

BSC FASHION AND APPAREL DESIGN

Programme Specific Outcomes (PSO)

1. To Gain knowledge of the fundamental principles of fashion, apparel, and garment designing to develop and produce deliver finished products.
2. Creative application of design to understand and learn about techniques that impact fashion and apparel production to meet specific demands of the consumers considering the health, safety, cultural and comfort issues.
3. Develop entrepreneurial spirits through start-ups to function independently to promote their design vision through creative and innovative work.
4. Apply logical thinking gained from knowledge acquired through fashion and apparel design, comprehend sustainability in their design aesthetic and design sustainability.
6. To empower students to have satisfying and fruitful career in fashion industry.
7. To equip students with knowledge of design & creativity which would in turn help them pursue higher education.
8. To encourage entrepreneurial skills and technical knowledge for national and international fashion centres and apparel industry.
9. To provide an understanding of Fashion and Apparel Design in relation to the needs of fashion, textiles, apparel furnishings, home textiles, and the business products.

I sem

Course Outcomes (CO)

1. FADDSC1-TS - Textile Science (Theory)

- Understand the classifications, characteristics and use of textile fibres.
- Analyse the basic components of fibres and their relationship to performance.
- Gain knowledge on fibres, yarns, methods of fabric construction.

2. FADDSC1 - TSL - Textile Science (Practicals)

- Identify fibres, sources, and their properties.
- Gain knowledge of yarn types and their properties
- Demonstrate knowledge of textiles and application of skills in the product development.

3. FADDSC2 - BGC - Basics of Garment Construction (Theory)

- Learn about the tools used for pattern making & garment construction.
- Working knowledge of the sewing system
- Classify sewing machines and understand their functioning.

4. FADDSC2 - BGCL - Basics of Garment Construction (Practicals)

- Working knowledge of the sewing system and develop the ability to use different types of sewing machines
- Understand about garment sizes and categories
- Practice Sewing on paper & fabric.

5. FADDSC3 - FFD - Fundamentals of Fashion Design

- Learn basic of sketching with different colour schemes and modes
- Practice Dimensional sketching and colouring
- Understanding colour patterns and combination • Learn basic of sketching with different colour schemes and modes
- Practice Dimensional sketching and colouring
- Understanding colour patterns and combination

II Sem

Course Outcomes (CO)

6. FADDSC4 - TCP - Textile Chemical Processing (Theory)

- Learn and Practice the dyeing of textiles made by natural and synthetic fibres.
- Adapt the process parameters and use of dyeing machines for dyeing of textile materials.
- Select the dyes and recipe for preparation of printing paste for printing of textile materials.

7. FADDSC4 - TCPL - Textile Chemical Processing (Practicals)

- Gain practical knowledge on preparatory, dyeing and printing processes
- Learn techniques of textile dyeing and printing
- Practice hand and machine printing

8. FADDSC5 - FDI - Fashion Design & Illustration (Theory)

- Understand the fashion terminologies and theories of fashion
- Learn the clothing psychology
- Understand the design process of fashion forecasting and fashion research

9. FADDSC5 - FDIL - Fashion Design & Illustration (Practicals)

- Understand the use of textures on various fabrics
- Sketch human figures and understand shapes and features
- Develop folio with design concepts inspired designers

10. FADDSC6 - PMGC - Pattern Making & Garment Construction- I

- Learn basic pattern making terminologies
- Understand about garment sizes and categories
- Construct basic pattern set, and also learn anthropometric study

III sem

Course Outcomes (CO)

11.FADDSC4 - TCP - Textile Chemical Processing (Theory)

- Learn and Practice the dyeing of textiles made by natural and synthetic fibres.
- Adapt the process parameters and use of dyeing machines for dyeing of textile materials.
- Select the dyes and recipe for preparation of printing paste for printing of textile materials.

12. FADDSC4 - TCPL - Textile Chemical Processing (Practicals)

- Gain practical knowledge on preparatory, dyeing and printing processes
- Learn techniques of textile dyeing and printing
- Practice hand and machine printing

13. FADDSC5 - FDI - Fashion Design & Illustration (Theory)

- Understand the fashion terminologies and theories of fashion
- Learn the clothing psychology
- Understand the design process of fashion forecasting and fashion research

14. FADDSC5 - FDIL - Fashion Design & Illustration (Practicals)

- Understand the use of textures on various fabrics
- Sketch human figures and understand shapes and features
- Develop folio with design concepts inspired designers

15. FADDSC6 - PMGC - Pattern Making & Garment Construction- I

- Learn basic pattern making terminologies
- Understand about garment sizes and categories
- Construct basic pattern set, and also learn anthropometric study

IV sem

Course Outcomes (CO)

16.FADDSC10 - ITC - Indian Textiles and Costumes (Theory)

- Appreciate history of textiles and its influence with reference to fashion clothing.
- Understand and use symbolic motifs and colours in designing traditional textiles.
- Acquaint with sketching skills of costumes for different regions of India

17. FADDSC10 - ITCL - Indian Textiles and Costumes (Practicals)

- Understand the evolution of Indian costumes since ancient times.
- Acquire knowledge of textiles and costumes and implement the techniques.
- Gain skills in selecting fabrics for designing

18. FADDSC11 - AP - Apparel Production (Theory)

- Understand work flow in various departments of an Apparel industry.
- Acquaint knowledge on machineries & process of Apparel production unit.
- Gain knowledge on various trims & components used in Apparel Industry

19. FADDSC11 - APL - Apparel Production (Practicals)

- Develop patterns for designer garments.
- Use skills in designing and garment construction of Men's and Women's garments
- Develop and understand Spec sheet and Tech pack

20. FADDSC12 - ACAD - Apparel Computer Aided Design – I

- Develop digital design Skills in Fashion Design.
- Understanding design Software to develop patterns.
- Create design by using different designing tools

V sem

Course Outcomes (CO)

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21.FADDSC13- FA - Fashion Accessories (Theory)

- Understand the types of accessories and the classification
- Learn the manufacturing processes of all accessories
- Understand the latest trends and designing process for accessories

22. FADDSC13- FAL - Fashion Accessories (Practicals)

- Understand the different types of accessory categories.
- Acquire knowledge of manufacturing different accessories.
- Learn the art and technique of making jewellery.

23. FADDSC14- WTC – World Textiles and Costumes (Theory)

- Appreciate history of textiles and its influence with reference to fashion clothing.
- Understand and use symbolic motifs and colours in designing traditional textiles.
- Acquaint with sketching skills of costumes for different regions of World.
- Understand the importance of World Costumes and use them in designing fashion designer wear.

24. FADDSC14- WTCL – World Textiles and Costumes (Practicals)

- Understand the evolution of World costumes since ancient times.
- Acquire knowledge of textiles and costumes and implement the techniques.
- Gain skills in selecting fabrics for designing.
- Design attire inspired by world heritage.

25. FADDSC15- FBC – Fashion Business and Communication (Theory)

- Get acquainted with various types of communication
- Understand the facets of fashion business.
- Possess appropriate communication skills

26. FADDSE1- RPM – Retail and Product Management (Theory)

- Understand the retail formats and functioning of retail industry.
- Learn the importance of visual merchandising and promotion.
- Get familiarised with the different strategies of branding.

27. FADDSE1- CPM – Creative Pattern Making (Practicals)

- Conceptualize experimental interpretations and explorations of design.
- Learn innovative conventional precepts of pattern making by radically differentiating apparel styling and detailing by manipulating basic patterns.
- Stimulate development of individual and original design from concept to finished garment.
- Understanding unusual patterns and silhouettes and developing advanced interpretive skills of draping and pattern making.

28. FADVOC1- ACAD – Apparel Computer Aided Design - II (Practicals)

- Develop digital design Skills in Fashion Design Illustration.
- Understanding design Software to develop Garment patterns.
- Create design by using different designing tools.
- Develop patterns for various garments with PDS and GDS