Product Developer, and Sample Coordinator in both domestic and global fashion sectors.
2	Vertical:	Major
3	Type:	Practical
4	Credit:	4 credits (30 Hours of Practical work in a semester)
5	Hours Allotted:	120 Hours
6	Marks Allotted:	100 Marks

7	Course Objectives: 1. To introduce foundational techniques of flat pattern making and their application in garment construction for women's wear. 2. To develop precision in drafting basic blocks and converting them into design variations. 3. To enhance practical skills in stitching, assembling, and finishing garments using industry methods. 4. To promote awareness of fit, size, and structural aesthetics of women's garments. 5. To prepare students for professional garment development with a focus on quality, functionality, and sustainability.
8	Course Outcomes: 1. Identify tools, terminology, and methods used in women's wear pattern making and construction. 2. Explain the relationship between pattern design and garment fit for women's body forms. 3. Draft basic patterns (bodice, skirt, sleeve) and construct simple women's garments from those patterns. 4. Examine garment structure and construction techniques for accurate fitting and finish. 5. Develop a finished women's wear garment by integrating pattern adaptation and sewing techniques.

9	Modules: -
	Module 1: Introduction to Pattern Making & Basic Blocks
	1.1 Importance of pattern making in women's wear
	1.2 Measurement-taking techniques (body and standard sizes)
	1.3 Tools and equipment used
	1.4 Drafting basic blocks: Bodice Front & Back, Skirt Front & Back, Sleeve Block
	1.5 Seam allowances and labelling of patterns
	1.6 Preparing muslin toiles (mock-ups) for fit testing
	Module 2: Pattern Adaptation and Style Variations
	2.1 Dart manipulation: slash and spread method
	2.2 Style adaptations: princess line, yokes, pleats, gathers
	2.3 Sleeve variations: puff, cap, bell, bishop
	2.4 Skirt variations: A-line, circular, panel, gathered
	2.5 Neckline and collar variations
	2.6 Introduction to basic fit correction techniques
	Module 3: Garment Construction Techniques – Part I
	3.1 Introduction to sewing machine parts and operation
	3.2 Types of seams and seam finishes (plain, French, flat-felled, etc.)
	3.3 Fabric grainline, layout, and cutting
	3.4 Construction of samples for necklines, plackets, pockets, sleeves, and fasteners
	3.5 Basic hand stitches (hemming, buttonhole, invisible stitch)
	Module 4: Complete Garment Development (Women's Wear)

	4.1 Selection of garment style (any one: top, blouse, skirt, kurti, or simple dress) 4.2 Drafting pattern from adapted block 4.3 Cutting fabric using layout 4.4 Sewing and assembly of garment 4.5 Final finishing, pressing, and presentation 4.6 Fit evaluation and corrections		
10	Reference Books: 1. Armstrong, H. J. (2010). <i>Patternmaking for Fashion Design</i> (5th ed.). Pearson. 2. Joseph-Armstrong, H. (2006). <i>Draping for Apparel Design</i>. Fairchild Books. 3. Aldrich, W. (2008). <i>Metric Pattern Cutting for Women's Wear</i> (5th ed.). Wiley-Blackwell. 4. Amaden-Crawford, C. (2004). <i>A Guide to Fashion Sewing</i>. Fairchild Publications. 5. Jindal, R. (2018). <i>Pattern Making & Garment Construction</i>. Kalyani Publishers.		
11	Internal Continuous Assessment: 40%	External, Semester End Examination 60% Individual Passing in Internal and External Examination	
12	Continuous Evaluation through: Quizzes, Class Tests, presentation, project, role play, creative writing, assignment etc. (at least 3)	CONTINUOUS INTERNAL EVALUATION (planned as per the need of the course)	Marks
		Class Participation/Internal Assessment during laboratory work/experiments/practical tasks	20
		Journal/Portfolio/Presentation /Reports/Case papers/Assignments	20
		Total Marks for Internal Assessment	40
		SEMESTER-END PRACTICAL EXAMINATION	
		All questions are compulsory with internal choice.	
		Question 1 - Unit 1,2	20
		Question 2 - Unit 3,4	20
		Journal/Portfolio/Report/Viva-Voce	20
		Total Marks for Semester End Examination	60

B.A. Fashion Designing (Sem.- III)

Title of Paper: History of Indian Costumes (Theory)

Sr. No.	Heading	Particulars
1	Description the course: Including but not limited to:	1. The course explores the evolution of Indian clothing through historical, social, and cultural contexts across ancient, medieval, and colonial periods. 2. It traces the development of costumes from the Indus Valley Civilization to post-independence India. 3. Provides insights into textile usage, draping styles, embellishments, and regional influences on attire. 4. Connects with fashion history, textile studies, surface ornamentation, and cultural studies. 5. Useful for careers in fashion design, costume design, heritage management, and historical research.
2	Vertical:	Major
3	Type:	Theory
4	Credit:	2 credits (15 Hours of Theory work in a semester)
5	Hours Allotted:	30 Hours
6	Marks Allotted:	50 Marks
7	Course Objectives: 1. To study the historical evolution of Indian clothing across different time periods. 2. To understand the influence of geography, trade, and dynasties on Indian costume. 3. To identify traditional Indian garments, textiles, and ornamentation styles. 4. To appreciate the cultural significance of attire in Indian society. 5. To enable application of historical knowledge in fashion design and costume recreation.	

8	Course Outcomes: 1. Remember key dynasties, textiles, and costume features from each historical period. 2. Understand the social and cultural contexts behind changes in Indian costumes. 3. Apply costume knowledge to design projects or visual representations. 4. Analyze the evolution of silhouettes, fabrics, and styles across regions and timelines. 5. Evaluate the impact of history, colonization, and modernization on traditional Indian dress.		
9	Modules: - Module 1: Ancient to Medieval Indian Costumes 1.1 Indus Valley Civilization: Draping culture, jewelry, hairstyles 1.2 Vedic & Post-Vedic Period: Unstitched garments, spiritual symbolism 1.3 Mauryan, Sunga & Gupta Periods: Royal and religious influences on dress 1.4 Medieval India: Islamic influences: Mughal & Sultanate era 1.5 Regional styles: Rajput, Deccan, South Indian dynasties 1.6 Garments: Jama, angarkha, lehenga, churidar, odhani 1.7 Accessories and embellishments 1.8 Fusion of indigenous and foreign elements Module 2: Colonial to Contemporary Indian Costumes 2.1 British Colonial Period: a. Western influences on Indian clothing b. Adaptation and resistance: Swadeshi, Khadi movement c. Indo-Western blends, tailoring, uniforms 2.2 Post-Independence to Contemporary India: a. Revival of traditional textiles and costumes b. Regional dress identities across India (Punjab, Maharashtra, Bengal, Kerala, Northeast, etc.) c. Cinema and costume: Bollywood and Indian fashion d. Contemporary relevance of traditional attire in fashion, weddings, festivals		
10	Reference Books: 1. Bhatnagar, P. (2005). <i>Traditional Indian Costumes and Textiles</i>. Abhishek Publications. 2. Kumar, R. (1999). <i>Costumes and Textiles of Royal India</i>. Christie's Books. 3. Chattopadhyay, K. (1975). <i>Handicrafts of India</i>. Indian Council for Cultural Relations. 4. Jain, J., & Aggarwal, A. (2010). <i>Costume and Textiles of Royal India</i>. Prakash Books. 5. Das, S. (2016). <i>Indian Costumes: A Cultural History</i>. Wisdom Tree.		
11	Internal Continuous Assessment: 40%	External, Semester End Examination 60% Individual Passing in Internal and External Examination	
12	Continuous Evaluation through: Quizzes, Class Tests, presentation, project, role play, creative writing, assignment etc. (at least 3)	CONTINUOUS INTERNAL EVALUATION (planned as per the need of the course)	Marks
		Class Participation/Internal Assessment during laboratory work/experiments/practical tasks	10

		Journal/Portfolio/Presentation /Reports/Case papers/Assignments	10
		Total Marks for Internal Assessment	20
		SEMESTER-END PRACTICAL EXAMINATION	
		All questions are compulsory with internal choice.	
		Question 1 - Unit 1	10
		Question 2 - Unit 2	10
		Journal/Portfolio/Report/Viva- Voce	10
		Total Marks for Semester End Examination	30

Syllabus

B.A. Fashion Designing

(Sem.- III)

Title of Paper: Fashion Illustration (Practical)

Sr. No.	Heading	Particulars
1	Description the course: Including but not limited to:	1. Fashion Illustration is the visual language of fashion design, helping express garment ideas, styles, and moods through sketches and illustrations. 2. It trains students in drawing croquis, garment details, fabric textures, and color rendering—skills essential for design development, client presentations, and portfolios. 3. Strong illustration skills are valued in fashion studios, design houses, and media for concept communication, trend forecasting, and promotional materials. 4. Closely linked with Design Process, Pattern Making, Draping, and Computer-Aided Design (CAD), supporting the transition from idea to final product. 5. Leads to roles such as Fashion Illustrator, Concept Artist, Storyboard Designer, or assists careers in Fashion Design, Styling, and Trend Forecasting.
2	Vertical:	Major
3	Type:	Practical
4	Credit:	2 credits (30 Hours of Practical work in a semester)
5	Hours Allotted:	60 Hours
6	Marks Allotted:	50 Marks

7	Course Objectives: 1. To understand the fundamentals of fashion figure drawing and proportions. 2. To develop skills in rendering garments and fabrics on croquis. 3. To enable visual communication of design concepts and themes. 4. To explore creative styling and fashion representation through illustration. 5. To analyse the role of illustration in fashion forecasting, branding, and presentations.
8	Course Outcomes: 1. Remember basic tools, techniques, and terminologies used in fashion illustration. 2. Understand human body proportions and fashion stylization. 3. Apply design ideas visually using croquis and garment rendering. 4. Analyze the use of color, fabric fall, and texture in fashion illustration. 5. Evaluate the impact of illustration styles in portfolio development and fashion communication.
9	Modules: -
	Module 1: Fashion Figures, Poses, and Garment Structures
	1.1 Understanding Fashion Figures and Proportions: Importance of proportion in fashion illustration, Differences between standard human and fashion figure proportions, Stylized vs. realistic figures 1.2 Construction of Fashion Croquis: 8-head, 9-head, and 10-head croquis: breakdown and development, Male, female, and children's croquis using different proportion techniques, Comparative study of croquis and their application in fashion design 1.3 Developing Fashion Poses and Movements: Line of action, balance line, and weight distribution, Static and dynamic poses including fashion runway postures, Creating front, back, and side views in perspective 1.4 Understanding Components of Garments: Basic elements: necklines, collars, sleeves, cuffs, yokes, pockets, waistbands, plackets, and hemlines, Illustration and stylization of garments: skirts, dresses, trousers, jackets, outerwear, Precision in detailing garment components in fashion sketches
	Module 2: Fabric Rendering, Surface Detailing, and Prints
	2.1 Rendering Fabric Textures in Fashion Illustration: Visual properties of fabrics: flow, stiffness, sheen, transparency, Techniques for rendering various fabrics: Denim: textured shading, stitch detailing, Silk: smooth blending, light reflection, Leather: gloss, creases, folds, Chiffon/Organza: transparency, soft drapes, Wool/Velvet: dense and soft surface effects 2.2 Drapes, Gathers, Pleats, and Frills: Techniques for illustrating fabric falls and natural drapes, Representation of gathers, ruffles, and pleats (knife, box, accordion), Sketching frills and flounces with movement and realism 2.3 Prints, Patterns, and Surface Ornamentation: Techniques for incorporating patterns in illustrations, Depiction of geometric prints, florals, checks, and stripes, Illustrating embroidery, lace, and embellishments, Understanding correct placement and scale of prints and patterns on garments
10	Reference Books: Abling, B. (2004). <i>Fashion sketchbook</i> (4th ed.). Fairchild Publications. Drudi, E., & Paci, T. (2001). <i>Figure drawing for fashion design</i> . The Pepin Press. Hagen, K. (2005). <i>Fashion illustration for designers</i> . Pearson Education. Ireland, P. J. (1993). <i>Fashion design illustration: Women</i> . B.T. Batsford. Riegelman, N. (2000). <i>9 heads: A guide to drawing fashion</i> . 9 Heads Media. Stipelman, S. (2005). <i>Illustrating fashion: Concept to creation</i> (2nd ed.). Fairchild Publications.

11	Internal Continuous Assessment: 40%	External, Semester End Examination 60% Individual Passing in Internal and External Examination	
12	Continuous Evaluation through: Quizzes, Class Tests, presentation, project, role play, creative writing, assignment etc. (at least 3)	CONTINUOUS INTERNAL EVALUATION (planned as per the need of the course)	Marks
		Class Participation/Internal Assessment during laboratory work/experiments/practical tasks	10
		Journal/Portfolio/Presentation /Reports/Case papers/Assignments	10
		Total Marks for Internal Assessment	20
		SEMESTER-END PRACTICAL EXAMINATION	
		All questions are compulsory with internal choice.	
		Question 1 - Unit 1	10
		Question 2 - Unit 2	10
		Journal/Portfolio/Report/Viva- Voce	10
		Total Marks for Semester End Examination	30

Vertical - 4

VSC

Syllabus
B.A. Fashion Designing
(Sem.- III)

Title of Paper: Computer Aided Design – I (Practical)

Sr. No.	Heading	Particulars
1	Description the course: Including but not limited to:	1. CAD-I introduces digital tools essential for modern fashion designing, enabling faster, more accurate, and professional design development. 2. Students learn to create mood boards, fashion illustrations, flats, and presentation layouts using software like Canva or Illustrator, useful in design portfolios and client presentations. 3. Digital proficiency is a must in today's fashion industry, especially in design studios, e-commerce, marketing, and tech-integrated fashion processes. 4. Complements Fashion Illustration, Surface Ornamentation, and Fashion Marketing by enhancing visual communication and presentation quality. 5. Opens up roles such as CAD Designer, Graphic Designer (Fashion), Visual Merchandiser, and supports fashion entrepreneurs in branding and online promotions.
2	Vertical:	Major
3	Type:	Practical
4	Credit:	2 credits (30 Hours of Practical work in a semester)
5	Hours Allotted:	60 Hours
6	Marks Allotted:	50 Marks

	Course Objectives: 1. Understand and apply digital tools for design development and presentation. 2. Create digital fashion illustrations, flats, and technical drawings using computer software. 3. Integrate CAD techniques to enhance visual communication in fashion design processes. 4. Develop design portfolios using design software tools.
8	Course Outcomes: CO1: Identify key features of design software used in the fashion industry. CO2: Demonstrate proficiency in using design software tools (e.g., Adobe Illustrator/CorelDRAW) for garment flats and technical drawings. CO3: Create digital design boards (mood, concept, inspiration) and line sheets. CO4: Evaluate digital presentation methods and apply them for professional portfolio development.

9	Modules: -
	Module 1: Digital Design Boards & Fashion Croquis
	1. Introduction to Digital Software: Canva & Photoshop a. Overview and applications in fashion design b. Key differences: Canva vs Photoshop (usage, capabilities, limitations) c. Understanding Photoshop tools, layers, and workspace d. Working with Canva templates and elements 2. Creating Digital Mood & Inspiration Boards a. Purpose and importance in fashion design b. Image selection, colour palettes, and typography (Canva & Photoshop) c. Composition techniques for visual appeal d. Exporting and sharing boards in suitable formats 3. Digital Croquis Fundamentals a. Introduction to croquis in digital format b. Differences between hand-drawn and digital croquis c. Using Photoshop for croquis creation and modification d. Importing and refining hand-drawn croquis e. Adjusting proportions using existing templates 4. Action Poses and Croqui Practice a. Creating dynamic postures and fashion poses b. Enhancing line work for a professional finish c. Saving and organizing croquis for future projects
	Module 2: Digital Fashion Illustration & Rendering Techniques
	1. Face Illustration & Feature Rendering (Photoshop) a. Understanding face proportions in fashion sketches b. Digital rendering of eyes, nose, lips, and ears c. Highlighting and shading features using layers and brushes 2. Hairstyles in Digital Fashion Illustration a. Creating varied hairstyles digitally b. Using brushes for texture, shine, and movement c. Colouring techniques for realistic hair effects 3. Garment Draping and Fabric Flow a. Digital techniques for illustrating drapes, folds, and pleats b. Observing fabric movement and applying it to croquis c. Using layering for depth and realism 4. Shading, Texturing & Final Touches a. Shading for different fabric types (silk, denim, leather, wool) b. Applying digital textures and overlays c. Using Photoshop brushes for texture simulation d. Simulating transparency, light, and reflective effects

10	Reference Books: Abling, B. (2004). <i>Fashion sketchbook</i> (4th ed.). Fairchild Publications. Campbell, H. (n.d.). <i>Photoshop for textile design</i> . Corfee, S. (2011). <i>Fashion design workshop: Stylish step-by-step projects and drawing tips for up-and-coming designers</i> . Walter Foster Publishing. Gill, M. (n.d.). <i>Adobe Photoshop for fashion design</i> . Lee, K. (n.d.). <i>Illustrating fashion: Concept to creation</i> . Louise, T. (n.d.). <i>Digital fashion design</i> . McClintock, M. (n.d.). <i>Photoshop for fashion designers: Design techniques and digital tools</i> . Soto, A. M. (n.d.). <i>Fashion illustration: Inspiration and technique</i> . Stipelman, S. (n.d.). <i>The fashion designer's sketchbook: Inspiration and techniques</i> . Tatham, C., & Sutherland, F. (n.d.). <i>Fashion design drawing course: Design and illustrate your own fashion</i> . Williams, E. (n.d.). <i>Adobe Photoshop CC for fashion design</i> . Wilson, A. J. (n.d.). <i>Fashion Photoshop: Techniques for fashion design</i> .		
11	Internal Continuous Assessment: 40%	External, Semester End Examination 60% Individual Passing in Internal and External Examination	
12	Continuous Evaluation through: Quizzes, Class Tests, presentation, project, role play, creative writing, assignment etc. (at least 3)	CONTINUOUS INTERNAL EVALUATION (planned as per the need of the course)	Marks
		Class Participation/Internal Assessment during laboratory work/experiments/practical tasks	10
		Journal/Portfolio/Presentation /Reports/Case papers/Assignments	10
		Total Marks for Internal Assessment	20
		SEMESTER-END PRACTICAL EXAMINATION	
		All questions are compulsory with internal choice.	
		Question 1 - Unit 1	10
		Question 2 - Unit 2	10
		Journal/Portfolio/Report/Viva- Voce	10
		Total Marks for Semester End Examination	30

Sem. - IV

SEMESTER IV

Sr. No	Subjects	Subject Type	Subject code	Total credits	Internal	External	Total
1	Pattern Making Garment Construction (PMGC) (Practical)	Major Mandatory (MM)	BAFD401	4	40	60	100
2	Study of Apparel Manufacturing Process (Theory)	Major Mandatory (MM)	BAFD402	2	20	30	50
3	Advance Fashion Illustration (Practical)	Major Mandatory (MM)	BAFD403	2	20	30	50
4	Communication & Critical Thinking (Theory)	Minor Course	BAFD404	2	20	30	50
5	Computer Aided Design - II (Practical)	Minor Course	BAFD405	2	20	30	50
6	Art Appreciation (Theory)	Open Electives (OE)	BAFD406	2	20	30	50
7	Fashion Merchandising & Marketing (Theory)	Skill Enhancement Course (SEC)	BAFD407	2	20	30	50
8	Internship	OJT/CEP	BAFD408	2	20	30	50
9	Managerial Skills & Practices (Theory)	Ability Enhancement Course (AEC)	BAFD409	2	20	30	50
10	Learning Beyond Classroom - II (Events/Workshops/Seminars) (Practical)	Co - Curricular (CC)	BAFD410	2	20	30	50
	Total			22			550

Vertical – 1 Major

Syllabus

B.A. Fashion Designing

(Sem.- IV)

Title of Paper: Pattern Making Garment Construction – Men's Wear (PMGC)
(Practical)

Sr. No.	Heading	Particulars
1	Description the course: Including but not limited to:	1. Skill-Oriented and Vocational Training: Focuses on developing hands-on skills in pattern making and construction for men's garments relevant to industry needs. 2. Experiential Learning: Includes drafting, cutting, sewing, and finishing of various men's wear garments through practical sessions. 3. Design Thinking and Application: Emphasizes garment fitting, construction techniques, and pattern manipulation based on body measurements. 4. Employment Readiness: Enables learners to construct a range of men's wear garments for fashion retail, bespoke tailoring, or entrepreneurship. 5. Interdisciplinary Learning: Integrates textile knowledge, measurement analysis, and manual and machine techniques for professional outcomes.
2	Vertical:	Major
3	Type:	Practical
4	Credit:	4 credits (30 Hours of Practical work in a semester)
5	Hours Allotted:	120 Hours
6	Marks Allotted:	100 Marks
7	Course Objectives: 1. Understand the fundamentals of men's wear pattern development and construction. 2. Apply body measurements to draft patterns for basic and structured men's garments. 3. Analyse and construct garments considering design, fit, and finishing techniques. 4. Create a range of men's garments with professional standards of finishing and presentation.	

8	Course Outcomes: CO1: Identify tools, terminology, and techniques used in men's pattern making and garment construction. CO2: Draft and develop basic and advanced patterns for a variety of men's garments. CO3: Construct and assemble men's garments with attention to fit, balance, and finishing. CO4: Evaluate and modify garments for fitting issues, style variations, and customer needs.
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9	Modules: -
	Module 1: Introduction and Basic Garment Construction
	- Introduction to men's body measurements and sizing - Tools and equipment used in pattern drafting and construction - Pattern drafting of men's basic bodice and sleeve - Construction of basic men's shirt (half-size/full-size) - Shirt placket, collar, yoke, sleeve, and cuff attachment - Seam finishes and button placements
	Module 2: Bottom Wear – Trousers and Shorts
	- Measurement and pattern drafting for trousers and shorts - Types of trouser fits and their pattern adjustments - Pockets (side seam, welt, patch), zipper fly, and waistband techniques - Construction of formal trousers and casual shorts - Pressing and final finishing techniques
	Module 3: Ethnic and Traditional Men's Wear
	- Pattern drafting for men's kurta and churidar/pyjama - Necklines, placket, and sleeve variations in ethnic wear - Drafting and sewing pathani kurta or bandi jacket - Finishing techniques for traditional garments - Decorative seam detailing and closures
	Module 4: Structured and Advanced Garments
	- Introduction to jackets and blazers: structure and interfacing - Pattern making and block development for men's blazer (theoretical focus or miniature practical) - Lining, padding, facings, and lapels - Sleeve setting and shoulder shaping - Construction of waistcoat (with lining and finishing)

10	Reference Books: - Liechty, J., Rasband, J. A., & Pottberg-Steineckert, D. (2010). Fitting and Pattern Alteration: A Multi-Method Approach to the Art of Style Selection, Fitting, and Alteration (2nd ed.). Fairchild Books. - Armstrong, H. J. (2013). Patternmaking for Fashion Design (5th ed.). Pearson. - Knowles, L. M. (2006). Practical Guide to Patternmaking for Fashion Designers: Menswear. Fairchild Publications. - Reader's Digest. (2002). Complete Guide to Sewing. The Reader's Digest Association. - Nakamichi, T. (2005). Pattern Magic: Menswear. Laurence King Publishing.
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11	Internal Continuous Assessment: 40%	External, Semester End Examination 60% Individual Passing in Internal and External Examination	
12	Continuous Evaluation through: Quizzes, Class Tests, presentation, project, role play, creative writing, assignment etc. (at least 3)	CONTINUOUS INTERNAL EVALUATION (planned as per the need of the course)	Marks
		Class Participation/Internal Assessment during laboratory work/experiments/practical tasks	10
		Journal/Portfolio/Presentation /Reports/Case papers/Assignments	10
		Total Marks for Internal Assessment	40
		SEMESTER-END PRACTICAL EXAMINATION	
		All questions are compulsory with internal choice.	
		Question 1 - Unit 1, 2	10
		Question 2 - Unit 3,4	10
		Journal/Portfolio/Report/Viva- Voce	10
		Total Marks for Semester End Examination	60

Syllabus
B.A. Fashion Designing
(Sem.- IV)

Title of Paper: Study of Apparel Manufacturing Process (Theory)

Sr. No.	Heading	Particulars
1	Description the course: Including but not limited to:	1. Skill-Based & Industry-Oriented: Provides foundational knowledge of industrial garment production and workflow in apparel manufacturing units. 2. Experiential Learning: Encourages observation and understanding of real-world processes through case studies, factory models, or virtual tours. 3. Vocational Relevance: Prepares students for careers in production, quality control, and industrial engineering in the apparel sector. 4. Outcome-Based Learning: Focuses on both conceptual and applied understanding of apparel production processes using Bloom's framework. 5. Multidisciplinary Integration: Links textile science, garment construction, and management practices to provide holistic learning.
2	Vertical:	Major
3	Type:	Theory
4	Credit:	2 credits (15Hours of Theory work in a semester)
5	Hours Allotted:	30 Hours
6	Marks Allotted:	50 Marks

7	Course Objectives: 1. Understand the sequential stages of apparel manufacturing from design to distribution. 2. Explain the functions of various departments in a manufacturing unit. 3. Analyze the flow of materials and information through different stages. 4. Apply basic concepts of production planning and quality control in apparel manufacturing.
8	Course Outcomes: 1. Understand the sequential stages of apparel manufacturing from design to distribution. 2. Explain the functions of various departments in a manufacturing unit. 3. Analyze the flow of materials and information through different stages. 4. Apply basic concepts of production planning and quality control in apparel manufacturing.

9	Modules: -		
	Module 1: Introduction to Apparel Manufacturing Process		
	a. Overview of the garment industry and organizational structure b. Process flow from design to dispatch c. Pre-production process: sampling, fabric sourcing, cost estimation d. Production departments: cutting, stitching, finishing, packaging e. Industrial machines used in each stage f. Understanding batch, line, and modular production systems		
	Module 2: Production Planning, Quality Control & Factory Operations		
	a. Introduction to production planning and control (PPC) b. Capacity utilization, line balancing, and workflow management c. Concept of SAM (Standard Allowed Minute) and efficiency d. Quality control at different stages: raw material, inline, end-line e. Role of merchandising and communication in production f. Introduction to lean manufacturing and sustainability in apparel production		
10	Reference Books: Chuter, A. J. (2002). <i>Introduction to Clothing Production Management</i> . Blackwell Publishing. Cooklin, G., & Tyler, D. J. (2006). <i>Introduction to Clothing Manufacture</i> (2nd ed.). Wiley-Blackwell. Mehta, P. V., & Bhardwaj, S. K. (2006). <i>Managing Quality in the Apparel Industry</i> . New Age International. Glock, R. E., & Kunz, G. I. (2005). <i>Apparel Manufacturing: Sewn Product Analysis</i> (4th ed.). Pearson. Sharma, A. (2012). <i>Apparel Manufacturing Technology</i> . Woodhead Publishing India.		
11	Internal Continuous Assessment: 40%	External, Semester End Examination 60% Individual Passing in Internal and External Examination	
12	Continuous Evaluation through: Quizzes, Class Tests, presentation, project, role play, creative writing, assignment etc. (at least 3)	CONTINUOUS INTERNAL EVALUATION (planned as per the need of the course)	Marks
		Class Participation/Internal Assessment during laboratory work/experiments/practical tasks	10

		Journal/Portfolio/Presentation /Reports/Case papers/Assignments	10
		Total Marks for Internal Assessment	20
		SEMESTER-END PRACTICAL EXAMINATION	
		All questions are compulsory with internal choice.	
		Question 1 - Unit 1	10
		Question 2 - Unit 2	10
		Journal/Portfolio/Report/Viva-Voce	10
		Total Marks for Semester End Examination	30

Syllabus

B.A. Fashion Designing

(Sem.- IV)

Title of Paper: Advance Fashion Illustration (Practical)

Sr. No.	Heading	Particulars
1	Description the course: Including but not limited to:	1. Advance Fashion Illustration is the visual language of fashion design, helping express garment ideas, styles, and moods through sketches and illustrations. 2. It trains students in drawing croquis, garment details, fabric textures, and color rendering—skills essential for design development, client presentations, and portfolios. 3. Strong illustration skills are valued in fashion studios, design houses, and media for concept communication, trend forecasting, and promotional materials. 4. Closely linked with Design Process, Pattern Making, Draping, and Computer-Aided Design (CAD), supporting the transition from idea to final product. 5. Leads to roles such as Fashion Illustrator, Concept Artist, Storyboard Designer, or assists careers in Fashion Design, Styling, and Trend Forecasting.
2	Vertical:	Major
3	Type:	Practical
4	Credit:	2 credits (30 Hours of Practical work in a semester)
5	Hours Allotted:	60 Hours
6	Marks Allotted:	50 Marks

7	Course Objectives: 1. Understand the anatomical structure and proportions of facial features to render expressive and diverse characters. 2. Demonstrate advanced fashion illustration techniques for accessories, embroidery, beadwork, and embellishments. 3. Develop rendering techniques for textures, light, and shadow to create realistic fashion illustrations. 4. Compose complete fashion illustration sheets with accurate theme consistency, dynamic poses, and professional presentation.
8	Course Outcomes: 1. CO1: Identify and explain the anatomy and expressions of human faces in the context of fashion illustration. 2. CO2: Render intricate details of embroidery, beadwork, and surface embellishments with realistic shading techniques. 3. CO3: Illustrate fashion accessories such as footwear, handbags, and jewellery with material-specific textures. 4. CO4: Design and compile a cohesive fashion illustration sheet that reflects a chosen theme, includes multiple croquis, and integrates accessories and embellishments.

9	Modules: -	
	Module 1: Advanced Facial Illustration and Embellishment Rendering	
	a. Understanding facial proportions and symmetry b. Detailed rendering of eyes, nose, lips, and ears c. Depicting different facial expressions (joy, anger, sadness, surprise, etc.) d. Hair texture and styles with shading techniques e. Creating diverse character types with unique facial features f. Sketching embroidery patterns for traditional and contemporary designs g. Illustrating beadwork techniques (sequins, crystals, pearls, etc.) h. Depicting metallic thread work and surface embellishments i. Shading techniques to highlight texture and depth in embroidery j. Creating realistic drape effects with embellishments	
	Module 2: Accessory Illustration and Final Fashion Illustration Sheet	
	a. Handbags: Different shapes, textures, and details (buckles, zippers, straps) b. Shoes: Various footwear styles, textures, and sole detailing c. Jewelry: Rendering metals, gemstones, and intricate patterns d. Hats and headpieces: Illustrating different styles, materials, and embellishments e. Application of light and shadow for a three-dimensional look f. Arranging multiple croquis on a single page g. Maintaining consistency in theme, color palette, and proportions h. Creating dynamic poses and expressions i. Depicting fabric flow and layering techniques j. Finalizing the collection sheet with appropriate rendering and background	
10	Reference Books: Abling, B. (2004). <i>Fashion sketchbook</i> (4th ed.). Fairchild Publications. Drudi, E., & Paci, T. (2001). <i>Figure drawing for fashion design</i> . The Pepin Press. Hagen, K. (2005). <i>Fashion illustration for designers</i> . Pearson Education. Ireland, P. J. (1993). <i>Fashion design illustration: Women</i> . B.T. Batsford. Riegelman, N. (2000). <i>9 heads: A guide to drawing fashion</i> . 9 Heads Media. Stipelman, S. (2005). <i>Illustrating fashion: Concept to creation</i> (2nd ed.). Fairchild Publications.	
11	Internal Continuous Assessment: 40%	External, Semester End Examination 60% Individual Passing in Internal and External Examination

12	Continuous Evaluation through: Quizzes, Class Tests, presentation, project, role play, creative writing, assignment etc. (at least 3)	CONTINUOUS INTERNAL EVALUATION (planned as per the need of the course)	Marks
		Class Participation/Internal Assessment during laboratory work/experiments/practical tasks	10
		Journal/Portfolio/Presentation /Reports/Case papers/Assignments	10
		Total Marks for Internal Assessment	20
		SEMESTER-END PRACTICAL EXAMINATION	
		All questions are compulsory with internal choice.	
		Question 1 - Unit 1	10
		Question 2 - Unit 2	10
		Journal/Portfolio/Report/Viva-Voce	10
		Total Marks for Semester End Examination	30

Vertical - 4

SEC

Syllabus

B. A. Fashion Designing

(Sem.- IV)

Title of Paper: Fashion Merchandising & Marketing (Theory)

Sr. No.	Heading	Particulars
1	Description the course: Including but not limited to:	1. Introduces students to core principles of fashion merchandising and marketing for practical industry application. 2. Develops analytical, strategic, and consumer-oriented thinking required for fashion businesses. 3. Bridges design thinking with business management, retailing, and consumer behaviour. 4. Encourages real-world observation, case study analysis, and visual merchandising exercises. 5. Focuses on employability through the development of marketing strategies and merchandising plans aligned with learning outcomes.
2	Vertical:	SEC
3	Type:	Theory
4	Credit:	2 credits (15 Hours of Theory work in a semester)
5	Hours Allotted:	30 Hours
6	Marks Allotted:	50 Marks
7	Course Objectives: 1. Understand the fundamentals of fashion marketing, merchandising, and consumer behavior in a fashion context. 2. Identify the role of visual merchandising, product development, and retail strategies in promoting fashion products. 3. Analyze different marketing channels and promotional techniques in the fashion industry. 4. Apply basic merchandising math and planning techniques to fashion retail.	

8

Course Outcomes:

CO1: Explain key concepts of fashion marketing and merchandising and their role in the fashion industry.

CO2: Identify consumer behaviour patterns and their influence on fashion marketing strategies.

CO3: Apply merchandising principles such as assortment planning, pricing, and visual display.

CO4: Evaluate promotional strategies and retailing techniques relevant to fashion brands.

9	Modules:-		
	Module 1: Introduction to Design Process		
	Kashida of Kashmir: 1. Understanding the stages of the design process: Research, Ideation, Development, and Presentation. 2. Role of design thinking in creative problem-solving. 3. Identifying and analyzing target audience and consumer preferences.		
	Module 2: Research and Concept Development		
	1. Conducting primary and secondary research for design inspiration. 2. Exploring themes, cultural influences, and fashion trends for concept building. 3. Developing mood boards, storyboards, and inspiration boards.		
	Module 3: Design Ideation and Development		
	1. Sketching, draping, and experimenting with garment silhouettes. 2. Exploring material selections, color palettes, and textile combinations. 3. Developing technical drawings and specification sheets for design detailing.		
	Module 4: Presentation and Evaluation for the following suggested topics:		
	1. Developing a capsule collection inspired by cultural or historical themes. 2. Creating a design journal documenting the entire design process. 3. Presenting a design solution addressing sustainability or social causes. Preparing professional design portfolios with comprehensive illustrations. 4. Creating digital presentations for industry-standard visual communication. 5. Understanding client feedback and modifying design solutions accordingly.		
10	Reference Books: 1. Design Thinking: Integrating Innovation, Customer Experience, and Brand Value by Thomas Lockwood 1. Fashion Design Process by Jennifer Craik 2. The Fundamentals of Fashion Design by Richard Sorger and Jenny Udale 3. Patternmaking for Fashion Design by Helen Joseph Armstrong 4. Portfolio Presentation for Fashion Designers by Linda Tain		
11	Internal Continuous Assessment: 40%	External, Semester End Examination 60% Individual Passing in Internal and External Examination	
12	Continuous Evaluation through: Quizzes, Class Tests, presentation, project, role play, creative writing, assignment etc.(at least 3)	CONTINUOUS INTERNAL EVALUATION (planned as per the need of the course)	Marks
		Class Participation/Internal Assessment during laboratory work/experiments/practical tasks	10
		Journal/Portfolio/Presentation/Reports/Case papers/Assignments	10
		Total Marks for Internal Assessment	20
		SEMESTER-END PRACTICAL EXAMINATION	
		All questions are compulsory with internal choice.	
		Question 1 - Unit 1	10
		Question 2 - Unit 2	10
		Journal/Portfolio/Report/Viva-Voce	10
		Total Marks for Semester End Examination	30

QUESTION PAPER PATTERN (External and Internal)

Theory courses evaluation scheme for Second Year (UG) under NEP
For theory courses with 2 credit points total marks allotted would be 50

1. Internal Assessment: 20 Marks
2. External Assessment: 30 Marks

Nature of Examination	Bifurcation of Marks				Time	Total Marks
1. Internal Assessment for Theory Courses						
Continuous Internal Assessment (CIA) Assignment	Sr. No	Examination	Module	Marks	Time	Total Marks
	1	Class Test	Module 1 or on completed syllabus	10	30 Min	20
	2	Assignments / Case Study / Presentations / Projects / Group Discussion / Ind. Visit / Tutorials		10	30 Min	
	Note: Class Test 1. MCQ's - 5 Marks 2. Answer in one line - 10 Marks 3. Answer in Brief (3 out of 6 questions) - 15 Marks					
2. External Assessment for Theory Courses						
Semester End Examination	Question No	Paper Pattern (Theory question paper pattern: All questions are compulsory)	Unit	Marks	Time	Total Marks
	Q.1	Match the Column/Fill in the Blanks/Multiple Choice Questions (½ Mark each)	From all modules	5	1 Hour	30

	Q.2	Answer in one sentence (1 mark each)	From all modules	10		
	Q.3	Short Notes (Attempt any 3 out of 6)	3 questions per module to be set. Each student will choose 1 question per module.			

Practical courses evaluation scheme for Second Year (UG) under NEP
For Practical courses with 2 credit points total marks allotted would be 50

1. Internal Assessment: 20 Marks
2. External Assessment: 30 Marks

Nature of Examination	Components	Module	Marks	Time	Total Marks
Internal Assessment (20 Marks)	1. Practical Task / Hands-on Activity	From all modules	10	1.5 Hours	20
	2. Viva Voce	From all modules	5		
	3. File / Journal / Portfolio Submission	From all modules	5		
External Assessment (30 Marks)	1. Major Practical Task	From all modules	20	2 Hours	30
	2. Viva Voce	From all modules	5		
	3. File / Portfolio Assessment	From all modules	5		

Letter Grades and Grade Points:

Semester GPA/ Programme CGPA Semester/ Programme	% of Marks	Alpha-Sign/ Letter Grade Result	Grading Point
9.00 - 10.00	90.0 - 100	O (Outstanding)	10
8.00 - < 9.00	80.0 - < 90.0	A+ (Excellent)	9
7.00 - < 8.00	70.0 - < 80.0	A (Very Good)	8
6.00 - < 7.00	60.0 - < 70.0	B+ (Good)	7
5.50 - < 6.00	55.0 - < 60.0	B (Above Average)	6
5.00 - < 5.50	50.0 - < 55.0	C (Average)	5
4.00 - < 5.00	40.0 - < 50.0	P (Pass)	4
Below 4.00	Below 40.0	F (Fail)	0
Ab (Absent)	-	Ab (Absent)	0

Sd/-

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