

**SNDT Women's University**

**Department of Lifelong Learning and Extension**



**DIPLOMA IN TEXTILE AND FASHION DESIGNING (T & FD)**

**(2022-23)**

## LIST OF CONTENT

Sr. No	Name of the Subject
<b>I<sup>st</sup> Year</b>	
1.	Fibre to Fabric
2.	Basic Designing and Fabric Designing
3.	Advance Designing
4	Dying and Printing
5.	Advance Printing T & P
6.	Embroidery (Basic and Advance)
7.	Computers
8	Journal
9	Script Design
10	English
<b>II<sup>nd</sup> Year</b>	
11	History Of World Costume & Theory Of Fashion
12	Merchandising And Marketing
13	Fashion Illustration & Art
14	Pattern Making & Garment Construction
15	Computer Aided Designing
16	Projects

<b>Introduction:</b>	<p>One of the most creative course options, Fashion Design is a popular vocational education stream not only in India but abroad. The Fashion industry has grown by leaps and bounds and that too within a decade. If you are looking for a career in the field, selecting the right Fashion Designing course is bound to open up a plethora of opportunities for you. However, before enrolling in a Fashion Designing course, it is worth knowing some important aspects of the programme.</p> <p>Although Fashion Design and Textile Design are closely related to each other, there is a difference between the two. While Fashion Design is dedicated to creating clothes as well as lifestyle accessories, Textile Design course educates students about the process of creating structures as well as designs for knitted, woven, printed fabrics or surface ornamented fabrics and the likes.</p>
<b>Course Level</b>	: Diploma for two years (40 credits)
<b>Duration</b>	: 2 years (Annual)
<b>Eligibility</b>	: Secondary school certificate- SSC 50% marks for open & 45% for SC/ST
<b>Medium of Instruction</b>	English
<b>Annual Intake</b>	35
<b>Objectives</b>	<ol style="list-style-type: none"> <li>1. The course aims to provide fashion designers a clear perspective on creativity and its application in innovative fashion design.</li> <li>2. To promote an understanding of Fashion and Textile Design in relation to the needs of fashion, contractual furnishings, home textiles, and the business-to-business textile products.</li> <li>3. To show how designs can be created through a systematic process of research and development.</li> <li>4. To provide knowledge in different areas of Fashion, Style and Living.</li> </ol>

	<p>5. To make the students learn that creating a design is not a mystical affair but simply about researching, developing and reinventing an inspiring theme.</p>
<b>Examination</b>	<ul style="list-style-type: none"> <li>○ All theory, Practical and Internships are compulsory.</li> <li>○ Examinations will be held once in end of every semester.</li> <li>○ A minimum of 40% marks are to pass in a subject.</li> <li>○ Passing independently in both internal and external examination is must.</li> <li>○ Results of the students will not be declared unless they complete the course requirement ie. Internal assessment, Projects, Assignments and Other Submissions.</li> </ul>
<b>Additional Information</b>	<ul style="list-style-type: none"> <li>● <b>Necessity of starting this course:</b> <ul style="list-style-type: none"> <li>○ The popularity of fashion designing is increasing more and more and consequently the demand of fashion designing sources is rising.</li> <li>○ The huge requirement makes fashion designing as an ideal career option for many aspirants.</li> <li>○ There are lots of students who choose traditional study courses in order to develop their fashion designing skills.</li> <li>○ The fashion designing industry also brings qualified fashion designers lots of employment opportunities. The course outlined here, offers to bring out the best in the students both natural and acquired skills. The focus is also on entrepreneurship with the student acquiring in depth knowledge of fabrics, garments, trends in fashion and business ideas.</li> <li>○ The main thrust of this course is to give the student the best of the knowledge and experience to enter into the business world of fashion designing as a fully qualified and well-equipped person to be a part of the fashion industry.</li> <li>○ Being a part of a reputed, accredited institution puts students at an advantage so that in addition to a well-rounded education we can give them the best possible, once they step into the working</li> </ul> </li> </ul>

world, giving them a strong foundation on which to build their careers.

- Furthermore, it will open doors unprecedented for our students. Conferring diplomas attached to an accredited institution thereby providing potential recruiters with an assurance of quality of education and skill.

- **Job opportunities:**

- Assistant designer
- Sample / garment co-ordinator
- Fashion Designer
- Visual Merchandiser
- Design co-ordinator
- Fashion Illustrator
- Freelance Designer
- Accessory Designer
- Garment or Textile export firms
- Textile or fabric manufacturing firms
- Independent, self-employed fashion designer
  
- Designers for:
  - Retails chains
  - Boutiques
  - Television + film industry
  - Branded fashion showroom
  -
  
- Other creative crafts professional in the fashion industry

## DIPLOMA IN TEXTILE AND FASHION DESIGNING

Sr. No	Code No.	Subjects	L	Cr.	P/T	D	TP (E)	Int	P/V	T
<b>I<sup>st</sup> year:</b>										
1	1001	Fibre to Fabric	13	1		1	25	...	...	25
2	1002	Basic Designing and Fabric Designing	3 4	2		5	...	25	25	50
3	1003	Advance Designing	3	2		4	...	25	25	50
4	1004	Dying and Printing	5	1		...	...	25	...	25
5	1005	Advance Printing T & P	15	2		3	25	...	25	50
6	1006	Embroidery (Basic and Advance)		2		3	...	25	25	50
7	1007	Computers		1		...	...	25	...	25
8	1008	Journal		1		...	...	25	...	25
9	1009	Script Design		1.5		4	...	25	50	75
10	1010	English		1.5		2	...	25	50	75
<b>TOTAL</b>										<b>375</b>
<b>II<sup>nd</sup> year:</b>										
11	2001	History Of World Costume & Theory Of Fashion		2	...	2	50	...	...	50
12	2002	Merchandising And Marketing		2	...	1	25	25	...	50
13	2003	Fashion Illustration & Art		3	84	3	...	25	50	75
14	2004	Pattern Making & Garment Construction		3	90	5	...	25	50	75
15	2005	Computer Aided Designing		2	50	3	...	...	50	50
16	2006	Projects		1	...	...	...	25	...	25
14	2007	Internship		2	...	...	...	50	...	50
<b>TOTAL</b>				<b>40</b>						<b>375</b>

**L = No. of Lectures / week, Cr. = Credits, P/T = Practical / Tutorial in hrs., D = Duration of Theory paper for Examination in hrs., TP (E) = Theory paper for Examination marks, Internal = Internal Assessment in marks, P / V = Practical / Viva Voce – marks, T = Total.**



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# DIPLOMA IN TEXTILE AND FASHION DESIGN

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FIRST YEAR SYLLABUS



**◆ DIPLOMA IN TEXTILE AND FASHION DESIGN (FIRST YEAR) ◆**

<b>Course Level</b>	<b>Under Graduate Diploma Course</b>
<b>Duration</b>	<b>2 Years (2 Semesters)</b>
<b>Eligibility</b>	<b>10<sup>th</sup> Pass from recognized University</b>
<b>Medium of Instruction</b>	<b>English &amp; Hindi</b>

**Examination:**

1.	All theory, Practical and Internships are compulsory.
2.	Examinations will be held once in end of every semester
3.	A minimum of 40% marks are to pass in a subject.
4.	Passing independently in both internal and external examination is must.
5.	Results of the students will not be declared unless they complete the course requirement ie. Internal assessment, Projects, Assignments and Other Submissions.

S. No	Modules	Hours			Credit	Exam		Total
		Theory	Practical	Total		Internal	External	
1.	Fibre To Fabric	13	(4) 2	15	1	-	25	25
2.	(a) Basic Designing & Fabric Painting	3 4	(40) 20 (14) 7	30	2	25	25	50
	(b) Advance Designing	3	(54) 27	30	2	25	25	50
3.	<b>Dyeing &amp; Printing</b>							
	(a) Basic (Tie & Dye, batik)	5	(20) 10	15	1.5	} 25	} 25	50
(b) Advance Printing – Theory & Practical	15	(30) 15	30	1.5				
4.	<b>Embroidery</b>							
	(A) Basic (B) Advance	-	(30) 15 (30) 15	15 15	1 1	} 25	} 25	50
5.	Computer	-	(30) 15	15	1			
6.	Script Design (Calligraphy)	-	(45) 22.5	22.5	2	25	50	75
7.	English	-	(45) 22.5	22.5	2	-	50	50
<b>OR</b>								
7.	Entrepreneurship Development	-	(45) 22.5	22.5	2	-	50	50
<b>Total</b>					<b>15</b>	<b>150</b>	<b>225</b>	<b>375</b>

**◆ DIPLOMA IN TEXTILE AND FASHION DESIGN (FIRST YEAR) ◆**

<b>(I)</b>	<b>Subject Code:</b>	<b>1001</b>
	<b>Subject:</b>	<b>Fibre to Fabric (Theory)</b>

Introduction:

A textile designer should know the cloth on which she works. This module helps to understand the nature and properties of fibre types of fibre in addition students also get knowledge about the yarn and its formation and methods of testing the yarn.

Objectives:

- Understand the nature of fibre and its properties.
- Know about various types of yarn, and testing of yarn.

**Module I: Fibre to Fabric (Theory)**

**Marks: 25**

<b>Sr.No.</b>	<b>Units</b>	<b>Unit Details</b>	<b>Theory (hours)</b>	<b>Practical (hours)</b>	<b>Total (hours)</b>
1.	Classification of Fibres	Introduction to classification of fibres natural fibres & cellulosic, protein.	2	-	2
	Classification of Fibres	Man-made fibres (Non thermoplastic, thermoplastic, mineral fibres, metal fibres, rubber fibres, protein fibres, staple fibre, Filament fibre.	Self-study	--	
2.	Properties of fibres	General properties of fibres	2	--	2
		Properties of cotton, Wool, Silk, Nylon, Polyester	2 Self-study	--	2
3.	Spinning	Fibre to yarn (Opening & Blending, Carding. Combing, Doubling, Drawing out, Roving.	4 Self-study	--	4

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<b>Sr.No.</b>	<b>Units</b>	<b>Unit Details</b>	<b>Theory (hours)</b>	<b>Practical (hours)</b>	<b>Total (hours)</b>
4.	Classification of yarn & yarn formation system	Spinning Simple Yarn, Play yarn, Doubled yarn, slub yarn, Complex yarn.	--	--	4
5.	Manufacturing process	Manufacturing process of cotton, wool, silk, nylon, polyester		--	
	Manufacturing process	Manufacturing process of cotton, wool, silk, nylon, polyester.			
6.	Fibre testing	Burning and chemical test (Caustic soda solution) of fibre	--	4 hrs	2
7.	Weaving	Shedding, picking, battering, taking up and letting off  Classification of weaving.  Sample with paper stripes.	3  Self-study	--  --	3
13.	Finishing	Singeing, Bleaching, Calendaring (arbonishing, crabbing)	2  Self-study	--	2
14.	Finishing	Beetling, decatizing, weighting, flameproofing	13	4	15

**◆ DIPLOMA IN TEXTILE AND FASHION DESIGN (FIRST YEAR) ◆**

<b>(II)</b>	<b>Subject Code:</b>	<b>1002</b>
	<b>Subject:</b>	<b>Basic and Advance Designing (50 M)</b>

**Introduction:**

To become a good designer, it is essential to be aware of the basic principles and elements of design. Students will acquire skills of basic and advance level designing. The student will also learn techniques of fabric painting.

**Objectives:**

- Acquire skills in designing and techniques of fabric painting.
- Get practical knowledge of drawing, skills for making sculpture, miniature and certain styles of painting such as kangra and warli designs.

**Module – II: BASIC DESIGNING & FABRIC PAINTING**

**Marks: (25T+25P)**

**a-i) Basic Designing**

<b>Sr.No.</b>	<b>Units</b>	<b>Unit Details</b>	<b>Theory (hours)</b>	<b>Practical (hours)</b>	<b>Total (hours)</b>
1.	Elements of design	Point, line, shape, form, space, pattern, texture	1	2	2
2.	Styles of design	Natural decorative (ornamental)geometrical, abstract	--	3	1.5
3.	Principles of Design	Repetition, Parallelism, contrast, Contrast, gradation, sequence, Rythem, Harmony, proportion, scale, unity.	1	2	2
4.	Colour theory & Colour scheme	Colour wheel, colour value scale, monochromatic, acromatic colour scheme	1	2	2
5.	Basic Design	Drawing same flower in 4"x4" 3 square and colouring drawing (1) one colour box (2) colour with stroke (3) 3 colour with strokes and stippling	--	3	1.5
6.		Study of leaves in toure separate shapes with a)pencil drawing (b)drawing patch with single colour c) strokes with 3 colour d) out lines and strokes with 3 colours. Line and strokes with 4 colours	--	3	1.5
7.	Ornamental design	Draw butterfly of designs in six separate of 6"x6" in 5 colours scheme.	--	3	1.5

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Sr.No.	Units	Unit Details	Theory (hours)	Practical (hours)	Total (hours)
8.	Texture in Textile	Leaf print, vegetable print, thread, sponge, cotton, gunny bag, submission, journal samples.	--	3	1.5
9.	Repeats	Designs with repeat (straight, cross, mirror, brick) with minimum of 7 colours for dress material, scarf, shirting, saree boarder and pallu.	--	3	1.5
10.	Various types of repeats	1) Straight repeat, sketch, single colour design (9"x9")	--	3	1.5
		2) Straight repeat sketch two colour floral desing with leaves (9" x 12")	--	3	1.5
		Cross repeat sketch abstract in geometrical for in 4 colour (9"x9")			
		Cross repeat sketch abstract in geometrical for in 4 colour (9"x9")			
		Cross repeat sketch ornamental with floral design in 5 colour (9"x 12")			
		Cross repeat sketch floral bunches in 6 colours in stripes (12"x 8")			
11.		Brick repeat, sketch nursery print in 2 colour (9" x 9") Mirror repeat (1) Sketch traditional motif paisley design, Mirror repeat (2) scraf (35"x35") including patta (17.5"x17.5") natural geometrical ornaments from designs. [5col. not more than 5 col.]	--	3	1.5
12.	Designs for saree (Block printing)	For border block size 4"x4" in 3 colours and pallu (block size) 4" 6" in 1 colour	--	3	1.5
13.	Saree printing	Border, Body and pallu (size according to design)	--	3	1.5
14.	Styles of design	Matha patti, khanda, patli pallu	---	4	2
			<b>3</b>	<b>40</b>	<b>23</b>

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**a-ii) Fabric Painting**

<b>Sr.No.</b>	<b>Units</b>	<b>Units Details</b>	<b>Theory</b>	<b>Demo practical</b>	<b>Total</b>
1.		Bunch of flowers, leaves	-----	4	2
2.		Water colour effect	-----	2	1
3.		Working for articles such as pillow covers,	-----	4	2
4.		bed-spread dress etc.	-----	4	2
			-----	14	7

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**Module – II b) Advance Designing**

Sr.No.	Units	Unit Details	Theory (hours)	Practical (hours)	Total (hours)
1.	Natural forms	Flowers & leaves with water colour effect dry brushing, opaque etc. various base for designing (printing)	-----	3	1.5
2.	Paisley design	(0" To 2") pencil and brush, fine outline with decorative forms	-----	3	1.5
3.	Ekat	Patola typed design for block and screen printing.	1	2	2
		Ekat of Gujarat, Orrisa and Andra Pradesh	-----	2	1.5
4.	Accidental print	Cut windows (1" x1") and place on any printed picture, modify same design in textile design: (a)Enlarge the same in 4.5"x4.5" in two colours.	-----	3	1.5
		(b)Enlarge the same in 6" x 6" in 3 colours	-----	3	1.5
5.	Animal study skin design	Tiger, Zerba, Jiraffe, Leopard etc. Design Animal print for curtain material, shirting.	-----	4	2
		Dress material Submission		3	1.5
6.	Sculpture	Ajanta Ellera, Egyptain motif etc.	1	4	1.5
		Sculputre design for kurta and saree			1.5
7.	Miniature	Trees, House, clouds, designs	1	4	1.5
		Modification for fabric,scraf, sarees, dress, materials	-----	3	1.5
8.	Animal and human figures	How to draw human figure and animal for textile printing.	-----	3	1.5
9.	Madhubani	Designs for hand printed fabric (saree bedsheet)	-----	3	1.5
10.	Kangra	Kangra Design (for Saree/kurta)	-----	3	1.5
11.	Warli	Warli design	-----	3	1.5
	<i>Final submission with journal</i>		<b>3</b>	<b>50</b>	<b>28</b>

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<b>(III)</b>	<b>Subject Code:</b>	<b>1004</b>
	<b>Subject:</b>	<b>Dyeing &amp; Printing (Marks: 25 internal)</b>

**Introduction:**

Dyeing and printing are essential components of textile designing. Every type of dye requires a special process of preparation. Similarly, there are various types of printing.

**Objectives:**

- Understand various methods of printing as cloth.
- Acquire skills in preparing printing paste, preparing cloth.
- Get exposed to different style of printing.

**Module-III: (a) Basic (Tie & Dye, batik) - Theory & Practical**

Sr.No.	Units	Unit Details	Theory (hours)	Practical (hours)	Total (hours)
1.	Tie-dye	Introduction: Theory and journal	1	-----	1
2.	Tieing	a. Different techniques: Leharid, Pencil, Laharid, Safety pin, pleating, 'U' pin, marbling.	-----	3	1.5
		b. Bandhari, Tritic Laheria, Mitic design	-----	3	1.5
3.	Dyeing	a. Direct dyeing on cotton fabric with two colours.	1	2	2
		b. Retieing & dyeing	-----	3	1.5
4.	Dyeing Project	Project with Dupatta (T-shirt/salwar/ karneez/ chania choli / Bedsheet	-----	3	1.5
5.	Designing Batik	Designing for batik and demonstration of different techniques.	1	2	2

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<b>Sr.No.</b>	<b>Units</b>	<b>Unit Details</b>	<b>Theory (hours)</b>	<b>Practical (hours)</b>	<b>Total (hours)</b>
6.	Batik waxing	Waxing	1	2	2
		a. Dyeing with Nephthol dye (two colours)	-----	3	1.5
		b. Dewaxing and Rewaxing	-----	3	1.5
		c. Redyeing	-----	3	1.5
7.	Block project	Project work. Anyone wall hanging	1	3	1.5
8.	Block Printing	Introduction block printing, pallet making with pigment colour curing.		2	2
<b>Final submission</b>			<b>5</b>	<b>32</b>	<b>21</b>

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**Module – III (b - i) Advance Printing –Theory (Marks : 25 External)**

Sr.No.	Units	Unit Details	Theory (hours)	Demo Practical (hours)	Total (hours)
1.	Printing	<p>Methods of Printing:</p> <ol style="list-style-type: none"> <li>1. Block printing</li> <li>2. Stencil Printing</li> <li>3. Screen printing               <ol style="list-style-type: none"> <li>i. Direct painting</li> <li>ii. Profilm</li> <li>iii. The resist method</li> </ol> </li> <li>4. Transfer printing can indirect method of printing</li> </ol>	2 + self study	2	2
2.	Preparation of printing paste.	<p>Use of various ingredients and thickeners, (i) Dyestuff or pigment (ii) solvents (iii) Hygroscopic Agents (iv) Wetting Agents (v) Thickeners (vi) Oxidising agents (vii) Reducing Agents (viii) Catalysts (ix) Defoaming Agents (x) Mild oxidizing agents (xi) Acid &amp; Alkalies (xii) Carriers (xiii) Miscellaneous.</p> <p>Thickeners used in printing paste like starch, gum tragacanth, starch-tragacanth past, gum Arabic, locusts bean gum.</p> <p>Gutter gum, Indalea gums, Natker crystal gum, British Gum, Sodium Alginate.</p>	3 + self study		3
3.	Preparation of cloth for painting	Singeing, designing, scouring			

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4.	Bleaching	Bleaching powder method, Hydrogen Peroxide method		4	2
5.	After treatment of printed goods	Aging cottage steamer, continuous steamer, Acid staming.  Flash Ageing, Dungining, Raising, Fixing, Curing.	2 + self  study		2
6.	After treatment other than fixation	Washing, Clearing, Reduction clearing, carbonizing, Soaping, Drying Thermo fixation, super headed starning.			
7.	Styles of printing	Direct style, Diskharage style, resist style, conversion style, Dyed style, Mudder style, discharge cum resis style, comp style, Caroonised style, Brasso style, Vaised, Foam, Flock, Damask, Kalamkari	2 +self  study		
8.	Classification of dyes	Acid, Base, Direct, Azoic, Vat, sulphar & Reactive	4 + self  study		
9.	Classification of Dyeing	Stock or fibre dyeing, top dyeing, solution dyeing, Yard dyeing space dyeing, ember dyeing, piece dyeing.			
10.	Printng with pigment	Composition of pigment printing paste, binders, thickeners, catalysts, cross- linking agent and their advantages of using them in printing.			
			<b>13</b>	<b>4</b>	<b>15</b>

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**Module – III (b - i) Advance Printing - Practical (Marks : 25 Internal)**

Sr.No.	Units	Unit Details	Theory (hours)	Demo Practical (hours)	Total (hours)
1.	Tieing	Tieing organdie material in different textures like rutching, pleating, leheria.	-----	3	1.5
2.	Dyeing	1. Dyeing with direct dye in one colour 2. Dyeing with direct dye in two colours	-----	3 3	1.5 1.5
3.	Block printing	Making colour palette with pigment colour and printing with wooden block up to 4 colours with pigment colours.	-----	3	1.5
4.	Tieing and Dyeing	Tieing a cotton fabric and dyeing with hydro dye.	-----	3	1.5
5.	Exposing	1. Exposing the screen for printing up to two colours.	-----	3	1.5
		2. Exposing the screen for printing up to four colours.	-----	3	1.5
6.	Printing	Printing with screen on Turkish material and cotton jersey material.	-----	3	1.5
7.	Tieing	Tieing of bandhani and leheria on Silk, Chiffon and Organza material.	-----	3	1.5
8.	Acid Dyeing	Dyeing a silk, chiffon, organza material with acid dyes.	-----	3	1.5
9.	Project	Project on Acid dye (Saree/Dress/Dupatta)	-----	-----	
			-----	<b>30</b>	<b>15</b>

**◆ DIPLOMA IN TEXTILE AND FASHION DESIGN (FIRST YEAR) ◆**

(IV)	<b>Subject Code:</b>	<b>1006</b>
	<b>Subject:</b>	<b>Embroidery</b>
	<b>Marks</b>	<b>50 (25 + 25)</b>

**Introduction:**

Embroidery offers an enormous variety of finished effects. The basic stitches and the advanced level embroidery stitches are covered in this module. Student also gain skills in application of these stitches on various garments.

**Objectives:**

- Acquire skills in various types of embroidery stitches.
- Application of embroidery in various garments.

**Module-IV: (a) Basic Embroidery**

**Marks :25**

**Credit:1**

Sr.No.	Units	Unit Details	Theory (hours)	Practical (hours)	Total (hours)
1.	Introduction to Embroidery and Types of Stiches	Basic Embroidery:	1	2	1
		(A) Basic Stiches: Running, Whipped, double, back, stem, cable	.....	3	1.5
		(B) Chain Stiches: Chekker, heavy, castover, double castover, Daisy, Split	.....	3	1.5
		(C) Fly, Feather, Scroll, Weather, Buttonhole	.....	3	1.5
		(D) Herringboh, Creton, Chevron, Making Samples.	.....	3	1.5
		(E) Loop, Stich, Fish Bone, Rumanian, Satin	.....	3	1.5
		(F) Double Knot, French Knot, Bullion, Conching Cross Stich	.....	3	1.5
		(G) Seeding, Spider Web, Long to Short	.....	3	1.5
2.	Project	Working on Embroidery Project	.....	3	1.5

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3.	Samples	Make a basic smoking designing sample	.....	3	1.5
4.	Submission	Final Folio Submission	.....	3	1.5
Total			1	29	15.5

**Module-IV: (b) Advance Embroidery – Patch Work, Crochet**  
**Marks :25**

**Credit:1**

Sr.No.	Units	Unit Details	Theory (hours)	Practical (hours)	Total (hours)
1.	Advance	Chained Feathers, Knotted button, Hat-open, Fishbone, Eyelet, Bullion, French Knot	1	2	2
2.		Coral, Spanish lenotted, Shef, Kashida, Kantha, Spider Web (1 & 2)	.....	3	1.5
3.		Sickle, Mirror	.....	3	1.5
4.		Kutchi, Jardosli	.....	3	1.5
5.	Project	Make a Project (Saree/ Dress)  Finalization of Project	.....	3	1.5
6.	Crochet	Basic crochet design	.....	3	1.5
		Lace & Flower	.....	3	1.5
		Project: Purse and Batwa	.....	3	1.5
7.	Patch Work	Designing cutting quilting	.....	3	1.5
4.	Submission	Final Folio Submission	.....	3	1.5
<b>Total</b>			<b>1</b>	<b>29</b>	<b>15.5</b>

**◆ DIPLOMA IN TEXTILE AND FASHION DESIGN (FIRST YEAR) ◆**

(VI)	<b>Subject Code:</b>	<b>1007</b>
	<b>Subject:</b>	<b>Computer Aided Design (Internal Marks Only)</b>
	<b>Marks</b>	<b>25</b>

**Introduction:**

The course will help the students to understand and use the basic structure of CAD like Customizing Options, Using Multiple Workspaces, Creation and manipulation, Drawing and Shaping Tools, Using the Freehand Tool etc. and display devices and computer graphics.

**Objectives:**

Students able to understand fundamental and advanced features Corel Draw.

**Module-VI: Computer for textile Designing**

**Marks: 25**

**Credit:1**

Sr.No.	Units	Unit Details	Theory (hours)	Practical (hours)	Total (hours)
1.	Module 1: CorelDRAW Basics and Interface	<ul style="list-style-type: none"> <li>• Getting Started</li> <li>• Moving Around and Viewing Drawings</li> <li>• Customizing Options</li> </ul>	1	2	1
2.	Module 2: Objects- Creation and Manipulation	<ul style="list-style-type: none"> <li>• Drawing and Shaping Objects</li> <li>• Selecting &amp; Manipulating Objects</li> <li>• Transforming Objects</li> <li>• Outlining &amp; Filling Objects</li> <li>• Arranging Objects</li> <li>• Using Layers</li> </ul>	.....	3	1.5
3.	Module 3: Working With Special Effects and Texts	<ul style="list-style-type: none"> <li>• Special Effects</li> <li>• Working with Text</li> <li>• Working With Paragraph</li> <li>• Special Text Effects</li> <li>• Using Symbols and Clipart</li> <li>• Working With Bitmaps</li> </ul>	.....	3	1.5

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4.	Module 4: Page Layout, Printing, Exporting and Advanced Features	<ul style="list-style-type: none"> <li>• Special Page Layouts</li> <li>• Printing</li> <li>• Exporting Drawings</li> <li>• Using Styles and Templates</li> <li>• Custom Creation Tools</li> <li>• Using Corel Trace</li> </ul>	.....	3	1.5
5.	Project/ Assignment	<ul style="list-style-type: none"> <li>• Working on Coral Draw Project / assignments</li> </ul>	.....	3	1.5
<b>Total</b>			1	29	15.5

**◆ DIPLOMA IN TEXTILE AND FASHION DESIGN (FIRST YEAR) ◆**

(VI)	<b>Subject Code:</b>	<b>1009</b>
	<b>Subject:</b>	<b>Script Design (Calligraphy)</b>
	<b>Marks</b>	<b>75 (25+50)</b>

**Introduction:**

Calligraphy is the act of writing letters with relatively simple strokes, looking for a rhythm. When writing calligraphy, we can see the direct movement of our hand and the shape of the tool we are using, through observing the letterforms.

**Objectives:**

- To invoke a deeper meaning and communicate with the viewer on both the linguistic and creative level.
- To provide background on various script types and styles and the aesthetic criteria used to evaluate calligraphic works.

**Module-IV: Script Design (Calligraphy)**

**Marks: 75 (25+50)**

**Credit:2**

Sr.No.	Units	Unit Details	Theory (hours)	Practical (hours)	Total (hours)
1.	Script	Introduction: Basic strokes & Roman Capital	1	2	2
		Roman small, Cuning, Running joint	.....	3	1.5
		Style & Variation of Alphabet	.....	3	1.5
		Size & variation of Alphabet	.....	3	1.5
2.	Design	Pattern Making	.....	5	1.5
		Brush writing, ice-cream sticks, Crayon & 6B Pencil	.....	5	2.5
3.	Screen Base	Word writing for Screen	.....	5	2.5
4.	Techniques	Rubber solution, Touch & Go, Scratching, Outline etc.	.....	3	1.5
5.	Project	Project on textile based on script Design	.....	5	2.5
		Shadows writing and submission	.....	3	1.5
6.	Designing	Object on line, inside, outside	.....	5	2.5
		Alphabet on line, inside, outside	.....	3	1.5
<b>Total</b>			<b>1</b>	<b>43</b>	<b>22.5</b>

**◆ DIPLOMA IN TEXTILE AND FASHION DESIGN (FIRST YEAR) ◆**

(VII)	<b>Subject Code:</b>	<b>1010</b>
	<b>Subject:</b>	<b>English (For Textile Designing)</b>
	<b>Marks</b>	<b>50</b>

**Introduction:**

In studying our English language, we use different types of communicating; verbal communication, non-verbal communication, written communication and many different forms. In addition to this, communication plays an important role in the process of conveying more knowledge and ideas as well.

**Objectives:**

- To Provide practice in basic oral skills and developing conversational style.
- To acquaint to basic writing skill with Cs  
(Correctness, Clarity, Coherence and cohesion, Concise and comprehensiveness, Complete and Compact Writing, Content Selection)
- To develop official correspondence.
- To convert oral information to visual and vice-versa.
- To make understand difference in formal and informal styles of communication.

**Module-IV: English**

**Marks: 50**

**Credit:2**

Sr.No.	Units	Unit Details	Theory (hours)	Practical (hours)	Total (hours)
1.	Basic writing skills	a. Greet & introduce b. Make enquiries for different purposes c. Complain and Apprehend d. Make Suggestion e. Plan an Event		5	
2.	Extended writing skills	Describing a. People b. Places c. Things d. Process e. Events		5	
3.	Developing official correspondence	a. Asking for quotations b. Placing orders c. Acknowledge		5	

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		<ul style="list-style-type: none"> <li>d. Complaining &amp; Criticizing</li> <li>e. Cancelling the order</li> <li>f. Asking permission for arranging events</li> <li>g. Writing slogan for publicity</li> <li>h. Writing Bio-data and application for job (Make Interviews)</li> </ul>	
4.	Converting Oral information to visual	<ul style="list-style-type: none"> <li>a. Flow Charts</li> <li>b. Columns</li> <li>c. Pe-Chart</li> <li>d. Cause and Effect chain etc.</li> </ul>	4

**OR**

**◆ DIPLOMA IN TEXTILE AND FASHION DESIGN (FIRST YEAR) ◆**

(VII)	<b>Subject Code:</b>	<b>1010</b>
	<b>Subject:</b>	<b>Women Entrepreneurship Development</b>
	<b>Marks</b>	<b>50</b>

**Introduction:**

Women entrepreneurship is one of the core areas intervened successfully to bring women to the forefront of the economic world. This course designs tailor-made courses in women entrepreneurship development and skill building so that women are able to overcome their inhibitions and hurdles that so typically bother them.

**Objectives:**

At the end of the course the student will be able to

- Understand the role of women entrepreneurship in different facets of society.
- Know the various livelihood supports for women Employment opportunities.
- Elucidate the role of various developmental schemes supporting women entrepreneurship.

**Module-VII: Women Entrepreneurship Development**

**Marks: 50**

**Credit:2**

<b>Sr.No.</b>	<b>Units</b>	<b>Unit Details</b>	<b>Theory and Practical (hours)</b>
1.	Introduction: Women Entrepreneurship	<ul style="list-style-type: none"> <li>• Significance of women entrepreneurship</li> <li>• Factors contributing to women Entrepreneurship Characteristics</li> <li>• Challenges faced by Women Entrepreneurs</li> <li>• Growth of women Entrepreneurship</li> <li>• Relationship between Entrepreneurship and empowerment</li> <li>• Achievements of Woman Entrepreneurs</li> <li>• Role Models of Woman Entrepreneur</li> </ul>	5
2.	Women Employment Opportunities	<ul style="list-style-type: none"> <li>• Livelihood support for women Employment opportunities: Various agencies</li> <li>• Income Generating Programme – IRDP</li> <li>• Rural Credit &amp; women’s Self-help Groups</li> </ul>	5

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		<ul style="list-style-type: none"> <li>• Skill Development and Technology Transfer Technologies for Women</li> <li>• Impact on Women’s Development Programs and policy measures at International, National and State Levels.</li> </ul>	
3.	Strategies of Women Entrepreneurship Development	<ul style="list-style-type: none"> <li>• EDP –Objectives</li> <li>• Evolution of women entrepreneur development programme</li> <li>• Special Women and EDPs</li> <li>• Micro Enterprises and Self employment Opportunities</li> <li>• Trends and Patterns of Women Entrepreneurship Non-Stereotyping Women</li> <li>• Institution and Schemes supporting Women Entrepreneurs: SIDO, DIC, EDI, NIESBUD, SEWA, ALEAP</li> <li>• Institutional infrastructure.</li> </ul>	6





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# DIPLOMA IN TEXTILE AND FASHION DESIGN

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SECOND YEAR SYLLABUS



**◆ DIPLOMA IN TEXTILE AND FASHION DESIGN (SECOND YEAR) ◆**

<b>(I)</b>	<b>Subject Code:</b>	<b>2001</b>
	<b>Subject:</b>	<b>History of world costume &amp; Theory of Fashion (Theory)</b>
	<b>Marks:</b>	<b>50</b>

**Introduction:**

This module is intended to acquaint students with vast data base of costumes and accessories which have been in use from pre-historic till modern times.

**Objectives:**

- Understand the types of costumes and the accessories worth world over.
- Recognize individual styles of the designs and work a style of their own.

**Module I: History of world costume & Theory of Fashion (Theory)**

**Marks: (25+25) 50**

**Credit:2**

<b>Sr.No.</b>	<b>Units</b>	<b>Unit Details</b>	<b>Theory (hours)</b>	<b>Practical (hours)</b>	<b>Total (hours)</b>
<b>Part A: History of world costume</b>					
1.	Unit: I	<ul style="list-style-type: none"> <li>• History of Indian Fashion (from Ancient to Modern)</li> <li>• Vedic period, Indus valley civilization, Maurya, Kushanas and Gupta Period</li> <li>• Traditional costumes of Himanchal Pradesh, Rajasthan and Kashmir</li> </ul>	15	....	15
2.	Unit: II	<ul style="list-style-type: none"> <li>• Introduction to Costume History</li> <li>• Study of World costume during following Periods                             <ol style="list-style-type: none"> <li>1. Babylonia</li> <li>2. Assyria</li> <li>3. Crete (Greek Island)</li> <li>4. Egyptian</li> <li>5. Greek</li> <li>6. Roman</li> <li>7. Byzantine</li> </ol> </li> </ul>		....	

**◆ DIPLOMA IN TEXTILE AND FASHION DESIGN (SECOND YEAR) ◆**

		8. French – Middle Ages, Renaissance, French Revolution			
<b>Part B: Theory of Fashion:</b>					
3.	Unit: III	<ul style="list-style-type: none"> <li>• Factors influencing fashion movement - Factors which accelerate the fashion change and the factors which retard the fashion change.</li> <li>• Designing principles – proportion –balance-unity-rhythm-harmony-emphasis</li> </ul>	15	....	15
4.	Unit: IV	<ul style="list-style-type: none"> <li>• The Business of Fashion - fashion careers – fashion business for you – career opportunity – manufacturing opportunity – sales promotion opportunities – auxiliary opportunities and entrepreneurship opportunities.</li> <li>• Fashion Leaders and fashion followers</li> <li>• Fashion Merchandising</li> </ul>		....	

Note:

Instruction to the Question Setter: -

- Question paper will have two groups (A and B).
- Group A will comprise of 5 long answer questions of 15 marks each, covering complete course, out of which 3 questions to be attempted by students
- In group B (15marks) will have one compulsory objective question carrying 10 questions of 1marks each (multiple choice questions or fill in the blanks or True/False questions) covering all units. And there will be one more short answering questions of 05 marks, which is also compulsory to attend.

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<b>(II)</b>	<b>Subject Code:</b>	<b>2002</b>
	<b>Subject:</b>	<b>Merchandising &amp; Marketing (T+P)</b>
	<b>Marks:</b>	<b>50 (25+25)</b>

**Introduction:**

The subject helps to learn about the fashion terminologies and to acquire knowledge on fashion marketing mix and fashion research process

**Objectives:**

- To give awareness regarding the importance of Fashion Marketing
- To know about the changing customer demands

**Module – II: Merchandising & Marketing (Theory)**

**Marks: (25+25)**

**Credit:2**

Sr.No.	Units	Unit Details	Theory (hours)	Practical (hours)	Total (hours)
1.	Module I	<ul style="list-style-type: none"> <li>• Marketing – Introduction to Marketing, Definition, Fashion Marketing</li> <li>• Concepts Marketing Mix – Product, Price, Place, and Promotion</li> <li>• Marketing research and planning – Qualitative, Quantitative, Primary research, Secondary research, Marketing research methods, SWOT analysis</li> </ul>	7	....	7
2.	Module II	<ul style="list-style-type: none"> <li>• Customer Segmentation – Demographic segmentation, Psychographic segmentation,</li> <li>• Consumer buying behaviour</li> </ul>	5	....	5
3.	Module III	<ul style="list-style-type: none"> <li>• Brand and Fashion retailing – Brand definition, Brand Name, Brand Licensing, Trade Mark, Brand Canvas, Types of brands, and</li> </ul>	6	....	6

**◆ DIPLOMA IN TEXTILE AND FASHION DESIGN (SECOND YEAR) ◆**

		Brand licence, Store categories and Showrooms (retailing & non store retailing)			
4.	Module IV	<ul style="list-style-type: none"> <li>• Fashion Promotion – Promotional Mix - Fashion Press, Types of Fashion Shows, Window display, Visual Merchandising.</li> <li>• Fashion Advertising, Sales Promotion, and Fashion Publicity.</li> </ul>	5	....	5
5.	Module V	<ul style="list-style-type: none"> <li>• Fashion Merchandising – Definition of merchandising and related terminologies (CMT, converters, customer profile, GSM, lead time, mark up, mark down, range planning, QC, contractor, vendor),</li> <li>• Functions of various departments, Role and duties of a merchandiser, specification sheet, execution of route card, sampling – types of samples, role of fashion buyer.</li> </ul>	7	....	7

**◆ DIPLOMA IN TEXTILE AND FASHION DESIGN (SECOND YEAR) ◆**

<b>(III)</b>	<b>Subject Code:</b>	<b>2003</b>
	<b>Subject:</b>	<b>ILLUSTRATION AND ART (T+P)</b>
	<b>Marks:</b>	<b>75</b>

**Introduction:**

This module covers information about basic proportion of the figure and help the student to draw sketches of the garments.

**Objectives:**

- Acquire skills in elementary drawing and illustration.
- Understand the variations in basic proportions of the four figures and prepare the sketches of the garments.

**Module-III: ILLUSTRATION AND ART (Theory & Practical)**

**Marks: 75**

**Credit:3**

<b>Sr.No.</b>	<b>Units</b>	<b>Unit Details</b>	<b>Theory (hours)</b>	<b>Demo Practical (hours)</b>	<b>Total (hours)</b>
1.	Unit I	What is color? <ul style="list-style-type: none"> <li>• Dimensions of colour- hue, intensity, and value.</li> <li>• Colour wheel, Colour mixing, color schemes and combinations- complimentary, analogous, split complimentary, warm, and cool colours, tints, tones, and shades, monochromatic, achromatic, pastels and dusty pastels.</li> <li>• The effect of these color schemes.</li> <li>• Effect of colours- red, green, blue, yellow, pink, orange, purple, black, white, grey, neutrals</li> </ul>	4	6	10
2.	Unit II	<ul style="list-style-type: none"> <li>• Textures - thread pulling, thread crumple, thread rolling, paper dabbing, wax rubbing, wax drop, smoke, blade, leaf, flower,</li> </ul>	3	5	8

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		<p>butterfly, lace, jute, thumb, matchstick, sponge, cabbage, potato, onion, chilly, lady finger, ink drop, ink blow, drop ink, batik, leather, dry brush, mesh, comb, cloth dabbing etc.</p> <ul style="list-style-type: none"> <li>• Textural effects,</li> <li>• Use of textures in fashion designing etc</li> </ul>			
3.	Unit III	<ul style="list-style-type: none"> <li>• Fashion terminology commonly used in the industry, Classic and innovative fashion.</li> <li>• details- necklines, collars, sleeves, waistlines, cuffs, skirts, trousers, yokes, waistlines, pockets, etc.</li> <li>• Illustration of garments.</li> </ul>	3	5	8
4	Unit IV	<ul style="list-style-type: none"> <li>• Elements of design- dot, line, checks, silhouettes, colour, texture, etc.-its effects.</li> <li>• Principles of design- repetition, gradation, dominance, Unity, harmony, contrast, proportion, balance, rhythm- its effects</li> </ul>	1	5	6
5.	Unit V	<ul style="list-style-type: none"> <li>• Basic block figures, Normal figure and fashion figures, Fashion block figures with all, Basic croqui drawing- all sizes, fleshing of block figures, draping of garments, Designing on varied themes, e.g., environment, seasons, cosmetics, jewellery, etc. Use of all kinds of colour mediums</li> </ul>	2	6	8
<b>Final submission</b>			<b>13</b>	<b>27</b>	<b>40</b>

**◆ DIPLOMA IN TEXTILE AND FASHION DESIGN (SECOND YEAR) ◆**

(IV)	<b>Subject Code:</b>	<b>2004</b>
	<b>Subject:</b>	<b>PATTERN MAKING GARMENTS CONSTRUCTION</b>
	<b>Marks</b>	<b>75</b>

**Introduction:**

This part cover information about measurement, basic blocks, patterns, garments construction & finishing touches in garments.

**Objectives:**

Understand various patterns in garments construction Acquire skills in Construction garments as per the need.

**Module-IV: PATTERN MAKING GARMENTS CONSTRUCTION**

**Marks: 75**

**Credit:3**

<b>Sr.No.</b>	<b>Units</b>	<b>Unit Details</b>	<b>Theory (hours)</b>	<b>Demo Practical (hours)</b>	<b>Total (hours)</b>
1.	Introduction	Introduction of Tools & equipment for making patterns	1	1	
2.	Measurements Technique	Body measurements	1	2	
3.	Basic Block	<b>The basic block</b> a. Bodies block b. Children s basic block c. Adult basic block d. Closefitting block e. One piece sleeve block f. Racket block g. Blouse block h. Anarkali block i. Shirt block j. Angarkha block	....	10	

**◆ DIPLOMA IN TEXTILE AND FASHION DESIGN (SECOND YEAR) ◆**

4.	Block to Pattern	<b>From block to pattern</b> a. Straight Skirt b. Panel Skirt c. Gathered Skirt d. Circular Skirt e. A line Skirt f. Mermaid	....	6	
5.	Trousers	a. Basic b. Culottes c. Pleated colottes trousers with pleated westline d. Jeans e. Salwar f. Patiyala		6	
6.	Sleeves	a. Straight b. Shorts Sleeves c. Puff sleeves d. Long sleeves e. Bell sleeves f. Circular sleeves g. Fancy sleeves h. $\frac{3}{4}$ th Sleeves		8	
7.	Collars	a. Paterpan collar b. Extn collar c. Sailor collar d. Mandarin collar e. Convertible collar		5	
8.	Construction Basics	a. Hand & machine stiches b. Seams darts, tucks, pleats, gathering, shining, smoking, ruffles, closures c. Zippers, buttonholes, fasteners, packets, patch pocket, in seam pocket, front hip pocket, construction of salwar kameez, children wear, shirts, trouser, choli (various samples)		10	
9.		Haute couture		10	
			2	58	60

**◆ DIPLOMA IN TEXTILE AND FASHION DESIGN (SECOND YEAR) ◆**

(V)	<b>Subject Code:</b>	<b>2005</b>
	<b>Subject:</b>	<b>COMPUTER AIDED DESIGN</b>
	<b>Marks</b>	<b>50</b>

**Introduction:**

- Computer Aided Design Capsule will help the student to handle graphic data in different ways i. e idea generation, illustration to make many forms of design, for pattern cutting, grading, lay planning.
- The course provide knowledge about designing and layout using software's.

**Objectives:**

- Acquire skills in working with Computer Gain experience of various patterns, designs rendering to give realistic image of garments.
- To teach the students software essential for their design needs.

**Module-V: COMPUTER AIDED DESIGN (INTERNAL MARKS ONLY)**

**Marks: 50**

**Credit:2**

Sr.No.	Units	Unit Details	Theory (hour)	Practical (hours)	Total (hour)
1.	Introduction of Software's	Adobe Photoshop, Corel Draw, Adobe Illustration	1	2	
2.	Computer Graphics	<ul style="list-style-type: none"> <li>• Different Computer Graphic Files like GIF, JPEG, PNG, BMP, TIFF etc, Introduction to Computer Graphic Application, Image Scanner, Types, Installation, Basics of Scanning.</li> <li>• Basic Computer Graphics Skills (using CorelDraw or Illustration, Photoshop etc.), Definition and Difference between Raster &amp; Vector Graphics, Introduction to different computer graphic files like BMP, PNG, TIFF, GIF, JPEG, Setting up a graphics page in terms of width,</li> </ul>	....	8	

**◆ DIPLOMA IN TEXTILE AND FASHION DESIGN (SECOND YEAR) ◆**

		<p>height, resolution, and color.</p> <ul style="list-style-type: none"> <li>• Creating Basic Shapes like Lines, Rectangles, Squares, Circles, Ellipses, Polygons, Free Form Shapes, modifying basic shapes, Selecting the above created shapes, changing lines, fills, colors, textures of the selection., Using Text Tool, Creating Text Objects, Changing Font, Font Size and Color of the Text Objects.</li> </ul>			
3.		<ul style="list-style-type: none"> <li>• Developing Croqui figures for men, women and children using Photoshop/ Corel Draw/Illustration</li> </ul>	....	10	
4.		<ul style="list-style-type: none"> <li>• Creating fashion accessories like necklace, bracelet, anklets, ear ring, and head gear. Etc Using Coral Draw/Illustration.</li> </ul>	....	9	
5.		<ul style="list-style-type: none"> <li>• Motifs development – Symmetrical/Asymmetrical, Balanced/Unbalanced, repeat – ½ drop, ¼ drop, ¾ drop – H/V. Drop reverse, Design placements on borders, pallu &amp; all over</li> </ul>	....	10	
6.		<ul style="list-style-type: none"> <li>• Logo Designing, Creating Tags &amp; Labels – Main label, Size label, Wash Care label, Content label using Corel Draw/Illustration</li> </ul>	....	10	
			1	49	50