



University of Rajasthan Jaipur

SYLLABUS

(Three/Four Year Under Graduate Programme in B.Des. – Fashion Design)

I & II Semester

Examination-2023-24

As per NEP – 2020

Pj / Jay
By. Registrar (Acad.)
University of Rajasthan
JAIPUR

①

CURRICULUM FOR B.DES (FASHION DESIGN)
PROGRAM CODE UG0502

S.No.	COURSE CATEGORY	TYPE	COURSE CODE	COURSE NAME	L	T	P	TOTAL CREDIT
YEAR 1								
SEMESTER I								
1	DCC-1L	MJR	FAS-51L-101	History Of Art & Design	4	0	0	4
2.	DCC-1P	MJR	FAS-51P-102	History Of Art & Design	0	0	2	2
3	DCC-2L	MJR	FAS-51L-103	Fundamental Of Design & Methods	2	0	0	2
4	DCC-2P	MJR	FAS-51P-104	Fundamental Of Design & Methods	0	0	4	4
5	DCC-3P	MJR	FAS-51P-105	Visualisation & Ideation	0	0	6	6
6	AECC-1			Hindi + English	2+2	0	0	4
7	VAC-1			Value Added Course-I	2	0	0	2
8	SEC-1			Skill Enhancement course - I	2	0	0	2
TOTAL CREDITS ACHIEVED AFTER SEMESTER I								26
SEMESTER II								
1	DCC-4L	MJR	FAS-52L-201	Overview & Evolution of Fashion Industry	4	0	0	4

②

Rj 10a
Dy. Registrar (Acad.)
University of Rajasthan
JAIPUR

CURRICULUM FOR B.DES (FASHION DESIGN)
PROGRAM CODE UG0502

2	DCC-4P	MJR	FAS-52L-201	Overview & Evolution of Fashion Industry	0	0	2	2
3	DCC-5P	MJR	FAS-52P-203	Fashion Illustration & CAD	0	0	6	6
4	DCC-6L	MJR	FAS-52L-204	Material & Form Exploration	2	0	0	2
5	DCC-6P	MJR	FAS-52P-205	Material & Form Exploration	0	0	4	4
6	AECC-2			English + Hindi	2+2	0	0	4
7	VAC-2			Value Added Course-II	2	0	0	2
8	SEC-2			Skill Enhancement course -II	2	0	0	2
TOTAL CREDITS ACHIEVED AFTER SEMESTER II								26

Credits Offered for 1 Year Certificate in Fashion Design	Year 1 Internship Total Credits
	52 + 4 = 56

For EX II AFTER 1st year minimum credits requirements is 52 from course and 4 credits from the internship, hence certificate 56 Credits.

Career Opportunities after 1 Year Certificate in Fashion Design

- Fashion Illustrator
- Fashion Blogger or Influencer
- Fashion Entrepreneur
- Freelancer
- Shop Floor Executive
- Sales Executive
- Customer Executive

P. Jais
Dy. Registrar (Acad.)
University of Rajasthan
JAIPUR

B.Des Semester

(Fashion Design, Interior Design, Jewellery Design, Communication Design, Product Design)

Examination Scheme

Time: Three Hours

Maximum Marks :80

No supplementary Answer book will be given for any candidate. The candidates should write the answers precisely in the main answer book only.

किसी भी परीक्षाओं को एक उत्तर-पुस्तिका नहीं दी जायेगी। परीक्षाओं को समस्त प्रश्नों के उत्तर मुख्य उत्तर पुस्तिका में ही लिखने चाहिए।

Answers to short answer-type questions must be given in sequential order. Similarly, all the parts of one question of descriptive part should be answered in one place in the answer-book.

लघुत्तरात्मक प्रश्नों के उत्तर प्रश्नों के क्रमानुसार ही दें। इसी प्रकार किसी भी एक वर्णनात्मक प्रश्न के अन्तर्गत पूछे गए विभिन्न प्रश्नों के उत्तर उत्तर-पुस्तिका में एक ही स्थान पर क्रमानुसार हल करने चाहिए।

Write your roll number on the question paper before start writing the answers to questions.

प्रश्नों के उत्तर लिखने से पूर्व प्रश्न-पत्र पर रोल नम्बर अवश्य लिखिए।

Part A is compulsory having 10 very short answer-type questions (with a limit of 20 words) of two marks each. The first question is based on knowledge, understanding, and applications of the topics/text covered in the syllabus.

भाग अ में दो अंक के 10 अति लघु उत्तरीय प्रश्न (20 शब्दों की सीमा के साथ) अनिवार्य हैं। पहला प्रश्न पाठ्यक्रम में शामिल विषयों/पाठ के ज्ञान, समझ और अनुप्रयोगों पर आधारित है।

Part B of the question paper is divided into four units comprising question numbers 2-5. There is one descriptive question from each unit with internal choice. Each question will carry 15 marks.

भाग ब के प्रश्न पत्र को प्रश्न संख्या 2-5 सहित चार इकाइयों में विभाजित है। प्रत्येक इकाई से आंतरिक विकल्प के साथ एक वर्णनात्मक प्रश्न है। प्रत्येक प्रश्न 15 अंक का है।

Rg/Vas
By Registrar
University of Rajasthan
Jaipur

3A

DCC-1L

FAS-51L-101: History Of Art & Design

NSQF LEVEL: 5/SEM I	EOSE :-	3 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	20	80
DELIVERY: LECTURE, TUTORIAL	MIN	08	32

DCC-1P

FAS-51P-102: History Of Art & Design

NSQF LEVEL: 5/SEM I	EOSE :-	4 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	10	40
DELIVERY: TUTORIAL	MIN	04	16

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE: The objective of this course is to provide students with a comprehensive understanding of the history of art and design and its influence on contemporary fashion design. The course will explore various art movements, design styles, and influential designers throughout history. Students will analyze and interpret art and design within their historical and cultural contexts and apply this knowledge to inform their design practice.

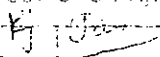
SYLLABUS :

UNITS	TOPIC	TEACHING HOURS
-------	-------	----------------

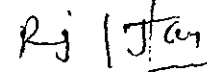
4

Rj/Vas
Dy. Registrar (Acad.)
University of Rajasthan
JALPUR

UNIT I	<p>INTRODUCTION TO ART AND DESIGN HISTORY</p> <ul style="list-style-type: none"> • Importance of studying art and design history in fashion design • Overview of major art movements and design styles • Understanding the relationship between art, design, and culture • Social, historical and cultural context of key art and design movements, theories and practices • Use primary and secondary research methods to investigate an area of practice, with consideration of research ethics <p>ANCIENT ART AND DESIGN</p> <ul style="list-style-type: none"> • Egyptian, Greek, and Roman art and architecture • Prehistoric art and cave paintings • Byzantine and Islamic art and design influences 	20 Hours
UNIT II	<p>RENAISSANCE AND BAROQUE ART</p> <ul style="list-style-type: none"> • Italian Renaissance art and architecture • Northern Renaissance and its impact on design • Baroque art and architecture <p>ART AND DESIGN OF THE 18TH AND 19TH CENTURIES</p> <ul style="list-style-type: none"> • Neoclassical and Romantic movements • Industrial Revolution and its impact on design • Arts and Crafts movement, Art Nouveau, Modernism, Futurism 	20 Hours
UNIT III	<p>MODERN ART AND DESIGN MOVEMENTS</p> <ul style="list-style-type: none"> • Art Deco, Bauhaus, Surrealism, Streamlining, Organic Design • Scandinavian Modern, Contemporary, Pop Art • Impressionism and Post-Impressionism • Art Nouveau and Jugendstil 	20 Hours


 Dy. Registrar (Acad.)
 University of Rajasthan
 JAIPUR

8


 Dy. Registrar (Acad.)
 University of Rajasthan
 JAIPUR

	<ul style="list-style-type: none"> • Cubism, Futurism, and Constructivism • Bauhaus and the International Style <p>CONTEMPORARY ART AND DESIGN</p> <ul style="list-style-type: none"> • Space Age, Minimalism, Postmodernism, Memphis, Deconstructivism • Postmodernism and its influence on design • Contemporary art movements and design trends • Sustainable and socially responsible design practices 	
UNIT IV	<p>FIELD VISITS TO MUSEUMS AND GALLERIES</p> <ul style="list-style-type: none"> • Visit local museums and galleries to observe and analyze artworks and design objects in person • Analyze historical and contemporary design elements and influences <p>INTEGRATION OF ART AND DESIGN HISTORY INTO FASHION</p> <p>Applying knowledge of art and design history to inform design decisions</p> <ul style="list-style-type: none"> • Incorporating historical design styles and elements into contemporary projects • Creating design concepts inspired by specific art movements or periods 	30 Hours

SUGGESTED BOOKS AND REFERENCES:

1. "The Story of Art" by E.H. Gombrich
2. "A World History of Art" by Hugh Honour and John Fleming
3. "Fashion: The Definitive History of Costume and Style" by DK Publishing
4. "A History of Fashion" by J. Anderson Black and Madge Garland
5. "Design: A Very Short Introduction" by John Heskett
6. "Design as Art" by Bruno Munari
7. "The Language of Clothes" by Alison Lurie
8. "Survey of Historic Costumes" by Phyllis G. Tortora

LEARNING OUTCOMES:

(6)

P. J. Vas
 Dy. Registrar
 University of Rajasthan
 JAIPUR

By the end of the course, students should be able to:

1. Demonstrate knowledge of major art movements and design styles throughout history.
2. Analyze and interpret artworks and design objects within their historical and cultural contexts.
3. Understand the impact of historical art and design on contemporary fashion design.
4. Apply historical design elements and styles to inform their design concepts and projects.
5. Recognize and appreciate the contributions of influential designers throughout history.
6. Conduct visual analysis and critical interpretation of art and design works.
7. Communicate the historical and cultural significance of art and design in written and oral presentations.

MOOC:

Students are encouraged to enroll in the following MOOCs to supplement their learning:

1. "Art and Ideas: Teaching with Themes" on Coursera
2. "Design Thinking: Creativity for the 21st Century" on edX

A / Jas
Registrar (Acad.)
University of Rajasthan
JAIPUR

7

DCC-2L

FAS-51L-103: Fundamental Of Design & Methods

NSQF LEVEL: 5/SEM I	EOSE:-	3 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	10	40
DELIVERY: LECTURE, TUTORIAL	MIN	04	16

DCC-2P

FAS-51P-104: Fundamental Of Design & Methods

NSQF LEVEL: 5/SEM I	EOSE:-	4 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	20	80
DELIVERY: TUTORIAL	MIN	08	32

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE: The objective of this course is to introduce students to the fundamental principles of design and design methods. Through hands-on practice and experimentation, students will learn how to generate and refine design concepts, create visual representations of their ideas, and develop a critical understanding of the design process.

SYLLABUS:

UNITS	TOPIC	TEACHING HOURS
UNIT I	INTRODUCTION TO DESIGN THINKING	20 hours

(8)

R. J. Tar
Dy. Registrar (Acad.)
University of Rajasthan
JAIPUR

	<ul style="list-style-type: none"> • Understanding design as problem-solving • Introduction to design thinking and its application • Case studies on successful designs <p>ELEMENTS AND PRINCIPLES OF DESIGN</p> <ul style="list-style-type: none"> • Basic elements of design: line, shape, form, texture, color • Principles of design: balance, proportion, rhythm, contrast, unity • Examples of designs that demonstrate effective use of elements and principles 	
UNIT II	<p>SKETCHING AND VISUAL COMMUNICATION</p> <ul style="list-style-type: none"> • Techniques for sketching and drawing • Principles of visual communication • Basic principles of composition <p>DESIGN PROCESS AND METHODOLOGIES</p> <ul style="list-style-type: none"> • Overview of design process and methodology • User-centered design process • Prototyping and testing 	20 hours
UNIT III	<p>DESIGN TOOLS AND TECHNOLOGIES</p> <ul style="list-style-type: none"> • Introduction to design tools and software • Selecting appropriate tools for design projects 	20 hours
UNIT IV	<p>FIELD WORK</p> <ul style="list-style-type: none"> • Visiting design studios, exhibitions, and design shows • Collecting reference material for projects 	30 hours

SUGGESTED BOOKS AND REFERENCES:

1. Design Thinking: Understanding How Designers Think and Work by Nigel Cross
2. The Design of Everyday Things by Don Norman
3. A Designer's Art by Paul Rand
4. Design Basics by David A. Lauer and Stephen Pentak

LEARNING OUTCOMES OF THE COURSE:

1. Understand the basic principles of design and design thinking.
2. Develop a critical understanding of the design process and methodologies.
3. Demonstrate an ability to generate and refine design concepts.

Rj/Vas
Dy. Registrar (Acad.)
University of Rajasthan

9

4. Develop visual communication and presentation skills.
5. Understand the importance of user-centered design and prototyping.
6. Be able to select and use appropriate design tools and technologies.
7. Gain exposure to the design industry through fieldwork and studio visits.

Rj 10/03
Dy. Registrar (Acad.)
University of Rajasthan
JAIPUR

10

DCC-3P

FAS-51P-105: Visualisation & Ideation

NSQF LEVEL: 5/SEM I	EOSE:-	4 HOURS	
CREDITS: 6 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	30	120
DELIVERY: PRACTICAL	MIN	12	48

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE: This course aims to provide students with fundamental drawing techniques and visual communication skills used in the field of design. By the end of the course, students will be able to sketch, draw, and present their ideas visually using various tools and techniques.

SYLLABUS:

UNITS	TOPIC	TEACHING HOURS
UNIT I	INTRODUCTION TO VISUAL COMMUNICATION Introduction to the basics of visual communication and its significance in design, an overview of the course content and objectives. DRAWING BASICS Line, Shape, Form, and Proportion: Introduction to basic drawing techniques including line work, geometric shapes, freehand sketching, and understanding the proportions and forms of objects.	20 hours

Raj [Signature]
Dy. Registrar (Ac&E.)
University of Rajasthan
JAIPUR

UNIT II	<p>PERSPECTIVE DRAWING TECHNIQUES</p> <p>Introduction to 1-point, 2-point, and 3-point perspective drawing techniques and how to use them to create 3D visualizations.</p>	40 hours
UNIT III	<p>RENDERING TECHNIQUES</p> <p>Introduction to different rendering techniques such as hatching, cross-hatching, stippling, and shading, and how to use them to create realistic textures and materials.</p> <p>COMPOSITION AND LAYOUT DESIGN</p> <p>Introduction to the principles of composition and layout design, and how to apply them to create effective visual communication.</p>	40 hours
UNIT IV	<p>PRESENTATION TECHNIQUES</p> <p>Introduction to presentation techniques and how to use them to present design ideas effectively.</p> <p>Introduction to Technologies of Virtuality Producing VR and AR Experiences</p>	10 hours

SUGGESTED BOOKS AND REFERENCES:

1. "Drawing for Designers" by Alan Pipes
2. "Design Drawing" by Francis D.K. Ching and Steven P. Juroszek
3. "Sketching: Drawing Techniques for Product Designers" by Koos Eissen and Roselien Steur

LEARNING OUTCOMES:

1. Develop fundamental drawing techniques used in the field of design.
2. Apply perspective drawing techniques to create 3D visualizations.
3. Use rendering techniques to create realistic textures and materials.
4. Communicate design ideas visually through freehand sketching.
5. Create effective compositions and layouts.
6. Present design ideas effectively through visual aids.

12

Dy. Registrar (Acad.)
University of Rajasthan
JAIPUR

.MOOCS:

1. "Drawing for Designers" by Alan Pipes - Online Course available on Udemy (<https://www.udemy.com/course/drawing-for-designers/>)
2. "Introduction to Sketching for Product Designers" - Online Course available on Coursera (<https://www.coursera.org/learn/sketching>)
3. "Color Theory for Designers" - Online Course available on Skillshare (<https://www.skillshare.com/classes/Color-Theory-for-Designers-Core-Concepts-and-Exercises/1675562632>)

Pj / Jas
Dy. Registrar (Acad.)
University of Rajasthan
JIPUR

13

AECC-1

Hindi

*Syllabus Prescribed by the University of Rajasthan

VAC-1

Value Added Course-I

*Select a course from the list provided by the University of Rajasthan for the Value Added Course.

SEC-1

Skill Enhancement Course-I

*Select a course from the list provided by the University of Rajasthan for the Skill Enhancement Course.

Rj / Jsr
Dy. Registrar (Acad.)
University of Rajasthan
JAIPUR

DCC-4L

FAS-52L-201: Overview and Evolution of Fashion Industry

NSQF LEVEL: 5/SEM II	EOSE :-	3 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	20	80
DELIVERY: LECTURE, TUTORIAL	MIN	08	32

DCC - 4P

FAS- 52P -202:Overview and Evolution of Fashion Design Industry

NSQF LEVEL: 5/SEM II	EOSE :-	2 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	10	40
DELIVERY: TUTORIAL	MIN	04	16

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE:

The unit exposes the students through the mass production process of the garments. The different types of machines used and the method & ethical practices of producing garments in the fashion industry & its evolution would be covered in this course. The objective of the course is to explore the historical context, cultural influences, and key movements that have shaped fashion throughout time. Students will analyze the impact of social status, industrialization, and globalization on fashion, as well as examine the challenges and opportunities presented by sustainability and diversity in the contemporary industry. By the end of the course, students will have gained a comprehensive understanding of fashion's evolution and developed critical thinking skills to navigate its future trends and innovations.

15

Raj / Ray
Dy. Registrar (Acad.)
University of Rajasthan
JAIPUR

SYLLABUS:

UNITS	TOPICS	TEACHING HOURS
Unit-I	<p>INTRODUCTION TO THE FASHION INDUSTRY</p> <ul style="list-style-type: none"> • Definition, scope, and evolution • Key players and stakeholders in the fashion industry: Designers, manufacturers, retailers, and consumers • Fashion cycles and trends: Seasonal collections, fast fashion, and sustainability • Fashion market segments: High-end luxury, ready-to-wear, and mass-market • Careers in the fashion industry: Design, production, merchandising, marketing, and retail <p>FASHION DESIGN AND PRODUCT DEVELOPMENT</p> <ul style="list-style-type: none"> • The role of fashion designers: Conceptualization, inspiration, and sketching • Fashion design process: From ideation to garment production • Textiles and materials: Fabrics, trims, and sourcing • Garment construction techniques: Cutting, sewing, and finishing • Fashion forecasting: Trend analysis and predicting consumer preferences 	25
Unit-II	<p>FASHION MARKETING AND RETAILING</p> <ul style="list-style-type: none"> • Fashion marketing strategies: Branding, advertising, and promotion • Consumer behavior in the fashion industry: Factors influencing purchase decisions • Fashion retail formats: Brick-and-mortar stores, e-commerce, and omni-channel retailing • Visual merchandising and store design: Creating compelling shopping experiences • Fashion events and runway shows: Fashion weeks and their significance <p>ETHICAL AND SUSTAINABLE PRACTICES IN FASHION</p> <ul style="list-style-type: none"> • Environmental and social impacts of the fashion industry 	25

P. J. Jay
 Registrar (Acad.)
 Rajasthan

26

	<ul style="list-style-type: none"> • Ethical considerations in fashion: Labor rights, fair trade, and responsible sourcing • Circular economy and upcycling • Slow fashion movement • Future trends in sustainable fashion: Innovations and industry initiatives 	
Unit-II	<p>FOUNDATION OF THE FASHION INDUSTRY</p> <ul style="list-style-type: none"> • Definition, historical context, and cultural influences • Evolution of fashion: From ancient civilizations to the modern era • Key fashion movements and designers: Renaissance, Baroque, Romanticism, and Art Nouveau • Fashion and social status • Impact of industrialization on fashion: Mass production and the rise of the fashion industry <p>TWENTIETH- CENTURY FASHION</p> <ul style="list-style-type: none"> • Flappers, Art Deco, and the liberation of women's fashion • World War II and its impact on fashion: Utility clothing, rationing, and the emergence of sportswear • Post-War Fashion: Christian Dior's New Look, haute couture, and the return to elegance • Youth culture and counterculture fashion: The influence of the 1960s and 1970s on fashion 	25
Unit-IV	<p>CONTEMPORARY FASHION AND GLOBALIZATION</p> <ul style="list-style-type: none"> • The rise of ready-to-wear fashion: Fast fashion, globalization, and democratization of style • Fashion capitals and their influence: Paris, Milan, New York, London, and emerging fashion scenes • Fashion and technology: The impact of digitalization, e-commerce, and social media • Diversity and inclusivity in the fashion industry: Representation, body positivity, and cultural appropriation • Sustainability and ethical considerations in contemporary fashion <p>FUTURE TRENDS AND INNOVATION IN FASHION</p> <ul style="list-style-type: none"> • Fashion in the digital age: Virtual reality, augmented reality, and digital fashion experiences • Sustainable fashion and circular economy practices: Eco-friendly materials, upcycling, and slow fashion 	30

(17)

12/Jan
Dy. Registrar (Acad.)
University of Rajasthan

	<ul style="list-style-type: none"> • Technology-driven innovations in textiles and manufacturing: Smart fabrics, 3D printing, and wearable tech • Fashion and sustainability advocacy: Fashion Revolution, conscious consumerism, and industry initiatives • Fashion forecasting and trend analysis: The role of trend agencies and predicting future fashion directions 	
--	---	--

REFERENCES

- "Fashion: A History from the 18th to the 20th Century" by Kyoto Costume Institute
- "Fashion: The Definitive History of Costume and Style" by DK Publishing
- "Fashion: The Whole Story" by Marnie Fogg
- "The Fashion Book: New and Expanded Edition" by Phaidon Editors
- "The Fashion System" by Roland Barthes
- "Fashion Theory: A Reader" edited by Malcolm Barnard
- "Fashion: The Key Concepts" by Jennifer Craik
- "The End of Fashion: How Marketing Changed the Clothing Business Forever" by Teri Agins
- "Fashion and Its Social Agendas: Class, Gender, and Identity in Clothing" by Diana Crane
- "Fashioning the Future: Tomorrow's Wardrobe" by Suzanne Lee
- Peyton B. Hudson (1989), Guide to Apparel Manufacturing, MEDIApparel Inc.
- H.Carr. B. Latham, (1988), The Technology of Clothing Manufacture, Blackwell Scientific Publications.
- The Apparel Design and Production Handbook: A Technical Reference, Fashionindex Incorporation.
- Richard Jones, (2006), the Apparel Industry, John Willey & Sons.

LEARNING OUTCOMES

- Students will be able to distinguish the different departments of the industry, ancient & latest technology, and system in the garment industry, and understand the documentation requirements of the industry.
- Students will be able to read and gain a comprehensive understanding of the historical context and cultural influences that shaped fashion evolution.
- Develop critical thinking skills to evaluate the impact of social, industrial, and technological factors on fashion, and assess sustainability, ethics, and diversity in the industry.
- Explore future trends and innovations in fashion, including technology integration and sustainable practices, and be able to effectively communicate and contextualize fashion trends within historical, cultural, and social framework

19

Kj 1 Jen
Dy. Registrar (Acad.)
University of Rajasthan
JALPUR

DCC-5P

DCC-5P

FAS-52P-203: Fashion Illustration & CAD

NSQF LEVEL: 5/SEM II	EOSE :-	4 HOURS	
CREDITS: 6 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	30	120

PRE-REQUISITE OF THE COURSE: Basic Sketching Skills, Application of different color mediums, elementary color applications

OBJECTIVE:

In this Unit, students will get exposed to drawing Human Figures and will know how to illustrate different kinds of drapes and render different types of textures, patterns, and prints on fashion figures. Variations in fashion figures, hairstyles, and facial features. Students study and develop figures from basic stick to block and then to flesh fashion figures. They will learn to illustrate and render different types of footwear, bags, and other accessories.

SYLLABUS:

UNITS	TOPICS	TEACHING HOURS
Unit-I	<ul style="list-style-type: none">• Understanding type of body shape• Basic design and Fashion Illustration• Stick figure and movements• 8 ½ block heads / 10 ½ heads in movements- front pose and side pose• Mannequin drawing• Freehand drawing- stylized figures• Understanding different mediums on fleshed figures (5 mediums) and rendering and explorations• Practice human drawing- movements	20

(19)

Rj / Jau
Dy. Registrar (Acad.)
University of Rajasthan
JAIPUR

Unit-II	<ul style="list-style-type: none"> • Exploration of different materials & medium: Shading pencil, charcoal pencil, Micro-tip pen and black ink, pencil colors, watercolors/ poster colors • Practice illustrations with mixed media using paper, pencil, colors, inks, fabrics, and other creative material one can think of. • Accessorize the human figure boots, caps, shoes, bags, etc. • Render costumes and products of different fabrics. • Stylized fashion illustration with draped fabric & its textures 	25
Unit-III	<p>Introduction to CAD through 2D Softwares</p> <ul style="list-style-type: none"> • Conversion of manual illustrations into CAD • Flat Drawing and Spec sheets in CAD • Draping and rendering in CAD 	25
Unit-IV	<p>Complete projects with storyboards and Inspiration.</p> <ul style="list-style-type: none"> • Formatting of Mood Board, Color Board, Client Profile. • Concept of Choosing Paper & Resolution • Concept of layout and margins • Digital Portfolio Development 	20

REFERENCES

- Abing, Bina, (2007) Fashion Sketchbook, Fairchild Publications, in New York,
- A. Dawber, (2007) Big Book of Fashion Illustration. Batsford London.
- John Ireland, Patrick, Fashion Design Illustration: Men, London; Batsford Fashion Books.
- John Ireland, Patrick (1995) Fashion Design Illustration: Women's Batsford Fashion Books London.
- John Ireland, Patrick, (1995) Fashion Design Illustration Children Batsford Fashion Books London.
- L. Borelli, (2007) Fashion Illustration by Fashion Designers, Chronicle Books Ltd. US
- C. Tatham, J. Seaman (2007) Fashion Design Drawing Course, Barron's Educational Series.
- User manuals of the specialized software.
- Reference Book of M. S. Office 210 :- Office 2010 Bible Author Name of Office 2010 Bible John Walkenbach, Herb Tyson, Michael R. Groh, Faith Wempen and Lisa A. Bucki
- Reference Book of Corel Draw X7: CorelDRAW X7: The Official Guide, Author Name of CorelDRAW X7: The Official Guide: Gary David Bouton.
- Reference Book of Adobe Photoshop CC 2015 :- Adobe Photoshop CC Classroom in a Book (2015 release) Author Name of Adobe Photoshop CC Classroom in a Book (2015 release): Andrew Faulkner (Author), Conrad Chayez

20

P. J. Khan
Professor (Acad.)
Peshawar

LEARNING OUTCOMES

- Learners will be able to illustrate and understand the type of body shape.
- Learners will be able to extend and apply skills in developing creative visual language.
- able to apply different color mediums through experimental ideas.
- Be able to sketch the fashion figure, fabric drape, and render the texture.

PJ Vas
Dy. Registrar (Acad.)
University of Rajasthan
JAIPUR

(21)

DCC-6L

FAS-52L 204 Material & Form Exploration

NSQF LEVEL: 5/SEM II	EOSE :-	3 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	10	40
DELIVERY: LECTURE, TUTORIAL	MIN	04	16

DCC-6P

FAS-52P-205: Material & Form Exploration

NSQF LEVEL: 5/SEM II	EOSE:-	4 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	20	80
DELIVERY: TUTORIAL	MIN	8	32

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE: The objective of this course is to provide students with a comprehensive understanding of the interplay between materials and form in design. The course will focus on developing students' skills in exploring and manipulating form while integrating material properties. By integrating material and form exploration, students will learn to create innovative and sustainable design solutions.

22

Raj Kumar
Dy. Registrar (Acad.)
University of Rajasthan
JAIPUR

SYLLABUS:

UNITS	TOPICS	TEACHING HOURS
UNIT I	<p>INTRODUCTION TO FORM AND MATERIAL EXPLORATION</p> <ul style="list-style-type: none"> • Understanding the relationship between form and material in design • Overview of techniques for form exploration • Introduction to different materials and their properties <p>SKETCHING AND DOODLING FOR FORM EXPLORATION</p> <ul style="list-style-type: none"> • Techniques for sketching and doodling to explore form • Developing observational skills and hand-eye coordination • Integrating materials into sketching exercises. 	20 hours
UNIT II	<p>MODEL MAKING AND MATERIAL MANIPULATION</p> <ul style="list-style-type: none"> • Introduction to materials used in model making • Techniques for constructing models and manipulating materials • Exploring form through physical models <p>DIGITAL TOOLS FOR FORM EXPLORATION</p> <ul style="list-style-type: none"> • Introduction to 3D modeling software (e.g., SketchUp) • Techniques for generating and manipulating forms digitally • Integrating material properties and textures in digital models 	30 hours
UNIT III	<p>EVALUATION, REFINEMENT, AND MATERIAL SELECTION</p> <ul style="list-style-type: none"> • Methods for evaluating and refining different form options • Critique sessions for evaluating student work • Consideration of material properties in form selection and refinement <p>MATERIAL APPLICATION AND INTEGRATION IN DESIGN</p> <ul style="list-style-type: none"> • Hands-on exploration of different materials and their 	30 hours

	<p>applications</p> <ul style="list-style-type: none"> • Experimentation with material combinations to enhance form • Integrating materials and form into design projects 	
UNIT IV	<p>SUSTAINABLE MATERIAL PRACTICES</p> <ul style="list-style-type: none"> • Introduction to sustainable materials and their role in design • Exploring eco-friendly material options and considerations • Future trends in sustainable material exploration <p>MATERIAL AND FORM INNOVATION</p> <ul style="list-style-type: none"> • Introduction to new and emerging materials in design • Case studies of innovative material applications • Discussion on future directions of material and form exploration 	30 hours

SUGGESTED BOOKS AND REFERENCES:

1. Design Thinking: Understanding How Designers Think and Work by Nigel Cross
2. Form, Function, and Design by Paul A. Heskett
3. Sketching: The Basics by Roselien Steur and Koos Eissen
4. Material Revolution: Sustainable and Multi-Purpose Materials for Design and Architecture by Sascha Peters

MOOCS AND SELF-LEARNING INSTRUCTIONS:

1. Sketching for Product Designers:
<https://www.udemy.com/course/sketching-for-product-designers/>
2. 3D Modeling for Beginners:
<https://www.udemy.com/course/3d-modeling-for-beginners-learn-to-create-3d-models-from-scratch/>
3. "Materials Science and Engineering: A Comprehensive Introduction" offered by MIT OpenCourseWare
4. "Sustainable Materials for Emerging Technologies" offered by Coursera

(24)

H/W
Dr. Rajendra K. Rajasth
M.PUR

SELF-LEARNING INSTRUCTIONS:

1. Practice sketching and doodling to explore different forms and integrate material elements.
2. Experiment with different materials for model making and document the outcomes.
3. Explore and learn different 3D modeling software to create digital models that incorporate both material and form.
4. Visit material suppliers and manufacturers to gain hands-on experience with materials and understand their properties.
5. Conduct material testing experiments to explore the physical properties and behavior of materials.
6. Explore online resources, case studies, and industry publications to stay updated.

LEARNING OUTCOMES:

- Understanding the relationship between form and material.
- To explore and manipulate form while integrating material properties
- To create innovative and sustainable design solutions.
- To critically evaluate, refine and select material and their properties.

Pj Na
Dy. Registrar (Acad.)
University of Rajasthan
JAIPUR

(25)

AECC-2

English

Pj Jas
Dy. Registrar (Acad.)
University of Rajasthan
JAIPUR

(26)

AECC-2

English

*Syllabus Prescribed by the University of Rajasthan

VAC-2

Value Added Course-II

*Select a course from the list provided by the University of Rajasthan for the Value Added Course.

SEC-2

Skill Enhancement Course-II

*Select a course from the list provided by the University of Rajasthan for the Skill Enhancement Course.

Rj/Var
Dy. Registrar (Acad.)
University of Rajasthan
JAIPUR