

**SANKALCHAND PATEL
UNIVERSITY
VISNAGAR
Faculty of Design**



**Structure, Teaching Scheme and
Syllabus of
Bachelor of Design (Fashion Design)
Program Code: FD102
With effect from: 2023-24**

COURSE LEARNING OUTCOME

Programme Name: -B. Des. (FD)

Program Outcome (PO):-

[PO.1]. Design Process Knowledge: To apply the knowledge of elements and Principles of fashion design to create futuristic designs on various domains and develop prototypes using draping, flat pattern making and stitching.

[PO.2]. Fashion and Fabric Theory Knowledge: To Understand Theories & Principles of behind Fabric Construction, Textile Science, History of Art, Textile, Costumes, Fashion theories, Styles, Marketing and Merchandising.

[PO.3]. Design / Development of Solution: To focus on creative approach of developing design and innovative solutions through learned traditional and contemporary technologies.

[PO.4]. Processional Skills: To demonstrate Event Management, Team Work, Leadership , Entrepreneurial and Business Skills.

[PO.5]. Modern Tool Usage: To Understand the applicability of new Technologies related to design development, material choices, manufacturing and distribution of fashion in global market .

[PO.6]. Visual Communication: To Understand visual communication of ideas in the form of artistic fashion illustrations, graphic illustration, styling, fashion photography and visual display of merchandise .

[PO.7]. Environment and Sustainability: To acquire knowledge about the environmental aspects of textiles and Fashion industry and will be able to provide sustainable competitive edge in meeting industrial demands.

[PO.8]. Ethics: To work ethically in all areas of industry related to fashion, textile and apparel.

[PO.9]. Project Management and Finance: To Develop entrepreneurial opportunities for one selves and others by developing product related to garment/fashion related to various industry/ types of people for serving the society effectively.

[PO.10]. Life Long Learning: To be able to Continue the learning process by upgrading themselves with new technologies and requirements related to ever growing design & fashion industry .

Program Specific Outcome (PSO):-

[PSO.1]. Student will be able to attain successful career option globally not only as fashion designers but also as merchandiser, art director film and theatre Costume designer, fashion photographer and stylist.

[PSO.2]. Students will be able to identify the position in various subfields of apparel, fashion and allied industries like e-commerce, retail, branding and Marketing , luxury and high value product markets.

Credits and Course Type Distribution (Semester wise)

Semester	MJ	MN	MDC	SEC	AEC	VAC/ IKS	INT / OJT	RP / DESRT	TOTAL CREDITS
I	8	4	4	2	2	2	-	-	22
II	8	4	4	2	2	2	-	-	22
III	12	-	4	2	2	2	-	-	22
IV	12	4	-	2	2	2	-	-	22
V	12	8	-	2	-	-	-	-	22
VI	12	4	-	-	2	-	4	-	22
VII	12	4	-	-	-	-	-	6	22
VIII	12	4	-	-	-	-	-	6	22
TOTAL	88	32	12	10	10	8	4	12	176

Semester- I

Branch Name:	Faculty of Design
Program Code:	FD102
Course Name:	Understanding Basics of Design
Course Code:	11-FDM201-1C
Pre-requisite Course:	Drawing, Illustration Art

Course Objectives:

- 1) Design can be interpreted in multiple ways and can mean different things in different context.
- 2) This course aims to create an awareness and understanding of the discipline of design and its multidisciplinary nature.
- 3) The relevant value of the design and how it impacts society, Industry and the environment establishes through lecture case studies and project activities.

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
2	-	4	4	09	25	09	25	09	25	09	25	100

Subject Contents:

Sr No.	Topic	Total Hours	Weightage (%)
1	An Introduction to Fashion Design,: Nature of Fashion-- Definition of Fashion-- Evolution of Fashion-- Terminology of Fashion-- Principles of Fashion movement-- - Principles of Fashion -Theory of Clothing Origin-- Fashion cycle-- Theories of fashion adoption-- International Fashion centers Differing contexts, Lucky Iron Fish: A simple solution for a global problem, Understanding user experience, Three laws of user experience, Design for a meaningful impact.	10	20%
2	Business of Fashion-- Importance of Fashion-- Economic importance of Fashion Business-- Four levels of Fashion (Primary level, Secondary level, the Retail level & Auxiliary level)	10	20%
3	Environment of Fashion-- Market segmentation (Demographics, Geographic Psychographics & Behavioural)- - Economic Environment- - Social Environment	10	20%
4	Fashion Categories-- Men's wear-- Women's Wear-Kid's wear	10	20%
5	Design and Industry: Design & industry, understanding varied user needs, objectified: Smart Design OXO Good Grips Story, Success through new materials and manufacturing, Pushing the boundaries of mass production, In the Beginning Was the Bentwood Chair, A Classic chair for all times, Breaking familiar assumptions.	10	20%

Reference Books:

Sr. No.	Books
1	Swayam Portal –Universal Design by Prof. Nina Sabnani.
2	Sketching and Drawing Vasudev Kamath – Jyotsna Prakashan Pune ,2nd Edition,2006.
3	Anatomy and Drawing Victor Perard Grace Publication, Mumbai 2000.

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Taxonomy Level
CLO1	Introduction to Design and Design as a process and a product.	2 Understanding
CLO2	History of Designing and Design Thinking.	1 Remembering
CLO3	Introduction to Design and Society, Design and Sustainability and Design Industry.	1 Remembering
CLO4	Apply to Design Build Collaboration and Creative and Functional Designing.	3 Applying,
CLO5	Innovation of Designing. And Applying to Different Field.	4, 5 Evaluate, Analyse
CLO6	Create to Innovation and Many Types of Art and Design.	6 Creative

Mapping of CLOs with Pos & PSOs

Course	Program Outcomes(POs)										Program Specific Outcomes (PSOs)	
Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO	PO8	PO9	PO10	PSO1	PSO2
CLO1		M			L						M	
CLO2	M			H		H						M
CLO3	M		M				L				H	
CLO4		H				H		M				M
CLO5			H		M			H		M	M	
CLO6	M			H		H	M					M

H: High, M: Medium, L: Low

Branch Name:	Faculty of Design
Program Code:	FD102
Course Name:	Design Project -I Photography
Course Code:	11-FDM202-1C
Pre-requisite Course:	-----

Course Objectives:

- 1) The core objective of this project is to facilitate students to explore and learn through various problem and opportunities available in the real-world scenario and provide relevant solution of opportunities with in the problem.
- 2) Students will learn the detailed process of making an object. From initial concept and brief to manufacturing process and final completion.

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
1	-	6	4	09	25	-	-	18	50	09	25	100

Subject Contents:

Sr No.	Topic	Total Hours	Weightage (%)
1	Introduction to Design Project: Introduction to Design Project, Opportunity identification through empathy, analysis of user behaviour, Brainstorming, design brief formation & project formation.	12	25%
2	Making of design brief and concepts as per Program Specializations: Making of design brief related to Fashion & Textile/ Interior & allied Products/ Graphic & Visual Communication, brain mapping, trend & forecasting study, board building (Mood board, User, board, Client board, Market Board, Concept Board) Ideation, Conceptualization, process study, Concept model making & working drawings.	12	25%
3	Planning of Project Execution: Concept refinement & user feedback, final working drawing concepts, Development of product scenarios.	12	25%
4	Prototyping: Production Processes and Final Prototyping. Estimation: Estimation, Costing & Valuation, market test, users feedbacks & project documentation. Estimation, Costing & Valuation, market test, user's feedbacks & project documentation.	12	25%

Reference Books:

Sr. No.	Books
1	Rob Thompson- Manufacturing processes for design
2	professionals- Thames & Hudson-2007
3	VISITS: Material markets, Plywood Industry, Metal workshop.

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Taxonomy Level
CLO1	To Understand Basic Drawing. To Understand Shading.	2 Understanding
CLO2	To Remember Various Theme. To Remember Basic Making of design brief and concepts	1 Remembering
CLO3	To be able to identify Tools and Materials for Drawing	1 Remembering
CLO4	To Applying Various Types of theme and model making & working drawings .	3 Applying,
CLO5	To Analyze The Processes and Final Prototyping	4, 5 Evaluate, Analyse
CLO5	To develop Various Stages of Crocque. To Develop High Fashion Garment and project documentation	6 Creative

Mapping of CLOs with Pos & PSOs

Course	Program Outcomes (POs)										Program Specific Outcomes (PSOs)	
Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PSO1	PSO2
CLO1	M										M	
CLO2		M					L					
CLO3			H		M							M
CLO4				M				M				
CLO5		M			L				L			L
CLO6				H	H	H			H	M	H	

H: High, M: Medium, L: Low

Branch Name:	Faculty of Design
Program Code:	FD102
Course Name:	Material and Workshop Practice - I
Course Code:	11-FDE203-1C
Pre-requisite Course:	-----

Course Objectives:

- 1) The core objective of this module is to facilitate you to explore and research about various materials and processes through hands-on learning experiences.
- 2) Students will learn about properties and behavior of different material, different processes of making objects build knowledge which will help them in their future assignments/Projects.

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
2	-	4	4	09	25	09	25	09	25	09	25	100

Subject Contents:

Sr No.	Topic	Total Hours	Weightage (%)
1	Wood: Researching about wood and Woodworking techniques, development of Advance Joinery (Corner Joints)	12	25%
2	Ceramics and Pottery: Researching about clay and ceramic exploring various properties, Processes and use of ceramics and clay.	12	25%
3	Metal Researching about Metal, exploring various properties, processes and uses. Working with metal casting technique (Sand/Lost wax)	12	25%
4	Fibers and Fabric Exploring various natural and synthetic fibers available in the environment. Constructing them to create a fabric. Plastics & synthetic materials Researching about Various plastics and synthetic materials, exploring their various properties, processes And uses. Basic weaving and sewing techniques.	12	25%

Reference Books:

Sr. No.	Books
1	Sketching and Drawing Vasudev Kamath – Jyotsna Prakashan Pune ,2nd Edition,2006
2	Still Life Sanjay Shelar Jyotsna Prakashan Pune ,1st Edition,2007
3	Perspective Milind Mulik Jyotsna Prakashan Pune ,1st Edition,2006
4	Colour Pencil Rahul Deshpande, Gopal Nandurkar Jyotsna Prakashan Pune ,1st Edition,2004

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Taxonomy Level
CLO1	To Understand Wood and Types.	2 Understanding
CLO2	To Understand Wood and Ceramics and Pottery.	1 Remembering
CLO3	History Of Fibers and Fabric	1 Remembering
CLO4	To Creative Wood and Ceramics and Pottery	3 Applying,
CLO5	To Analyse Martials	4, 5 Evaluate, Analyse
CLO5	To Innovation of Plastics & synthetic materials	6 Creative

Mapping of CLOs with Pos & PSOs

Course	Program Outcomes (POs)										Program Specific Outcomes (PSOs)	
Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO	PO8	PO9	PO10	PSO1	PSO2
CLO1	M			H							M	
CLO2		M				L	L					
CLO3			H		M					H		M
CLO4	H			M				M			M	
CLO5		M			L				L			L
CLO6				H	H	H			H	M	H	

H: High, M: Medium, L: Low

Branch Name:	Faculty of Design
Program Code:	FD102
Course Name:	Basic of Visual Merchandising
Course Code:	11-FDE204-1C
Pre-requisite Course:	-----

Course Objectives:

- 1) To know the role of visual merchandising in retail shops.
- 2) To know about store planning, circulation plan and presentation of products.
- 3) To know the quality and process in visual merchandising.
- 4) To encourage the students to become an entrepreneur.

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
2	-	4	4	09	25	09	25	09	25	09	25	100

Subject Contents:

Sr No.	Topic	Total Hours	Weightage (%)
1	Introduction to Visual Merchandising: Visual merchandising and display; Purpose of visual merchandising; Store image; Target customers; Seasonal visual merchandise; Windows	12	25%
2	Display and Display Settings Types of Display: Promotion vs. institutional display; Type of display setting Attention drawing devices: Colour; Lighting; Line and composition; Scale; Contrast; Repetition; Humor; Surprise and shock.	12	25%
3	Store and Window Settings Exterior of the store: Window in store front design; Display window; Special windows	12	25%
4	Mannequins Types of mannequins: Alternatives to mannequin; Dressing up of mannequin Merchandise Display Planning a display: Visual Merchandiser in store promotion; Scheduling the promotion18	12	25%

Reference Books:

Sr. No.	Books
1	Jeannette Jarnow, Dickerson, Inside the Fashion Business, Prentice hall, USA.
2	Darlie Koshy, Effective export marketing of Apparel, Global business press, 1996.

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Taxonomy Level
CLO1	To Understand Visual Merchandising	2 Understanding
CLO2	To Understand Promotion vs. institutional Display.	1 Remembering
CLO3	History Of Merchandising	1 Remembering
CLO4	To Creative Display Settings Types	3 Applying,
CLO5	To Analyse Visual Merchandising Display	4, 5 Evaluate, Analyse
CLO6	To Innovation of Merchandise Display Planning a display	6 Creative

Mapping of CLOs with Pos & PSOs:

Course	Program Outcomes (POs)										Program Specific Outcomes (PSOs)	
Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PSO1	PSO2
CLO1	M		L		H						M	
CLO2		M				L		H				M
CLO3	L			M			M				L	
CLO4									M			
CLO5			M		H					H		H
CLO6		M				H	H		M		M	

H: High, M: Medium, L: Low

Branch Name:	Faculty of Design
Program Code:	FD102
Course Name:	VISUAL EXPRESSION
Course Code:	11-MDC202-1C
Pre-requisite Course:	-----

Course Objectives:

- 1) The core objectives of this module are to facilitate students to explore and learn about the nature drawing and colour with various tools and mediums such as pencil, brush Water color, oil pastel, dry pastel, pen and ink etc.
- 2) Perspective drawing, drawing of various dimensional objects with various views. cubic construction.
- 3) Drawing of human figures with anatomical understanding, anthropocentric studies, Visualization and conceptualization, colour rendering of object and nature.

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
2	-	4	4	09	25	09	25	09	25	09	25	100

Subject Contents:

Sr No.	Topic	Total Hours	Weightage (%)
1	Natural Drawing : Drawings of plants, Organic elements, animals, Birds, Landscapes. Sketching and doodling's. Medium-Pencil B&W, and Colors, Water color, Poster color.	12	25 %
2	Objective and Human Drawing : Practice Drawing of straight horizontal lines, straight vertical lines, curvy straight horizontal lines, curvy Vertical lines, Straight and curvy diagonal lines, making of square and rectangles, cube and cuboid formation, Construction of cubes and divisions, 1,2 and 3 points perspectives. Object and product construction, placement of object in various perspectives. Medium-Pencil, Pencil Colors. Gesture and Posture drawings, Anatomical drawings. Medium-Pencil, Charcoal, Oil Pencil, Soft/Dry Pastel.	12	25 %
3	Visual Elements in Color : Color and shapes by weight in order to achieve visual balance, relate hues, values and intensities in order to create optical illusion, Lustre, luminosity, Transparency, complimentary and near complimentary color, triad, tint-tone-shade, tonal progression.	12	25 %
4	Rendering of Objects and Color Schemes : Object rendering with various color schemes, monochromatic, chromatic etc. Natural rendering of objects, humans, Landscapes etc.	12	25 %

Reference Books:

Sr. No.	Books
1	Broomer, F. Gerald (1974) Elements of Design: Space, Davis Publications Inc., Worcester, Massachusetts.
2	Wong, Wucius (1977) Principles of two-dimensional Design Van Nostrand Reinhold, New York.
3	Francis D. K. Ching - Architecture - Form Space and Order Van Nostrand Reinhold Co., (Canada), 1979
4	Karen Brunger BHEC,AICI CIP- Colour Analysis Workbook- January 2017 Edition- ISBN:09737917-
5	VISITS: Art Gallery, Visual Art Museum, Jaipur and Rajasthan Crafts Stores, Nature Sketching and Workshops etc.

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Taxonomy Level
CLO1	To Understand Basic Drawing.	2 Understanding
CLO2	History Of Art and Drawing.	1 Remembering
CLO3	Introduction to Sketching and shading.	1 Remembering
CLO4	To Applying Different Shade and Color and Color Schemes.	3 Applying,
CLO5	To Analyse and Innovation Drawing and Visual Illusion	4, 5 Evaluate, Analyse
CLO6	To Create type of Color Effect and Drawing like Nature , Object etc.	6 Creative

Mapping of CLOs with Pos & PSOs

Course	Program Outcomes (POs)										Program Specific Outcomes (PSOs)	
Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PSO1	PSO2
CLO1		M			M			M			M	
CLO2	M			H		L						M
CLO3	M		M				L				H	
CLO4		L				H		M				M
CLO5	M							H		M		
CLO6	H		M	H				M			H	M

H: High, M: Medium, L: Low

Branch Name:	Faculty of Design
Program Code:	FD102
Course Name:	Communicative English
Course Code:	11-AEC101-1C
Pre-requisite Course:	Basic English, Grammer

Course Objectives:

- 1) An integral part of Fashion Design is acquiring rendering skills
- 2) Makes the Design to present ideas in the most appropriate and effective way through the foundation of Drawing & Sketching. .
- 3) This Course helps students to understand the types of Textures and colour Combination.

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
2	-	-	2	09	25	09	25	-	-	-	-	50

Subject Contents:

Sr No.	Topic	Total Hours	Weightage (%)
1	Introduction to Basic English Grammar — Importance of language use and grammar	12	25%
2	Introduction to Articles — Sentence formation (affirmative, negative, interrogative, etc)	12	25%
3	Primary and Modal Auxiliaries — Be, Have, Do, Can, May, Should, Would, Must, etc, Paragraph and Paraphrasing	12	25%
4	Using the Right Words - 1 (Foreg: Difference between joy and happiness) English Keywords Associated with Media Preparing to Write an Essay (For eg: Visit to a media house, 5Assembly, etc)	12	25%

Reference Books:

Sr. No.	Books
1	Dan Laughey Key Themes in Media Theories, Rawat Publication.
2	Taylor, Rosegrant, Meyrs Communicating, Prentice Hall
3	Allan and Barbara Pease The Definitive Book of Body Language, Munjal Publishing House

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Taxonomy Level
CLO1	students should be able to speak confidently and effectively in English, demonstrating good pronunciation, fluency, and appropriate use of vocabulary and grammar.	2 Understanding
CLO2	Students should expand their vocabulary and understand common idiomatic expressions used in English.	1 Remembering
CLO3	Develop skills in social interaction, including polite conversation, active listening, and non-verbal communication.	1 Remembering
CLO4	Develop skills in multimedia storytelling, such as creating audio and video reports and interactive online content.	3 Applying,
CLO5	Develop an understanding of international and cross-cultural reporting, including the ability to report on global issues and events.	4, 5 Evaluate, Analyse

Mapping of CLOs with Pos & PSOs

Course	Program Outcomes (POs)										Program Specific Outcomes (PSOs)	
Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO	PO8	PO9	PO10	PSO1	PSO2
CLO1		M									M	
CLO2	M			H								M
CLO3	M		M								H	
CLO4						H		M				M
CLO5								H		M		

H: High, M: Medium, L: Low

Branch Name:	Faculty of Design
Program Code:	FD102
Course Name:	Technical Drawing - I
Course Code:	11-SEC102-1C
Pre-requisite Course:	Basic Knowledge of Computer Software

Course Objectives:

- 1) This Course helps students to understand the fundamentals and principles of computer application in designing
- 2) To Provide Students with the knowledge of computer application in designing and their applications.
- 3) To Provide Students with the Knowledge of Graphics.

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
-	-	4	2	-	-	-	-	09	25	09	25	50

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Subject Contents:

Sr No.	Topic	Total Hours	Weightage (%)
1	Introduction to Computer Hardware & Software: Parts of a computer, External Storage Device, RAM, ROM, System Software, Application Software, Computer Peripherals Viruses, Anti-Virus software, Spyware, Preventive measures Basic functions of File Management: Managing Windows Explorer; Creating, moving, renaming and deleting folders and files; Understanding file extensions; Viewing storage devices and network connections. Introduction to the Internet: The role of Internet in design process flow, Internet Browsers, Internet Tools, Search Engines.	12	25%
2	Understand Basic Computer Software : Using templates to create new documents , Creating and editing text, Formatting text, pages, and paragraphs , Adding headers, footers, and page numbers , Applying styles and themes to documents , Creating bulleted, and printing documents. Working with the Excel interface. Understanding presentation and types of presentation Scanning Techniques: Understanding pixels and resolution, Choosing scanning software, Resolution, color modes, Scanning for print , for use on websites, Converting images and documents to PDFs, Creating PDFs for OCR	12	25%
3	Introduction to CAD and Corel draw : Explain Menu Bar and Tool Bar .Making 8 Head croquie. The corel draw tools for a Advertising Media.	12	25%
4	Introduction and designing through Corel Draw : Practice on Tools Working with Shapes	12	25%

Reference Books:

Sr. No.	Books
1	Comdex Computer Course, Vikas Gupta, PM Publications, 2015
2	Mastering MS Office – 2000 by Tech Media
3	Renee Weiss Chase, CAD for Fashion Design, Prentice Hall Publication.
4	Mikell P. Groover & Mory W. Zimmers, CAD/CAM/ Computer Aided Design Manufacturing, Person Education Publication.
5	M. Kathleen Colurs, Fashion Design in Computers, Prentice Hall Publication
6	Frederick F. Croxton & Dudley, Practical Business Statistics, Asia publishing House, Delhi

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Taxonomy Level
CLO1	To Understand Computer Application In Designing	2 Understanding
CLO2	To History of CAD Software	1 Remembering
CLO3	To define CAD in Today 's Fashion Industry. To Define Features and its applications. Of Corel Draw	1 Remembering
CLO4	To Applying Database structure & content.	3 Applying,
CLO5	To Analyse The software configuration of a graphics systems other CAD software feature.	4, 5 Evaluate, Analyze
CLO6	To develop Garment in CAD Software Fashion Industry To Create Geometric Design	6 Creating

Mapping of CLOs with Pos & PSOs

Course	Program Outcomes (POs)										Program Specific Outcomes (PSOs)	
Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO	PO8	PO9	PO10	PSO1	PSO2
CLO1	M		M		M					M		
CLO2	L	L		L		L			L		M	M
CLO3	L	L	L				L			L	L	
CLO4	M		M					M				
CLO5		M				M				M		H
CLO6	H	H		H		H				H	H	

H: High, M: Medium, L: Low

Branch Name:	Faculty of Design
Program Code:	FD102
Course Name:	Yoga & Wellness
Course Code:	11-IKS102-1C
Pre-requisite Course:	Basic knowledge of yoga

Course Objective:

- 1) Student will learn, demonstrate and understand the benefits of regular yoga practice and to articulate a philosophy that yoga can be beneficial to the health and well-being of individuals.
- 2) After learning the course, the students should be able to demonstrate knowledge of subject and reflection/critical thinking from the pranayama, sun salutation, mudras, yoga san, and asana.

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
2	-	-	2	09	25	09	25	-	-	-	-	50

Subject Contents:

Sr No.	Topic	Total Hours	Weightage (%)
1	History and Introduction of yoga	2	5
2	Yogasan	4	15
3	Pranayam	4	15
4	Sun Salutation	2	15
5	Asana	4	15
6	Meditation	2	15
7	Mudras	4	10
8	Critical Thinking	2	10

Course Outcome:

- 1) After learning the course, the students should be able to demonstrate knowledge of subject and reflection/critical thinking from the pranayama, sun salutation, mudras, yogasan, and asana.

List of References:

1. Sabda Manjari
2. Dhatu Manjari
3. Panchtantra
4. Charakasamhita
5. Astanga Hridaya
6. History and Philosoy of Nature Cure by S J Singh

Branch Name:	Faculty of Design
Program Code:	FD102
Course Name:	UHV-I
Course Code:	11-UHV001-1C
Pre-requisite Course:	---

Course Objectives:

- 1) To train the student for Development of a holistic perspective based on self-exploration about themselves (human being), family, society and nature/existence.
- 2) To understand (or develop clarity) the harmony in the human being, family, society and nature/existence.
- 3) To strengthen self-reflection.

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
-	-	-	-	-	-	-	-	-	-	-	-	-

Subject Contents:

Sr No.	Topic	Total Hours	Weightage (%)
1	Case studies : Typical holistic technologies, management models and production systems 6. Vision for the Holistic alternatives, UHVs for entrepreneurship. Strategy for transition from the present state to Universal Human Order: (a) At the level of individual: as socially and ecologically responsible engineers, technologists and managers (b) At the level of society: as mutually enriching institutions and organizations – Right understanding and dilemmas of professional ethics in today's world.	12	25%
2	Holistic perception : of harmony at all levels of existence. Include practice sessions to discuss human being as cause of imbalance in nature (film "Home" can be used), pollution, depletion of resources and role of technology etc.	12	25%
3	Understanding the harmony in the society (society being an extension of family): Resolution, Prosperity, fearlessness (trust) and co-existence as comprehensive Human Goals. Visualizing a universal harmonious order in society- Undivided Society, Universal Human Order- from family to world family.	12	25%
4	Understanding : the harmony in the Nature and its Equanimity, Respect for all, Nature as Teacher .Interconnectedness and mutual fulfilment among the four orders of nature- recyclability and self-regulation in nature . Understanding Existence as Co-existence of mutually interacting units in all- pervasive space. Holistic perception of harmony at all levels of existence.	12	25%

Reference Books:

Sr. No.	Books
1	Jeevan Vidya: Ek Parichaya, A Nagaraj, Jeevan Vidya Prakashan, Amarkantak, 1999.
2	Human Values, A.N. Tripathi, New Age Intl. Publishers, New Delhi, 2004.
3	The Story of Stuff (Book).
4	Small is Beautiful - E. F Schumacher

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Level	Taxonomy
CLO1	To Understand Universal Human Values	2 Understanding	
CLO2	To Remember of Natural Acceptance" and Experiential Validation	1 Remembering	
CLO3	To Define Types of human-human relationship	1 Remembering	
CLO4	To Applying harmony in the Nature and its Equanimity	3 Applying,	
CLO5	To Analyze nature- recyclability and self-regulation in nature	4, 5 Evaluate, Analyze	
CLO6	To Develop Holistic perception of harmony at all levels of existence.	6 Creating	

Mapping of CLOs with Pos & PSOs

Course	Program Outcomes (POs)										Program Specific Outcomes (PSOs)	
Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PSO1	PSO2
CLO1	M		M		M					M		
CLO2	L	L		L		L			L		M	M
CLO3	L	L	L				L			L	L	
CLO4	M		M					M				
CLO5		M				M				M		H
CLO6	H	H		H		H				H	H	

H: High, M: Medium, L: Low