

## B Des Fashion Design

### **PROGRAMME EDUCATIONAL OBJECTIVES:**

<b>PEO1</b>	Prepare graduates for careers in, but not limited to - the Fashion Design, Design Managers, Apparel Production, Fashion Stylist, Freelance designers and Visual merchandisers.
<b>PEO2</b>	Familiarize students with, Styling & Fashion Illustration, Apparel Design by Draping and Creative Surface ornamentation Project.
<b>PEO3</b>	Provide a good grounding in the best practice of Fashion Detailing, Accessories Design & Innovative craft.
<b>PEO4</b>	Prepare students to undertake further study at doctoral level.
<b>PEO5</b>	Teach students to explore various Trend Analysis & Product Conceptualization of Fashion and Technology in the real-world.

### **PROGRAMME OUT COMES:**

At the end of the programme the learner will be able to

<b>PO1</b>	Integrate knowledge, skill and attitude that will sustain an environment of learning and creativity.
<b>PO2</b>	Develop an understanding of various Trend Analysis & Product Conceptualization.
<b>PO3</b>	Apply critical and contextual solutions on variety of Visual Merchandising and Promotion Strategies subject matter.
<b>PO4</b>	Develop logical and creative thinking for the solutions for Apparel Manufacturing & Merchandising
<b>PO5</b>	Develop self-confidence and awareness of general issues prevailing in the society.

### **GRADUATE ATTRIBUTES:**

GA1	Deep knowledge of Fashion Design and Technology
GA2	Conventional and Digital media tools and techniques & Presentational skills
GA3	Research Skills
GA4	Independent, strategic thinking
GA5	Effective and Confident Designer

GA6	Ethical and Social Awareness
GA7	Entrepreneurship
GA8	Life Skills

## PROGRAMME STRUCTURE:

### SEMESTER-I

Course Code	Course Type	Course Name	Credit Value
BDESFP-101	FOUC	Soft Skills - I	1
BDESFP-102	AECC	History of Art	2
BDESFP-103	GC	Foreign Language	3
BDESFP-104	FOUC	MS Word	1
BDESFP-105	AECC	Inter Design Studies- Rural Scenario	3
BDESFP-106	AECC	Fundamentals of Computer Graphics	3
BDESFP-107	GC	Drawing	4
BDESFP-108	GC	Elements of Form, Space and Structure- 1	3
BDESFP-109	GC	Design Studio 1- Problem Identification	3
BDESFP-110	AUDC	Analysis of movies from different countries	1
BDESFP-111	AUDC	Book / Article Review	1

### SEMESTER-II

Course Code	Course Type	Course Name	Credit Value
BDESFP-201	FOUC	Soft Skills - II (General Emotional Skills)	1
BDESFP-202	AECC	Design History	2
BDESFP-203	GC	Foreign Language	3
BDESFP-204	FOUC	MS Power Point	1
BDESFP-205	AECC	Inter Design Studies- Urban Scenario	3
BDESFP-206	AECC	Computer Graphics	3
BDESFP-207	GC	Advance Drawing	4

BDESP-208	GC	Elements of Form, Space and Structure- 2	3
BDESP-209	GC	Design Studio 2- Problem Analysis	3
BDESP-210	AUDC	EVS	2

### **SEMESTER-III**

<b>Course Code</b>	<b>Course Type</b>	<b>Course Name</b>	<b>Credit Value</b>
BDESFD301	GE	Foreign Language- German / Spanish	3
BDESFD302	FOUC	Introduction to Photography	1
BDESFD303	FOUC	Google Ecosystem	1
BDESFD304	SC	Traditional Textile Project	6
BDESP305	SC	Pattern Making & Garment Construction-1	4
BDESFD306	SC	Textile Study	4
BDESFD307	SC	Elements of Fashion & Illustration	4
BDESFD308	AUDC	Design Thinking	1
BDESFD309	AUDC	Basics of Printing Technology	1
	GIC	Any one Course from list published by VU	1

### **SEMESTER-IV**

<b>Course Code</b>	<b>Course Type</b>	<b>Course Name</b>	<b>Credit Value</b>
BDESFD401	GE	Foreign Language- German / Spanish	3
BDESFD402	FOUC	Photography & Techniques	2
BDESFD403	FOUC	Historic Costumes Project	6
BDESFD404	SC	Pattern Making & Garment Construction-2	4
BDESP405	SC	Fashion Rendering & Illustration	4
BDESFD406	SC	Apparel Manufacturing & Merchandising	4
BDESFD407	SC	Crafts of India	1
BDESFD408	AUDC	Wall Graphics and Illustration	1
	GIC	Any one Course from list published by VU	1

**GENERAL INTEREST COURSES:**

1. Origami

**TEACHING LEARNING METHOD:**

The method of instruction (pedagogy or teaching-learning processes) shall be determined by the requirements of a course, the learning objectives, learning outcomes & the learner's context. However, the following methods of instruction shall be commonly used: Lecture Sessions, Practical, Simulations, Field Work, Group Exercises, Projects, Self-Learning Materials (SLMs), Self-study, Seminars, Study Tours, Training Programmes, Workshops.

**EXPERIENTIAL LEARNING:**

During semester II, students are encouraged to opt for dissertation in lieu of a generic elective course. During semester III and IV, as a part of generic core courses, students are required to take up live projects in an industry to align their theoretical knowledge and its application. Industry based live projects allow students to gain valuable work experience while they're still studying in college. They pave way for self-empowerment through skill building and hands-on-training.