

ALAGAPPA UNIVERSITY

(Accredited with A+ Grade by NAAC (CGPA: 3.64) in the Third Cycle,
Graded as Category-I University and granted autonomy by MHRD-UGC)

DIRECTORATE OF COLLABORATIVE PROGRAMMES



Bachelor of Science in Fashion Design

Regulations and Syllabus

[For those who join the Course in July 2023 and after]

CHOICE BASED CREDIT SYSTEM

REGULATIONS AND SYLLABUS

[For the candidates admitted from the academic year 2023 -2024 onwards]

Name of the Subject Discipline : **FASHION DESIGN**
Programme of Level : **Undergraduate programme - B.Sc., Fashion Design**

1. Choice-Based Credit System

A Choice-Based Credit System is a flexible system of learning. This system allows students to gain knowledge at their tempo. Students shall decide on electives from a wide range of elective courses offered by the Departments/institutions in consultation with the committee. Students undergo additional courses and acquire more than the required number of credits. They can also adopt an inter-disciplinary and intra-disciplinary approach to learning, and make the best use of the expertise of available faculty.

2. Programme:

“Programme” means a course of study leading to the award of a degree in a discipline. **B.Sc., Fashion Design** is an undergraduate programme and duration is **Three years**, the duration that is spread over **six semesters**.

3. Courses

‘Course’ is a component (a paper) of a programme. Each course offered by the Department is identified by a unique course code. A course contains lectures / tutorials / laboratory work / seminars / project work / practical training /report writing / Viva- voce, etc, or a combination of these, to meet effective teaching and learning needs.

4. Credits

The term “Credit” refers to the weightage given to a course, usually about the instructional hours assigned to it. Normally in each of the courses credits will be assigned based on the number of lectures / tutorials / laboratory and other forms of learning required to complete the course contents in a 15-week schedule. One credit is equal to one hour of lecture per week. For laboratory / field work one credit is equal to two hours.

5. Semesters

An academic year is divided into two Semesters. In each semester, courses are offered in a minimum of 15 teaching weeks and the remaining 3-5 weeks are to be utilized for conduct of examination and evaluation purposes. Each week has 30 working hours spread over 5 days a week.

6. Departmental/institutional committee

The Departmental/Institutional Committee consists of the faculty of the Department/institution. The committee shall be responsible for admission to all the programmes offered by the Department including the conduct of entrance tests, verification of records, admission, and evaluation. The committee determines the deliberation of courses and specifies the allocation of credits semester-wise and course-wise. For each course, it will also identify the number of credits for lectures, tutorials, practicals, seminars, etc. The courses (Core / Discipline Specific Elective / Non-Major Elective) are designed by teachers and approved by the Committees. Courses approved by the

committees shall be approved by the Board of Studies. A teacher offering a course will also be responsible for maintaining attendance and performance sheets (CIA -I, CIA-II, assignments, and seminar) of all the students registered for the course. The department coordinators for Non-major elective (NME) and MOOCs (SLC) courses are responsible to submit the performance sheet to the Head of the department. The Head of the Department consolidates all such performance sheets of courses about the programmes offered by the department. Then forward the same to be Controller of Examinations.

7. Programme Educational Objectives (PEO) :

The Program Educational Objectives (PEO's) describes the professional accomplishments and achievements of the graduates about three - five years after having completed the under-graduate program in Fashion Design.

PEO1	Graduates of Fashion Design will have successful careers in the domain of fashion, textile and apparel industry, academic or research based industry or allied industry and organization with the concrete foundation on textiles, product development, science, engineering tools, techniques and computer concepts with reference to fashion design skill sets.
PEO2	Graduates will be able to be an entrepreneur, freelancer, start-ups or designer of their own brand and excel in a multi diverse fashion and apparel industry with professional, excellent spirit and ethical attributes.
PEO3	Graduates will have industry ready competency in responding to the global competition and opportunities with effective communication, teamwork and soft skills that will enable them to face the industry challenges and social contexts in a broader perspective by means of building sustainable solutions and systems with varying complexities for the need of the hour.
PEO4	Graduates will have comprehensive key expertise to acquire a postgraduate in the Fashion Design domain in and out of the country with a robust portfolio at par with the international standards.
PEO5	Graduates will be able to synthesize and innovate concepts, designs, processes to develop ergonomically and economically feasible products with societal impact.

8. Programme Outcomes (PO)

Program Outcomes (PO's), are Graduates Attributes acquired by the graduate upon graduation. These relate to the skills, knowledge, and behaviour that students acquire through the programme, based on initial capabilities, competence, skills, etc.

PO1	Design and Materials Knowledge: Understanding concepts of design & principles of Fabric Constructions methods and its characteristics through the practical and theoretical study of textile, apparel, fashion and design.
PO2	Problem Analysis & Solutions : Identify, formulate, review research literature, and analyze complex problems reaching substantiated conclusions using principles of designs, material knowledge and textile sciences and satisfy the particular needs with necessary considerations of societal, cultural and environmental conditions through learned traditional and contemporary approaches and technologies.
PO3	Conduct Investigations of complex problems: Ability to apply Research-based knowledge and research methods for the analysis and analytical processes of the complexities arising in the industry and synthesize the data to provide the solutions to improvise and optimize the goals.
PO4	Modern Tool Usage: Identify, select, apply and understand the limitations of pertinent technologies, modern resources and tools relevant to the industry in design, development, materials and manufacturing.
PO5	Designer - Society and sustainability : Analyze and articulate the contextual knowledge and ideas to contribute and uplift the society and environment with sustainable practices.
PO6	Ethics: Apply ethical practices in design, development and processes and commit to professional ethics.
PO7	Individual and team Work: Articulate and function effectively as an individual or in a multidisciplinary team, appreciate the leadership, principles, inventive personal vision and attitudes of the team and create conducive professional practices.
PO8	Communication: Communicate and represent through multimedia and digital technologies that meets out the multi diverse design community. Articulate and implement a potential communication tool to present to society at large.
PO9	Project Management and Finance: Demonstrate knowledge and understanding of the design, process and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
PO10	Lifelong Learning: Engage in lifelong learning, demonstrate knowledge and understanding of contemporary and emerging issues relevant to the fashion domain, 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.

9. Programme Specific Outcomes (PSO)

Programme Specific Outcomes (PSO's) are what the graduates should be able to do upon graduation. At the end of the B.Sc., Fashion Design program, the Graduates

PSO1	Should be able to have a concrete foundation on textiles and fashion design and have the ability to articulate design ideas verbally, visually, and digitally using multimedia tools with the help of illustrations, photographs, graphical representations and visual display of merchandise.
PSO2	Should have an ability to convert their ideas and designs into a product or a garment using appropriate construction techniques and address the problems with systematic, critical approach, research and analytical skill set.
PSO3	Should have the ability to understand, analyze, evaluate and implement the market trends and design market friendly, sustainable, ethically viable and economically feasible designs and products for the society at large.
PSO4	Should have the capacity to assess, propose, and apply various product development techniques related to drafting, draping, and constructing of garments and should be able to demonstrate industry-readiness through competent planning and execution of garment's design to end product requirements.
PSO5	Should be able to identify their position and find their broad domain in various mainstreams and subfields of apparel, fashion and allied industries like e-commerce, retail, branding and marketing, luxury and high value product markets.

10. Eligibility for admission

A candidate who has passed Higher Secondary Examination (HSC) /Dip in Fashion Design or Equivalent, or an examination accepted as equivalent [except Botany] as the main subject of study from any University/college shall be permitted to appear and qualify for the course.

Lateral Entry:

A pass in HSC + 2 yrs Diploma in related subject of B.Sc will be admitted directly admitted in 2nd year of programme.

A pass in SSLC + 3 yrs Diploma in related subject of B.Sc will be admitted in 2nd year of B.Sc Programme.

11. Minimum Duration of Programme.

The programme is for three years. Each year shall consist of two semesters viz. Odd and Even semesters. Odd semesters shall be from June / July to October / November and even semesters shall be from November / December to April / May. Each semester there shall be 90 working days consisting of 6 teaching hours per working day (5 days/week).

12. Medium of instruction

The medium of instruction is English

13. Teaching Methods

The classroom teaching would be through conventional lectures, the use of OHP, PowerPoint presentation, and novel innovative teaching ideas like television, smart board, and computer-aided instructions. Periodic field visit enables the student to gather practical experience and up-to-date

industrial scenarios. Student seminars would be arranged to improve their communicative skills. In the laboratory, safety measures instruction would be given for the safe handling of chemicals and instruments. The lab experiments shall be conducted with special efforts to teach scientific knowledge to students. The students shall be trained to handle advanced instrumental facilities and shall be allowed to do experiments independently. The periodic test will be conducted for students to assess their knowledge. Slow learners would be identified and will be given special attention by remedial coaching. Major and electives would be held in the Department and for Non-major electives students have to undertake other subjects offered by other departments.

14. Components

A UG programme consists of several courses. The term “course” is applied to indicate a logical part of the subject matter of the programme and is invariably equivalent to the subject matter of a “paper” in the conventional sense. The following are the various categories of the courses suggested for the PG programmes:

Core courses (CC)

“Core Papers” means “the core courses” related to the programme concerned including practicals and project work offered under the programme and shall cover core competency, critical thinking, analytical reasoning, and research skill.

Generic Elective (Allied)

Within the faculty, the students shall undergo two discipline-specific allied courses (one in the first year and another in the second year of his/her study except for computer application).

Discipline-Specific Electives (DSE)

DSE means the courses offered under the programme related to the major but are to be selected by the students, shall cover additional academic knowledge, critical thinking, and analytical reasoning.

Non-Major Electives (NME) - Exposure beyond the discipline

Self-Learning Courses from MOOCs platforms

- ❖ MOOCs shall be voluntary for the students.
- ❖ Students have to undergo a total of 2 Self Learning Courses (MOOCs) one in II semester and another in III semester.
- ❖ The actual credits earned through MOOCs shall be transferred to the credit plan of programmes as extra credits. Otherwise, 2 credits/course be given if the Self Learning Course (MOOC) is without credit.
- ❖ While selecting the MOOCs, preference shall be given to the course related to employability skills

Dissertation (Maximum Marks: 200)

The candidate shall undergo Dissertation Work during the fourth semester. The candidate should prepare a scheme of work for the dissertation and should get approval from the guide. The candidate, after completing the dissertation, shall be allowed to submit it to the departments at the end of the final semester.

No. of copies of the dissertation/internship report

The candidate should prepare three copies of the dissertation/report and submit the same for the evaluation of examiners. After evaluation, one copy will be retained in the department library, one copy will be retained by the guide and the student shall hold one copy.

15. Attendance

Students must have earned 75% of attendance in each course for appearing on the examination. Students who have earned 74% to 70% of attendance need to apply for condonation in the prescribed form with the prescribed fee. Students who have earned 69% to 60% of attendance need to apply for condonation in the prescribed form with the prescribed fee along with the Medical Certificate. Students who have below 60% of attendance are not eligible to appear for the End Semester Examination (ESE). They shall re-do the semester(s) after completion of the programme.

16. Examination

The examinations shall be conducted separately for theory and practicals to assess (remembering, understanding, applying, analyzing, evaluating, and creating) the knowledge required during the study. There shall be two systems of examinations viz., internal and external examinations. The internal examinations shall be conducted as Continuous Internal Assessment tests I and II (CIA Test I & II)

Internal Assessment:

The internal assessment shall comprise a maximum of 25 marks for each course

Theory - 25 marks

Sr. No.	Content	Marks
1	Average marks of two CIA test	15
2	Seminar/group discussion/quiz, etc.,	5
3	Assignment/field trip report/case study reports	5
	Total	25

Practical - 25 marks

Sr. No.	Content	Marks
1	Average marks of two CIA tests (Practical) Experiments –Major, Minor, and Spotter	15
2	Observation notebook	10
	Total	25

Internship - 25 Marks (assess by Guide/ In-charge/HOD/supervisor)

Sr. No.	Content	Marks
1	Presentation	15
2	Progress report	10
	Total	25

Dissertation – 50 Marks (Guide/HOD)

Sr. No.	Content	Marks
1	Two presentations (mid-term)	30

2	Progress report	20
	Total	50

External Examination

- ❖ There shall be examinations at the end of each semester, for odd semesters in October / November; for even semesters in April / May.
- ❖ A candidate who does not pass the examination in any course(s) may be permitted to appear in such failed course(s) in the subsequent examinations to be held in October / November or April / May. However, candidates who have arrears in practical shall be permitted to take their arrear Practical examination only along with regular practical examination in the respective semester.
- ❖ A candidate should get registered for the first-semester examination. If registration is not possible owing to a shortage of attendance beyond the condonation limit / regulation prescribed OR belated joining OR on medical grounds, the candidates are permitted to move to the next semester. Such candidates shall re-do the missed semester after completion of the programme.
- ❖ For the Dissertation Work, the maximum marks will be 100 marks for thesis evaluation and the Viva-Voce 50 marks.
- ❖ For the internship, the maximum mark will be 50 marks for project report evaluation and for the Viva-Voce it is 25 marks
- ❖ Viva-Voce: Each candidate shall be required to appear for the Viva-Voce Examination (in defense of the Dissertation Work/internship)

17. Passing minimum

- ❖ A candidate shall be declared to have passed each course if he/she secures not less than 40% marks in the End Semester Examinations and 40% marks in the Internal Assessment and not less than 40% for UG and PG 50% in the aggregate, taking Continuous assessment and End Semester Examinations marks together.
- ❖ The candidates not obtained 40% for UG and PG 50% in the Internal Assessment are permitted to improve their Internal Assessment marks in the subsequent semesters (2 chances will be given) by writing the CIA tests and by submitting assignments.
- ❖ Candidates, who have secured the pass marks in the End - Semester Examination and the CIA but failed to secure the aggregate minimum pass mark (E.S.E + C I.A), are permitted to improve their Internal Assessment mark in the following semester and/or in University examinations.
- ❖ A candidate shall be declared to have passed the Project Work if he /she gets not less than 40% in each of the Project Report and Viva-Voce and not less than 40 % UG and in PG 50% in the aggregate of both the marks for Project Report and Viva-Voce.
- ❖ A candidate who gets less than 40% for UG and PG 50% in the Project Report must resubmit the Project Report. Such candidates need to take again the Viva-Voce on the resubmitted Project.

B.sc., FASHION DESIGN (w.e.f.2023-24)

Sem.	Part	Course Code	Courses	Title of the Paper	T/P	Credits	Hrs./ Week	Max. Marks		
								Int.	Ext.	Total
I	I	91811T/11H/11F/TU/M/A/S	T/OL	Tamil/ Other Languages-I	T	3	3	25	75	100
	II	91812	E	General English-I	T	3	3	25	75	100
	III	91813	CC	Introduction to Textiles	T	4	4	25	75	100
		91814	CC	Fashion Art & Design - Practical	P	4	6	25	75	100
		91815	CC	Basic Pattern Making and Sewing - Practical	P	3	6	25	75	100
		91816	Allied	Basic Computer - Practical	P	3	5	25	75	100
	IV	91817	SEC -I	Value Education	T	2	2	25	75	100
				Library			1			
				Total		22	30	175	525	700
II	I	91821T/H/F/M/TU/A/S	T/OL	Tamil/ Other Languages-II	T	3	3	25	75	100
	II	91822	E	General English-II	T	3	3	25	75	100
	III	91823	CC	Textile Manufacturing	T	4	4	25	75	100
		91824	CC	Fashion Illustration - Practical	P	3	5	25	75	100
		91825	CC	Designer CAD – Practical	P	3	4	25	75	100
		91826	CC	Pattern Making & Garment Construction - Practical	P	3	4	25	75	100
		91827	Allied	Textile Designing - Practical	P	3	4	25	75	100
	IV	91828	SEC -II	Environmental Studies	T	2	2	25	75	100
				Library			1			
			Total		24	30	200	600	800	
III	I	91831T/H/F/	T/OL	Tamil /Other Languages-III	T	3	3	25	75	100

		M/TU/A/S/								
	II	91832	E	General English-III	T	3	3	25	75	100
	III	91833	CC	History of Indian Costumes	T	3	3	25	75	100
		91834	CC	Garment Manufacturing Technology	T	4	4	25	75	100
		91835	CC	Fashion Apparel Design - Practical	P	3	4	25	75	100
		91836	CC	Pattern Making & Construction for kid's and women's wear - Practical	P	3	4	25	75	100
		91837	Allied	Fashion Sketching & Accessory Design - Practical	P	3	4	25	75	100
		91838	DSE	Industrial Internship	I	2		25	75	100
		IV	91839	SEC - III	Entrepreneurship	T	2	2	25	75
	918310A 918310B 918310C		SEC - IV	1. Adipadai Tamil - I	P	2	2	25	75	100
				2. Advanced Tamil - I	T					
				3.IT Skills for Employment/	T					
				4. MOOC'S	T					
			Library			1				
				Total		28	30	250	750	1000
IV	I	91841T/H/F/ M/TU/A/S	T/OL	Tamil /Other Languages-IV	T	3	3	25	75	100
	II	91842	E	General English-IV	T	3	3	25	75	100
	III	91843	CC	Historic Costumes	T	4	4	25	75	100
		91844	CC	Textile Chemical Processing	T	4	4	25	75	100
		91845	CC	Fashion research & Surface Ornamentation - Practical	P	3	5	25	75	100
		91846	CC	Pattern Making & Construction for Men's wear - Practical	P	3	5	25	75	100
		91847	Allied	Textile Chemical Processing - Practical	P	3	4	25	75	100

	IV	91848A 91848B 91848C	SEC -V	1.Adipadai Tamil - II	P	2	2	25	75	100	
				2.Advance Tamil - II	T						
				3. Small Business Management	T						
				4. MOOC'S	T						
				Total							25
V	III	91851	CC	Apparel Costing Technique	T	3	4	25	75	100	
		91852	CC	Theatre Costumes	T	3	4	25	75	100	
		91853	CC	Draping for Fashion Design - Practical	P	3	6	25	75	100	
		91854	CC	Pattern CAD - Practical	P	3	6	25	75	100	
		91855A 91855B	DSE	A. Creative Pattern Drafting & Construction – Practical B. Pattern Making & Construction for Evening wear – Practical	P	3	6	25	75	100	
		91856A 91856B 91856C	DSE	A. Fashion Retail Management B. Human Resource Management C. Boutique Management	T	3	3	25	75	100	
		91857A 91857B	DSE	A. Industrial Internship B. Craft Project	I/ PR	3*		25	75	100	
				Career Development/ Employability Skills			1				
		Total		21	30	175	525	700			
		VI	III	91861	CC	Fashion Merchandising and Marketing	T	3	3	25	75
91862	CC			Fashion & Clothing Psychology	T	3	3	25	75	100	
91863	CC			Industrial Pattern Making & Construction - Practical	P	3	5	25	75	100	
91864	CC			Designer Portfolio - Project	P	4	8	25	75	100	
91865	CC			Designer Collection- Project	P	4	8	25	75	100	
91866A 91866B	DSE			A. Textile Testing & Quality Control B. Visual Merchandising	T	3	3	25	75	100	

				Total		20	30	150	450	600
Grand Total						140	180	-	-	4500

Semester - I					
Course Code:91813	Introductions to Textiles		T	Credits:	Hours:
				4	4
Objective	<ul style="list-style-type: none"> ➤ To familiarize with basics of textiles and terminologies relevant to textiles ➤ To understand the fibres based on their origin. ➤ To introduce the primary properties of fibre. ➤ To introduce the major properties of Natural and Man - made fibres. ➤ To teach the steps and stages from fiber to finished goods. 				
UNIT - I					
Textiles : Importance of textiles - brief introduction of terminology - Application of Textiles particularly in clothing - Terms on yarn and fabric - Methods of fabric formation, spinning, twist, weaving, knitting, nonwoven (introduction of terms) - How a fibre is classified for clothing purpose.					
UNIT - II					
Fibre Classification : Based on origin - Natural and Man - made - Sub classification - Plant - Animal - Mineral regenerated fibre - Thermoplastic - Non thermoplastic - Minor natural fibres					
UNIT - III					
Fibre Properties: Introduction to Primary and Secondary Properties - Properties of fibre related to microscopic structure.					
UNIT - IV					
Major Properties of Natural–Man Made Fibres : Cotton, Linen, Wool, Silk - Rayon, Polyester, Nylon, Acrylic - Brief outlook of initial fibre preparations - cleanings done particularly for natural fibres.					
UNIT - V					
Brief out look into Process of Fibre to End Products (fabric, garments, makeup): Different end products and it's uses - Home furnishing, clothing (shirting, suiting, materials, sarees, garments etc) - How to prepare fibre according to end uses - Fibre to Yarn introduction - Yarn to Fabrics introduction - Finishing treatments and it's need - Decorating textiles, dyeing, printing, embroidery - Finished fabric to garments - Need of quality control at each stage of manufacturing					
Outcome 1	Develop understanding regarding how fabrics are made, how they are used in various industries, and how fibers are used and classified.			K2	
Outcome 2	Differentiate the fabric in terms of their origin.			K2,K3	

Outcome 3	Understand the fibre properties and its behavior.	K2,K3
Outcome 4	Use the fiber's characteristics to determine the type of fabric.	K4,K5
Outcome 5	To choose materials wisely when creating garments or other related things with their gained understanding.	K3,K4,K5

Reference & Text Books:

1. Corbman, B. P. (1983). Textiles: fiber to fabric. Gregg Division, McGraw - Hill
2. Bernard, P. C., &Poter, D. (1983). Textiles fiber to fabric. Decorative Fabric Construction.
3. Murthy, H. S. (2016). Introduction to textile fibres. CRC Press.
4. KanwarVarinder Pal Singh. (2009). Introduction to Textile. Kalyani Publishers.
5. Bev Ashford. (2014). Fibers to fabrics. Author house, USA.
6. MeenakshiRastogi. (2009). 'Fibres and Yarn', New Delhi: Sonali Publications, India.

Web resources:

1. <https://www.sjqiltmuseum.org/makerspace - blog/introduction - to - textiles>
2. https://textilestudycenter.com/introduction - to - textiles/#google_vignette
3. <https://textilelearner.net/classification - of - textile - fibers/>
4. <https://textileengineering.net/classification - of - textile - fibres/>
5. <https://ordnur.com/textile - fashion/introduction - to - textiles/>

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)	S (3)	S (3)	M (2)	L (1)	L (1)	L (1)	L (1)	M (2)
CO2	S (3)	S (3)	S (3)	S (3)	S (3)	L (1)	L (1)	L (1)	M (2)	M (2)
CO3	S (3)	M (2)	M (2)	M (2)	S (3)	L (1)	L (1)	L (1)	M (2)	M (2)
CO4	S (3)	M (2)	S (3)	M (2)	S (3)	L (1)	L (1)	L (1)	M (2)	M (2)
CO5	S (3)	M (2)	M (2)	S (3)	S (3)	L (1)	L (1)	L (1)	L (1)	M (2)
W.AV	3	2.4	2.6	2.6	2.8	1	1	1	1.6	2

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	L (1)	M (2)	S (3)	L (1)
CO2	S (3)	L (1)	L (1)	M (2)	L (1)
CO3	S (3)	M (2)	M (2)	M (2)	S (3)
CO4	S (3)	M (2)	M (2)	S (3)	S (3)
CO5	L (1)	S (3)	S (3)	S (3)	S (3)
W.AV	2.6	1.8	2	2.6	2.2

S–Strong (3), M - Medium (2), L - Low (1)

Semester - I				
Course Code:91814	Fashion Art & Design - Practical	P	Credits:	Hours:
			4	6
Objective	<ul style="list-style-type: none"> ➤ To familiarize with basics of Sketching ➤ Explain the concept of various Shading process and apply ➤ To introduce the color theory and different mediums of colors ➤ To make students understand the still life and rendering fabric draping ➤ To introduce the basic way of sketching human anatomy 			
UNIT - I				
Elements of Drawing - Lines, shapes, designs				
UNIT - II				
Shading of Shapes & Objects - Light to dark (square, circle, triangle) - Pots - fruits - vegetables				
UNIT - III				
Theory of Colors - Colour wheel - color contrast - color scheme - poster color - oil pastel - hatching				
UNIT - IV				
Still Life & Fabric Draping - Drawing using of pencil & oil pastel				
UNIT - V				
Human Anatomy & Parts - Front pose, side pose, back pose, eyes, eyebrow, lips, nose, ears, hands, legs, head rotation, different hair styles				
Outcome 1	Understanding the concept of basic Sketching and applies			K3
Outcome 2	Create a object drawing with various shading			K3 & K5
Outcome 3	Understand and apply the color theory and scheme based on requirements			K3 & K6
Outcome 4	Create a various types of draping shades on various texture			K6
Outcome 5	Understand and apply the concept of various features of human anatomy.			K3

Reference & Text Books:

1. ElisabettaDrudi, 2013,Fashion Details 4,000 Drawings
2. Suzanne G Marshall, Hazel O Jackson , 2000 “Individuality in Clothing and Personal Appearance”,
3. Marian L Davis,1996 “Visual Design and Dress”,
4. Angel Fernandez and Gabriel Martin Roig, 2007 “Drawing for fashion designers”,
5. Nancy Riegelman,20009 Heads: A Guide to Drawing Fashion

Web resources:

1. <https://www.youtube.com/@Chommang>
2. <https://www.youtube.com/@Mmmmonexx/videos>

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	-	M (2)	L (1)	M (2)	S (3)	L (1)	L (1)	S (3)
CO2	S (3)	S (3)	M (2)	S (3)	L (1)	S (3)	M (2)	L (1)	M (2)	S (3)
CO3	S (3)	M (2)	S (3)	L (1)	L (1)	M (2)	S (3)	L (1)	L (1)	S (3)
CO4	M (2)	S (3)	S (3)	S (3)	L (1)	S (3)	S (3)	L (1)	M (2)	S (3)
CO5	S (3)	M (2)	L (1)	L (1)	L (1)	L (1)	M (2)	L (1)	L (1)	S (3)
W.AV	2.8	2.4	2.3	2.0	1.0	2.2	2.6	1.0	1.4	3.0

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	M (2)	S (3)
CO2	S (3)	M (2)	S (3)	S (3)	S (3)
CO3	S (3)	M (2)	M (2)	S (3)	S (3)
CO4	S (3)	M (2)	S (3)	S (3)	S (3)
CO5	S (3)	S (3)	M (2)	M (2)	S (3)
W.AV	3	2.2	2.4	2.6	3

S–Strong (3), M - Medium (2), L - Low (1)

Semester - I				
Course Code:91815	Basic Pattern Making and Sewing - Practical	P	Credits:	Hours:
			3	6
Objective 1	<ul style="list-style-type: none"> ➤ Teach the basic functions of the sewing process and essential tools ➤ Explain the basic process to take the measurement for all gender and teach the basic bodice block and gradation. ➤ Explain the basic fabric layout and to make them to understand about types of grains ➤ To make them to aware of basic seams, darts, seams and variation ➤ Knowledge to develop the samples of fullness 			
UNIT - I				
Tools & Equipment for Clothing: Cutting tools - measuring tools - marking tools - general pressing tools - use and care of sewing machine - parts of sewing machine - practice on sewing machine - sewing practice on paper and textile materials.				
UNIT - II				
Principles of Pattern Making & Measurements: Ladies, children, boys, men's measurements - principles of drafting - advantages of paper pattern - commercial paper pattern. Pattern making – method of pattern making – (Drafting and draping), merits and demerits. Basic bodice front, Back and sleeve pattern, skirt front and back drafting.				
UNIT - III				
Preparation of Fabric for Cutting: Importance of grains - steps in preparing fabric - pattern layout - fabric folds.				
UNIT - IV				
Basic hand stitches and machine stitches: Temporary & Permanent stitches. - Construction of seams and seam finishes - Construction of Dart - single and double dart - Construction of Tucks - Types of tucks				
UNIT - V				
Construction of fullness: Construction of Pleats - Various types of pleats, Construction of Godets - Various types of godets Construction of Ruffles - Construction of Gathers and variation - Construction of Smocking - Types of Smocking				
Outcome 1	Describe the basic function of the sewing machines and apply the knowledge in the garment construction process.			K3

Outcome 2	Develop the basic bodice block based on the standard measurements	K3 & K6
Outcome 3	Analyze the fabric construction and apply in layouts.	K3 & K4
Outcome 4	Apply, adapt and develop specimens for hand and machine stitches.	K3 & K6
Outcome 5	Adapt and develop specimens for fullness.	K4 & K6

Reference & Text Books:

1. Helen Joseph and Armstrong. (2004). "Patternmaking for Fashion Designing". Prentice Hall, New York, 2004.
2. Marie Clayton, (2008). "Ultimate Sewing Bible – A Complete Reference with Step - by - Step Techniques". Collins & Brown, London, 2008.
3. Handford, J. (2003). Professional pattern grading for women's, men's and children's apparel. Bloomsbury Publishing USA.
4. Shih, F. Y. (2010). Image processing and pattern recognition: fundamentals and techniques. John Wiley & Sons.
5. Shaeffer, C. B. (1981). The complete book of sewing shortcuts. Sterling Publishing Company, Inc..

Web resources:

1. <https://www.youtube.com/watch?v=AC38yqMxMns>
2. <https://www.youtube.com/watch?v=ImF1kv9VMfQ>

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)	M (2)	S (3)	M (2)	S (3)	L (1)	M (2)	M (2)	S (3)
CO2	S (3)	S (3)	M (2)	M (2)	L (1)	L (1)	L (1)	M (2)	M (2)	S (3)
CO3	S (3)	M (2)	S (3)	L (1)	L (1)	M (2)	L (1)	M (2)	M (2)	S (3)
CO4	M (2)	S (3)	M (2)	S (3)	L (1)	M (2)	S (3)	M (2)	L (1)	S (3)
CO5	S (3)	M (2)	S (3)	S (3)	M (2)	M (2)	S (3)	M (2)	M (2)	S (3)
W.AV	2.8	2.6	2.4	2.4	1.4	2.0	1.8	2.0	1.8	3.0

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	S (3)
CO2	M (2)	S (3)	M (2)	S (3)	S (3)
CO3	M (2)	S (3)	S (3)	S (3)	S (3)
CO4	S (3)	M (2)	S (3)	S (3)	S (3)
CO5	M (2)	S (3)	S (3)	S (3)	S (3)
W.AV	2.4	2.6	2.6	3	3

S–Strong (3), M - Medium (2), L - Low (1)

Semester - I				
Course Code:91816	Basic Computer - Practical	P	Credits:	Hours:
			3	5
Objective	<ul style="list-style-type: none"> ➤ Introduction to basic computer software and its objectives ➤ Introduction to MS Word key - details techniques ➤ Introduction to Ms excel - key details techniques. ➤ Introduction to MS. Power point - key details techniques ➤ Describe the basic concept of network topologies 			
UNIT - I				
Introduction to Computers: Computer application to Business - characteristics, generation of computers - types of computers - anatomy of digital computer - input & output devices				
UNIT - II				
MS Word: Basic - File operations - working with document - text formatting - advanced formatting - tables - inserting objects - page design - mail merge - printing - views - creating styles				
UNIT - III				
MS Excel: Working with sheets - formulas - self formatting - functions graphic object charts - database pivot - table & data validation				
UNIT - IV				
MS Powerpoint: Basics - slideshow - animation - transition - presentation				
UNIT - V				
Networking: Introduction - overview of network - types of network - topologies - network architecture - communication mediums				
Outcome 1	Understand and apply the basic fundamental task based on the requirement.			K3 & K4
Outcome 2	Understand and apply Ms. tools techniques according to the requirement.			K3
Outcome 3	Understand the concept of Ms. Excel and organize the data according to the requirement.			K3

Outcome 4	Students should create a professional presentation with the help of Powerpoint technical key details	K3,K4 & K6
Outcome 5	Students should understand the structure of logical network and applies to the various types of technical problem	K3, K4 & K5

Reference & Text Books:

1. Cohen, D. I. (1996). Introduction to computer theory. John Wiley & Sons.
2. Miller, M. (2007). Absolute beginner's guide to computer basics. Que Publishing.
3. McCombs, B. (2002). Basic office software: word processing and beyond. Canadian Journal of Rural Medicine, 7(3), 219.
4. Maidasani, D. (2005). Learning Computer Fundamentals, Ms Office and Internet & Web Tech. Firewall Media.
5. Habraken, J. (2018). Microsoft Office 2019 Inside Out. Microsoft Press.

Web resources:

1. <https://www.youtube.com/watch?v=y2kg3Mok1sY>
2. <https://www.youtube.com/watch?v=7hPcdNAS0v4&list=PLoyECfvEFOjarAJTQ6syCXQDEbXvwZ8TH>
3. <https://www.youtube.com/watch?v=VODDnOHko7o>

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	M (2)	L (1)	L (1)	L (1)	M (2)	S (3)	M (2)	S (3)
CO2	S (3)	S (3)	L (1)	M (2)	M (2)	M (2)	S (3)	S (3)	L (1)	S (3)
CO3	S (3)	S (3)	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	S (3)
CO4	S (3)	S (3)	M (2)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	S (3)	S (3)	L (1)	L (1)	S (3)	S (3)	M (2)	S (3)
W.AV	3	2.8	2.2	2.4	1.6	2	2.8	3	1.8	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	M (2)	M (2)	S (3)	S (3)	S (3)
CO2	L (1)	M (2)	S (3)	S (3)	S (3)
CO3	M (2)	S (3)	S (3)	S (3)	S (3)
CO4	S (3)	M (2)	S (3)	S (3)	S (3)
CO5	M (2)	S (3)	S (3)	M (2)	S (3)
W.AV	2	2.4	3	2.8	3

S–Strong (3), M - Medium (2), L - Low (1)

I - Semester					
SEC I	Course code:91817	VALUE EDUCATION	P	Credits: 2	Hours: 2
Course Objectives	1. To impart humanism values among the student under various religious thoughts 2. To make them awareness of ethics and civil rights 3. To familiarities the students with basic features of extracurricular activities such NSS andNCC and relevance of Abdul Kalam and Mother Teresa efforts to teach values 4. To impart skills by preparing project works such as writing poems and stories				
Unit I	Definition – Need for value Education – How important human values are – humanism and humanistic movement in the world and in India – Literature on the teaching of values under various religions like Hinduism, Buddhism, Christianity, Jainism, Islam, etc. Agencies for teaching value education in India – National Resource Centre for Value Education – NCERT– IITs and IGNOU.				
Unit II	Vedic Period Influence of Buddhism and Jainism – Hindu Dynasties – Islam Invasion – Moghul invasion – British Rule – culture clash – Bhakti cult – social Reformers – Gandhi – Swami Vivekananda – Tagore – their role in value education.				
Unit III	Value Crisis Independence- After Independence – democracy – Equality – fundamental duties – Fall of standards in all fields – Social, Economic, Political, Religious and Environmental – corruption in society. Politics without principle – Commerce without ethics – Education without Character – Science without humanism – Wealth without work – Pleasure without conscience – Prayer without sacrifice – steps taken by the Governments – Central and State – to remove disparities on the basis of class, creed, gender.				
Unit IV	Transition from school to college – problems – Control – free atmosphere – freedom mistaken for license – need for value education – ways of inculcating it – Teaching of etiquettes – Extra- Curricular activities – N.S.S., N.C.C., Club activities – Relevance of Dr.A.P.J. Abdual Kalam’s efforts to teach values – Mother Teresa.				
Unit V	PROJECT WORK 1. Collecting details about value education from newspapers, journals and magazines. 2. Writing poems, skits, stories centering around value-erosion in society. 3. Presenting personal experience in teaching values. 4. Suggesting solutions to value – based problems on the campus.				
Text book Radhakrishnan, S. “Religion and culture” (1968), Orient Paperbacks, New Delhi.					
References Satchidananda. M.K. (1991), “Ethics, Education, Indian unity and culture” – Delhi, Ajantha publications. Saraswathi. T.S. (ed) 1999. Culture”, Socialisation and Human Development:					

Theory, Research and Application in India” – New Delhi Sage publications.
 Venkataiah. N (ed) 1998, “Value Education” New Delhi Ph. Publishing Corporation.
 Chakraborti, Mohit (1997) “Value Education: Changing Perspectives” New Delhi: Kanishka Publications.
 “Value Education – Need of the hour” Talk delivered in the HTED Seminar – Govt. of Maharashtra, Mumbai on 1-11-2001 by N.Vittal, Central Vigilance Commissioner.
 “Swami Vivekananda’s Rousing call to Hindu Nation”: EKnath Ranade (1991) Centenary Publication

Course Outcomes		Knowledge level
CO-1	Knowledge about Humanism and Humanistic Movements in the World and in India	K2
CO-2	Understand the Social Reformers and Their Role in Value Education	K2
CO-3	Explore the theories of Fundamental Duties, Ethics, Extra-Curricular Activities –N.S.S., N.C.C	K3
CO-4	Know the concept of Value Education on College Campus	K5
CO-5	To Develop the Project Work regarding Writing Poems, Skits, Stories	K2

Mapping Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	P11	P12
CO1	3	2	2	2	1	3	2	2	2	2	1	2
CO2	2	2	1	1	1	2	1	1	2	1	2	2
CO3	2	3	2	2	2	2	2	2	1	1	2	2
CO4	2	2	1	1	2	2	2	2	2	2	2	1
CO5	2	2	3	2	2	2	1	2	1	1	3	2
W.AV	2.2	2.2	1.8	1.6	1.6	2.2	1.6	1.8	1.6	1.4	2	1.8

S –Strong (3), M-Medium 2, L- Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	2	2	2	2	2
CO2	2	1	1	2	2
CO3	2	1	2	3	2
CO4	1	2	1	2	1
CO5	2	2	2	3	2
W.AV	1.8	1.6	1.6	2.4	1.8

S –Strong (3), M-Medium 2, L- Low (1)

II - Semester					
Course Code	91823	Textile Manufacturing	T	Credits : 4	Hours : 4
Objectives	<ol style="list-style-type: none"> 1. Instruct about the various steps involved in the fiber - to - yarn process. 2. Giving understanding of the processes involved in fabric production, uses and types. Weaving stages and types. 3. Impart knowledge of the various types and stages of knitting. 4. To give knowledge about the qualities, and processes needed to manufacture yarn and different types of yarns. 5. Teach about the process particulars and quality requirements yarns and different fabric defects – types, causes and how to correct. 				
Unit - I	Spinning: Ginning – Objectives, principle and types; Spinning –objectives, process sequence – blow room, carding, drawing, combing, roving, ring spinning, doubling, cone winding, assembly winding and reeling.				
Unit - II	Weaving: Types - Woven , knitted, Nonwoven - Definition & applications; Process flow and objectives - winding, warping, sizing, drawing in and gaiting, Types of weaving - Shuttle weaving – Primary, Secondary and auxiliary motions, shuttle less weaving - projectile, rapier, air jet, water jet, and multiphase.				
Unit - III	Knitting: Classification, Weft Knitting Principles, knitting elements, knitting cycle Working principle - single jersey, rib, interlock Introduction to jacquard knitting machine Warp Knitting Principles, basic warp knitting elements, Working principle - tricot, raschel machines.				
Unit - IV	Sewing Thread: Manufacture Fibres used, required properties, essential quality requirements of sewing threads, sequence of manufacturing process and process parameters Fancy Yarns: Types, production methods.				
Unit - V	Process And Quality Particulars: Process particulars and quality requirements for 100% cotton and blended yarns (warp, weft and hosiery yarns) , comparison of carded and combed yarns Yarn Irregularities - unevenness, imperfections and yarn faults , causes and remedies Fabric Defects - Woven fabric defects - types, causes and remedies Knitted fabric defects – types, causes and remedies.				
Reference and Text Books:					
<ol style="list-style-type: none"> 1. Handbook of weaving, (2009). Sabit Adanur, SRC Press. 2. Uddin, F. (2019). Introductory chapter: textile manufacturing processes. IntechOpen. 3. Li, C., et.al., (2021). Fabric defect detection in textile manufacturing, Security and Communication Networks, 4. Khare, A. R. (2022). Principles of Spinning: Carding and Draw Frame in Spinning. CRC Press. 5. Thangamani, K., & Sundaresan, S. (2022). Fabric Manufacturing Technology: Weaving and Knitting. CRC Press. 6. Gong, R. H., & Wright, R. M. (2002). Fancy yarns: Their manufacture and application. Elsevier. 					

7. Corbman, B. P. (1985). Textiles Fibre to fabric MC Graw Hill. New York.

Web resources:

1. [https://www.britannica.com/topic/textile/Types - of - yarn](https://www.britannica.com/topic/textile/Types-of-yarn)
2. [https://www.tutorialspoint.com/process - of - manufacturing - yarn](https://www.tutorialspoint.com/process-of-manufacturing-yarn)
3. <https://www.youtube.com/watch?v=g90lWCZshIk>
4. <https://www.youtube.com/watch?v=EphOdtOT9M8>
5. <https://www.intechopen.com/chapters/68157>

Course Outcomes:

CO1	Understand and list the steps in the process from fiber to yarn.	K2
CO2	Learn the fundamentals of weaving as well as the advantages and disadvantages of the different loom types that are employed.	K2
CO3	Learn the fundamentals of knitting and the various components of a knitting machine.	K2
CO4	Be able to select different types of yarns based on its properties and use it for product creation.	K3,K4, K5
CO5	To make well - informed decisions while choosing fabrics for the creation of clothing or other related products.	K4,K5

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)	M (2)	S (3)	M (2)	L (1)	L (1)	L (1)	L (1)	L (1)
CO2	S (3)	S (3)	M (2)	S (3)	S (3)	L (1)	L (1)	M (2)	M (2)	M (2)
CO3	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	L (1)	M (2)	M (2)	M (2)
CO4	S (3)	M (2)	L (1)	L (1)	M (2)	L (1)	L (1)	L (1)	S (3)	S (3)
CO5	S (3)	S (3)	M (2)	L (1)	S (3)	L (1)	L (1)	L (1)	S (3)	S (3)
W.AV	3	3	2	2	2	1	1	1	2	2

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	L (1)	M (2)	S (3)	M (2)
CO2	S (3)	L (1)	M (2)	S (3)	M (2)
CO3	S (3)	L (1)	M (2)	S (3)	M (2)
CO4	M (2)	S (3)	S (3)	S (3)	L (1)
CO5	M (2)	S (3)	S (3)	S (3)	M (2)
W.AV	3	2	2	3	2

S–Strong (3), M - Medium (2), L - Low (1)

II - Semester

Course Code	91824	Fashion Illustration - Practical	P	Credits : 3	Hours : 5
Objectives	<ol style="list-style-type: none"> 1. Describe the basic concept of Line drawing 2. Practice of facial features. 3. Develop different angle of human body parts 4. Develop human anatomy. 5. To develop the various accessories sketchings. 				
Unit - I	Lines and 3D sketching: Illustration of Lines and Strokes ,illustration of gradations and 3D drawing				
Unit - II	Facial Features: Illustration of facial features				
Unit - III	Human Body Parts: - Illustration of legs ,feet, arms and hands				
Unit - IV	Human anatomy: Illustration of men's fashion poses ,women's fashion poses and kids				
Unit - V	Hair and Accessories sketching techniques: Illustration of hair styling for men and women and Illustration of men, women and kids accessories				
Reference and Text Books:					
<ol style="list-style-type: none"> 1. Hammond, L. (1998). Draw fashion models!. Penguin. 2. Kress, G., & Van Leeuwen, T. (2020). Reading images: The grammar of visual design. Routledge. 3. Hopkins, J. (2018). Fashion drawing. Bloomsbury Publishing. 4. Elisabetta Drudi, 2013, Fashion Details 4,000 Drawings. Promopress. 5. Riegelman, N. (2006). 9 heads: a guide to drawing fashion (p. 1). Los Angeles, CA: 9 Heads Media. 					
Web resources:					
<ol style="list-style-type: none"> 1. https://www.youtube.com/@Chommang 2. https://www.youtube.com/@Mmmmonexx/videos 					

Course Outcomes:

CO1	Student should develop the 3d Drawing techniques from 2D image	K3
CO2	Students will develop various facial features and apply to the particular requirements.	K3
CO3	Students will develop the different angles of body part	K4 &K6

CO4	Students will develop various types of fashion poses.	K3, K4 & K6
CO5	Students will practice various types of fashion accessories and apply the required concepts.	K3 & K6

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)	M (2)	S (3)	L (1)	M (2)	S (3)	S (3)	M (2)	S (3)
CO2	S (3)	S (3)	M (2)	S (3)	M (2)	M (2)	S (3)	L (1)	L (1)	S (3)
CO3	S (3)	M (2)	M (2)	S (3)	L (1)	L (1)	S (3)	L (1)	L (1)	S (3)
CO4	S (3)	S (3)	M (2)	S (3)	L (1)	S (3)	S (3)	M (2)	L (1)	S (3)
CO5	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	S (3)	M (2)	M (2)	S (3)
W.AV	3	3	2	3	1	2	3	2	1	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	S (3)	S (3)
CO2	S (3)	M (2)	S (3)	L (1)	S (3)
CO3	S (3)	M (2)	M (2)	L (1)	S (3)
CO4	S (3)	S (3)	M (2)	M (2)	S (3)
CO5	S (3)	S (3)	S (3)	M (2)	S (3)
W.AV	3	3	2	2	3

S–Strong (3), M - Medium (2), L - Low (1)

II - Semester

Course Code	91825	Designer CAD – Practical	P	Credits : 3	Hours : 4
Objectives	<ol style="list-style-type: none">1. Introduce the different types of Layout, design and color2. Introduce the 2D and 3D digital render3. To learn the vector based software, tools and its applications.4. Describe the various styles like shape , texture etc. which supports for designing process5. Develop human anatomy.				
Unit - I	Basic color systems on digital platform: Introduction to graphic software - input and output devices, resolution, color capacity, reference frames and screen coordinates and Colour theory and color modes				
Unit - II	Vector image and 3D rendering: Development of vectors, points, colors and lines also development of 2D and 3D images for designing				
Unit - III	Basic software Skills: Introduction to Adobe Illustrator and Adobe Photoshop - tools and usage				
Unit - IV	Developing Motifs: Development of shapes, lines, texts, & objects, outlines and fills and Development of a motif using the tools of Adobe Illustrator and Adobe Photoshop				
Unit - V	Croquis variations: Drawing a male croquis, female croquis , kid croquis				
Reference and Text Books: <ol style="list-style-type: none">1. Kayama, G., Yoshiike, M., Yamada, Y., Nakamura, T., Kanoh, M., & Yamada, K. (2016, August). Adobe illustrator plug - in to support brush selection using onomatopoeia utterance.2. Guan - Chen, L., & Ko, C. H. (2021). Photoshop and illustrator use in instructional design: a case study of college visual communication course design.3. Photoshop, A. (2021). Adobe Photoshop. Preuzeto, 29, 2021.4. Ritter, L., Li, W., Curless, B., Agrawala, M., & Salesin, D. (2006, June). Painting With Texture. In Rendering Techniques (pp. 371 - 376).5. Woolfe, G., Spaulding, K., & Giorgianni, E. (2002, January). Hue Preservation in Rendering Operations–An Evaluation of RGB Color Encodings.					
Web resources: <ol style="list-style-type: none">1. https://www.youtube.com/watch?v=Ib8UBwu3yGA2. https://www.youtube.com/watch?v=IyR_uYsRdPs					

Course Outcomes:

CO1	Understand and develop the layout for the particular requirements.	K3
CO2	Understand the transfer the knowledge to 2D to 3D	K4 & K6
CO3	Understand and applies the basic software tools according to the requirement	K3
CO4	Analyze and apply the process of digital sketching	K4 & K6
CO5	Student should develop the various styles of croquis and apply the process of rendering techniques on the same	K4 & K6

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)	L (1)	S (3)
CO2	S (3)	S (3)	M (2)	S (3)	M (2)	M (2)	M (2)	M (2)	L (1)	S (3)
CO3	S (3)	M (2)	L (1)	M (2)	L (1)	M (2)	L (1)	L (1)	L (1)	S (3)
CO4	S (3)	S (3)	M (2)	S (3)	M (2)	S (3)	S (3)	M (2)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	L (1)	M (2)	L (1)	M (2)	L (1)	S (3)
W.AV	3	3	2	3	2	2	2	2	1	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	L (1)	M (2)	M (2)
CO2	S (3)	M (2)	M (2)	S (3)	S (3)
CO3	M (2)	S (3)	L (1)	M (2)	M (2)
CO4	S (3)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	M (2)	S (3)	M (2)	S (3)
W.AV	3	2	2	2	3

S–Strong (3), M - Medium (2), L - Low (1)

II - Semester					
Course Code	91826	Pattern Making & Garment Construction - Practical	P	Credits : 3	Hours : 4
Objective s	<ol style="list-style-type: none"> 1. To manipulate the darts and add fullness to the basic bodice. 2. To learn and practice various neckline finishings and plackets. 3. To adapt, manipulate and develop yoke, collar and pockets from basic blocks. 4. To understand and apply the development of various types of sleeves and cuffs 5. To learn to attach fasteners with hand and machine stitches. 				
Unit - I	Basic bodice blocks and variation <ol style="list-style-type: none"> 1. Dart manipulation and adding fullness. 2. Construction of Bodice with linings - attaching lining and facing, bodice with yokes, bodice yoke with gathers or pleats, back yoke, Construction of sleeves combined with bodice 				
Unit - II	Plackets and Neckline finishings - Sewing techniques <ol style="list-style-type: none"> 1. Pattern making and Construction of plackets - sleeve placket, kurta placket, button and buttonhole placket, hook and eye placket, invisible zipper placket, zipper placket in seam, zipper placket in slit, lapped zipper placket, trouse zipper placket. 2. Construction of necklines – Shaped facing , bias facing, bias binding combined facing for neck and armhole. 				
Unit - III	Variations of Yoke , collar and pockets - Sewing techniques <ol style="list-style-type: none"> 1. Pattern making and Construction of yokes. 2. Pattern making and Construction of Collars – peter pan collar, shirt collar, shawl collar, Chinese collar 3. Pattern making and Construction of Pockets – variation of pockets 				
Unit - IV	Sleeves and variations <ol style="list-style-type: none"> 1. Pattern making and Construction of sleeves - Plain sleeve, Puff sleeve - puff at armhole line, puff at hem puff at both. Bishop sleeve, Full sleeve with placket and cuff, cap sleeve, petal sleeve, bell sleeve, butterfly or circular sleeve, Leg - of - mutton 2. Pattern making and Construction of Cuffs : square, hexagon, curved cuff. 				
Unit - V	Preparation of Fasteners <ol style="list-style-type: none"> 1. Pattern making and Construction of Fasteners and miscellaneous components - Waist band , waist belt, bow and tie, button, handmade buttonhole, fabric buttonhole, andmade hook eye, shank buttons. cloth button with bias loops, press buttons, trouser hook and eye, velcro, eyelets and ribbons or bias cords. 				

Reference & Text Books:

1. Helen Joseph and Armstrong, 2004 “Patternmaking for Fashion Designing”, Prentice Hall, New York.
2. Marie Clayton, 2008 “Ultimate Sewing Bible – A Complete Reference with Step - by - Step Techniques”, Collins & Brown, London
3. Zarapker. K. R., ,1994 “Zarapkar system of cutting “ Navneet publications Ltd
4. Mary Mathews, 1986 “Practical Clothing Construction - Part I and II” Cosmic Press, Chennai.
5. Aldrich, W. (2015). Metric pattern cutting for women's wear. John Wiley & Sons.

Web resources:

1. https://www.youtube.com/watch?v=X44Lob69_HA
2. <https://www.youtube.com/watch?v=gsvqyPxtO4k>

Course Outcomes:

CO1	Adapt pattern manipulation techniques and create a bodice with fullness	K4 & K6
CO2	Examine, choose appropriate neckline finishes and apply on the bodice.	K4, K5 & K6
CO3	Classify, select and create patterns for collars, pockets and yoke with appropriate sewing techniques.	K5 & K6
CO4	Identify and choose appropriate sleeve types and construct them with bodice.	K3 & K6
CO5	Identify and choose appropriate fastener types and techniques and apply on an attire.	K3 & K6

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	S (3)	M (2)	S (3)	S (3)
CO2	S (3)	S (3)	S (3)	S (3)	S (3)	S (3)	S (3)	M (2)	S (3)	S (3)
CO3	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	S (3)	M (2)	S (3)	S (3)
CO4	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	S (3)	M (2)	S (3)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	S (3)	M (2)	S (3)	S (3)
W.AV	3	3	2	3	3	3	3	2	3	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	M (2)	S (3)	S (3)	S (3)	L (1)
CO2	L (1)	S (3)	S (3)	S (3)	L (1)
CO3	M (2)	S (3)	M (2)	S (3)	L (1)
CO4	M (2)	S (3)	M (2)	S (3)	L (1)
CO5	M (2)	S (3)	M (2)	S (3)	L (1)
W.AV	2	3	2	3	1

S–Strong (3), M - Medium (2), L - Low (1)

II - Semester

Course Code	91827	Textile Designing - Practical	P	Credits : 3	Hours : 4
Objectives	1. To teach fundamental weaving techniques. 2. Teach students about woven structure variation outside of the fundamental types. 3. To improve their comprehension of how various weaving patterns work. 4. To learn the concept of various types of patterns and motifs.				
Unit - I	Basic Weaving: Analyze and develop the design of the following category: 1. Plain and its derivatives 2. Twill and its derivatives 3. Satin and satin.				
Unit - II	Advance Weaving: Introduction and development of the following weaves: Oxford, Honeycomb, Huck - a - back, Crepe.				
Unit - III	Fancy and Surface figured weaving: 1. Extra thread figuring Development and arrangement of motifs 2. Analysis and development of dobby designs 3. Analysis and development of jacquard designs.				
Unit - IV	Pattern Designing in Textiles: 1. Geometrical 2. Natural 3. Traditional 4. stylized 5. Abstract				

Reference and Text Books:

1. Grosicki, Z. (Ed.). (2014). Watson's advanced textile design: Compound woven structures. Woodhead Publishing.
2. Grosicki, Z. (Ed.). (2014). Watson's Textile Design and Colour: Elementary Weaves and Figured Fabrics. Woodhead Publishing.
3. Adanur, S. (2020). Handbook of weaving. CRC press.
4. Khokar, N. (2001). 3D - weaving: theory and practice. Journal of the Textile Institute, 92(2), 193 - 207.
5. Bell, T. F. (1895). Jacquard weaving and designing. Longmans, Green.
6. Gokarneshan, N. (2004). Fabric structure and design. New Age International.

Web resources:

1. <https://www.dspatextile.com/2022/06/preparatory-process-of-weaving.html>
2. <https://www.woolwise.com/wp-content/uploads/2017/07/Wool-482-582-08-T-17.pdf>
3. <https://www.textileschool.com/246/basics-weaving-woven-fabrics/>
4. <https://www.youtube.com/watch?v=LXqSGII6JSA>

Course Outcomes:

CO1	Can determine the woven structure of various cloth types.	K2,K3
CO2	Able to recognize the weave of various textile varieties and their intended uses.	K3,K4
CO3	Students will use their weaving knowledge to choose fabrics.	K4,K5
CO4	They develop various motifs and patterns and apply them on the digital croquis.	K3,K4,K6

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)	M (2)	S (3)	S (3)	M (2)	M (2)	L (1)	M (2)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	M (2)	L (1)	L (1)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)	L (1)	L (1)	M (2)	L (1)	L (1)	L (1)	M (2)	M (2)
CO4	M (2)	M (2)	L (1)	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	3	2	2	2	1	2	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	L (1)	S (3)	S (3)	M (2)
CO2	S (3)	M (2)	M (2)	S (3)	L (1)
CO3	M (2)	L (1)	S (3)	S (3)	L (1)
CO4	S (3)	S (3)	L (1)	M (2)	S (3)
W.AV	3	2	2	3	2

S–Strong (3), M - Medium (2), L - Low (1)

III - Semester

Course Code	91833	History of Indian Costumes	T	Credits : 3	Hours : 3
Objectives	<ol style="list-style-type: none"> 1. To give an overview of the history, varieties, and preferences of clothes. 2. To share knowledge about how costumes and accessories have developed through ages. 3. Teach students across time in order to help them appreciate the finer details of traditional textile techniques such as weaving, painting, printing, and embroidery. 4. To impart knowledge about the historical costumes and accessories of various parts of India. 5. To explain traditional clothing in many regions of India. 				
Unit - I	Introduction: Origin of clothing, Functions of clothing Types of ornament; factors affecting clothing habits and preferences.				
Unit - II	Development of costumes through ages: Costumes and accessories during - Indus valley, Vedic period, Mauryan & Sunga Period and Satavahana period, Kushan period, Guptha period, Mugal Period and British Period.				
Unit - III	Traditional Textiles of India: Textiles of Western region - brocade weave, Mochi, Kutch work, bead work, Tie & Die; Southern region Ikats, Kalamkari, Kancheepuram silk, Banjara Embroidery; Eastern region - Dacca sarees, Baluchar, buttedar, and Kanthas; Northern region - Brocades of Varanasi, phulkari, Kashmiri Embroidery, chemba Roomals, chikan work, Himrus, Amrus, pithani, pitabar, carpet & shawl weaving.				
Unit - IV	Traditional Costumes of Indian States: Eastern India Bihar, Odisha, Jharkhand, West Bengal, Northern India: Punjab, Jammu & Kashmir, Haryana, Himachal Pradesh, Uttar Pradesh, Uttarakhand and the Union Territories of Delhi and Chandigarh.				
Unit - V	Northeastern India: Arunachal Pradesh, Assam, Manipur, Meghalaya, Mizoram, Nagaland, Tripura and Sikkim; South India - Andhra Pradesh, Karnataka, Kerala, Tamil Nadu, Telangana and Puducherry; Western India: Goa, Gujarat, Maharashtra and Union territory of Daman and Diu.				

Reference and Text Books:

1. Bhatnagar, P. Traditional Indian Costumes and Textiles. Abhishek Publication
2. Gillow, J., & Barnard, N. (1991). Traditional Indian Textiles. Thames & Hudson Ltd
3. Pradhan, A. K. (2019). Innovation of traditional textile art and crafts in North East - India. Intl J Trend Sci Res Develop, 3(4), 1193 - 1197.
4. Muscat, C., & Kumar, R. (2006) Costumes and textiles of royal India. Antique Collectors' Club
5. Ghosh, G. K., & Ghosh, S. (1995). Indian textiles: past and present. APH Publishing.
6. Dhamija, J. (Ed.). (2004). Asian embroidery. Abhinav Publications.
7. Dhamija, J., & Jain, J. (1989). Handwoven fabrics of India. Mapin Pub.

Web resources:

1. <https://www.memeraki.com/blogs/news/embroidery-map-of-india>
2. https://www.academia.edu/11972157/Indian_Rich_Cultural_Heritage_of_Embroidery_Design_and_Fabric
3. https://www.researchgate.net/publication/340384885_Remiscing_the_Supremacy_of_the_Traditional_Embroideries_of_India
4. <https://medium.com/@noopurshalini/textiles-of-india-d9f5e5310dc6>
5. <https://artsandculture.google.com/story/indian-textiles-nature-making-victoria-and-albert-museum/YAUROUQuPAXOJw?hl=en>
6. <https://www.culturalindia.net/jewellery/types/meenakari.html>

Course Outcomes:

CO1	Students will comprehend the history of clothing and why it varies.	K2
CO2	They will be able to describe how outfits and accessories have changed over time.	K2,K3
CO3	Value India's traditional textiles, including its weaving, printing, and embroidery.	K2,K3
CO4	Classify and identify the traditional costumes and accessories.	K2,K3
CO5	Classify and identify the traditional costumes and accessories.	K2,K3

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)	L (1)	L (1)	M (2)	L (1)	L (1)	M (2)	L (1)	M (2)
CO2	S (3)	M (2)	L (1)	L (1)	S (3)	L (1)	M (2)	M (2)	L (1)	M (2)
CO3	S (3)	S (3)	M (2)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)
CO4	S (3)	S (3)	S (3)	M (2)	S (3)	M (2)	M (2)	M (2)	S (3)	S (3)
CO5	S (3)	S (3)	S (3)	M (2)	S (3)	M (2)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	2	2	3	2	2	2	2	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	L (1)	M (2)	S (3)	L (1)
CO2	S (3)	L (1)	M (2)	M (2)	L (1)
CO3	S (3)	M (2)	S (3)	S (3)	S (3)
CO4	M (2)	L (1)	M (2)	M (2)	S (3)
CO5	M (2)	L (1)	M (2)	M (2)	S (3)
W.AV	3	1	2	2	2

S–Strong (3), M - Medium (2), L - Low (1)

III - Semester

Course Code	91834	Garment Manufacturing Technology	T	Credits : 4	Hours : 4
Objectives	<ol style="list-style-type: none"> 1. To impart knowledge about how the industry is working for the requirement 2. To make them understand the name of the various garments and how they need to choose the fabric according to the season and trends etc. 3. To familiarize with the techniques and technology adopted in the garment industry. 4. To understand the process of quality control in the garment industry and standards. 5. To impart the importance of trims and accessories in garment industry 				
Unit - I	Introduction to Garment Manufacturing Technology: Introduction on apparel industry - Flow process sequence - Departments in apparel industry and its functions - size and manufacturing structure				
Unit - II	Classification of Garments in Manufacturing: Garment with briefing of production process - worksheet analysis - understanding the garment - Requirement and break down of garments - understanding measurements and size - Torso and Bifurcated Garments - Product types and its influence on organization - Fabric selection techniques for garments - Case study on garment classification, flow process and fabric selection				
Unit - III	Apparel Manufacturing Technology: Costing of garment - cost sheet - spec sheet - pattern making and basic pattern - computer pattern making - grading - making the marker - spreading and cutting procedure - cutting techniques - manufacturing technology - sewing techniques - pressing packing				
Unit - IV	Quality Control in Garment Industry: Importance - quality - sampling - production process in QC - QC authority - flow chart - production planning - store department - cutting department - sewing department - button and buttonhole				
Unit - V	Garment Accessories & Embellishments: Role of Accessories - Buttons, Zipper, Labels, Lining Interlining Labels Wadding, Lace, Braid & Elastic - Quality parameters in accessories				

Reference and Text Books:

1. Karthik, T., Ganesan, P., & Gopalakrishnan, D. (2016). Apparel manufacturing technology. CRC Press.
2. Jana, P., & Tiwari, M. (2020). Industrial engineering in apparel manufacturing. Apparel Resources Pvt. Ltd..
3. Cooklin, G. (1997). Garment technology for fashion designers.
4. Cooklin, G. (1991). Introduction to clothing manufacture.
5. Staff, E. (2007). Hand Book of Garments Manufacturing Technology. Engineers India Research Institute.

Web resources:

1. <https://www.youtube.com/watch?v=E5jH5T63I2s&pp=ygUfZ2FybWVudCBtYW51ZmFjdHVyaW5nIGluZHVzdHJ5IA%3D%3D>
2. <https://www.youtube.com/watch?v=WazhIr-qXMw&pp=ygUfZ2FybWVudCBtYW51ZmFjdHVyaW5nIGluZHVzdHJ5IA%3D%3D>
3. <https://youtu.be/dW2Li3Rl21E>

Course Outcomes:

CO1	Understand the flow chart and flow processes of garment manufacturing departments	K2
CO2	Students will comprehend how clothes are categorized and analyze the breakdown of each item of clothing.	K2 & K3
CO3	Recognize the costs associated with each industry sector.	K5
CO4	Recognize the significance of quality and examine the flow chart for production planning.	K4 & K5
CO5	Comprehend the significance of clothing embellishments	K4

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)	M (2)	S (3)	M (2)	L (1)	L (1)	L (1)	L (1)	L (1)
CO2	S (3)	S (3)	M (2)	S (3)	S (3)	L (1)	L (1)	M (2)	M (2)	M (2)
CO3	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	L (1)	M (2)	M (2)	M (2)
CO4	S (3)	M (2)	L (1)	L (1)	M (2)	L (1)	L (1)	L (1)	S (3)	S (3)
CO5	S (3)	S (3)	M (2)	L (1)	S (3)	L (1)	L (1)	L (1)	S (3)	S (3)
W.AV	3	3	2	2	2	1	1	1	2	2

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	L (1)	M (2)	S (3)	M (2)
CO2	S (3)	L (1)	M (2)	S (3)	M (2)
CO3	S (3)	L (1)	M (2)	S (3)	M (2)
CO4	M (2)	S (3)	S (3)	S (3)	L (1)
CO5	M (2)	S (3)	S (3)	S (3)	M (2)
W.AV	3	2	2	3	2

S–Strong (3), M - Medium (2), L - Low (1)

III - Semester					
Course Code	91835	Fashion Apparel Design - Practical	P	Credits : 3	Hours : 4
Objectives	<ol style="list-style-type: none"> 1. Understand the roles of fashion designer and types of motifs to apply on fabric 2. To familiarize the elements of design 3. To familiarize the basic principles of design and apply the same to the design development process 4. Understand the concept of varies figures and analyze the designs according to the particular figure variation 5. Draw the flat spec of various garment technical details like puff sleeve, sweetheart neckline etc - front and back 				
Unit - I	Introduction to Apparel Design: Fashion – definition, terminologies, history, role of fashion designers, Design – definition, motif and pattern, fabric design – natural, stylised, geometric, historic and abstract; Garment design - functional, structural and decorative				
Unit - II	Elements of Design: Elements of design - Line, shape, form, colour, pattern and texture - Definition, physical and psychological effect on garment designing; Introducing elements of design on garment designing				
Unit - III	Principles of design: Balance, proportion, emphasis, rhythm and harmony - definition and application; Introducing principles of design using various elements of design on apparels				
Unit - IV	Figure Analysis: Analysis of various figures - Stout figure, slim figure, slender, narrow shoulder, broad shoulders, round shoulders, large bust, flat bust, large hips, large abdomen, short waist, long waist, sway back, large neck, short neck, large face, small face, square or broad face, round face				
Unit - V	Fashion & Apparel design: Drawing and coloring techniques - Print, neck line, sleeves, cuffs, collars, pockets, skirts, pants, fashion accessory - hats, waist bands, bows, ties				
Reference & Text Books:					
<ol style="list-style-type: none"> 1. Caroline Tatham and Julian Seaman. (2003). “Fashion designing and drawing course”, Thames and Hudson Publishers. 2. Suzanne G Marshall, Hazel O Jackson. (2000). “Individuality in Clothing and Personal Appearance” Prentice Hall, New Jersey. 3. Sumathi, G. J. (2007). Elements of fashion and apparel design. New Age International. 4. Sorger, R., & Udale, J. (2017). The fundamentals of fashion design. Bloomsbury Publishing. 5. Myers - McDevitt, P. J. (2004). Complete guide to size specification and technical design. Bloomsbury. 					

Web resources:

1. <https://www.youtube.com/watch?v=eLZc-jGXQ8A&t=27s>
2. <https://www.youtube.com/watch?v=qMzmeso91js>

Course Outcomes:

CO1	Understand the concept of designer psychology and analysis the different segments of motifs according to the macro trend	K3 & K4
CO2	Describe the fundamental aspects of design and apply them to digital motifs.	K3
CO3	Apply the overall concepts (principles of the design) to the required projects	K3
CO4	Analyze and apply the design concept (principle and elements of the design) to the various figures of digital croquis	K3&K4
CO5	Create the design development process in various criteria with the help of Ai file	K6/K4

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	L (1)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	S (3)
CO2	S (3)	S (3)	M (2)	S (3)	M (2)	M (2)	S (3)	M (2)	M (2)	S (3)
CO3	S (3)	M (2)	S (3)	S (3)	M (2)	M (2)	S (3)	M (2)	M (2)	S (3)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)
CO5	M (2)	M (2)	S (3)	S (3)	M (2)	S (3)	M (2)	S (3)	M (2)	S (3)
W.AV	3	2	2	3	2	3	2	2	2	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	M (2)	M (2)	M (2)	L (1)	S (3)
CO2	M (2)	S (3)	S (3)	M (2)	S (3)
CO3	M (2)	S (3)	S (3)	M (2)	S (3)
CO4	L (1)	S (3)	M (2)	L (1)	M (2)
CO5	S (3)	S (3)	L (1)	M (2)	M (2)
W.AV	2	3	2	2	3

S–Strong (3), M - Medium (2), L - Low (1)

III - Semester							
Course Code	91836	Pattern Making & Construction for kid's and women's wear - Practical	P	Credits :	3	Hours :	4
Objective s	1. To develop the kids block patterns and variation 2. Te design, develop pattern and construct women's upper garments 3. Te design, develop pattern and construct women's lower garments						
Unit - I	Kids garments 1. Develop a pattern and construct bib, jabla and panty 2. Develop a pattern and construct baba suit 3. Develop a pattern and construct summer frock						
Unit - II	Women's garments - Upper garments 1. Develop a pattern and construct a ladies shirt - half open shirt, full open shirt with half and full sleeves. 2. Develop a pattern and construct Kameez - punjabi kameez, anarkali, princess panel kameez. 3. Develop a pattern and construct a night wear 4. Develop a pattern and construct a lady's shirt - half open shirt, full open shirt with half and full sleeve.						
Unit - III	Women's garments - Lower garments 1. Develop a pattern and construct skirt - straight skirt, circular skirt, panel skirt, mermaid skirt. 2. Develop a pattern and construct salwar - patiala salwar, plain salwar, yoked salwar, churidar 3. Develop a pattern and construct lady's trouser						
Reference & Text Books:							
1. Helen Joseph and Armstrong, (2004) "Patternmaking for Fashion Designing", Prentice Hall, New York. 2. Matthews - Fairbanks, J. L. (2018). Pattern Design: Fundamentals: Construction and Pattern Drafting for Fashion Design. Fairbanks Publishing LLC. 3. Aldrich, W. (2009). Metric pattern cutting for children's wear and babywear. John Wiley & Sons. 4. Zarapker. K. R. (1994) "Zarapkar system of cutting " . Navneet publications Ltd. 5. Aldrich, W. (2013). Fabrics and pattern cutting. John Wiley & Sons.							
Web resources:							
1. https://www.youtube.com/watch?v=NvxV93uHR6o 2. https://www.youtube.com/watch?v=WZ4QH9KU9 - A							

Course Outcomes:

CO1	Develop the pattern for kids - Jabla, baba suits and summer frock with proper design breakdowns and fabrics and construct the same.	K3, K4 & K6
CO2	Create and develop the pattern for women block in various criteria and sew the same and justify with the proper measurement.	K3 to K6
CO3	Create the pattern for basic skirts and transform the knowledge from the basic blocks into different skirt variations and construct the same and justify with the proper measurements.	K3 to K6

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	M (2)	S (3)	M (2)	M (2)	S (3)	M (2)	M (2)	S (3)
CO2	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)	S (3)	S (3)	S (3)
CO3	M (2)	S (3)	S (3)	M (2)	M (2)	S (3)	M (2)	S (3)	S (3)	S (3)
W.AV	3	3	3	2	2	3	3	3	3	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	M (2)	M (2)	L (1)	M (2)	M (2)
CO2	M (2)	S (3)	M (2)	S (3)	S (3)
CO3	M (2)	S (3)	L (1)	L (1)	S (3)
W.AV	2	3	1	2	3

S–Strong (3), M - Medium (2), L - Low (1)

III - Semester

Course Code	91837	Fashion Sketching & Accessory Design - Practical	P	Credits : 3	Hours : 4
Objectives	<ol style="list-style-type: none"> 1. Understand and develop flat sketches of garments 2. Understand and developing of Using different coloring media and coloring techniques also developing of different color schemes 3. Development of fashion figure and figure styling , also practice of draping on croquis with different dresses 4. Development of different categories of fabrics 5. Developing the proper rendering different types of accessories 				
Unit - I	Flat sketching - Introduction to flat sketching of garment				
Unit - II	Color schemes - Using different coloring media and coloring techniques also development of different color schemes				
Unit - III	Fashion figure with garment - Development of fashion figure , figure styling and Practice of draping on croqu is with different dresses				
Unit - IV	Types of fabric rendering - Rendering of different categories of woven fabrics, knitted fabrics, print effects on garment				
Unit - V	Accessories - Designing and Rendering of accessories - hats, glares, belts, bags, jewelry and footwear.				
Reference and Text Books:					
<ol style="list-style-type: none"> 1. Elisabetta Drudi, 2013, Fashion Details 4,000 Drawings 2. Nancy Riegelman, 2009 Heads: A Guide to Drawing Fashion 3. Caroline Tatham and Julian Seaman, 2003 “Fashion designing and drawing course”, 4. Suzanne G Marshall, Hazel O Jackson, 2000 “Individuality in Clothing and Personal Appearance” 5. Brown, B. 2001. Fashion Accessories:: The Complete 20th Century Sourcebook. 					
Web resources:					
<ol style="list-style-type: none"> 1. https://www.youtube.com/watch?v=poW4_7JXLak 2. https://www.youtube.com/watch?v=b_IC9Mj8I-4 					

Course Outcomes:

CO1	Students will able to Understand and developing of proper flat sketches of garments	K2
CO2	Students will start to get a clear idea of developing new mediums of colors and also the color schemes which has to be followed up while sketching	K2 & K3
CO3	Students start developing fashion figure and figure styling , also practice of draping on croquis with different dresses.	K3,K4 & K6
CO4	Students will start developing types of fabric rendering process with proper shading	K3,K4 & K6
CO5	Students will learn how to sketch and render the accessories with proper shading	K3,K4 & K6

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	M (2)	M (2)	L (1)	S (3)	L (1)	M (2)	S (3)	M (2)	L (1)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)	M (2)	S (3)	M (2)	L (1)	S (3)
CO3	S (3)	M (2)	M (2)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	S (3)
CO4	S (3)	M (2)	M (2)	S (3)	M (2)	M (2)	S (3)	M (2)	M (2)	S (3)
CO5	S (3)	M (2)	M (2)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	S (3)
W.AV	2.8	2	1.6	3	1.6	2.4	3	2.4	1.6	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	S (3)	S (3)	S (3)
CO2	S (3)	S (3)	S (3)	S (3)	S (3)
CO3	S (3)	S (3)	M (2)	M (2)	S (3)
CO4	S (3)	S (3)	S (3)	S (3)	S (3)
CO5	S (3)	M (2)	S (3)	S (3)	S (3)
W.AV	3	2.6	2.8	2.8	3

S–Strong (3), M - Medium (2), L - Low (1)

III - Semester					
Course Code	91838	Industrial Internship	I	Credits : 2	Hours : -
Objectives	<ol style="list-style-type: none"> 1. To give understanding to the workplace, operating procedures, the department/company, its products, and other organizational concepts. 2. To provide the opportunity to take a peek at what working for a company or in an industry would be like. 3. To develop self-confidence, assertiveness, and basic work habits. 				
Unit - I	Boutique/Designer label Brands: Students have to go for 3 Weeks in-Plant Training in Different Sectors of Garment Manufacturing Industries at the Semester & Asked to submit a report on Their Work and Survey, which will be Evaluation by a Team consisting of Internal & External Experts.				

Course Outcomes:

CO	<ul style="list-style-type: none"> • Develop interpersonal communication, and other critical skills • Develop work habits and attitudes necessary for the industry. • Students will be accountable for individual, team responsibilities and deliverables. 	K4, K4 & K6
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IV - Semester					
Course Code	91843	Historic Costumes	T	Credits : 4	Hours : 4
Objectives	<ol style="list-style-type: none"> 1. To impart knowledge on the costumes of different countries of the world during the 18th & 19th century. 2. To educate students on the various types of costumes and accessories worn in America during the 18th to 20th century. 3. To enhance student understanding of African costumes and ornamentations. 4. To understand various aspects of Asian clothing and accessories. 5. To impart knowledge on the textiles and costumes followed at various parts of the European countries. 				
Unit - I	Costumes in 18th & 19th Century: Introduction to costumes in 18th century - Developments of costumes during the period of 18th century Introduction to costumes in 19th century - developments of costumes during the period of 19th century.				
Unit - II	American Costumes: Textile designs and costumes, headdresses and embellishments - American costumes from 18th to 20th centuries.				
Unit - III	African Costumes: Textile designs and costumes, head dresses and embellishments - Egypt, Morocco, Ghana, Nigeria, Kenya, Uganda, South Africa, Zimbabwe.				
Unit - IV	Asian Costumes: Textile designs and costumes, headdresses and embellishments - Pakistan, Sri Lanka, China, Myanmar , Thailand, Japan.				
Unit - V	European Costumes: Textile designs and costumes, head dresses and embellishments - Germany, Greece, Portugal, Sweden, Scotland, Italy, Ireland, France, Britain and Hungary.				
Reference and Text Books:					
<ol style="list-style-type: none"> 1. Köhler, C. (2012). A history of costume. Courier Corporation. 2. Bernstein, A. (2001). Masterpieces of Women's Costume of the 18th and 19th Centuries. Courier Corporation. 3. Wilcox, R. T. (2004). Five Centuries of American Costume. Courier Corporation. 4. Kelly, F. M., & Schwabe, R. (2002). European costume and fashion, 1490 - 1790. Courier Corporation. 5. Tordzro, N. D. (2021). Decolonising African costume and textiles: Naming, symbols and meaning in the Ghanaian context (Doctoral dissertation, University of Glasgow). 6. Mastamet - Mason, A., Müller, K., & van der Merwe, N. (2017). History of African indigenous costumes and textiles: Towards decolonising a fashion design curriculum. DEFSa contact details, 143. 					

Web resources:

1. <https://leahbee93.medium.com/the-history-of-african-fashion-19d5d07f956b>
2. <https://www.umi1.co.uk/blogs/fashion-style/african-fashion-history-and-future>
3. <https://shilpaahuja.com/evolution-of-american-fashion/>
4. <https://shilpaahuja.com/history-of-european-fashion/>
5. <https://historyofeuropeanfashion.wordpress.com/>
6. <https://artsandculture.google.com/story/european-fashion-through-the-centuries/eQVRWZBT1NvuIg?hl=en>
7. <https://japanjunky.com/the-history-of-traditional-japanese-clothing/>
8. <https://m.famousfix.com/list/history-of-asian-clothing>
9. <https://fabriclore.com/blogs/lifestyle/american-fashion-history-throughout-the-decades#:~:text=The%20majority%20of%20histories%20of,on%20later%20generations%20of%20designers.>

Course Outcomes:

CO1	Students are able to describe the costumes from different parts of the world.	K2,K3
CO2	Students get familiar with the attire and accessories worn in America from the 18th through the 20th century.	K2,K3
CO3	Students become acquainted with the clothing and accessories used in Africa.	K2,K3
CO4	Students learn about the attire and accessories worn in Asia.	K2,K3
CO5	Students get knowledge about the attire and accessories worn in European countries.	K2,K3

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)	L (1)	L (1)	M (2)	L (1)	L (1)	M (2)	L (1)	M (2)
CO2	S (3)	M (2)	L (1)	L (1)	S (3)	L (1)	M (2)	L (1)	L (1)	M (2)
CO3	S (3)	M (2)	M (2)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)
CO4	S (3)	S (3)	S (3)	M (2)	S (3)	M (2)	M (2)	M (2)	S (3)	S (3)
CO5	S (3)	S (3)	S (3)	M (2)	S (3)	M (2)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	2	2	3	2	2	2	2	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	L (1)	M (2)	S (3)	L (1)
CO2	S (3)	L (1)	M (2)	M (2)	L (1)
CO3	S (3)	M (2)	S (3)	S (3)	S (3)
CO4	M (2)	L (1)	M (2)	M (2)	S (3)
CO5	M (2)	L (1)	M (2)	M (2)	S (3)
W.AV	3	1	2	2	2

S–Strong (3), M - Medium (2), L - Low (1)

IV - Semester					
Course Code	91844	Textile Chemical Processing	T	Credits : 4	Hours : 4
Objectives	<ol style="list-style-type: none"> 1. To provide a basic overview of the dyeing and printing of textiles using various fibers and methods. 2. To make them understand the different types of preparatory process and its importance in dyeing and printing. 3. To give knowledge on textile dyeing and the steps involved in the process. 4. To impart students the fundamentals of textile printing and its techniques. 5. To make students understand textile finishing and its practical advantages. 				
Unit - I	Introduction: Chemical Processing sequence and objectives - cotton, silk, wool, rayon, polyester, polyamide, polyester and cellulosic blend materials.				
Unit - II	Preparatory Process: Types, machinery, principle, mechanism and process condition - Singeing, desizing, Scouring, bleaching, mercerization.				
Unit - III	Dyeing: Principle, properties, process control and applications - direct, reactive, vat, azoic, sulfur, acid, mordant, metal complex, disperse, basic and natural dyes; After treatment of dyed goods.				
Unit - IV	Printing: Printing methods, styles of printing, printing paste constituents, printing with direct, reactive, acid, disperse dyes and pigments After treatment of printed goods, advances in printing.				
Unit - V	Finishing: Objectives, types of finishing, functional finishes Water repellent/proof, flame retardant, heat resistant, mildew proof, moth proof, anti - static, soil release, UV protection , anti microbial, Resin finishing, denim finishing.				
Reference and Text Books:					
<ol style="list-style-type: none"> 1. Clark, M. (Ed.). (2011). Handbook of textile and industrial dyeing: principles, processes and types of dyes. Elsevier. 2. Broughton, K. (1995). Textile dyeing: the step-by-step guide and showcase. Rockport Publishers. 3. Aspland, J. R. (1997). Textile dyeing and coloration. AATCC. 4. Choudhury, A. R. (2006). Textile preparation and dyeing. Science publishers. 5. Christie, R. (2007). Environmental aspects of textile dyeing. Elsevier. 6. Hauser, P. (Ed.). (2011). Textile dyeing. BoD–Books on Demand. 					
Web resources:					
<ol style="list-style-type: none"> 1. https://www.youtube.com/watch?v=sv9hNcOIq_E 2. https://study.com/learn/lesson/textile-dyes-dyeing-process.html 3. https://www.youtube.com/watch?v=pXUIRmSH-oY 4. https://textilelearner.net/dyeing-methods/ 					

Course Outcomes:

CO1	Students will become familiar with fundamentals of textile printing and dyeing.	K2
CO2	The various types of preparatory processes and their significance will be acknowledged.	K2,K3,K4
CO3	They'll comprehend the stages that go into the dying process.	K2,K3
CO4	They will understand the processes and kinds of textile printing.	K2,K3
CO5	Students will learn about the various textile finishing methods and their characteristics.	K2,K3

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	L (1)	M (2)	S (3)	S (3)	L (1)	M (2)	M (2)	M (2)	M (2)
CO2	S (3)	L (1)	L (1)	M (2)	S (3)	M (2)	M (2)	M (2)	S (3)	S (3)
CO3	S (3)	M (2)	M (2)	S (3)	S (3)	L (1)	S (3)	L (1)	S (3)	S (3)
CO4	S (3)	M (2)	M (2)	S (3)	S (3)	L (1)	S (3)	L (1)	S (3)	S (3)
CO5	S (3)	M (2)	M (2)	M (2)	S (3)	M (2)	M (2)	L (1)	S (3)	S (3)
W.AV	3	2	2	3	3	1	2	1	3	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	S (3)	S (3)	S (3)
CO2	S (3)	M (2)	M (2)	S (3)	M (2)
CO3	S (3)	M (2)	M (2)	M (2)	S (3)
CO4	S (3)	M (2)	M (2)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)
W.AV	3	2	2	3	3

S–Strong (3), M - Medium (2), L - Low (1)

IV - Semester					
Course Code	91845	Fashion research & Surface Ornamentation - Practical	P	Credits : 3	Hours : 5
Objectives	<p>Make them to understand the values of macro trends and how to incorporate with the design development process</p> <p>Explain to create various boards on given inspiration</p> <p>To apply the hand embroidery stitches on motifs</p> <p>Students will learn the decorative stitches on fabrics/garments</p> <p>Students will learn the traditional motifs and apply the embroidery stitches on the same.</p>				
Unit - I	<p>Introduction to the different fashion forecasting websites and analysis of current fashion trend</p> <ol style="list-style-type: none"> 1. Development of research/direction board on color for the coming season 2. Development of research/direction board on print for the coming season 3. Development of research/direction board on silhouette for the coming season 4. Development of research /direction board on texture for the coming season 				
Unit - II	<p>Introduction of RVJ (Reflective visual journal): Develop the mood board, color, material, design and accessory board for men, women and kids apparel based on research board.</p>				
Unit - III	<p>Introduce the basic Embroidery stitches: Development of Hand embroidery - Chain, stem, satin, Herringbone, button hole, long and short, lazy daisy, French knots, fly stitch, fish bone</p>				
Unit - IV	<p>Decorative stitches and variations: Development of fabrics with - Applique, patch work, quilting, sequins, beadwork, mirror work, ribbon work, fringes, tassels, crochet and smocking</p>				
Unit - V	<p>Traditional Embroidery: Specialized embroidery techniques - Kantha work - Chamba work - Kashmiri work - Chikankari - Kutch work - Zardoshi work. Development of fabric with different styles of painting techniques</p>				
<p>Reference and Text Books:</p> <ol style="list-style-type: none"> 1. Nichols, M. (2012). Encyclopedia of Embroidery Stitches, Including Crewel. Courier Corporation 2. Kim, E., Fiore, A. M., Payne, A., & Kim, H. (2021). Fashion trends: Analysis and forecasting. Bloomsbury Publishing. 3. McKelvey, K., & Munslow, J. (2009). Fashion forecasting. John Wiley & Sons. 4. Brijbhushan, J. (1990). Indian embroidery. Publications Division Ministry of Information & Broadcasting. 5. Singer, M. (2007). Textile surface decoration: silk and velvet. University of Pennsylvania Press. 					

6. Wilcox, C. (2020). Patch Work: A Life Amongst Clothes. Bloomsbury Publishing.

Web resources:

1. <https://www.youtube.com/watch?v=OWv6Ypzn9dg&pp=ygUYaGFuZCB1bWJyb2lkZXJ5IH N0aXRjaGVz>
2. <https://www.youtube.com/watch?v=yJ6XwKME5GU&pp=ygUWY2hpa2Fua2FyaSBkb2N1b WVudGFyeQ%3D%3D>
3. <https://www.youtube.com/watch?v=AA7KIWLu3ao&pp=ygUUcGh1bGthcmkgZG9jdW1lbn Rhcnk%3D>
4. <https://www.youtube.com/watch?v=4UQBZkRjK0&pp=ygUfa2FzaG1pcmkkgZW1icm9pZG VyeSBkb2N1bWVudGFyeQ%3D%3D>

Course Outcomes:

CO1	Research on macro trend and fashion forecasting in various criteria and simplify with the given inspirations	K4
CO2	Create various boards based on research methodology	K4 & K6
CO3	Create/develop the samples based on basic embroidery stitches.	K6
CO4	Create the specimens for surface ornamentations.	K6
CO5	Develop the samples library for traditional indian embroideries.	K6

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	L (1)	L (1)	M (2)	M (2)	M (2)	S (3)	S (3)	L (1)	S (3)
CO2	S (3)	M (2)	M (2)	M (2)	M (2)	S (3)	L (1)	S (3)	L (1)	S (3)
CO3	M (2)	M (2)	M (2)	M (2)	L (1)	L (1)	L (1)	M (2)	M (2)	S (3)
CO4	S (3)	S (3)	S (3)	S (3)	M (2)	M (2)	M (2)	M (2)	L (1)	S (3)
CO5	S (3)	M (2)	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	S (3)
W.AV	3	2	2	2	2	2	2	3	1	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	M (2)	M (2)
CO2	M (2)	M (2)	S (3)	M (2)	M (2)
CO3	M (2)	L (1)	L (1)	L (1)	M (2)
CO4	L (1)	M (2)	L (1)	L (1)	M (2)
CO5	L (1)	M (2)	M (2)	L (1)	L (1)
W.AV	2	2	2	1	2

S–Strong (3), M - Medium (2), L - Low (1)

IV - Semester					
Course Code	91846	Pattern Making & Construction for Men's wear - Practical	P	Credits : 3	Hours : 5
Objectives	<ul style="list-style-type: none"> ● To design, develop pattern and construct basic shirts and variations ● To design, develop pattern and construct male kurta and sherwani ● To design, develop patterns and construct the nehru jacket and nightwear process. ● To design, develop pattern and construction of trousers and variation. ● To design, develop patterns and construct mens shorts. 				
Unit - I	Pattern making and garment construction for kurta and sherwani <ul style="list-style-type: none"> ● Develop a pattern and construct a kurta. ● Develop a pattern and construct sherwani. 				
Unit - II	Pattern making and garment construction for kurta and sherwani <ul style="list-style-type: none"> ● Develop a pattern and construct a kurta. ● Develop a pattern and construct sherwani. 				
Unit - III	Pattern making and garment construction for nehru jacket and nightwear <ul style="list-style-type: none"> ● Develop a pattern and construct a nehru jacket. ● Develop a pattern and construct a night wear. 				
Unit - IV	Pattern making and construction for trouser and variations <ul style="list-style-type: none"> ● Develop a pattern and construct mens trousers - formal trousers, casual trousers, denims. 				
Unit - V	Men's Shorts <ul style="list-style-type: none"> ● Develop a pattern and construct men's shorts. 				
Reference & Text Books: <ol style="list-style-type: none"> 1. Kim, M., & Kim, I. (2014). Patternmaking for menswear: classic to contemporary. A&C Black. 2. Aldrich, W. (2011). Metric pattern cutting for menswear. John Wiley & Sons. 3. Dove, T. (2014). A technical foundation: menswear pattern cutting. . 4. Helen Joseph and Armstrong, 2004 "Patternmaking for Fashion Designing", Prentice Hall, New York 5. Zarapker. K. R., ,1994 "Zarapkar system of cutting " Navneet publications Ltd 					
Web resources: <ol style="list-style-type: none"> 1. https://www.youtube.com/watch?v=atX1kui6snI 2. https://www.youtube.com/watch?v=BZDV_esrDgI 					

Course Outcomes:

CO1	Develop the pattern for basic shirts and generate the same into the different variations like formal and casual.	K3 to K6
CO2	Develop the construct the pattern for kurta and sherwani , simplify with the technical details like tucks, placket etc.	K3 to K6
CO3	Develop and create the pattern for nehru jacket and nightwear and construct the same with required measurements.	K3 to K6
CO4	Develop basic trouser patterns and transfer the knowledge to develop the variation of the blocks and construct the same for the given measurement.	K3 to K6
CO5	Develop the pattern of mens shorts based on given measurements and construct the same.	K3 to K6

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	M (2)	M (2)	M (2)	L (1)	M (2)	M (2)	L (1)	L (1)	M (2)	S (3)
CO2	S (3)	S (3)	S (3)	M (2)	L (1)	M (2)	M (2)	L (1)	M (2)	S (3)
CO3	M (2)	M (2)	M (2)	M (2)	L (1)	L (1)	M (2)	M (2)	S (3)	S (3)
CO4	M (2)	S (3)	S (3)	M (2)	L (1)	M (2)	M (2)	M (2)	S (3)	S (3)
CO5	L (1)	M (2)	M (2)	L (1)	L (1)	L (1)	M (2)	M (2)	M (2)	S (3)
W.AV	2	2	2	2	1	2	2	2	2	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	L (1)	M (2)
CO2	L (1)	S (3)	M (2)	L (1)	S (3)
CO3	L (1)	M (2)	M (2)	L (1)	S (3)
CO4	M (2)	S (3)	M (2)	L (1)	M (2)
CO5	L (1)	M (2)	L (1)	L (1)	L (1)
W.AV	2	2	2	1	2

S–Strong (3), M - Medium (2), L - Low (1)

IV - Semester

Course Code	91847	Textile Chemical Processing - Practical	P	Credits : 3	Hours : 4
Objectives	<ol style="list-style-type: none"> 1. To describe the preliminary steps involved in preparing the fabric for dyeing and printing. 2. To Demonstrate the fundamentals of dyeing cotton fibre with different dyes. 3. Giving a basic overview of how to use acid dyes to color protein fiber. 4. Giving a basic overview of how to use disperse dyes to color polyester. 				
Unit - I	Preparatory process - Desizing of cotton fabric, Scouring of cotton fabric, Mercerisation of cotton fabric, Bleaching of cotton fabric.				
Unit - II	Dyeing Natural fibre (Cotton) - Using direct dyes, reactive dyes, vat dyes				
Unit - III	Dyeing Natural fibre (Protein) - Silk fabric with acid dyes, Wool fabric with acid dyes				
Unit - IV	Dyeing - Polyester fabric using disperse dyes.				
Reference and Text Books:					
<ol style="list-style-type: none"> 1. Clark, M. (Ed.). (2011). <i>Handbook of textile and industrial dyeing: principles, processes and types of dyes</i>. Elsevier. 2. Broughton, K. (1995). <i>Textile dyeing: the step-by-step guide and showcase</i>. Rockport Publishers. 3. Aspland, J. R. (1997). <i>Textile dyeing and coloration</i>. AATCC. 4. Choudhury, A. R. (2006). <i>Textile preparation and dyeing</i>. Science publishers. 5. Christie, R. (2007). <i>Environmental aspects of textile dyeing</i>. Elsevier. 6. Hauser, P. (Ed.). (2011). <i>Textile dyeing</i>. BoD–Books on Demand. 					
Web resources:					
<ol style="list-style-type: none"> 1. https://www.youtube.com/watch?v=sv9hNcOIq_E 2. https://study.com/learn/lesson/textile-dyes-dyeing-process.html 3. https://www.youtube.com/watch?v=pXU1RmSH-oY 4. https://textilelearner.net/dyeing-methods/ 					

Course Outcomes:

CO1	Students will become familiar with the preparatory processes.	K2,K3,K5
CO2	Students will learn the fundamentals of dyeing using various dyes and dyeing techniques.	K3,K4,K6
CO3	Learn the process of acid dyeing using silk and wool fibres.	K3;K4,K6
CO4	Learn the process of disperse dyeing using polyester fibres.	K3;K4,K6

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	M (2)	S (3)	S (3)	L (1)	L (1)	L (1)	S (3)	S (3)
CO2	S (3)	S (3)	S (3)	S (3)	S (3)	M (2)	M (2)	M (2)	S (3)	S (3)
CO3	S (3)	S (3)	S (3)	M (2)	S (3)	L (1)	M (2)	L (1)	S (3)	S (3)
CO4	S (3)	S (3)	S (3)	M (2)	S (3)	L (1)	M (2)	L (1)	S (3)	S (3)
W.AV	3	3	3	3	3	1	2	1	3	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	L (1)	S (3)	L (1)
CO2	S (3)	S (3)	M (2)	S (3)	M (2)
CO3	S (3)	S (3)	M (2)	S (3)	M (2)
CO4	S (3)	S (3)	M (2)	S (3)	M (2)
W.AV	3	3	2	3	2

S–Strong (3), M - Medium (2), L - Low (1)

V - Semester

Course Code	91851	Apparel Costing Technique	T	Credits : 3	Hours : 4
Objectives	<ol style="list-style-type: none"> 1. To describe the types of costing and its importance 2. To familiarize the step by step process of costing which includes meaning direct material and indirect material. 3. To describe the difference between knitting cost and weaving cost. 4. To learn costing in various segments like stitching, cutting etc. 5. To learn CMT and costing for CMT process 				
Unit - I	Principles Of Costing: Requirements of Good Costing System, Cost Unit, Types of Costs – Fixed Costs, Variable Cost, Semi Variable Cost, Conversation Cost, Replacement Cost, Differential Cost, Imputed Cost, Sunk Cost, Research Cost, Development Cost, Policy Cost, Shutdown Cost				
Unit - II	Elements of Cost: Direct Material Cost – Direct Expenses, Direct Wages; Indirect Materials – Indirect Expenses , Indirect Labour; Overheads – Production Overhead, Administrative Overhead , Selling Overhead, Distribution Overhead; Prime Cost, Work Cost, Cost of Production, Total Cost				
Unit - III	Determination of standard cost for weaving, knitting and processing cost for various styles of woven/knitted fabrics Fabric cost – stripe/ checked, printed and embroidery and special finished goods				
Unit - IV	Cost Estimation for Cutting, Stitching, Checking, Packing, Forwarding, Shipping, Insurance ETC , - INCO Terms & Its Relationship With Costing				
Unit - V	Derivation of cost of apparel products – woven / knits CM, CMT cost analysis for various styles - Vest, Briefs, Shorts, T - Shirts, Pyjamas, Children’s Wear, Ladies Wear ETC , Various Factors to be considered in Costing for Domestic Products & international Products				

Reference & Text Books:

1. Scapens, R. W. (2006). Understanding management accounting practices: A personal journey. The British Accounting Review, 38(1), 1-30.
2. Cooper, R., & Kaplan, R. S. (1988). How cost accounting distorts product costs. Strategic Finance, 69(10), 20.
3. Evans, N., Jeffrey, M., & Craig, S. (2020). Costing for the fashion industry. Bloomsbury Publishing.
4. Karthik, T., Ganesan, P., & Gopalakrishnan, D. (2016). Apparel manufacturing technology. CRC Press.
5. Myers-McDevitt, P. J. (2010). Apparel production management and the technical package. Bloomsbury Publishing USA.

Web resources:

1. <https://www.youtube.com/watch?v=0zDxp-hsMFY>
2. <https://www.youtube.com/watch?v=0yXdbu3R4-s&list=PLeXVnJ3NA0ZAixd9J4iiK7tTaPAZ4e1BS>

Course Outcomes:

CO1	Students will learn the various types of costing techniques and they will use this knowledge to monitor the cost in their own/various organizations.	K3 & K4
CO2	Students have ability to do various types of costing with the help of direct and indirect material	K4 & K5
CO3	Students have the ability to do costing for Knitting production and weaving production.	K3 & K4
CO4	Students will get the knowledge to do costing in various divisions in industry process units.	K3 & K4
CO5	Students have ability to do cost for cut making trims process	K4 & K5

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	1 (1)	S (3)	S (3)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	S (3)
CO2	1 (1)	M (2)	M (2)	1 (1)	S (3)	S (3)	S (3)	S (3)	M (2)	M (2)
CO3	1 (1)	1 (1)	M (2)	M (2)	M (2)	M (2)	S (3)	S (3)	S (3)	M (2)
CO4	1 (1)	M (2)	S (3)	1 (1)	M (2)	M (2)	M (2)	M (2)	M (2)	M (2)
CO5	1 (1)	M (2)	M (2)	M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	S (3)
W.AV	1	2	2	2	2	3	3	3	2	2

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	M (2)	L (1)	M (2)	L (1)	S (3)
CO2	L (1)	L (1)	M (2)	M (2)	S (3)
CO3	L (1)	L (1)	M (2)	M (2)	S (3)
CO4	L (1)	L (1)	M (2)	L (1)	S (3)
CO5	L (1)	L (1)	M (2)	L (1)	S (3)
W.AV	1	1	2	1	3

S–Strong (3), M - Medium (2), L - Low (1)

V - Semester

Course Code	91852	Theater Costumes	T	Credits : 3	Hours : 4
Objectives	<ol style="list-style-type: none"> 1. Give an overview of the different kinds of theater, including the stages, costumes, and props. 2. To provide an overview of the pageant's clothing and stage lighting. 3. To make them familiarize with stage props and furniture. 4. To make students comprehend the theater's use of short stories. 5. To make students comprehend the theater's use of Novels. 				
Unit - I	Introduction to Theatre Costume - Types of Theatre - Types of Stages - Props and costume.				
Unit - II	Lighting Costumes and Costuming a Pageant - Introduction - costuming a pageant				
Unit - III	Furniture and set Properties - Basic forms of furniture and set in theater - planning for a set based on the story - language and space: real space, cultural space, scenographic space				
Unit - IV	Short Stories in Theatre - Cinderella, Snow White & the Seven Dwarfs, Red - riding hood, Shoemaker and the Elves, Sleeping Beauty.				
Unit - V	Novels in Theatre - Hamlet, Merchant of Venice, One night at the call center, Gullivers Travel.				
Reference & Text Books:					
<ol style="list-style-type: none"> 1. Monks, A. (2009). The actor in costume. Bloomsbury Publishing. 2. Ravelhofer, B. (2006). The early Stuart masque: dance, costume, and music. OUP Oxford. 3. Di Benedetto, S. (2013). An introduction to theatre design. Routledge. 4. Rowe, C. (2012). Drawing and rendering for theatre: a practical course for scenic, costume, and lighting designers. Routledge. 5. Parul Gupta 2008 Costume Designing 					
Web resources:					
<ol style="list-style-type: none"> 1. https://www.youtube.com/watch?v=-xZgLYQsJ3Q 2. https://www.youtube.com/watch?v=widLgDuK-nk&list=PL38C3370FBD126CA8 					

Course Outcomes:

CO1	They will be able to create their own ideas as they learn the types of costumes and props used in theater.	K2, K3
CO2	The type of clothes that should be designed for the stage while taking the lights in mind will be clear to the students.	K4, K5, K6
CO3	Based on the set, story, and actual space, students will understand the design needs.	K3, K4
CO4	Students will be able to develop costumes for particular characters.	K4, K5, K6
CO5	Students will be able to develop costumes for particular characters.	K4, K5, K6

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	M (2)	M (2)	M (2)	M (2)	S (3)	M (2)	M (2)	M (2)	S (3)	S (3)
CO2	S (3)	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	S (3)	S (3)
CO3	S (3)	S (3)	S (3)	S (3)	S (3)	M (2)	S (3)	M (2)	S (3)	S (3)
CO4	S (3)	M (2)	S (3)	S (3)	S (3)	S (3)	S (3)	M (2)	S (3)	S (3)
CO5	S (3)	M (2)	S (3)	S (3)	S (3)	S (3)	S (3)	M (2)	S (3)	S (3)
W.AV	3	2	3	3	3	2	3	2	3	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	S (3)	S (3)	M (2)
CO2	S (3)	S (3)	M (2)	S (3)	M (2)
CO3	S (3)	S (3)	S (3)	S (3)	S (3)
CO4	S (3)	M (2)	S (3)	S (3)	S (3)
CO5	S (3)	S (3)	S (3)	S (3)	M (2)
W.AV	3	3	3	3	2

S–Strong (3), M - Medium (2), L - Low (1)

V - Semester

Course Code	91853	Draping for Fashion Design - Practical	P	Credits : 3	Hours : 6
Objectives	<ol style="list-style-type: none"> 1. To demonstrate the basic draping process techniques 2. To demonstrate the draping style of basic skirt and variation 3. To demonstrate the types of style lines in draping. 4. To demonstrate various styles of yoke in draping 5. To demonstrate description for how to develop the outfit with proper embellishments 				
Unit - I	Basic bodice block and variation - Draping of Basic Bodice, Sleeve and its variations.				
Unit - II	Basic skirts and Variation - Draping of Basic skirt and variations - flared, dirndl, gored, pleated skirt.				
Unit - III	Types of styles line - Draping of Style lines - Princess, shoulders/armhole, plum lines, Draping of Collars - Mandarin, Convertible, Peter Pan.				
Unit - IV	Types of yokes - Draping of Yokes . Necklines and its variations. Cowls - neck, armhole and back				
Unit - V	Outfit project - Draping of Fashion garments				

Reference & Text Books:

1. Kiisel, K. (2020). *Draping*. Hachette UK
2. Jaffe, H. (2000). *Draping for fashion design*. Pearson Education India.
3. Amaden-Crawford, C. (2018). *The Art of Fashion Draping:-with STUDIO*. Bloomsbury Publishing USA.
4. Kenkare, N., & May-Plumlee, T. (2005). Evaluation of drape characteristics in fabrics. *International Journal of Clothing Science and Technology*, 17(2), 109-123.
5. Lima, J. G. D., & Italiano, I. C. (2016). Fashion design teaching: using draping as a pedagogical tool. *Educação e Pesquisa*, 42(2), 477-490.

Web resources:

1. <https://www.youtube.com/watch?v=ocgcXIQfc2c>
2. <https://www.youtube.com/watch?v=sGULpcJKbmc>

Course Outcomes:

CO1	Students have the ability to do Basic blocks and variation with the help of draping techniques.	K4
CO2	Students have the ability to do basic skirt draping and variations.	K3 & K4
CO3	Students will be able to create various aspects of the Style line with the help of draping skills.	K3
CO4	Students will be able to create various styles of yokes and variation in draping techniques.	K3 & K4
CO5	Students will be able to develop a outfit with fusion of surface ornamentation techniques.	K6

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	L (1)	L (1)	M (2)	M (2)	M (2)	S (3)	S (3)	L (1)	S (3)
CO2	S (3)	M (2)	M (2)	M (2)	M (2)	S (3)	L (1)	S (3)	L (1)	S (3)
CO3	M (2)	M (2)	M (2)	M (2)	L (1)	L (1)	L (1)	M (2)	M (2)	S (3)
CO4	S (3)	S (3)	S (3)	S (3)	M (2)	M (2)	M (2)	M (2)	L (1)	S (3)
CO5	S (3)	M (2)	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	S (3)
W.AV	3	2	2	2	2	2	2	3	1	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	M (2)	M (2)
CO2	M (2)	M (2)	S (3)	M (2)	M (2)
CO3	M (2)	L (1)	L (1)	L (1)	M (2)
CO4	L (1)	M (2)	L (1)	L (1)	M (2)
CO5	L (1)	M (2)	M (2)	L (1)	L (1)
W.AV	2	2	2	1	2

S–Strong (3), M - Medium (2), L - Low (1)

V - Semester

Course Code	91854	Pattern CAD - Practical	P	Credits : 3	Hours : 6
Objectives	1. Describe the basic tools and usages 2. Describe and demonstrate to develop digital pattern and variation. 3. Describe and demonstrate how to develop digital patterns.				
Unit - I	Introduction tools and uses - Introduction on the tools and usage of the software.				
Unit - II	Develop pattern and grade the following garments using software <ul style="list-style-type: none">● Romper● Kids frock● Men's Shirt● Men's T - shirt● Ladies - night wear				
Unit - III	Develop pattern and grade the following garments using software <ul style="list-style-type: none">● Pants● Skirt and Top● Salwar Kameez● Ladies gowns				
Reference & Text Books: <ol style="list-style-type: none">1. Winn, W. (1993). A conceptual basis for educational applications of virtual reality. Technical Publication R-93-9, Human Interface Technology Laboratory of the Washington Technology Center, Seattle: University of Washington, 6.2. Almond, K. (2022). Virtual 3D garment draping as a service. Fashion, Style & Popular Culture, 9(4), 437-456.3. Cover, T. M., Diday, E., Rosenfeld, A., Simon, J. C., Wagner, T. J., Weszka, J. S., & Wolf, J. J. (1976). Digital pattern recognition (Vol. 19757). K. S. Fu (Ed.). Berlin: Springer-verlag.4. Duncan, A., & Blackford, S. (2020). Adaptive Teaching of Digital Pattern Cutting.5. Glal Abd Elazez, A., & Mohamed El Sayed Abdo, N. (2020). using CLO 3D program to evaluate the basic flat pattern for girls in adolescence. مجلة العمارة و الفنون و العلوم الإنسانية, 5(22), 726-747.					
Web resources: <ol style="list-style-type: none">1. https://www.youtube.com/watch?v=iTw0ooAw34w2. https://www.youtube.com/watch?v=iSTm7pmOvOU					

Course Outcomes:

CO1	Students will get knowledge about the tools and they apply this techniques to the develop the digital pattern	K
CO2	Students have the ability to do various patterns with the help of digital software.	K
CO3	Outcome: Students have the ability to do various patterns with the help of digital software.	K

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)	L (1)	S (3)
CO2	S (3)	S (3)	M (2)	S (3)	M (2)	M (2)	M (2)	M (2)	L (1)	S (3)
CO3	S (3)	M (2)	L (1)	M (2)	L (1)	M (2)	L (1)	L (1)	L (1)	S (3)
CO4	S (3)	S (3)	M (2)	S (3)	M (2)	S (3)	S (3)	M (2)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	L (1)	M (2)	L (1)	M (2)	L (1)	S (3)
W.AV	3	3	2	3	2	2	2	2	1	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	L (1)	M (2)	M (2)
CO2	S (3)	M (2)	M (2)	S (3)	S (3)
CO3	M (2)	S (3)	L (1)	M (2)	M (2)
CO4	S (3)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	M (2)	S (3)	M (2)	S (3)
W.AV	3	2	2	2	3

S–Strong (3), M - Medium (2), L - Low (1)

V - Semester

Course Code	91855A	Creative Pattern Drafting & Construction – Practical	P	Credits : 3	Hours : 6
Objectives	<ol style="list-style-type: none"> 1. Comprehend the idea of a reflective visual journey and how it applies to the source of inspiration. 2. Examine the texture of the cloth and combine it with techniques to create the inspiration for the garment or fabric. 3. Recognize the PMGC procedure and apply in accordance with the requirements. 				
Unit - I	Design a collection of 6 outfits and draft the full fledged pattern for at least one garment and construct the outfit with appropriate material and finishing.				
Deliverables	<ul style="list-style-type: none"> ● Research recordings ● Conceptual Boards ● Sketchbook (minimum of 40 Designs, rendered and complete) ● Production Patterns ● Toile ● Final Garment ● Critical Analysis report ● PechaKucha Presentation ● Presentation Board (A2 Size) Digital / Soft Copies of all the above works in a CD / DVD / any other reliable storage device. 				
Reference and Text Books:					
<ul style="list-style-type: none"> ● Nakamichi, T. (2023). Pattern magic 3. Hachette UK. ● Nakamichi, T. (2023). Pattern magic 2. Hachette UK. ● TOMOKO, N. (2012). Pattern Magic: Stretch Fabrics. London: Laurence King. ● Shaeffer, C. B. (1993). Couture sewing techniques. Taunton Press ● Kiisel, K. (2022). Advanced Creative Draping. Hachette UK. 					
Web resources:					
<ol style="list-style-type: none"> 1. https://www.youtube.com/watch?v=shE6dzbSdWY&pp=ygULdHIgY3V0dGluZyA%3D 2. https://www.youtube.com/watch?v=7q87cblD858&pp=ygULdHIgY3V0dGluZyA%3D 3. https://www.youtube.com/watch?v=1_HVkpem7Gg 					

Course Outcomes:

CO1	Students will comprehend how to find inspiration through research.	
CO2	Students will learn how to work with fabric in accordance with specific inspiration by using surface ornamentation techniques.	
CO3	Students will learn how to use fabric for apparel, with the help of pmgc.	

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	M (2)	M (2)	M (2)	L (1)	M (2)	M (2)	L (1)	L (1)	M (2)	S (3)
CO2	S (3)	S (3)	S (3)	M (2)	L (1)	M (2)	M (2)	L (1)	M (2)	S (3)
CO3	M (2)	M (2)	M (2)	M (2)	L (1)	L (1)	M (2)	M (2)	S (3)	S (3)
W.AV	2	2	2	2	1	2	2	1	2	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	L (1)	M (2)
CO2	L (1)	S (3)	M (2)	L (1)	S (3)
CO3	L (1)	M (2)	M (2)	L (1)	S (3)
W.AV	1	2	2	1	2

S–Strong (3), M - Medium (2), L - Low (1)

V - Semester

Course Code	91855B	Pattern Making & Construction for Evening wear – Practical	P	Credits : 3	Hours : 6
Objectives	<ol style="list-style-type: none"> 1. To understand the latest trend and key items 2. To analyze and conclude the key items 3. To design a collection for evening wear category 4. To implement the key items in the design developments 5. To develop patterns and construct for the selected outfits. 				
Unit - I	Research on latest trends on women's evening wear fashion.				
Unit - II	Understand the typical usage of colors, silhouettes, fabrication, embellishments, prints & patterns and overall styling.				
Unit - III	Develop a concept and Design three outfits for Women for future season in the evening wear category.				
Unit - IV	Research on international latest silhouettes, fabrication, colors, prints and patterns, from latest fashion runways and global fashion trends.				
Unit - V	Utilize the research outcome in the design development process appropriately.				
<p style="text-align: center;">DELIVERABLES</p> <ul style="list-style-type: none"> ● Research recordings ● Conceptual Boards ● Sketchbook (minimum of 40 Designs, rendered and complete) ● Production Patterns ● Toile ● Final Garment ● Critical Analysis report ● PechaKucha Presentation ● Presentation Board (A2 Size) Digital / Soft Copies of all the above works in a CD / DVD / any other reliable storage device. 					
<p>Reference and Text Books:</p> <ol style="list-style-type: none"> 1. McKelvey, K., & Munslow, J. (2009). Fashion forecasting. John Wiley & Sons. 2. Akhil, J. K. (2015). Fashion forecasting (Vol. 2). Akhil JK. 3. Huffman, M. (2019). Evening Gowns and Evening Wear. 4. Lillethun, A. (2019). The Fashion Forecasters: A Hidden History of Color and Trend Prediction. 5. Holland, G., & Jones, R. (2017). Fashion trend forecasting. Laurence King. 6. Lo, D. C. (2021). Pattern cutting. Hachette UK 					
<p>Web resources:</p> <ol style="list-style-type: none"> 1. https://www.youtube.com/watch?v=HOnMMkEntDw&pp=ygURc3RyYXBsZXNzIG1ha2luZ 					

[yA%3D](#)

2. <https://www.youtube.com/watch?v=5mNM34JLuEE&list=WL&index=1&pp=gAQBiAQB>
3. https://www.youtube.com/watch?v=_JaeZCIIE4c&list=WL&index=3&pp=gAQBiAQB

Course Outcomes:

CO1	Understand and collect the trend key items	K2
CO2	Analyze and produce the trend analysis	K3 & K4
CO3	Create a range of evening wear designs	K5 & K6
CO4	Adapt and implement the key trends in the design developments	K5 & K6
CO5	Adapt patterns and construct the selected outfit	K4, K5 & K6

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	L (1)	L (1)	M (2)	M (2)	M (2)	S (3)	S (3)	L (1)	S (3)
CO2	S (3)	M (2)	M (2)	M (2)	M (2)	S (3)	L (1)	S (3)	L (1)	S (3)
CO3	M (2)	M (2)	M (2)	M (2)	L (1)	L (1)	L (1)	M (2)	M (2)	S (3)
CO4	S (3)	S (3)	S (3)	S (3)	M (2)	M (2)	M (2)	M (2)	L (1)	S (3)
CO5	S (3)	M (2)	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	S (3)
W.AV	3	2	2	2	2	2	2	3	1	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	M (2)	M (2)
CO2	M (2)	M (2)	S (3)	M (2)	M (2)
CO3	M (2)	L (1)	L (1)	L (1)	M (2)
CO4	L (1)	M (2)	L (1)	L (1)	M (2)
CO5	L (1)	M (2)	M (2)	L (1)	L (1)
W.AV	2	2	2	1	2

S–Strong (3), M - Medium (2), L - Low (1)

V - Semester					
Course Code	91856A	Fashion Retail Management	T	Credits : 3	Hours : 3
Objectives	<ol style="list-style-type: none"> 1. Students comprehend the role of retailing, which includes consumers, the customer procedure. 2. Students comprehend market segmentation and its various tactics and forms. 3. Understand basic principles of marketing and how they apply 4. Describe merchandiser and merchandiser initiatives 5. Understand brand strategy, and cultivate a solid rapport with customers. 				
Unit - I	Introduction to Retailing: Concept of retailing, Functions of retailing, Terms & Definition, Retail formats and types. Retailing Channels, Retail Industry in India, Importance of retailing, Changing trends in retailing. Understanding the Retail Consumer: Retail consumer behaviour, Factors influencing the Retail consumer, Customer decision making process, Types of decision making, Market research for understanding retail consume				
Unit - II	Retail Market Segmentation and Strategies: Market Segmentation and its benefits, Kinds of markets. Definition of retail strategy, Strategies for effective market segmentation. Strategies for penetration of new markets, Growth strategies and retail value chain.				
Unit - III	Retail Location Selection: Importance of retail locations, Types of retail locations. Factors determining the location decision, Steps involved in choosing a retail location, Measurement of success of location. Store design & retailing image mix – Space mix – Effective retail space management – Store layout – Floor space management. Retail operations – Significant areas – Store operating parameters related to customers, stocks, space, employee, finance – Managing retail personnel – Manpower planning – Types of employees in retail – Remuneration structure.				
Unit - IV	Retail merchandising: Merchandise planning – Merchandise hierarchy – Buying function – Category management – Mark up & Mark down – Shrinkage in merchandising management – Gross margin return on inventory – Supply chain management in apparel retailing – ERP in apparel industry				
Unit - V	Retail Brands and Branding: Functions of brands – Types of brands – Branding strategies – Store brands or private labels – Store brands Vs National brands – Famous apparel retail brands – Packaging – Functions of packaging – Kinds of packaging – Requisites of good package – Customer service management in retail – Service management model.				
Reference and Text Books: <ol style="list-style-type: none"> 1. Fernie, J., Fernie, S., & Moore, C. (2015). Principles of retailing. Routledge. 2. Koumbis, D. (2021). An Introduction to Fashion Retailing: From Managing to Merchandising. Bloomsbury Visual Arts. 					

3. Diamond, J., Diamond, E., & Litt, S. (2015). Fashion retailing: a multi-channel approach. Bloomsbury Publishing USA.
4. Morgan, T. (2015). Visual Merchandising Third Edition: Windows, in-store displays for retail. Hachette UK.
5. Tucker, L. B. (2022). Fashion Wholesaling: From Manufacturer to Retailer. Bloomsbury Publishing.

Web resources:

1. <https://www.youtube.com/watch?v=ZDEHbLy5ThY&pp=ygURZmFzaGlvbiByZXRhaWxpbcmc%3D>
2. <https://www.youtube.com/watch?v=nZwRJXEHq6U&pp=ygURZmFzaGlvbiByZXRhaWxpbcmc%3D>
3. https://www.youtube.com/watch?v=x5zDJHsk__Q&pp=ygUVZmFzaGlvbiBtZXJjaGFuZGlzaW5n

Course Outcomes:

CO1	The student will oversee the standardization, competency, and other aspects of the research and development process for an established retail store.	K3 & K4
CO2	Students will examine the various demands market segmentation and needs	K5
CO3	Investigate the product, location, trends, etc. at the current retail establishment for future use.	K3 & K5
CO4	Comprehend and create the charts for product requirements, packaging, customer strategy, merchandiser planning, etc.	K5 & K6
CO5	Gather information about current brands, products, market values, etc., and use it for future needs.	K5 & K6

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	1 (1)	S (3)	S (3)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	S (3)
CO2	1 (1)	M (2)	M (2)	1 (1)	S (3)	S (3)	S (3)	S (3)	M (2)	M (2)
CO3	1 (1)	1 (1)	M (2)	M (2)	M (2)	M (2)	S (3)	S (3)	S (3)	M (2)
CO4	1 (1)	M (2)	S (3)	1 (1)	M (2)	M (2)	M (2)	M (2)	M (2)	M (2)
CO5	1 (1)	M (2)	M (2)	M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	S (3)
W.AV	1	2	2	2	2	3	3	3	2	2

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	M (2)	L (1)	M (2)	L (1)	S (3)
CO2	L (1)	L (1)	M (2)	M (2)	S (3)
CO3	L (1)	L (1)	M (2)	M (2)	S (3)
CO4	L (1)	L (1)	M (2)	L (1)	S (3)
CO5	L (1)	L (1)	M (2)	L (1)	S (3)
W.AV	1	1	2	1	3

S–Strong (3), M - Medium (2), L - Low (1)

V - Semester

Course Code	91856B	Human Resource Management	T	Credits : 3	Hours : 3
Objectives	<ol style="list-style-type: none"> 1. Discussion of personal management and how to apply it to management; 2. Explain the requirements process and the procedure. 3. Learn about applying and managing employees. 4. Studies on morale and motivation 5. Pupils will learn about employee counseling and its benefits. 				
Unit - I	Personnel Management: Introduction - definition - nature of personnel management - scope of personnel management - objectives and aims - functions - importance - role of personnel manager - characteristics and qualities of a successful personnel manager				
Unit - II	Staffing: Definition for Recruitment & selection process - steps in recruitment and selection - types of interview - challenges - job description - job analysis - job specification				
Unit - III	Employee Development: Performance appraisal - identification - purpose of performance appraisal - types of performance appraisal - factors affecting performance appraisal - performance dimension - promotion - transfer - demotion - training workforce - types of training - objectives - benefits of training				
Unit - IV	Motivation and Morale: Meaning motivation - nature of motivation - importance of motivation - types of motivation process - meaning of morale - nature of morale - significance of morale - relationship between morale and productivity - steps to increase productivity - production linked incentive bonus - types of incentive				
Unit - V	Employee Counseling: Labour turnover - measurement of labour turnover - retention profile - reducing turnover - absenteeism - causes of absenteeism - theoretical model for counseling - nature of counseling				

Reference and Text Books:

1. Pattanayak, B. (2020). Human resource management. PHI Learning Pvt. Ltd.
2. Rao, P. L. (2008). International human resource management: Text and cases. Excel Books India.
3. Sengupta, A. (2018). Human resource management: concepts, practices, and new paradigms.
4. Dessler, G. (2002). Human resource management: Gary Dessler. Recording for the Blind & Dyslexic.
5. DeNisi, A. S., & Griffin, R. W. (2005). Human resource management. Dreamtech Press.

Web resources:

1. <https://www.youtube.com/watch?v=bI9RZjF-538&pp=ygUZaHVtYW4gcmVzb3VyY2UgbWFuYWdlbWVudA%3D%3D>
2. <https://www.youtube.com/watch?v=zAy6xT8Rvag&list=PLsh2FvSr3n7f63hhfOBbYwUsUAlvHFDxA>

3. https://www.youtube.com/watch?v=aPEUKLxxh_k&pp=ygUZaHVtYW4gcmVzb3VyY2UgbWFuYWdlbWVudA%3D%3D

Course Outcomes:

CO1	specific studies on skills and personal management	K2 & K3
CO2	Students will do a mock interview and presentation with chosen individuals.	K2, K3 & K4
CO3	Students will analyze the Employment developing skills.	K4
CO4	Students will examine the close connection between output and morale.	K4 & K5
CO5	Students should make an employee counseling presentation.	K4 & K5

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	1 (1)	S (3)	S (3)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	S (3)
CO2	1 (1)	M (2)	M (2)	1 (1)	S (3)	S (3)	S (3)	S (3)	M (2)	M (2)
CO3	1 (1)	1 (1)	M (2)	M (2)	M (2)	M (2)	S (3)	S (3)	S (3)	M (2)
CO4	1 (1)	M (2)	S (3)	1 (1)	M (2)	M (2)	M (2)	M (2)	M (2)	M (2)
CO5	1 (1)	M (2)	M (2)	M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	S (3)
W.AV	1	2	2	2	2	3	3	3	2	2

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	M (2)	L (1)	M (2)	L (1)	S (3)
CO2	L (1)	L (1)	M (2)	M (2)	S (3)
CO3	L (1)	L (1)	M (2)	M (2)	S (3)
CO4	L (1)	L (1)	M (2)	L (1)	S (3)
CO5	L (1)	L (1)	M (2)	L (1)	S (3)
W.AV	1	1	2	1	3

S–Strong (3), M - Medium (2), L - Low (1)

V - Semester

Course Code	91856C	Boutique Management	T	Credits : 3	Hours : 3
Objectives	<ol style="list-style-type: none"> 1. Students will learn about the operations of the boutique industry and how to spot targets and competitors. 2. gain the expertise to choose the appropriate goods at the appropriate moment. 3. comprehend the information needed to keep the boutique's inventory in good condition. 4. comprehend and hone your creative abilities in this specific unit. 5. Examine the startup brand's financial capabilities. 				
Unit - I	Introduction to boutique management, Skills required to set up a boutique, Identifying target market and customer, Choice of location and space management.				
Unit - II	Infrastructure requirement, Staffing-selection of generalists and specialists, Material sourcing (trims and fabric), Fashion accessories in boutique.				
Unit - III	Boutique marketing tools and promotional kit, Book keeping for boutique and maintaining stock.				
Unit - IV	Boutique interior-visual merchandising and store layout, Customer relationship Management. Seasonal and trend decision for point of emphasis – creativity in display;				
Unit - V	Project finance, cash control and cash flow analysis, Managing and start up the Boutique Business, Boutique visit, Boutique project report.				

Reference and Text Books:

1. Andy Priestner, Elizabeth Tilley.(2012).Implementing and Managing Boutique
2. Andy Priestner, Elizabeth Tilley.(2012).Introducing the Boutique Approach
3. Tony Morgan.(2015).Visual Merchandising, Third Edition
4. Claus Ebster, Marion Garaus.(2015).Store Design and Visual Merchandising
5. Rosemary Varley.(2006).Retail Product Management

Web resources:

1. <https://www.youtube.com/watch?v=wksPDSPS2mc>
2. <https://www.youtube.com/watch?v=XPcajfG8zYY>

Course Outcomes:

CO1	The pupil will develop the flowchart for Boutique and utilize	K2, K3 & K6
CO2	Expand your macroeconomic studies and analyze the declining market.	K3 & K4
CO3	Create the marketing resources for promoting boutiques.	K4 & K6
CO4	Utilizing Adobe software, create the sessional graphic presentation and idea.	K5 & K6
CO5	Create the BOM based on the specific requirement.	K6

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	L (1)	M (2)	S (3)	S (3)	L (1)	M (2)	M (2)	M (2)	M (2)
CO2	S (3)	L (1)	L (1)	M (2)	S (3)	M (2)	M (2)	M (2)	S (3)	S (3)
CO3	S (3)	M (2)	M (2)	S (3)	S (3)	L (1)	S (3)	L (1)	S (3)	S (3)
CO4	S (3)	M (2)	M (2)	S (3)	S (3)	L (1)	S (3)	L (1)	S (3)	S (3)
CO5	S (3)	M (2)	M (2)	M (2)	S (3)	M (2)	M (2)	L (1)	S (3)	S (3)
W.AV	3	2	2	3	3	1	2	1	3	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	S (3)	S (3)	S (3)
CO2	S (3)	M (2)	M (2)	S (3)	M (2)
CO3	S (3)	M (2)	M (2)	M (2)	S (3)
CO4	S (3)	M (2)	M (2)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)
W.AV	3	2	2	3	3

S–Strong (3), M - Medium (2), L - Low (1)

V - Semester					
Course Code	91857A	Industrial Internship	I	Credits : 3	Hours : -
Objectives	<ul style="list-style-type: none"> ● To achieve knowledge and experience about various aspects of the garment manufacturing industry. ● To become knowledgeable about the steps involved in the production of clothing, as well as how to spot issues and fix them. 				
Unit - I	<p>Manufacturing industry: Students have to go for 3 Weeks in-Plant Training in Different Sectors of Garment Manufacturing Industries at the Semester & Asked to submit a report on Their Work and Survey, which will be Evaluation by a Team consisting of Internal & External Experts.</p>				

Course Outcomes:

CO1	<ul style="list-style-type: none"> ● Learn how to communicate and build relationships with the industry people of various cadres. ● Understanding workplace culture. ● To be enthusiastic and open to learning new skills, being curious to learn and ask questions. 	K2, K3 & K4
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V - Semester

Course Code	91857B	Craft Project	PR	Credits : 3	Hours : -
Objectives	<ol style="list-style-type: none"> 1. The Objective of the subject is to make the students learn and study a new traditional craft which will help them to get inspiration for product development. 2. To be able to collect the data relevant to that craft. 3. To be able to identify the craft and the related problem areas to that related craft. To be able to study the process and various organizations involved in promoting the craft. 				
Unit - I	<p>Study of indigenous craft of an area: Learning about the different indigenous crafts of India. Identifying local craft development centers and crafts. Observation : Craft Development Procedure, Inspiration for product development.</p>				
Unit - II	<p>Selection of the Craft & Collection of Data: study the process and various organizations involved in promoting the craft.</p> <ul style="list-style-type: none"> ● History ● Origin ● Manufacturing Process ● Product Range <p>Collect data through surveys / questionnaires / interviews. Recording Data Using Pictures, videos, sketches sample collection.</p>				
Unit - III	<p>Limitations and scope: Identify the craft and the related problem areas to that related craft. Identification of USP, they will analyze SWOT of the indigenous crafts and the local inhibitions.</p>				
Unit - IV	<p>Documentation & Presentation: will create a document which will be later on approved and kept on the departmental library for further reference to the future upcoming semesters. Providing solution to the problem identified in the form of designs & preparation of Document</p>				
Unit - V	<p>Application of the Craft in recent Fashion Scenarios: Plan and Organize a portfolio presentation by implementing the craft on the collection and documentation and Visual Display of the craft with project report.</p>				

Reference and Text Books:

1. Booth, W. C. C. (2008). The craft of research, Wayne C. Booth, Gregory G. Colomb, Joseph M. Williams. Chicago Guides to Writing, Editing, and Publishing.
2. Jaitly, J. (2012). Crafts atlas of India.
3. Mohsini, M. (2011). Crafts, Artisans, and the Nation-State in India. A Companion to the Anthropology of India, 186-201.
4. Cooper, I., Gillow, J., & Dawson, B. (1996). Arts and crafts of India..
5. Gillow, J., & Barnard, N. (1991). Traditional Indian Textiles.
6. Gillow, J., & Barnard, N. (2008). Indian textiles.

Web resources:

1. <https://www.youtube.com/watch?v=x77TORn-zf0&pp=ygUYaW5kaWFuIGNyYWZ0IGRvY3VtZW50YXJ5>
2. https://www.youtube.com/watch?v=N_4zZHBB3aE&pp=ygUYaW5kaWFuIGNyYWZ0IGRvY3VtZW50YXJ5

Course Outcomes:

CO1	Understanding the problems associated with the craft & the craftsmen and creating solutions those problems	K5 & K6
CO2	Discuss and Demonstrate specific ways in which the project work deepen their understanding of the knowledge and skills gained through traditional subject work	K3, K5 & K6
CO3	Identify crafts of a particular place and visiting the cluster for in depth documentation for 2 weeks	K5 & K6
CO4	Plan and Organize a portfolio presentation by implementing the craft on the collection and documentation.	K6
CO5	Visual Display of the craft with project report.	K4 & K6

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	L (1)	S (3)	M (2)	S (3)	L (1)	S (3)	S (3)	S (3)	M (2)	M (2)
CO2	L (1)	S (3)	M (2)	M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)
CO3	L (1)	M (2)	S (3)	S (3)	M (2)	S (3)	M (2)	S (3)	M (2)	M (2)
CO4	M (2)	M (2)	M (2)	L (1)	M (2)	S (3)	M (2)	S (3)	L (1)	M (2)
CO5	L (1)	M (2)	S (3)	M (2)	M (2)	S (3)	L (1)	S (3)	M (2)	M (2)
W.AV	1	2	2	2	2	3	2	3	2	2

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	L (1)	M (2)	M (2)	M (2)	M (2)
CO2	S (3)	S (3)	M (2)	M (2)	M (2)
CO3	L (1)	M (2)	S (3)	M (2)	M (2)
CO4	M (2)	L (1)	M (2)	S (3)	M (2)
CO5	S (3)	M (2)	M (2)	L (1)	M (2)
W.AV	2	2	2	2	2

S–Strong (3), M - Medium (2), L - Low (1)

VI - Semester

Course Code	91861	Fashion Merchandising and Marketing	T	Credits : 3	Hours : 3
Objectives	<ol style="list-style-type: none"> 1. Marketing and usage requirements 2. Describe the buying habits of consumers and the marketing plan. 3. Describe the marketing hierarchy and product. 4. Describe the potential and worth of About Market. 5. Merchandisers and its requirements. 				
Unit - I	Need for Marketing in Fashion Industry: Introduction to Fashion Industry, flow chart of materials from fiber to garments - Organizational set up in garment industry - Relation of Marketing & other departments - Marketing and its need - Terms – Market, Product, Customer, Seller etc				
Unit - II	Market Research & Segmentation: Market Research - Types of Research - Procedure for Research - Need for Research, market segmentation, buying behavior.				
Unit - III	Marketing Mix: Product - hierarchy, line and branding decisions, Price - pricing decisions and procedures, Promotion – advertising : media selection, measuring effectiveness Sales Promotion and distribution - marketing channel, functions, various marketing systems and public relations				
Unit - IV	Market Measurement: Market potential – estimation, market demand – methods of forecasting demand.				
Unit - V	Merchandising: Introduction to Merchandising - - Merchandising activities in a garment industry - Order sheet Preparation - Sampling & Sampling methods - Buying houses and their functions				
Reference and Text Books: <ol style="list-style-type: none"> 1. Clark, J. (2020). Fashion merchandising: principles and practice. Bloomsbury Publishing. 2. Fisher, M., & Rajaram, K. (2000). Accurate retail testing of fashion merchandise: Methodology and application. Marketing Science, 19(3), 266-278. 3. Winakor, G. (1988). Research in fashion merchandising—The need for a theoretical base. Clothing and Textiles Research Journal, 7(1), 31-35. 4. Lea-Greenwood, G. (1998). Visual merchandising: a neglected area in UK fashion marketing?. International Journal of Retail & Distribution Management, 26(8), 324-329. 5. Choo, H. J., & Yoon, S. Y. (2015). Visual merchandising strategies for fashion retailers. Journal of Global Fashion Marketing, 6(1), 1-3. 					
Web resources: <ol style="list-style-type: none"> 1. https://www.youtube.com/watch?v=tbu_gaNmfPU 2. https://www.youtube.com/watch?v=rLEC4NlduLY 3. https://www.youtube.com/watch?v=hnz1kClvHcs&t=50s 					

Course Outcomes:

CO1	Create a flowchart for the apparel business and analyze how it operates.	
CO2	Recognize market segmentation and create a plan for the market.	
CO3	Recognize the market and develop a strategy to sell your products in accordance with customer demands.	
CO4	Create the market trend research for the foreseeable future.	
CO5	Create and evaluate the merchandising initiatives.	

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	M (2)	L (1)	M (2)	L (1)	L (1)	M (2)	L (1)	L (1)	S (3)	S (3)
CO2	M (2)	M (2)	M (2)	M (2)	L (1)	M (2)	S (3)	S (3)	S (3)	S (3)
CO3	S (3)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)	S (3)	S (3)
CO4	S (3)	S (3)	S (3)	S (3)	S (3)	S (3)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	S (3)	S (3)
W.AV	3	2	3	2	2	2	3	3	3	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	M (2)	M (2)	S (3)	S (3)	M (2)
CO2	M (2)	S (3)	S (3)	S (3)	M (2)
CO3	S (3)	S (3)	S (3)	S (3)	S (3)
CO4	S (3)	M (2)	S (3)	M (2)	S (3)
CO5	S (3)	M (2)	S (3)	M (2)	S (3)
W.AV	3	2	3	3	3

S–Strong (3), M - Medium (2), L - Low (1)

VI - Semester					
Course Code	91862	Fashion & Clothing Psychology	T	Credits : 3	Hours : 3
Objectives	Describe fashion Psychology and its factors and how it influences human nature. Describe the Cycle of fashion and how it is working in human life style Elaborate the visual merchandising, how it influences to the human mind set Understand the designer factor and applies and analysis the market research Elaborate the world fashion center in different countries				
Unit - I	Factors influencing fashion changes – Psychological needs of fashion , Social psychology of Fashion, technological, economical , political ,legal and seasonal influence role of costume as a status symbol , Personality and dress, clothes as sex appeal, cultural value Fashion cycles, repetition of fashion.				
Unit - II	Fashion evolution – Fashion cycles , Length of cycles , consumer groups in fashion cycles – fashion leaders , fashion innovators, fashion motivation , fashion victim, fashion victims, Fashion followers Adoption of Fashion – trickle down , trickle up and trickle across theory Fashion forecasting – market research , evaluating the collection , Fashion services and resources (fashion services ,Colour services ,video services , Newsletter services, web sites , Directories and references),Design - Historic and ethnic costumes.				
Unit - III	Visual merchandising of fashion - types of displays – window displays , interior displays , Elements of display – the merchandise , mannequins and forms , props , signage , lighting Merchandising presentation – tools and techniques - backdrop, forms, fixtures Fashion show - Definition , planning ,budgeting, location, timings, selection of models, collection ,set design, music , preparing the commentary , rehearsal				
Unit - IV	Understanding Fashion designer – types – classicist, idealist, influenced, realist, thinking poet Indian Fashion designers –Haute couture – Rohit Khosla, Gitanjal kashyap , hemant Trivedi, J J Valaya ,James ferrerira, Ritu Kumar ,Rohit bal, Tarun Tahiliani Minimalists - Himanshu and sonali sattar , sangeethe Chopra, Wendell Rodricks Village India - Bhamini Subramaniam, Anju modi, Indiar, Broker, Madhu Jain Studio line – Bhairavi jaikishan ,Kishan Mehta ,Ravi Bajaj ,Ritu beri, Rockys				
Unit - V	World fashion centers –France, Italy, America, Fareast Contributions of well known designers from France, Italy, America, Britain and Far East Countries.				
Reference and Text Books:					
<ol style="list-style-type: none"> 1. Mair, C. (2018). The psychology of fashion. Routledge. 2. Eagly, A. H., & Chaiken, S. (1993). The psychology of attitudes. Harcourt brace Jovanovich college publishers.Mair, C. (2018). The psychology of fashion. Routledge. 3. Thorndike, E. L. (2013). The elements of psychology. Routledge. 4. Dewey, J. (1892). Psychology. American Book Company. 5. Boring, E. G. E., Langfeld, H. S. E., & Weld, H. P. E. (1948). Foundations of psychology. 					

Web resources:

1. https://www.youtube.com/watch?v=H8t_jtbfJTU
2. <https://www.youtube.com/watch?v=nqTu3CYqWvo>
3. <https://www.youtube.com/watch?v=CjgWWmgUMa0>

Course Outcomes:

CO1	Students will be able to comprehend how people generally feel about clothes.	
CO2	Analyze the fashion cycle.	
CO3	Analyze the market research value and apply it in the defined prototype.	
CO4	Develop the contextual research about existing designers	
CO5	Develop the different types of brand research work which is working under the fashion centers.	

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	M (2)	M (2)	L (2)	M (2)	L (2)	L (2)	M (2)	L (2)	M (2)	S (3)
CO2	S (3)	M (2)	S (3)	M (2)	S (3)	M (2)	L (2)	L (2)	L (2)	M (2)
CO3	M (2)	S (3)	M (2)	M (2)	S (3)	M (2)	M (2)	M (2)	L (2)	S (3)
CO4	S (3)	S (3)	M (2)	M (2)	S (3)	M (2)	M (2)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	M (2)	S (3)	M (2)	M (2)	S (3)	M (2)	S (3)
W.AV	3	3	2	2	3	2	2	2	2	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	M (2)	S (3)	S (3)	S (3)	M (2)
CO2	M (2)	M (2)	S (3)	S (3)	M (2)
CO3	S (3)	S (3)	S (3)	S (3)	M (2)
CO4	S (3)	S (3)	S (3)	S (3)	S (3)
CO5	S (3)	S (3)	S (3)	S (3)	S (3)
W.AV	3	3	3	3	2

S–Strong (3), M - Medium (2), L - Low (1)

VI - Semester

Course Code	91863	Industrial Pattern Making & Construction - Practical	P	Credits : 3	Hours : 5
Objectives	1. Define the selected pattern with the help of digital software. 2. Develop and manipulate the pattern details of pleated blouse and types of coat 3. Develop and manipulate the pattern details of Sherwani set, T - shirt with hood				
Unit - I	Draft the pattern for the following using software, construct the same and analyze the fit of the constructed garment 1. Pleated Pants 2. Ladies jacket. 3. Waist coat				
Unit - II	1. Saree blouse 2. Men's Double breasted coat 3. Single breasted coat				
Unit - III	1. Sherwani set 2. T - shirt with hood				

Reference and Text Books:

1. Myers-McDevitt, P. J. (2016). *Complete Guide to Size Specification and Technical Design:- with STUDIO*. Bloomsbury Publishing USA.
2. Green, R. (2007). *EXPERT CAD MANAGEMENT: THE COMPLETE GUIDE (With CD)*. John Wiley & Sons.
3. Garner, T. A., & Garner, T. A. (2018). Applications of virtual reality. *Echoes of Other Worlds: Sound in Virtual Reality: Past, Present and Future*, 299-362.
4. Stott, M. (2012). *Pattern cutting for clothing using CAD: how to use Lectra Modaris pattern cutting software*. Elsevier.
5. Beazley, A., & Bond, T. (2009). *Computer-aided pattern design and product development*. John Wiley & Sons.

Web resources:

1. <https://www.youtube.com/watch?v=gxNHNtMPU3s>
2. <https://www.youtube.com/watch?v=IclGA7WItCQ>
3. https://www.youtube.com/watch?v=D_3P17ePPdo

Course Outcomes:

CO1	Understand the digital pattern for pleated pant, jacket and waistcoat	
CO2	Understand the pattern for women's blouses and types of coats.	
CO3	Understand the pattern for sharvani and T- shirt	

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	L (1)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	S (3)	M (2)	S (3)
CO2	M (2)	S (3)	M (2)	M (2)	S (3)	M (2)	S (3)	S (3)	M (2)	S (3)
CO3	M (2)	S (3)	M (2)	M (2)	S (3)	S (3)	M (2)	S (3)	S (3)	M (2)
W.AV	2	3	2	2	3	3	2	3	2	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	M (2)	S (3)	S (3)	M (2)	S (3)
CO2	M (2)	S (3)	S (3)	M (2)	S (3)
CO3	M (2)	S (3)	S (3)	S (3)	M (2)
W.AV	2	3	3	2.0	3

S–Strong (3), M - Medium (2), L - Low (1)

VI - Semester

Course Code	91864	Designer Portfolio - Project	P	Credits : 4	Hours : 8
Objectives	<ol style="list-style-type: none"> 1. To enable the student to present himself/herself to the professional industry with his/her full - fledged strengths and capabilities for better career opportunities 2. To enable the students to create portfolios according to the industry standards. 3. Elaborate discussion about the CV to create with particular requirements. 				
Unit - I	<p>A designer art portfolio to be submitted by all students before completion of the course Students are expected to do the following: Design the format for the design portfolio. Maintain the uniformity / own signature across the entire portfolio. Identify the area of their interest and create collections accordingly. Encouraged to include the enhanced version of the projects worked during the previous academic periods, both within the college and outside the college.</p>				
Unit - II	<p>The portfolio should match the professional industry presentation standards. Students are encouraged to showcase at least one collection from each of Men's wear, Women's wear and Kids wear. The presentation should effectively tell the story of the projects that the students want to showcase in their portfolio. The focus of the portfolio and presentation are on the individual's specific job goals as a fashion</p>				
Unit - III	<p>The submission of a portfolio should carry a CV. Create an online portfolio and a physical portfolio. PechaKucha Presentation followed by Viva - Voce.</p>				

Reference and Text Books:

1. Kiper, A. (2016). Fashion Portfolio: Design and Presentation. Batsford Books
2. Tamara Albu, Michelle Nahum-Albright. (2023), Fashion Portfolio, Quercus Publishing
3. Barrett, J. C. (2013). Designing your fashion portfolio: From concept to presentation, Bloomsbury Academic publishing.
4. Tain, L. (2022). Portfolio presentation for fashion designers. Bloomsbury Publishing USA.
5. Jones, S. J. (2011). Fashion design. Laurence King Publishing

Web resources:

1. https://www.behance.net/search/projects?search=Fashion+Design+Portfolio&log_shim_remove=1
2. <https://beyondtalentrecruitment.com/blog/fashion-designer-portfolio-for-job>
3. <https://www.format.com/online-portfolio-website/fashion-design/best>

Course Outcomes:

CO1	Reflects specializations and personal interests.	K3, K4, K5, K6
CO2	Identifies strengths and weaknesses, analyzes the work and projects and assembles a portfolio.	K3, K4
CO3	Present himself/ herself for seeking a job or higher studies	K5

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	L (1)	M (2)	S (3)	S (3)	S (3)	L (1)	S (3)	S (3)	S (3)	S (3)
CO2	L (1)	M (2)	M (2)	S (3)	M (2)	M (2)	S (3)	S (3)	S (3)	S (3)
CO3	L (1)	L (1)	L (1)	S (3)	M (2)	M (2)	S (3)	S (3)	M (2)	M (2)
W.AV	1	2	2	3	2	2	3	3	3	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	L (1)	M (2)	M (2)	S (3)	S (3)
CO2	L (1)	M (2)	S (3)	M (2)	S (3)
CO3	S (3)	M (2)	M (2)	M (2)	S (3)
W.AV	2	2	2	2	3

S–Strong (3), M - Medium (2), L - Low (1)

VI - Semester					
Course Code	91865	Designer Collection- Project	P	Credits : 4	Hours : 8
Objectives	<ol style="list-style-type: none"> 1. Develop the concept of RVJ process for the final prototype 2. Research, Develop concept and Design garment collection based on an inspiration / theme. 3. To develop the patterns and test fit garments. 4. To examine the fit, amend alterations and produce the final garments. 5. To prepare the final presentation of the collection 				
Unit - I	<p>Students are expected to do the following with a focus on Graduate Fashion Show: Produce a final collection of MENSWEAR or WOMENSWEAR or KIDSWEAR with at least 6 outfits for a fashion show presentation.</p> <p>The collection should engage with color, textiles, detail and silhouette and must appeal to a fashion forward market.</p> <p>Students are encouraged to link the outcomes of previous semester courses, if relevant and suitable to this module.</p>				
Unit - II	<p>STAGE 1: Research</p> <p>STAGE 2: Concepts & Design Development</p>				
Unit - III	<p>STAGE 3: Pattern and toile development</p> <p>STAGE 4: Toile fitting and Pattern amendment</p>				
Unit - IV	<p>STAGE 5: Final garments Production</p>				
Unit - V	<p>STAGE 6: Final Collection and Presentation</p>				
Final Deliverables for assessment:					
<ul style="list-style-type: none"> ● 6 - 8 complete Outfits with appropriate accessories. ● Toile development ● Label the working and production patterns ● All Concept Boards ● Sketch Book (100 Designs, fully finished and rendered) ● RVJ / Work book / Log Book 					
Reference and Text Books:					
<ul style="list-style-type: none"> ● Renfrew, E., & Lynn, T. (2021). Developing a fashion collection. Bloomsbury Publishing. ● Faerm, S. (2012). Creating a Successful Fashion Collection. Barrons. ● Cheney, N., & McAllister, H. (2013). Textile surface manipulation. Herbert Press Ltd. ● Colette, W. (2000). The Art of Manipulating Fabric. New York: Krause Publikations, 290 ● Small, A. (2017). Layered Cloth: The Art of Fabric Manipulation. Search Press. ● Shaeffer, C. B. (1993). Couture sewing techniques. Taunton Press 					

Web resources:

1. [https://audaces.com/en/blog/what - is - a - fashion - collection](https://audaces.com/en/blog/what-is-a-fashion-collection)
2. [https://fashionandillustration.com/en/how - to - create - a - fashion - collection/](https://fashionandillustration.com/en/how-to-create-a-fashion-collection/)
3. [https://www.youtube.com/watch?v=2tboY - iZsmY&pp=ygUSZmFzaGlvbiBjb2xsZWNoaW9u](https://www.youtube.com/watch?v=2tboY-iZsmY&pp=ygUSZmFzaGlvbiBjb2xsZWNoaW9u)
4. https://www.youtube.com/watch?v=bTvB_feqye8&pp=ygUSZmFzaGlvbiBjb2xsZWNoaW9u

Course Outcomes:

CO1	Develop the reflective visual journey	K3 & K6
CO2	Develop the designs based on research findings	K3 & K6
CO3	Analyze, adapt and construct the patterns and toile	K4 & K6
CO4	Inculcate the pattern alterations and create the final range	K5 & K6
CO5	Compile and present the collection effectively	K5 & K6

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	M (2)	S (3)	M (2)	M (2)	S (3)	M (2)	M (2)	S (3)	M (2)	S (3)
CO2	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)	L (1)	S (3)	S (3)	S (3)
CO3	S (3)	S (3)	M (2)	M (2)	M (2)	S (3)	L (1)	S (3)	M (2)	S (3)
CO4	M (2)	S (3)	S (3)	M (2)	S (3)	S (3)	L (1)	S (3)	S (3)	S (3)
CO5	M (2)	S (3)	M (2)	S (3)	M (2)	S (3)	M (2)	S (3)	S (3)	S (3)
W.AV	2	3	2	2	2	3	1	3	3	3

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	M (2)	S (3)	M (2)	M (2)	S (3)
CO2	L (1)	S (3)	M (2)	M (2)	S (3)
CO3	M (2)	M (2)	S (3)	M (2)	S (3)
CO4	M (2)	S (3)	M (2)	S (3)	S (3)
CO5	L (1)	M (2)	M (2)	S (3)	S (3)
W.AV	2	3	2	2	3

S–Strong (3), M - Medium (2), L - Low (1)

VI - Semester

Course Code	91866A	Discipline Specific Elective A. Textile Testing & Quality Control	T	Credits : 3	Hours : 3
Objectives	<ol style="list-style-type: none"> 1. Describe about various norms & standards followed in testing and inspection 2. To identify the suitable fiber tests and evaluate 3. To evaluate yarn testing and its various parameters 4. Examine the fabric characteristics 5. Plan and execute the application of quality standards for trims and accessories in the garment industry 				
Unit - I	Importance of Quality: Quality terminologies. Testing: Objectives of Testing - Standardization of testing - sampling - - measurement – types of error - repeatability & reproducibility - atmospheric conditions for testing lab. Brief study on fiber properties – FQI. – Identification of textile fibers.				
Unit - II	Fibre Analysis: Identification of Textile Fibre – Burning, Solvent , Longitudinal and cross sectional view of Cotton, Wool, Polyester, Nylon, Acrylic fibers. Cotton fiber length, Cotton fiber strength, Fibre fineness and Nep Potential –Trash.				
Unit - III	Yarn Analysis: Yarn numbering, yarn strength, Twist testing, Additional test for fibers and yarn – Microscope, Weight method, Air flow method, Wet strength and elongation of filament yarn, Crimp.				
Unit - IV	Fabric Analysis: Length, Width, Bow, Skewness, Weight, Thickness, Breaking Strength, Abrasion Resistance, Crease Recovery, Stiffness of fabrics and drapability.				
Unit - V	Inspection: Meaning – Definition - Types of Inspection – Study on Incoming materials inspection: fabric inspection systems & Testing of zippers, Buttons, Waistbands, Sewing thread. In process inspection and its significance in apparel quality. Final inspection – Risks involved – AQL – MIL STD. Garment appearance after washing – package quality testing – care labels. Brief study about Testing Standards. Brief study about Oeko - Tex Standards				
Reference and Text Books: <ol style="list-style-type: none"> 1. Amutha, K. (2016). A practical guide to textile testing. CRC Press. 2. Ahmad, S., Rasheed, A., Afzal, A., & Ahmad, F. (Eds.). (2017). Advanced textile testing techniques. CRC Press. 3. Gopalakrishnan. (2020). Textile Testing. Astral International Pvt. Limited 4. Hu, J. (Ed.). (2008). Fabric testing. 5. Saville, B. P. (1999). Physical testing of textiles. Elsevier 					

Web resources:

1. <https://www.youtube.com/watch?v=1zri6C9naOo&pp=ygUQdGV4dGlsZSB0ZXN0aW5nIA%3D%3D>
2. <https://www.youtube.com/watch?v=vFwozAZQC7o&pp=ygUYYYXFsIGluIGdhcm1lbnQgaW5kdXN0cnkg>
3. <https://www.youtube.com/watch?v=PVcutyF-XeM&pp=ygUjZmFicmljIHRlc3RpbmcgaW4gYXBwYXJlbCBpbmR1c3RyeSA%3D>

Course Outcomes:

CO1	Understand the importance of testing, process and its types.	K4 & K5
CO2	Distinguish the type of fiber by microscope, flame test and chemical tests	K4 & K5
CO3	Determine the testing of yarn parameters	K4 & K5
CO4	Examine the fabric characteristics	K4 & K5
CO5	Analyze the variety of quality standards used in apparel industry	K4

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	L (1)	S (3)	M (2)	S (3)	L (1)	S (3)	S (3)	S (3)	M (2)	M (2)
CO2	L (1)	S (3)	M (2)	M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)
CO3	L (1)	M (2)	S (3)	S (3)	M (2)	S (3)	M (2)	S (3)	M (2)	M (2)
CO4	M (2)	M (2)	M (2)	L (1)	M (2)	S (3)	M (2)	S (3)	L (1)	M (2)
CO5	L (1)	M (2)	S (3)	M (2)	M (2)	S (3)	L (1)	S (3)	M (2)	M (2)
W.AV	1	2	2	2	2	3	2	3	2	2

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	L (1)	M (2)	M (2)	M (2)	M (2)
CO2	S (3)	S (3)	M (2)	M (2)	M (2)
CO3	L (1)	M (2)	S (3)	M (2)	M (2)
CO4	M (2)	L (1)	M (2)	S (3)	M (2)
CO5	S (3)	M (2)	M (2)	L (1)	M (2)
W.AV	2	2	2	2	2

S–Strong (3), M - Medium (2), L - Low (1)

VI - Semester

Course Code	91866B	Discipline Specific Elective B. Visual Merchandising	T	Credits : 3	Hours : 3
Objectives	<ol style="list-style-type: none"> 1. To familiarize the students on the basics of visual merchandising and terminologies. 2. To analyze and select the best display methods for the merchandise 3. To describe and arrange the appropriate layout styles and effective planning for the visual merchandising. 4. To design, create and develop a merchandise display plan for the target festive and merchandise. 5. To understand, apply and manipulate the lightings for visual merchandising 				
Unit - I	Introduction to Visual Merchandising: Visual merchandising - introduction, concepts and role, importance in store planning and utilizing basic visual merchandising techniques; Role of atmosphere in garment retailing – immediate effects and simulation types, visual merchandisers in garment retailing.				
Unit - II	Store Exterior and Interior: Store exterior – marquee, facade, exterior display, surrounding stores and displays; Store interior –store atmospheric, aesthetic, execution of store lay out - selection of display locations, lifts, staircase, elevators, utilization of store space; Display composition: Elements and principles of design, tools and materials.				
Unit - III	Store layout : Factors considered in organizing effective display – balance, rhythm, proportion, texture, harmony and emphasis. Store layout planning - grid, race track, freeform – direction of flow and planogram; Design elements to create mood and impression – colour, angle, motion, simplicity, and repetition.				
Unit - IV	Display : Seasonal and trend decision for point of emphasis – creativity in display; Planning of assortment, theme, ensemble, racks, shelves, bins, etc. and balance of display in a showroom. Wall as a retail selling tool – types of materials used merchandise display and effective wall planning. Application of colour schemes, colour psychology, creating mood by colour.				
Unit - V	Fashion Retailing: Lightings - Lights types, selection, advantages and disadvantages, music. Using effective Graphics and signs for theme, campaign and promotional aspects - safety and security; Theme, interior and exterior displays used in garment retail outlets, boutique and haute couture, accessories showrooms, mannequins, fabric and paper displays.				
Reference and Text Books: <ol style="list-style-type: none"> 1. Morgan, T. (2015). Visual Merchandising Third Edition: Windows, in - store displays for retail. Hachette UK. 2. Bailey, S., & Baker, J. (2021). Visual merchandising for fashion. Bloomsbury Publishing 3. Ebster, C. (2011). Store design and visual merchandising: Creating store space that encourages 					

- buying. Business Expert Press
- Pegler, M. M., & Kong, A. (2018). Visual merchandising and display: Studio instant access. Bloomsbury Publishing USA
 - Silvia Belli, (2020). Visual Merchandising and Display. Best Practices for Window Displays and Store Designs. Hoaki Books SL, Spain

Web resources:

- <https://www.youtube.com/watch?v=PpLCec4Eszg&pp=ygUVdmlzdWFsIG1lcmNoYW5kaXNpZ24g>
- <https://youtu.be/WYKUIgMRQ7A>

Course Outcomes:

CO1	Discover and make use of the terminologies in visual merchandising and its basics.	K3 & K4
CO2	Articulate and plan the interior and exterior set for the store	K3
CO3	Interpret and apply the principles of design and its elements for merchandise presentation	K3 & K5
CO4	Analyse & Interpret types properties for display for merchandise presentation for season and trends	K4 & K5
CO5	Compile and conclude types of lightings, graphical representations and merchandise presentation	K5 & K6

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	M (2)	S (3)	L (1)	S (3)	M (2)	L (1)	L (1)	L (1)	M (2)	L (1)
CO2	M (2)	S (3)	M (2)	M (2)	S (3)	L (1)	L (1)	L (1)	M (2)	L (1)
CO3	S (3)	M (2)	S (3)	M (2)	M (2)	L (1)	L (1)	L (1)	M (2)	L (1)
CO4	S (3)	M (2)	M (2)	M (2)	M (2)	M (2)	L (1)	L (1)	S (3)	L (1)
CO5	M (2)	M (2)	S (3)	M (2)	M (2)	M (2)	L (1)	L (1)	S (3)	L (1)
W.AV	2	2	2	2	2	1	1	1	2	1

S–Strong (3), M - Medium (2), L - Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	S (3)	M (2)	S (3)
CO2	S (3)	M (2)	S (3)	S (3)	S (3)
CO3	S (3)	M (2)	S (3)	M (2)	S (3)
CO4	S (3)	M (2)	S (3)	S (3)	S (3)
CO5	S (3)	M (2)	S (3)	S (3)	S (3)
W.AV	3	2	3	3	3

S–Strong (3), M - Medium (2), L - Low (1)