

B. VOC. IN FASHION TECHNOLOGY :- 1ST YEAR

Semester 1st :- Skill Component Subjects

Subject:- Advanced Pattern Making

Code No	<u>101</u>
Learning outcome	<ul style="list-style-type: none"> ➤ To understand the basic knowledge of Pattern Making ➤ To gain the knowledge about measurement technique, draping, grading, marker making. ➤ To make the pattern of various garments like shirt, T-Shirt, Trousers, Women's basic bodice. etc. ➤ To match a tool to their function for drafting patterns. ➤ To understands the importance of the dart. ➤ To understand production terms and the associate's tasks related to the terms. ➤ To know the stitching detail of the garments ➤ To know the basic detail of stitching.
Course outcome	<ul style="list-style-type: none"> ➤ To consolidate student's knowledge of advanced pattern making techniques. ➤ Students will be able to apply various techniques related to drafting, draping, and constructing of garments. ➤ To give opportunity to learn new skills to students in general. The course will cover two main areas; patterns and sewing. ➤ The student will able to demonstrating knowledge of various landmarks on the body, required for making garments.
Specific outcome	Students can become pattern makers, Assistant pattern makers, dressmakers, sewing machine operators. Sample coordinator
Course Content	<ol style="list-style-type: none"> 1. Introduction of Pattern Making <ol style="list-style-type: none"> a) Types of Pattern Block b) Measurement : Types and Techniques c) Spec Sheet, Size chart, tools of pattern making. d) Terminology of Pattern Making. 2. Basic Body Block and Sleeve Block(Children and Adult) 3. Adaptation of Body Block by Dart Manipulation Method. 4. Types of sleeves <ol style="list-style-type: none"> a) Raglon b) Kimono c) Dolman d) Leg-o-Mutton e) Petal f) Bell sleeve g) Puff sleeve and its variation. 5. Collars and its variations(Kids) <ol style="list-style-type: none"> a) Peter pan collar b) Cap collar c) Sailor d) Shawl collar e) Mandarin Collar f) Chinese collar g) Shirt collar

	6. Skirts and its variations a) Basic one dart skirt b) Two dart skirt c) Circular skirt d) Pleated Skirts. 7. Drafting of Knickers
Pattern Making Practical	8. Introduction to general sewing techniques. 9. Seams and Stitches. 10. Stitching of components of shirts(collar, cuff, patch pocket, sleeve placket) 11. Stitching of Body block and sleeve block 12. Stitching of Kids shirt 13. Stitching of Knickers 14. Stitching of A-Line frock 15. Stitching of Skirts
Assignment	1) Complete Pattern File with pattern blocks 2) Basic sewing techniques file with all the sample of seams, stitches, and components of shirt. 3) Submission of Garment.
References Books-	<ul style="list-style-type: none"> • Cutting And Tailoring Theory by GayatriVerma& Kapil Dev, Asian Publishers NaiSarak Delhi, India • Cutting & Tailoring Course by GayatriVerma& Kapil Dev, Asian Publishers NaiSarak Delhi, India • Matric Pattren Cutting by Winifred Aldrich, Blackwell Publishing Ltd. England • Dress Fitting Basic Principles & Practice by Natalie Bray, Blackwell Publishing Ltd. England • Dress Pattern Designing The Basic Principles of Cut & Fit by Natalie Bray, Blackwell Publishing Ltd. England • Patternmaking for Fashion Design by Helen Joseph Armstrong

Semester 1st :- Skill Component subjects

Subject:- Fashion Merchandising

Course Code	<u>102</u>
Learning outcome	<ul style="list-style-type: none"> ➤ To understand the meaning of marketing and merchandising. ➤ To understand the Role and Responsibilities of Merchandiser. ➤ To understand the basics of Marketing, concepts of marketing. ➤ To understand the market trend. ➤ To impart the knowledge about the merchandising process ➤ To impart the knowledge about the new fashion trend.
Course outcome	<ul style="list-style-type: none"> ➤ Students will be able to demonstrate key concepts of fashion merchandising, retail buying, special events and promotions, visual merchandising, and image/fashion consulting. ➤ Student will be able to understand the organization of apparel industry & business etiquettes ➤ Student will be able to understand responsibilities, objectives and strategies for apparel merchandising

	<ul style="list-style-type: none"> ➤ Student will be able to understand the role and responsibilities of merchandiser ➤ Student will be able to understand various sourcing systems used in apparel merchandising ➤ Student will be able to understand the procedures, rules and documentation related to exports business ➤ Student will be able to understand the basic requirements for ISO registration
Specific outcome	Students can become Merchandiser, Assistants Merchandiser, Manager and Sample coordinator
Course Content	<ol style="list-style-type: none"> 1. Introduction to Marketing 2. Place of Marketing and Merchandising in Fashion Industry 3. 4 P's of marketing <ul style="list-style-type: none"> • Developing Marketing Strategy and Tactics 4. Introduction to Merchandising. 5. Types of Merchandiser. 6. Role and responsibilities of Merchandiser. 7. Merchandising terminology and concepts 8. Fashion Cycle & Fashion adaptation theories 9. Sample Approvals 10. Merchandising Planning Tools & Techniques. 11. Merchandising Calendar 12. Planning the Line 13. Time & Action Plan 14. Fashion Retail Business 15. Garment Costing 16. International Marketing <ul style="list-style-type: none"> • Introduction • International Marketing channels • Market Selection and market profiling • Product strategies • Promotion strategies • Export pricing • Export finance • Export risk insurance • Export packaging and labelling • Quality control and per shipment inspection 17. Foreign trade <ul style="list-style-type: none"> • Foreign trade control and Exim policy • Export promotions • Export procedures and document • Major problem of India's exports sector
Assignment	<ol style="list-style-type: none"> 1. Merchandiser Master File 2. Merchandiser calendar 3. Market survey

References Books-	<ul style="list-style-type: none"> • Fashion Buying and Merchandising Management by Tim Jackson and David Shaw • Apparel Merchandising by M Krishan Kumar
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Semester 1st : Skill component Subject

Subject:- Design Idea

Code No	<u>103</u>
Learning outcome	<ul style="list-style-type: none"> ➤ To develop the knowledge about elements of design and Fashion ➤ To develop the knowledge about principles of Design ➤ To develop the idea of how to use the different elements of Design ➤ To enhance the knowledge of design ➤ To know Colour theory ➤ To develop the knowledge of presentation technique. ➤ To give the knowledge about various fashion centres of world, major fashion shows, exhibitions colour forecast.
Course outcome	<ul style="list-style-type: none"> ➤ Students can adapt their artistic abilities to support their future design careers. ➤ Develop a systematic, critical approach to problem solving at all levels of the design process.
Specific outcome	<ul style="list-style-type: none"> ➤ Students can become Fashion designer, Instructor
Course Content	<ol style="list-style-type: none"> 1. Introduction the Basic Design Idea. 2. Elements of design 3. Colour Theory 4. Principles of Design 5. Elements of Fashion 6. Market Research <ol style="list-style-type: none"> a) Importance of Research b) Types of Research 7. Design essentials 8. Design conceptualization 9. Design presentation techniques 10. Fashion designer: Indian & International. 11. Major Fashion Centres of World 12. Major Fashion shows, Exhibitions 13. Forecasting of colour, fabric and design
Assignment	<ol style="list-style-type: none"> 1. File submission of sheets presenting the elements of design 2. File submission of sheets presenting the principles of design 3. File submission of sheets of colour theory 4. Assignment of Indian and International Fashion Designer
References Books-	<ul style="list-style-type: none"> • Fashion Design Process, innovation, & Practice by Kathryan McKelvey & Janine Munslow

Semester 1st: Skill Component**Subject:- History of Fashion**

Course Code	104
Learning outcome	<ul style="list-style-type: none">➤ To understand the history of fashion and evaluation of fashion➤ To gain the knowledge about costumes in ancient civilization.➤ To know about Indian Costume➤ To know about Traditional Indian costumes of different states
Course outcome	<ul style="list-style-type: none">➤ Students will be able to identify and discuss concepts related to the historical background of textiles and fashion.➤ Students will be able to identify and discuss concepts related to the design, production and evaluation of textile and apparel products➤ Students will be able to recognize impact of fashion history in current fashion characteristics➤ Students can Judge how apparel production influences the quality of the product.
Specific outcome	Students can become Fashion designer, Instructor
Course content	<ol style="list-style-type: none">1. Development of costume with reference to historical background.2. Costumes of Ancient Civilization<ul style="list-style-type: none">• Egyptian• Greek• Roman• Byzantine3. Egyptian costumes: 12th to 21st century4. History of Indian Costume<ul style="list-style-type: none">• Per Historic era• Vedic Period• Maurya and Sunga Period• Satvahana period• Kushan period• Gupta period• Mughal• British5. Costumes of States<ul style="list-style-type: none">• Kashmir• Punjab• Utter Pradesh• South Indian Costume• Rajasthan• Hariyana• Tamilnadu• Andhra Pradesh• Maharastra
Assignment	<ol style="list-style-type: none">1. File submission of costumes of ancient civilization and Egyptian costume, costumes of different states.

References Books-	<ul style="list-style-type: none"> ● History of Fashion by J.Anderson Black
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Semester 2nd : Skill Component

Subject:- Advanced Pattern Making II

Course Code	201
Learning outcome	<ul style="list-style-type: none"> ➤ To understand the basic knowledge of Pattern Making ➤ To gain the knowledge about measurement technique, draping, grading, marker making. ➤ To make the pattern of various garments like shirt, T-Shirt, Trousers, Women's basic bodice. etc. ➤ To match a tool to their function for drafting patterns. ➤ To understands the importance of the dart. ➤ To understand production terms and the associate's tasks related to the terms. ➤ To know the stitching detail of the garments ➤ To know the basic detail of stitching.
Course outcome	<ul style="list-style-type: none"> ➤ To consolidate student's knowledge of advanced pattern making techniques. ➤ Students will be able to apply various techniques related to drafting, draping, and constructing of garments. ➤ To give opportunity to learn new skills to students in general. The course will cover two main areas; patterns and sewing. ➤ The student will able to demonstrating knowledge of various landmarks on the body, required for making garments.
Specific outcome	Students can become pattern makers, Assistant pattern makers, dressmakers, sewing machine operators
Course content	<ol style="list-style-type: none"> 1. Kid's wear <ol style="list-style-type: none"> a) Basic shirt b) Knicker c) Jeans d) A-Line Frock e) Party wear 2. Men's Shirt 3. Men's Trouser 4. Women's Shirt 5. T-Shirt 6. Introduction to Draping 7. Introduction to Grading 8. Introduction to Marker Making.
Assignment	<ul style="list-style-type: none"> ➤ Drafting file submission ➤ Submission of garments

References Books-	<ul style="list-style-type: none"> ● Cutting And Tailoring Theory by GayatriVerma& Kapil Dev, Asian Publishers NaiSarak Delhi, India ● Cutting & Tailoring Course by GayatriVerma& Kapil Dev, Asian Publishers NaiSarak Delhi, India ● Matric Pattren Cutting by Winifred Aldrich, Blackwell Publishing Ltd. England ● Dress Fitting Basic Principles & Practice by Natalie Bray, Blackwell Publishing Ltd. England ● Dress Pattern Designing The Basic Principles of Cut & Fit by Natalie Bray, Blackwell Publishing Ltd. England ● Patternmaking for Fashion Design by Helen Joseph Armstrong
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Semester 2nd : Skill Component

Subject:- Fashion Illustration

Course Code	202
Learning outcome	<ul style="list-style-type: none"> ➤ To develop skill in the figure drawings and develop their own illustrations ➤ To develop skill in the figure drawings and develop their own illustrations and rendering styles ➤ To understand how to draw flats and two dimensions sketches
Course outcome	<ul style="list-style-type: none"> ➤ Students will be able to Enhance expertise in studio based skills and illustration principles that foster acumen for visual storytelling. ➤ Students will be able to draw the human figure and environment, from imagination and observation. ➤ Students will be able to execute drawings and finished illustrations that demonstrate expertise in dynamic composition, spatial relationship, and design ➤ Students will be able to assess how consumer’s needs and wants influence apparel production. ➤ Students will be able to identify the integration of multi-cultural fashion symbols into global fashion.
Specific outcome	Students can become Fashion designer,, Run own boutique / fashion studio
Course Content	<ol style="list-style-type: none"> 1. Basics of Illustrations 2. Pencil shadings 3. Croquies 4. Stick figures 5. Hand and leg movements 6. Features drawing 7. Body movement 8. Hairstyles 9. Poses and composition 10. Stylized rendering 11. Theme work. 12. Flat drawing of dress library. 13. Advance illustration techniques.
Assignment	<ol style="list-style-type: none"> 1. File submission of sheets of croquies 2. File submission of illustration of garments design on theme work 3. File submission of dress library

References Books-	<ul style="list-style-type: none"> • Fashion Design Illustration Children by Patrick John Ireland • Foundation in Fashion Design & Illustration by Julian Seaman • Illustrating Fashion by Steven Stipelman
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Semester 2nd : Skill Component

Subject:- Traditional Indian Textile

Course Code	203
Learning outcome	<ul style="list-style-type: none"> ➤ To make students aware of different kinds of textiles of India and thus help them in designing ➤ To make students aware of rich and cultural heritage of our country.
Course outcome	<ul style="list-style-type: none"> ➤ Students will be able to create awareness about the different traditional textiles of India. ➤ Students will be able to develop an understanding about different products using traditional textile techniques and the changes in a particular technique over a period of time. ➤ To present the students' learning in the subject through an exhibition..
Specific outcome	Students can become Fashion designer, Instructor
Course Content	<ol style="list-style-type: none"> 1. Painting of India <ol style="list-style-type: none"> a) Madhubani b) Kalamkari c) Patachitra d) Miniature 2. Textile of India <ol style="list-style-type: none"> a) Himroo b) Bandhani c) Leharia d) Block print e) Screenprint f) Pipli g) Kashmiri Shawl 3. Ikat <ol style="list-style-type: none"> a) Pochampalli b) Bandhas c) Patola 4. Saris of India <ol style="list-style-type: none"> a) Baluchari b) Bomkoi c) Tangail d) Jamdani e) Paithani f) Pitambari g) Puneri h) Kanjivaram i) Chanderi.
Assignment	<ol style="list-style-type: none"> 1. File submission of sheets presenting the paintings of Indian traditional textile 2. File submission of traditional motifs used in traditional textiles.

References	<ul style="list-style-type: none"> • Traditional Indian Textile by John Gillow
Books-	<ul style="list-style-type: none"> • Traditional Indian Costumes & Textiles by Parl Bhatnagar

Semester 2nd : Skill Component

Subject:- Computer Aided Design

Course Code	204
Learning outcome	<ul style="list-style-type: none"> ➤ To understand the Operating of Computer ➤ To gain the knowledge of Software used in Garment Industry ➤ Understanding and Practice of develop patterns using CAD Software ➤ Understanding and Practice of Grading Tools using CAD Software ➤ Understanding and Practice of Marker-Making Tools using CAD Software ➤ To learn the command of working ➤ To learn how students will make different Garments ➤ To learn how to make Marker with good efficiency
Course outcome	<ul style="list-style-type: none"> ➤ Student will be able to use design software used in garment industry. ➤ Students will be able to increase the productivity. ➤ Students will be able to increase the speed of production. ➤ Students will learn a variety of digital image making techniques applicable to the fashion industry from design conception through manufacturing and sale ➤ Students reflect upon and assess the global context of the fashion system, so as to apply their advanced skills for life-long learning and enable to confidently contribute to an industry that is always evolving
Specific outcome	Students can become CAD Operator, Merchandiser, and Assistant Merchandiser.
Course content	<ol style="list-style-type: none"> 1. Tuka Design Software tools for Pattern making 2. Familiarization with menu & commands <ul style="list-style-type: none"> • New Piece • Select tool • Add point • Move point • Save, New, Open • Cut, Copy, Paste • Darts & Pleats • Swap segment • Rotate piece • Inserting Text • Measuring tools • Insert Button, Add Notch • Align points • Grain line- change/Rotate • Set half, Open half, Piece half • Adding Fullness • Guide line • Zoom in, out, real scale • Cut, join, Build & Trace Piece

	<ul style="list-style-type: none"> • Fold Piece • Circle, Arc & Wave <ol style="list-style-type: none"> 3. Development of pattern of women basic bodice block 4. Development of pattern of skirt
Assignment	<ol style="list-style-type: none"> 1. Submission of Basic bodice block & Skirt
References Books-	<ul style="list-style-type: none"> • Computer-Aided Pattern Design & Product Development by Alison Beazley & Terry Bond

Semester 2nd : Skill Component

Subject:- Project based on Survey

Course Code	205
Learning outcome	<ul style="list-style-type: none"> ➤ Detailed study on the given topic, data collection, evaluation and conclusion ➤ To understand the basics of how to collect data. ➤ To understand the importance of survey. ➤ How to conduct survey. ➤ Preparation of survey report
Course outcome	<ul style="list-style-type: none"> ➤ Ability to develop marketing strategies based on product, price, place and promotion objectives ➤ Ability to collect, process and analyze consumer data to make informed marketing decisions ➤ Ability to analyze marketing problems and provide solutions based on the critical examination of marketing information
Specific outcome	Visual Merchandiser
Course Content	<ol style="list-style-type: none"> 1. Introduction to what is survey and how the survey is conducted 2. Data collection 3. Data evaluation 4. Contents of survey 5. How to make a survey report.
Assignment	<ol style="list-style-type: none"> 1. Detailed survey report has to submit by the students on the given topic.
References Books-	<ol style="list-style-type: none"> 1. Various journals and research paper on the relevant topic 2. Internet surfing for the data collection 3. Market surveys

B. VOC. IN FASHION TECHNOLOGY:- 2ND YEAR

Semester 3rd : Skill Component

Subject: Advance Garment construction

Course Code	301
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Learning outcome	<ul style="list-style-type: none"> ➤ To understand the operating of advance sewing machines. ➤ To understand the stitching detail of garments ➤ To know the alteration techniques ➤ To provide knowledge of special machines eg- Over lock, Flat lock, Button hole & Feed of the arm ➤ To understand the folders & attachments ➤ Corrective measures for seam puckering. ➤ Corrective measures for other sewing defects
Course outcome	<ul style="list-style-type: none"> ➤ The student will able to analyze and adopt construction methodology to industry standards by Critical thinking ➤ The student will able to demonstrating comprehensive knowledge of industrial equipment eg-special sewing machines, pressing machines, packing materials. ➤ The student will able to demonstrating knowledge of seams, sewing and pressing operations. ➤ The student will able to applying correct sequence of grain line cutting, marking and assembly.
Specific outcome	Students can become special machine operator, Checker, Job work
Course content	<ol style="list-style-type: none"> 1. Introduction to specialized sewing machines – <ul style="list-style-type: none"> • Threading and operating • DNLS, • Over lock, • Button hole, • Feed of the arm, • Bar-tack, • blind stitch machines and • folders and attachments 2. Garment making- <ul style="list-style-type: none"> ➤ Women blouse, ➤ dress, ➤ kid's wear ➤ Skirts ➤ Adult Body Block 3. Fit checking & alteration
Assignment	<ol style="list-style-type: none"> 1. Submission of File with pictures and working of all the advance sewing machines 2. Submission of garments.
References Books-	<ul style="list-style-type: none"> • The Art Of Sewing by Anna Jacob Thomas

Semester 3rd : Skill Component
Subject: Textile Finishing Process

Course Code	302
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Learning outcome	<ul style="list-style-type: none"> ➤ To learn about the basic segments of textile industry ➤ To Understand the basic building block of fabrics and the relationship of fiber properties to fibre behaviour ➤ To Learn about various types of yarns, their classification, their formation and uses ➤ To understand the major classification of fabric construction techniques ➤ To develop an understanding about the important types of finishes given to the textile products
Course outcome	<ul style="list-style-type: none"> ➤ Students will be able to calculate the production and efficiency of winding, warping and sizing process. ➤ Students will be able to understand the essential and desirable properties of fibre and classification of fibre ➤ Students will be able to understand the basic concepts of weaving
Specific outcome	Students can become Dyeing Manager, Senior Merchandiser, Retail Merchandiser
Course Content	<ol style="list-style-type: none"> 1. The Textile Industry 2. Fibers <ul style="list-style-type: none"> • Castigation • Composition/Origin/Manufacture of natural and man mane fibers • Performance criteria of fibers • Properties and characteristics of natural and man fibers • Fiber blends 3. Yarns <ul style="list-style-type: none"> • Spinning of natural and man made fiber • Types of yarn • Yarns Properties • Yarn count 4. Thread: sizing and its types 5. Fabric Construction <ul style="list-style-type: none"> • Weaving • Knitting • Lacing • Netting • Feting 6. Finishing <ul style="list-style-type: none"> • Classification of finishing • Basic techniques, treatments and processes of textile finishing • Finishing Terminology • Mechanical and Chemical • Permanent and temporary finishing • Preparatory finishes • Stabilizing Finishes • Textural Finishing • Aesthetic finishes • Functional Finishes
Assignment	1. Assignment on all types of finishing process

References Books-	<ul style="list-style-type: none"> • J.J.Pizzuto's Fabric science by Allen C. Cohen • Watson's Textile design & colour (Elementary weaves & figured fabrics) by Z.J. Grosicki • Principal of textile testing by J.E. Booth • Live Textile - (A Practical Approach To Understand Fabrics) by Akshay Tholia • Textile Processing: Printing, Dyeing, Finishing by J L Smith
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Semester 3rd : Skill Component

Subject: Art Appreciation

Course Code	303
Learning outcome	<ul style="list-style-type: none"> ➤ To gain the knowledge of Ancient historic period in sense of its culture, tradition, religion. ➤ To gain the knowledge of Medieval historic period in sense of its culture, tradition, religion. ➤ To gain the knowledge of Modern historic period in sense of its culture, tradition, religion. ➤ To gain the knowledge of influence of western art in garment designing
Course outcome	<ul style="list-style-type: none"> ➤ Students will be able to apply fundamental concepts of aesthetics toward the interpretation of art. ➤ Students will be able to understand the various media used to make art. ➤ Students will be able to understand the formal elements of art and key works of art. ➤ Students will be able to recognize major periods of world art history
Specific outcome	Fashion Designer,
Course Content	<ol style="list-style-type: none"> 1. Ancient Indian historic period's influence- architecture, culture, religion, tradition, people, incidents. 2. Medieval Indian historic periods influences architecture, culture, religion, tradition, people, and incidents. 3. Modern historic period's influence architecture, culture, religion, tradition, people, incidents. 4. Western Art influences: Application of these influences in designing garments 5. Greek Historic period; : Application of these influences in designing garments Roman Renaissance period: Application of these influences in designing garments 6. Modern period world art like, Modern Building, Paintings, Architecture, Sculptures and Films etc- application of these influences in garments.
Assignment	A file work of sheets defining all the historic and modern period.
References Books-	

Semester 3rd : Skill Component

Subject: Quality Control

Course Code	304
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Learning outcome	<ol style="list-style-type: none"> 1. To understand the concept of quality in garments 2. To learn the quality measurement tools 3. To gain the knowledge of inspection process in garment industry 4. To gain the knowledge of how to apply different test 5. How to read test report 6. To gain the knowledge about quality management systems
Course outcome	<ul style="list-style-type: none"> ➤ Be aware of the quality control system and how to control the quality during production ➤ Students will be able to understand the techniques how to inspection fabric, how to manage the pattern and maker before production ➤ Students will be able to understand how quality of cutting is import to the quality of garment ➤ Students will be able to understand what is the characteristic of defect garment what is minor and major defect ➤ Main points need to be focus on workmanship and how to control them ➤ Students will be able to understand the top technique how to check garment and measurement ➤ Students will be able to understanding how to control the finishing and packing
Specific outcome	Students can become Quality controller, Quality manager, Quality Supervisor/ analyst, Quality Engineer, Checker
Course Content	<ol style="list-style-type: none"> 1. Introduction <ul style="list-style-type: none"> • What is quality? • Why Quality is important? 2. Inspection <ul style="list-style-type: none"> • Inspection Loop • Raw material inspection • In process inspection • Final Inspection • How much to inspect • Defects: Patterns & Markers, Spreading, Cutting, Sewing , Pressing &Finishing • Definitions of fabric defects 3. Statistical Sampling and Sampling Plans. 4. Quality Control Tools: AQL &AOQL 5. Quality Management System: TQM, ISO, 6 Sigma, Kaizen, Lean Manufacturing 6. Textile Testing & Product Evaluation 7. Significance and elements of testing 8. Principles of Textile testing Instruments 9. Quality evaluation of Fiber, yarn and Fabric <ul style="list-style-type: none"> •
Assignment	<ol style="list-style-type: none"> 1. To submit the file of all the raw material and trims used in garment and fashion industry.
References Books-	<ul style="list-style-type: none"> • Introduction to clothing production management by A.J. Chuter • Fashion Production Terms by Giolleo and Berks , • Managing The Quality In Apparel Industries – New age International (P) Ltd by Pradeep V Mehta

Semester 3rd : Skill Component**Subject: Presentation and Portfolio**

Course Code	305
Learning outcome	<ul style="list-style-type: none"> ➤ Introduction of portfolio ➤ Basic knowledge of portfolio making, flat sketches, mood board, storyboard, color story, presentation techniques ➤ To develop an understanding of professional and ethical Responsibility ➤ Basic detail of making mood boards, story boards, swatch boards.
Course outcome	<ul style="list-style-type: none"> ➤ Students will be able to gain the knowledge about how to make portfolio. ➤ Students will be able to develop a systematic, critical approach to problem solving at all levels of the design process. ➤ Students will be able to develop an ability to communicate effectively Reports on final concept design and financial model
Specific outcome	Fashion designer, Instructor
Course Content	<ol style="list-style-type: none"> 1. Creating Mood boards, theme boards, client boards, swatch boards 2. Creating lines, collage work 3. Theme based illustrations 4. Fashion accessories designing 5. Illustrating different hairstyles 6. Design Studio- designing dresses based on different themes for a fashion show 7. Study of the basic aspects of a fashion show 8. Designing and illustrating lines for a fashion
Assignment	<ol style="list-style-type: none"> 1. Submission of File work of sheets og different accessories, hairstyles. 2. Files of illustration based on theme work 3. Complete portfolio on the basis of mood board, story board.
References Books-	<ul style="list-style-type: none"> • Fashion Design Drawing & Presentation by Patrick John Ireland

Semester IVth: Skill Component**Subject: Advance Garment Construction**

Course Code	401
Learning outcome	<ul style="list-style-type: none"> ➤ To understand the operating of advance sewing machines. ➤ To understand the stitching detail of garments ➤ To know the alteration techniques ➤ To provide knowledge of special machines eg- Over lock, Flat lock, Button hole & Feed of the arm ➤ To understand the folders & attachments ➤ Corrective measures for seam puckering. ➤ Corrective measures for other sewing defects
Course outcome	<ul style="list-style-type: none"> ➤ The student will able to analyze and adopt construction methodology to industry standards by Critical thinking

	<ul style="list-style-type: none"> ➤ The student will be able to demonstrate comprehensive knowledge of industrial equipment eg-special sewing machines, pressing machines, packing materials. ➤ The student will be able to demonstrate knowledge of seams, sewing and pressing operations. ➤ The student will be able to apply the correct sequence of grain line cutting, marking and assembly.
Specific outcome	Students can become special machine operator, Checker, Job work
Course content	<p>4. Making samples on specialized sewing machines –</p> <ul style="list-style-type: none"> • DNLS, • Over lock, • Button hole, • Feed of the arm, • Bar-tack, • blind stitch machines and • folders and attachments <p>5. Garment making- with line balancing</p> <ul style="list-style-type: none"> ➤ shirt, ➤ trouser, ➤ T- shirt as per Spec- sheet <p>6. Finishing and packing of garments as per spec sheet</p> <p>7. Handling of special fabric: chiffon, georgette, Satin, Lycra, Denim, Laminated fabric.</p>
Assignment	<ol style="list-style-type: none"> 1. Submission of File with pictures and working of all the advance sewing machines 2. Submission of garments.
References Books-	<ul style="list-style-type: none"> • The Art Of Sewing by Anna Jacob Thomas

Semester IVth: Skill Component

Subject: Computer Aided Design

Course Code	402
Learning outcome	<ul style="list-style-type: none"> ➤ To provide students with an overview of computer technologies required for fashion and apparel manufacturing industry. ➤ Introduction to CAD (Pattern Making)in APPAREL ➤ Students will gain the ability of using computer aided design (CAD) and computer aided manufacture (CAM) in fashion and apparel manufacturing industry. ➤ To construct the pattern & to grade the pattern with the help of CAD software ➤ To gain the knowledge of software using in garment industry to arrange the pattern on a plot of fabric for less wastage.
Course outcome	<ul style="list-style-type: none"> ➤ Student will be able to use design software used in garment industry. ➤ Students will be able to increase the productivity.

	<ul style="list-style-type: none"> ➤ Students will be able to increase the speed of production. ➤ Students will learn a variety of digital image making techniques applicable to the fashion industry from design conception through to manufacturing and sale ➤ Students reflect upon and assess the global context of the fashion system, so as to apply their advanced skills for life-long learning and enable to confidently contribute to an industry that is always evolving
Specific outcome	Students can become CAD Operator, Merchandiser, and Assistant Merchandiser.
Course Content	<ol style="list-style-type: none"> 1. Development of pattern of Men Shirt 2. Development of pattern of Trousers 3. Development of pattern of T-shirt 4. Development of pattern of kids wear 5. Development of pattern of dress 6. Developing Patterns through Tech-Pack / Spec Sheet 7. Grading of Patterns Developed through Specs- Sheet 8. Grading of Shirt & Trousers
Assignment	Submission of Graded Shirt & Trousers pattern
Book Refer	<ul style="list-style-type: none"> • Computer-Aided Pattern Design & Product Development by Alison Beazley & Terry Bond

Semester IV th: Skill Component

Subject: Quality Assurance

Course Code	403
Learning outcome	<ul style="list-style-type: none"> ➤ To understand the concept of quality in garments ➤ To learn the quality measurement tools ➤ To gain the knowledge of inspection process in garment industry ➤ To gain the knowledge of how to apply different test ➤ How to read test report ➤ To gain the knowledge about quality management systems
Course outcome	<ul style="list-style-type: none"> ➤ Be aware of the quality control system and how to control the quality during production ➤ Students will be able to understand the techniques how to inspection fabric, how to manage the pattern and maker before production ➤ Students will be able to understand how quality of cutting is import to the quality of garment ➤ Students will be able to understand what is the characteristic of defect garment what is minor and major defect ➤ Main points need to be focus on workmanship and how to control them ➤ Students will be able to understand the top technique how to check garment and measurement ➤ Students will be able to understanding how to control the finishing and packing
Specific outcome	Students can become Quality controller, Quality manager, Quality Supervisor/analyst, Quality Engineer, Checker

Course Content	<ol style="list-style-type: none"> 1. Precision & Accuracy of Test Methods <ul style="list-style-type: none"> • A atmospheres Conditions for testing • Strength Properties of apparel • Fabric stretch properties • Dimensional changes in apparel due to laundering dry-cleaning, stemming & pressing • Needle cutting/ yarn severance • Sew-ability of fabrics • Bow and skewness (Bias) In woven and knitted fabrics • Soil and stain release testing • Fabric thickness • Abrasion resistance • Color fastness • Testing of fusible interlinings • Testing of zippers • Elastic waistband testing • Yarn strength and elongation • Yarn strength and elongation • Yarn number • Yarn twist 2. Product Liability 3. Quality Cost.
Assignment	1. File submission on all the test methods.
References Books-	<ul style="list-style-type: none"> • An Intro. To Quality Control for Apparel Industry(Photocopy) by Pradip V. Mehta • Quality Assurance For Textiles And Apparel by Sara J. Kadolph

Semester IV th: Skill Component

Subject: Project based on Internship in Fashion Houses

Course Code	404
Learning outcome	<ul style="list-style-type: none"> ➤ To develop the skill of doing research and how to make a project report ➤ To develop the technique of data collection and evaluation ➤ Industrial Visit : Industrial visits may be arranged for the tstudents with the briefing it importance. Standard questionnaire / guidelines may be given to the students before visiting the industries
Course outcome	<ul style="list-style-type: none"> ➤ Students will be able to identify process and procedures for company purchases ➤ Students will be able to identify business strategies for buying and selecting products
Specific outcome	Students can run their own Apparel manufacturing industry
Course content	<ol style="list-style-type: none"> 1. Detailed study on the given topic, data collection, evaluation and conclusion 2. The student will be required to complete their study and submit a comprehensive report

Assignment	Detailed internship report has to submit by the students.
References Books-	<ul style="list-style-type: none"> • Fashion The Industry & Its Careers by Michele M. Granger

B. VOC. IN FASHION TECHNOLOGY:- 3rd YEAR

Semester V th: Skill Component

Subject: Sourcing Management

Course Code	501
Learning outcome	<ul style="list-style-type: none"> ➤ To understand the basic of sourcing in fashion industry ➤ To understand the whole concept and need of sourcing ➤ To understand the how sourcing strategies are develop ➤ To gain the knowledge of Markets of sourcing ➤ To know what is vendor management
Course outcome	<ul style="list-style-type: none"> ➤ Students will be able to understand the structure of supply chain and the different ways through which supply chain can become competitive in the market ➤ Students will be able to use the levers of the logistics strategy to redefine the points necessary to make this harmonization ➤ Students will be able to analyze the importance of the term “value creation” and to propose actions in the field of management of logistics costs towards the creation of value ➤ Students will be able to understand international logistics in a global market ➤ Students will be able to understand to produce and combine effectively the options available for managing inventory and orders per case
Specific outcome	Research planner, Business planner , Management Consultant
	<ol style="list-style-type: none"> 1. Introduction to sourcing 2. Definition & need for sourcing 3. Sourcing strategies 4. Procurement & Outsourcing 5. Make or Buy decisions 6. Single sourcing v/s Multiple sourcing 7. Domestic v/s Global sourcing 8. Markets – Domestic or International 9. Manufacturing Resource Planning 10. Supply Chain Management 11. Demand Chain Analysis 12. Just in time technology 13. Vendor Management 14. Inventory Management 15. Inspection 16. Ethical sourcing

Assignment	<ol style="list-style-type: none"> 1. A report on various sourcing techniques. 2. List of all the vendors of fashion accessories in Indore
References Books-	<ul style="list-style-type: none"> ➤ Logistics Management and Strategy: Competing Through the Supply Chain by Alan Harisson & Remko van Hoek ➤ Logistics & Supply Chain management by Martin Christofer

Semester V th: Skill Component

Subject: Computer Aided Designs

Course Code	502
Learning outcome	<ul style="list-style-type: none"> ➤ Designing through CAD software like FASHION Studio/ CorelDraw ➤ To understand the operating of computer ➤ Introduction to CAD (Computer Aided Design)for illustration ➤ Using the different tools make a Fashion illustration
Course outcome	<ul style="list-style-type: none"> ➤ Students will be able to make a Fashion illustration ➤ Students will be able to make accessories
Specific outcome	Students can become Fashion Designer, Assistant Fashion Designer
Course Content	<ol style="list-style-type: none"> 1. Menu commands 2. Working area 3. Development of own illustration style: <ul style="list-style-type: none"> • Formal Wear • Casual Wear • Party Wear • Sports Wear
Assignment	Submission of sports dress/party wear dress
References Books-	Computer-Aided Pattern Design & Product Development by Alison Beazley & Terry Bond

Semester V th: Skill Component

Subject: Fashion Costing

Course Code	503
Learning outcome	<ul style="list-style-type: none"> ➤ To understand the basics of costing ➤ To understand the concept of selling price ➤ To understand the how elements of costing work ➤ To gain the knowledge of calculations of margins, freight elements
Course outcome	<ul style="list-style-type: none"> ➤ Students will be able to calculate the costing of apparel ➤ Students will be able to calculate with international price
Specific outcome	Manager, Merchandiser, Assistant Merchandiser
Course Content	<ol style="list-style-type: none"> 1. Elements of costing 2. Difference between costing & pricing 3. Fixed costs v/s Variable Costs 4. Direct Cost v/s Indirect Costs

	<ol style="list-style-type: none"> 5. Overheads 6. Cost Volume Profit Analysis 7. Calculation of Margins, freight elements 8. Currency Conversions 9. Guidelines for costing of different textile materials
Assignment	<ol style="list-style-type: none"> 1. Preparing cost sheet. 2. Calculation of Margins. 3. Currency conversions
References Books-	<ul style="list-style-type: none"> • Apparel Costing by M. Krishan Kumar

Semester VIth: Skill Component

Subject: Advance in Fashion Technology

Course Code	601
Learning outcome	<ul style="list-style-type: none"> ➤ To understand the present trends ➤ To analyze the concept and to develop concept through mood board and story board ➤ To develop various designs reflecting the concepts (partially rendered) ➤ To utilize presentation skills for the final presentation of women's wear on paper ➤ To develop the product
Course outcome	<ul style="list-style-type: none"> ➤ Students will be able to create global design products utilizing their advanced knowledge of new technology and traditional craft ➤ Students will be able to understand and incorporate sustainability decisions into their design aesthetics and creativity; ➤ Students will be able to function independently with a forward-looking ability to promote their inventive personal design vision through the creative work they present.
Specific outcome	Merchandiser, Product designer
Course Content	<ol style="list-style-type: none"> 1. Students are required to present a comprehensive report based on the recent research and development in the field of textiles. The report should emphasize the innovations, technological advances, applications, opportunities and challenges of the research 2. Market survey 3. Conceptualization 4. Design Development 5. Final Presentation 6. Product Development Product presentation
Assignment	Submission of complete portfolio

References Books-	<ul style="list-style-type: none"> • Fashion The Industry & Its Careers by Michele M. Granger
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Semester VIth: Skill Component

Subject: Entrepreneurship

Course Code	602
Learning outcome	<ol style="list-style-type: none"> 1. To analyze the concept and to develop concept through research 1. To understand the objectives , introduction and planning about the topic
Course outcome	<ul style="list-style-type: none"> ➤ Students will be able to Know the parameters to assess opportunities and constraints for new business ideas ➤ Students will be able understand the systematic process to select and screen a business idea ➤ Students will be able to write a business plan
Specific outcome	Students can become Entrepreneur
Course Content	<ol style="list-style-type: none"> 1. Introduction to Entrepreneurship 2. Concept of Enterprise and Entrepreneur 3. Entrepreneurship v/s Management 4. Role & Function of Entrepreneur w.r.t. the enterprise and economy 5. Opportunity scouting & Idea generation 6. Role of creativity & innovation and business research 7. Source of business idea 8. The process of setting up a business : Preliminary screening & aspects 9. Preparation of project report 10. Business processes, location, operation planning & control 11. Financing agencies 12. Policies/ Programmes, Schemes & procedures 13. Principles of double entry book keeping : Journal entries , cashbook, passbook & bank 14. Issues of small scale marketing 15. Concept & application of PLC, advertising & publicity 16. Sales & distribution management
Assignment	<ol style="list-style-type: none"> 1. Submission of a project report any one entrepreneur of fashion Industry
References Books-	

Semester VIth: Skill Component

Subject: Computer Aided Designs

Course Code	603
Learning Outcome	<ul style="list-style-type: none"> ➤ To provide students with an overview of computer technologies required for fashion and apparel manufacturing industry. ➤ Introduction to CAD (Pattern Making)in APPAREL ➤ Students will gain the ability of using computer aided design (CAD) and computer aided manufacture (CAM) in fashion and apparel

	<p>manufacturing industry.</p> <ul style="list-style-type: none"> ➤ Designing through CAD software like FASHION Studio/ CorelDraw ➤ Introduction to CAD (Computer Aided Design)for illustration ➤ Using the different tools make a Fashion illustration
Course outcome	<ul style="list-style-type: none"> ➤ Student will be able to use design software used in garment industry. ➤ Students will be able to increase the speed of production. ➤ Students will be able to make a Fashion illustration ➤ Students will be able to make accessories
Specific outcome	Students can become CAD pattern Master, CAD Designer, Assistant Fashion Designer
Course content	<ol style="list-style-type: none"> 1. Developing Patterns through Tech-Pack / Spec Sheet 2. Grading of Patterns Developed through Specs- Sheet 3. Development of own illustration style: <ul style="list-style-type: none"> • Formal Wear • Casual Wear • Party Wear
Assignment	<ol style="list-style-type: none"> 1. Submission of Graded pattern through Tech-Pack / Spec Sheet 2. Submission of portfolio
References Books-	Computer-Aided Pattern Design & Product Development by Alison Beazley & Terry Bond

Semester VIth: Skill Component

Subject: Project based on Internship in Fashion Houses

Course Code	604
Learning Outcome	<ul style="list-style-type: none"> ➤ To develop the skill of doing research and how to make a project report ➤ To develop the technique of data collection and evaluation ➤ Industrial Visit : Industrial visits may be arranged for the tstudents with the briefing it importance. Standard questionnaire / guidelines may be given to the students before visiting the industries ➤ To develop the skill of doing research and how to make a project report ➤ To develop the technique of data collection and evaluation
Course outcome	<ul style="list-style-type: none"> ➤ Students will be able to identify process and procedures for company purchases ➤ Students will be able to identify business strategies for buying and selecting product
Specific outcome	Students can run their own Apparel manufacturing industry
Course content	<ol style="list-style-type: none"> 1. Detailed study on the given topic, data collection, evaluation and conclusion 2. The student will be required to complete their study and submit a comprehensive report
References Books-	<ul style="list-style-type: none"> • Fashion The Industry & Its Careers by Michele M. Granger

B. Voc.- Interior Design

Semester: 1- Skill Component Subjects

Subject: Basic Design-I

Code No.	101
Course Objectives	<ol style="list-style-type: none">1. To understand design issues through design elements and principles.2. To study dimensions of colors and light and textures.
Learning outcomes	<ul style="list-style-type: none">• To recognize the elements and principles of design and their applications.• To identify the physical as well as social and psychological aspects of design.• To Produce design compositions and develop presentation skills.• To Practice the application of basic rules of space planning and organization.• To show competency on visual scale, proportion, balance, rhythm, emphasis.• To develop an awareness of two-dimensional and volumetric composition of spaces.• To create believable shade and shadow effects for use in freehand sketches and perspective drawings of interior spaces.• Demonstrate ability to produce drawings that show appropriate line weights and a specific scale.
Course content	<ol style="list-style-type: none">1. Elements of Design-<ul style="list-style-type: none">• Point• Line• Color- Color schemes, Theory of colors, Color Psychology• Shape• Form• Texture• Light- Types of Light, Impact of Lights• Shade2. Principles of Design-<ul style="list-style-type: none">• Harmony• Contrast• Proportion• Rhythm• Balance• Unity• Dominance3. Progression Development of Visual perception through simple design elements - line, plane and solid and perception of spaces through design elements and organization.

	4.
Assignments	<ol style="list-style-type: none"> 1. Elements of design 2. Composition of lines 3. Color wheel 4. Color schemes 5. Effects of lights and shades 6. Showing textures 7. 2D composition of shapes, eg. Tiles, photo frames etc. 8. 3D composition of shapes eg. Mural 9. Various compositions to show principles of design. 10. Simple designs with combination of principle of element of design.
Reference Books	<ol style="list-style-type: none"> 1. Colour Harmony – Chijiwa, Hideaki 2. All magazines publish for the purpose of interior and architecture. 3. Easy Home Improvement – Kelly, Margaret 4. Architecture Digest International Interiors 5. Design Elements, Color Fundamentals: A Graphic Style Manual for By ArisSherin 6. The Elements of Design -Rediscovering Colours, Textures, Forms and Shapes by Loan Oei and Cecile De Kegel, 2002
Specific outcome	<ul style="list-style-type: none"> • This is the main subject in the curriculum, which focuses on the practical application of all the theory subjects in the design studio. It aims at allowing the student to develop his designing skills by actually getting involved.

B. Voc.- Interior Design

Semester : 1- Skill Component Subjects

Subject : **Graphics –I**

Code. No.	102
Course	1. To introduce drawing tools and equipment's

Objectives	<ol style="list-style-type: none"> 2. To develop visual perception and drawing skills 3. To introduce system of technical representation
Learning outcomes	<ol style="list-style-type: none"> 1. To develop the sense of depth of line, shape, mass, texture etc. 2. To produce three dimensional presentations as isometric and perspective. 3. To demonstrate ability to produce drawings that show appropriate line weights and a specific scale. 4. To demonstrate a number of drawing skills while using appropriate tools, equipment, materials, processes, medium selection, techniques of drawings and graphics, etc. 5. To develop an awareness of two-dimensional and volumetric composition of spaces.
Course content	<ol style="list-style-type: none"> 1. Introduction of drawing materials and equipment. 2. Point and line, straight and curvilinear lines, Types of lines and line thickness, representation of lines 3. lettering single stroke letter, Gothic lettering 4. Dimensioning 5. Principles of plane geometry, scale, orthographic projection, of points, line, planes and solids. 6 Sections of solids, simple and complex solids. 7. Development of surfaces of solids. 8. various types of scale and their representation 9. Isometric and oblique Presentation
Assignments	<ol style="list-style-type: none"> 1. Types of lines 2. types of letters 3. representation of points, lines, shapes 4. representation of solids 5. sections of solids 6. development of surface 7. types of scales 8. isometric projections and oblique projection
Reference	<ol style="list-style-type: none"> 1. Engineering Drawing – N.D. Bhatt

Books	2. Hindi and English Lettering style – Hashmi
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B. Voc.- Interior Design

Semester : 1- Skill Component Subjects

Subject : History of Furniture Design and Architecture

Code No.	103
Course Objectives	1. To develop the better understanding of impact of art and culture in Interior Design.
Learning outcomes	<ol style="list-style-type: none"> 1. To recognize architecture and interior design including furniture styles, decorative elements and motifs and interior components specific to the Ancient World. 2. To Understand name period styles of interior environment elements from the Ancient World. 3. To recognize the relationship of economic, social, political and religious influences in the designed environment. 4. To Interpret and apply historic design styles to contemporary interior environment settings. 5. To demonstrate ability to research and illustrate the details of architecture, interior design, furniture design techniques and ornaments.
Course content	<ol style="list-style-type: none"> 1. Development of Architecture. 2. Indian Architecture and furniture Design (Indus valley civilization, Hindu Temple Architecture. 3. Mughal furniture and Architecture. 4. Egypt furniture and Architecture 5. Chinese and Japanese Architecture. 6. Greek furniture and Architecture. 7. Roman furniture and Architecture. 8. Famous designers Furniture 9. Modern Architecture.
Assignments	<ol style="list-style-type: none"> 1. As per the reading material specified above 2. Front page design for all the chapter 3. Sketches according to the study material
Reference Books	<ol style="list-style-type: none"> 1. History of Architecture : by Alfred D. Hamlin 2. World History : by G.K. Hiraskar.

	<p>5. A History of Architecture : Banister Fletcher .</p> <p>6. History of furniture: Group of history of furniture.</p>
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B. Voc.- Interior Design

Semester : 1- Skill Component Subjects

Subject : **Building Materials –I**

Code. no.	104
Course Objectives	1. To introduce basic materials used in construction their physical and behavior properties.
Learning outcomes	<ul style="list-style-type: none"> • To understand Building Materials like Clay products, Brick, Stone, Cement their uses types' strength of materials.
Course content	<p>1. Bricks/Tiles-Quality and type of bricks and their uses.</p> <p>2. Concrete- Introduction of P.C.C. and R.C.C. Ingredients of concrete, properties of concrete, various finishes.</p> <p>Wood: Properties uses, availability and costs of soft, hard and medium wood. Choice of wood for furniture making & building construction.</p> <p>3. Wood- Types of Wood, Quality and defects of wood and other wooded products plywood, block board, particle board, teak plyboard, teak block board, teak particle board, both side teak board. Cane, Bamboo, Rubber their uses and properties.</p>
Assignments	1. Presentation on the qualities of good building material, identify or check quality and it's uses.
Reference Books	1. Rangwala A., Building Materials, UPB Publication, N. Delhi, 12 th Edition 2004

B. Voc.- Interior Design

Semester : 1- Skill Component Subjects

Subject : **Basic Computer**

Code no.	105
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Course Objectives	<ol style="list-style-type: none"> 2. To study about the basics of office work at computer. 3. To upgrade the technical knowledge.
Learning outcomes	<ul style="list-style-type: none"> • To study the use of Auto CAD – Students are practical to get them the use of CAD by using simple drawing & molding compounds, to dose simple object only. • Utilize software for word processing for basic reports and specification writing. • Use spreadsheet and graphic presentation software applications. • Utilize CAD software for scaled drawings. • Use graphic symbols for interior material finishes. • Sequence dimension techniques and annotations. • Construct drawings sets using Computer Aided Drawing (CAD) programs.
Course content	<ol style="list-style-type: none"> 1. Computer applications to business 2. Characteristics, Log diagram, Number system, Data representation schemes, Flowcharts, Types of computers 3. MS-Word- Basics, File operations, Working with document, Text formatting, Advance formatting, Tables, inserting objects & page design, Mail merge, printing, views, creating styles 4. MS-Excel- Working with sheets, Formule, Self formatting, Functions, Graphic objects charts, Data base • MS Power point- Slide shows, Animation, Transition 5. Windows Basics 6. Internet use
Assignments	<ol style="list-style-type: none"> 1. Powerpoint presentation on any course subject.
Reference Books	<ol style="list-style-type: none"> 1. Computer General Awareness by Alok Kumar (Paperback - 2008) 2. Computer Fundamentals by P. K. Sinha (Paperback - 30 November 2004)

Semester : 1

Subject : **Workshop-I**

Code. No.	106
Course Objectives	<ol style="list-style-type: none"> 1. COLOUR WORKSHOP - to understand strong scientific base and sensibility towards colours as it is an important aspect of Design . 2. Mural- To understand the impact of texture and surface difference on a

	design
Learning outcomes	<ul style="list-style-type: none"> • Students will successfully demonstrate craftsmanship skills in the presentation of the color application. • Students will successfully apply the knowledge of color to a space accurately based on key concepts. • Students will successfully use critical thinking in applying color and design theory to a space.
Course content	<p>1. Colour - the Science, colour uses light as a vehicle.</p> <p>*Physics, Physiology and Psychology of colours.</p> <p>*Colour as system and its application.</p> <p>*Colour in nature, geographic regions and colour perception.</p> <p>*Modifying factors to colour - namely light, surface quality, distances and scales.</p> <p>*Manifestation of colours in various cultures.</p> <p>*Perception of colour and form.</p> <p>2. Mural- Mural Design</p> <p>It's colour scheme</p> <p>Material secection for Mural</p> <p>Actual Preparation of Mural</p>
Assignments	<ol style="list-style-type: none"> 1. Impact of Colour Schemes 2. Mural

B. Voc.- Interior Design

Semester: 2 – Skill Component Subjects

Subject: Design-II

Code No.	201
Course Objectives	<ol style="list-style-type: none"> 1. To understand human scale to environment. 2. Study of space – client's requirement, climate of place, surrounding environment and energy and resource conservation method.
Learning outcomes	<ul style="list-style-type: none"> • Students will successfully use critical thinking in the design of a space. • Analyze, justify, and rate interior applications of concepts

	<ul style="list-style-type: none"> • Employ space planning techniques and conventions. • Write residential interior specifications and recognize main components and design needs for residential interiors
Course content	<ol style="list-style-type: none"> 1. Study anthropometric data for different units e.g. - bedroom, toilet, kitchen and class room. 2. Limited space design problems for single function and it's all furniture design, colour scheme and other design elements. 3. Designing with respect to Climatic Factor (Residential unit)
Assignments	<ol style="list-style-type: none"> 1. Collection Anthropometric data along with sketches 2. Designing of Small Spaces e.g. Bed Room.(all Designs should be made by students, through manual means only(hand Drafted) 3. All presentation drawings of the exercise.
Reference Books	<ol style="list-style-type: none"> 1. All magazines publish for the purpose of interior and architecture. 2. Easy Home Improvement – Kelly, Margaret 3. Architecture Digest International Interiors 4. Bathroom ?Design- Dean and Barry 5. Spaces, Spatiality and Technology (Computer Supported Cooperative Work) by Phil Turner and Elisabeth Davenport (Hardcover - 1 September 2005)

B. Voc.- Interior Design

Semester : 2 – Skill Component Subjects

Subject - **Graphics –II**

Code no.	202
Course Objectives	<ol style="list-style-type: none"> 1. Study of projection and visual techniques which give photographic and actual presentation.

Learning outcomes	<ul style="list-style-type: none"> • Drawing skills as tools to design thinking, visualization and representation initial familiarization with drawing materials and equipment's is followed by basic understandings about the point and the line, straight and curvilinear. • To understand Sciography of individual and different geometrical objects and of Interior/Exterior partsof buildings • Study of shades and shadows.
Course content	<ol style="list-style-type: none"> 1. Orthographic and Isographic Projection 2. Perspective Projection – One point and Two point, freeHand views. 3. Sciography – Shades and Shadow of Objects 4. Presentation Techniques 5. Rendering with Pencil 6. Rendering with Ink 7. Presentation Drawing
Assignments	<ol style="list-style-type: none"> 1. Orthographic and Isographic Projection – simple 2D composition 2. Orthographic and Isographic Projection – single Room 3. One point Projection of simple 3d solids 4. Two point Projection of simple 3d solids 5. Every type of rendering techniques. 6. Rendering of Student own Work i.e. Perspective Projection on any interior small space.
Reference Books	<ol style="list-style-type: none"> 1. Ahmed Kasu ,Interior Design, Standard publication, N.Delhi ,4th Edition 2004 2. Rendering with pen and ink – Gill Robert w. 3.Basic Rendering - Gill Robert w.

B. Voc.- Interior Design

Semester : 2 – Skill Component Subjects

Subject - Building Construction – I

Code no.	203
Course	1. To make students aware about the details of finishing interior materials and

Objectives	their proper use and properties.
Learning outcomes	<ul style="list-style-type: none"> • To recognize and define the technical aspects of interior building systems. • To Describe and illustrate the construction and finishing of walls. • To understand Different types of brick bonds & stone masonry structure.
Course content	<ol style="list-style-type: none"> 1. Basic idea of Construction 2. Basic requirement of a building 3. Basic Component, function and their requirement 4. Classification of Building 5. Types of Foundation 6. Types of Brick and Brick walls 7. types of stone walls
Assignments	<ol style="list-style-type: none"> 1. Types of Foundation 2. Types of brick 3. Types of brick walls 4. Types of stone walls
Reference Books	<ol style="list-style-type: none"> 1. Building Construction – Sushil Kumar 2. Building Construction: Metric Volume 1, 5/e by WB McKay 2012 3. Building Construction: Metric Volume 3, 5/e by WB McKay 2012 4. The Construction of Buildings – Barry .R

B. Voc.- Interior Design

Semester : 2 – Skill Component Subjects

Subject - Building Material -II

Code no.	204
Course Objectives	1. To let students aware about the latest materials available in the market.
Learning outcomes	<ul style="list-style-type: none"> • Identify materials used in the construction of interior spaces. • Identify standards used to determine code compliance for interior furnishings and finishes. • Identify building materials and finishes safe for the environment and health and welfare of general public. • Analyze finish materials and products taking into consideration functional, aesthetic and maintenance needs.
Course content	<ol style="list-style-type: none"> 1. Plastics - Types, variety and uses according to type 2. Glass- constituents, finishes and properties. 3. Paints and Varnish and installation specification. 4. Ferrous and Non Ferrous 5. Gypsum and related product and installation specification.
Assignments	Market survey in different groups and it's presentation
Reference Books	<ol style="list-style-type: none"> 1. Building materials – Rangwala 2. Building MaterialsN-New Age International by S K Duggal: Paperback 2nd

B. Voc.- Interior Design

Semester : 2 – Skill Component Subject

Subject - Computer – AUTO CAD- 2D

Code no.	205
Course Objectives	1. Objective- to study 2D drafting basics on Auto CAD.
Learning outcomes	<ul style="list-style-type: none"> • Utilize CAD software for scaled drawings. • Use graphic symbols for interior material finishes. • Sequence dimension techniques and annotations.

	<ul style="list-style-type: none"> • Construct drawings sets using Computer Aided Drawing (CAD) programs
Course content	<p>1.Auto Cad 2d drafting</p> <p>Introduction of cad -Draw tool</p> <ul style="list-style-type: none"> • Modify tool • How to write text & types of text • Presentation of 2D drawing through hatches & learns different type of hatch • How to set the setting of the drafting & change the drawing unit <p>2. Auto Cad 2d drafting advance tools</p> <ul style="list-style-type: none"> • Create Isometric • Dimensioning of the drawing & create dimension style • Creation of block, • Insertion of the block • How to layout &plot in CAD
Assignments	1. Layout plan of Interior Space with all text and dimensioning.
Reference Books	1. Computer Aided Design Guide for Architecture, Engineering and Construction by GhassanAouad, Song Wu, Angela Lee and Timothy Onyenobi (Hardcover - 12 January 2012)

B. Voc.- Interior Design

Semester: 2 – Skill Component Subjects

Subject - Workshop – II

Code no.	206
Course Objectives	<p>SKETCHING WORKSHOP</p> <p>2. To develop Visual perception skills, use of different media and techniques.</p> <p>3.</p>
Learning outcomes	<ul style="list-style-type: none"> • Utilize one-point and two-point perspective methods for rapid visualization of interior spaces. • Evaluate and apply color media, equipment, and tools in rapid presentation techniques. Demonstrate and develop rapid rendering techniques to enhance quick sketch perspectives. • Develop and evaluate visualization skills in three-dimensional by experimenting with three-dimensional study models. • Demonstrate and develop visual presentation skills.

Course content	Observation and recording through drawing - pencil, pen, brush, charcoal, crayons. Simple geometric objects, complex geometries and objects in nature. Line drawing, s hade and shading techniques.
Assignments	<ol style="list-style-type: none"> 1. Make sketches of small 3D articles eg. flower pot 2. Sketches of single room. 3. Sketch of front elevation of building 4. Sketch of street, railway stations etc.

B. Voc.- Interior Design

Semester: 3- Skill Component Subjects

Subject - Design –III

Code no.	301
Course Objectives	<ol style="list-style-type: none"> 1. To study about various furnishing techniques and understand balancing of different design elements.
Learning outcomes	<ul style="list-style-type: none"> • Employ programming and research techniques. • Demonstrate space planning skills as related to office design. • Prepare selections and specifications of interior materials, finishes, and furnishings. • Utilize design process to integrate design concepts and develop solutions for design projects.
Course content	<ol style="list-style-type: none"> 1. Furnishing of Residence and Office 2. Furnishing using Accessories 3. Wall Treatment of Residence and Offices 4. Importance of Lighting 5. Designing Commercial Space 6. (small spaces e.g. beauty parlor, doctor’s clinic, property broker’ office)
Assignments	<ol style="list-style-type: none"> 1. Complete residential project – room, hall, kitchen and dining 2. Case study of residential un its 3. Any small commercial space e.g. small office, cabin,

Reference Books	<ol style="list-style-type: none"> 1. Newfort Architects Data – Jones and Vincent 2. Restaurant Design – Colgan AND Susan 3. Interior India- Nando India 4. Time Saver Standards for Interior Design
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B. Voc.- Interior Design

Semester :3- Skill Component Subjects

Subject - Services – I

Code no.	302
Course Objectives	<ol style="list-style-type: none"> 1. To study and understand about basic services required for comfortable living. 2. See all requirements and check all basics services with relation with environment.
Learning outcomes	<ul style="list-style-type: none"> • Define and use basic lighting terms and strategies related to the design of interiors • Perform various drawing standards and conventions used in lighting for interior design.
Course content	<ol style="list-style-type: none"> 1. Ventilation and light – Natural and artificial <ul style="list-style-type: none"> *Lighting in buildings, light and its sources, lighting criteria, the visual field, day lighting, prediction method. *Artificial lighting levels for various activities, calculation for lighting levels. *Electric layouts, science of wire distribution, control panels, switches, types of wiring, wiring for heating/cooling, ducting system and Conduits. *Switches as product available in market, light as product available in market - tube lights, beam lights, wall lights, night lights. *Project drawings for residence, flats, commercial and institutional building. 2. Water Supply <ul style="list-style-type: none"> *Requirements of water supply to various building sources of water, methods of conveyance of water, and water lines product

	Materials. *Water purification product availability in market.
Assignments	1. Electrical layout of residence. 2. Water supply layout of residence.
Reference Books	1. A Text Book Of Building Services by Udayakumar- 2007 2. Building Services Handbook by Fred Hall and Roger Greeno : 2013

B. Voc.- Interior Design

Semester :3- Skill Component Subjects

Subject - Building Construction – II

Code no.	303
Course Objectives	<ol style="list-style-type: none"> 1. To study and understand the different materials and methods of construction used in doors, windows, suspended ceilings and wall paneling. 2. To understand built forms through its behavior in different structural systems.
Learning outcomes	<ul style="list-style-type: none"> • Differentiate between and draw the construction methods and finishing of ceilings • Recognize and define the technical aspects of interior building systems. • Introduction to ceilings- types of ceilings --metal coated strip sections, ply, p.o.p, gypsum[readymade branded ceiling systems] -construction details of the above mentioned ceilings.
Course content	<ol style="list-style-type: none"> 1. Doors and Windows – panel door , flush door , Sliding doors 2. windows – Wooden paneled, metal, aluminum 2. Partitions-Types of partitions, Simple partition (in wood, glass and metals)

	<p>3. Ceilings -suspended, Different types of false ceiling</p> <p>4. Paneling - Paneling in plywood ply board, wood, laminates.</p>
Assignments	<ol style="list-style-type: none"> 1. Types of door 2. Types of windows 3. Types of partition 4. Types ceiling explain through sections 5. Types of paneling
Reference Books	<ol style="list-style-type: none"> 1. Building Construction – Sushil Kumar 2. Building Construction: Metric Volume 2, 5/e by WB McKay 2012 3. Building Construction: Metric Volume 4, 5/e by WB McKay 2012

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Semester :3- Skill Component Subjects

Subject - Building Materials -III

Code no.	304
Course Objectives	<ol style="list-style-type: none"> 1. To study about various techniques which protects building and furniture from environmental changes and insects.
Learning outcomes	<ul style="list-style-type: none"> • Evaluate the acoustics of an interior space.
Course content	<ol style="list-style-type: none"> 1. Protecting - Dampness Protection, Termite Protection, Fire Protection 2. paints- Ingredients of Paints Types of Paints Painting Process Defects Process Defects and Remedies 3. Laminates, Properties and uses of laminates 4. Thermal and acoustical materials

Assignments	Market survey in different groups and its presentation.
Reference Books	1. Building materials – Rangwala 2. Building MaterialsN-New Age International by S K Duggal: Paperback 2 nd

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Semester :3- Skill Component Subjects

Subject - Computers – AUTO CAD – 3D

Code no.	305
Course Objectives	1. To study preparing presentation on 3D auto CAD
Learning outcomes	<ul style="list-style-type: none"> • Develop three-dimensional models to create photorealistic renderings. • Utilize CAD software to create models. • Light three-dimensional interior spaces including furniture, lighting, and background. • Texture and create scenes in three-dimensional environments. • Evaluate software for effectiveness in drawing appropriate models and environments for rendering.
Course content	<p>Auto Cad 3d modeling</p> <ul style="list-style-type: none"> • Introduction of 3d surfaces • 3d views • Standard primitives • Introduction 3d solid • Deriving primitive • Boolean options • UCS icon &property • Solid modifiers • Mass property • Material mapping • Apply light & shadow on the object • Rendering • Import-Export of the drawing

Assignments	1. Prepare 3D modal of a residence showing all room and spaces.
Reference Books	1.DataCad for the Architect (Computer graphics technology and management series) by Carol Buehrens (Paperback - 14 June 1989)

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Semester :3- Skill Component Subjects

Subject - Workshop – III

Code no	306
Course Objectives	WOOD WORK 1. Understanding of wood as building material, finishing material 2. Understand wooden joinery.
Learning outcomes	<ul style="list-style-type: none"> • Develop three-dimensional models to create photorealistic renderings. • Utilize CAD software to create models. • Light three-dimensional interior spaces including furniture, lighting, and background. • Texture and create scenes in three-dimensional environments. • Evaluate software for effectiveness in drawing appropriate models and environments for rendering.
Course content	1. Types of wood - natural and artificial and its properties.Working with wood and wood products to understand material pas. 3. Wooden joinery and its strength. 4. Wood polishes and other finishes - color and surface quality.
Assignments	1. Prepare drawing of own furniture piece. 2. Prepare all wooden joints prototype.
Reference Books	1. Ahmed Kasu ,Interior Design, Standard publication, N.Delhi ,4 th Edition 2004 wood Working Techniques- Broun, Jeremeny 2. The Encyclopedia of wood Working Techniques- Broun, Jeremeny

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Semester :4- Skill Component Subjects

Subject - Design –IV

Code no.	401
Course Objectives	<ol style="list-style-type: none">1. Space making in order to understand elements and organization.2. Visual perception of Interior Spaces for large spaces.3. Way of analyzing furniture forms and designing furniture forms scientifically based on ergonomics, materials design and working4. Parameters and visual perception of furniture as a single form and as a system in a given interior space.
Learning outcomes	<ul style="list-style-type: none">• Studies of highly complex and complicated spaces and designs.• Design of large scale and specialized multi- functional interior spaces like Auditorium, museums, shopping and entertainment malls, hospitals Administrative buildings, hospitality etc.
Course content	<ol style="list-style-type: none">1. Efficiency in space planning. Qualitative aspects and relationships of spaces, seats of space for movement.2. Modulation of space and form, organizational character suited to functionalism.3. Exploring design process through sketches, drawings and models.4. Analysis of existing space - built form.5. 5. Measure drawing of a piece of furniture - plan, elevations and details drawings on full scale.
Assignments	<ol style="list-style-type: none">1. medium scale commercial unit e.g. Beauty parlor, CA Office2. Case study3. Designer chair with all workings.4. Designer foot stool with all workings.5. Designer sofa with all workings.
Reference Books	<ol style="list-style-type: none">1. . Ahmed Kasu ,Interior Design, Standard publication, N.Delhi ,4th Edition 2004 wood Working Techniques- Broun, Jeremeny2. Designing Smart Homes: The Role of Artificial Intelligence by Juan Carlos Augusto and Chris D. Nugent : 2006)3. Designing User Friendly Augmented Work Environments by SaadiLahlou (October 2009)

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Semester: 4- Skill Component Subjects

Subject - Services – II

Code no.	402
Course Objectives	<ol style="list-style-type: none">1. To introduce various services this puts luxury and hygiene to the life.2. To introduce the safty services and techniques to reduce chances of any human disaster/ hazard.
Learning outcomes	<ul style="list-style-type: none">• To study Advance building services like.:Vertical transportation, etc.to study of different type of systems used for high rise structures like water supply system(hot & cold) , fire protection system , ducts , drainage system ,garbage system, refuse chutes etc.
Course content	<ol style="list-style-type: none">1. Sanitation<ul style="list-style-type: none">*Drainage: Refuse, different forms of refuse garbage, spoilage, toilet waste and storm - water and disposal system. General principlesOf drainage, and drainage lines.*Connection to out-door drainage system, size requirements calculations, types of pipe available in market.*Bathroom-Interior layouts, extensive market survey of product available, economies of products available, how to fix products withOther finishing materials.2. Air Conditioning – Various types and uses, Calculation of capacity.3.Acoustics- Uses and requirement, Acoustical Materials4. Fire Safety- Building design for safety, Various supplementary fire fighting equipment according to use of building.
Assignments	<ol style="list-style-type: none">1. Sewage plan of residence
Reference Books	<ol style="list-style-type: none">1. Building Services Handbook (6th edition) by Fred Hall and Roger Greeno :

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Semester :4- Skill Component Subjects

Subject - Building Construction – III

Code no.	403
Course Objectives	2. To study about the multiple floor level units and construction techniques.
Learning outcomes	<ul style="list-style-type: none">• Identify the varied types of stair design and draw construction plans.• Label the different types of flooring systems, design and calculate material needed and then explain the assembling and finishing of floor systems.
Course content	<ol style="list-style-type: none">1. Stair cases – simple staircase in R.C.2. Layout of stair cases – types of stair cases methods of calculating treads and risers – definition of various parts & terminology. <ol style="list-style-type: none">1. Floors – various type of floor finishes and their constructional details. Wood, pvc, tiled (vitrified, ceramics etc.), linoleum, rubber & other materials.
Assignments	<ol style="list-style-type: none">1. Types of staircases2. Staircase details – R.C.C.3. Wooden Floors4. R.C.C. Floors and floor finishing sections.
Reference Books	<ol style="list-style-type: none">1. Building Construction – Sushil Kumar2. Building Construction: Metric Volume 1, 5/e by WB McKay 20123. Building Construction: Metric Volume 2, 5/e by WB McKay 20124. 2. Building Construction: Metric Volume 3, 5/e by WB McKay 20125. Building Construction: Metric Volume , 5/e by WB McKay 2012

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Semester :4- Skill Component Subjects

Subject - Estimating and Costing- I

Code no.	404
Course Objectives	1. To let the students understand the role of interior designer as Professional.

Learning outcomes	<ul style="list-style-type: none"> • Develop relationships with allied professions. • Introduction to professionalism, design practice, working of design organization • Contents: - • The profession of interior design. • Professional preparation- Education preparation ,professional association • Characteristics of interior designer. • Office management-clients, site management, professional correspondence, recruitment of staff etc. • Estimation of Interior space
Course content	<ol style="list-style-type: none"> 1. Specifications: Different types (closed, open etc.), Importance of specification, Writing specifications and brief specifications with introduction to bill of quantities(BOQ), studying existing specifications for selected items, writing specification for items of project taken in previous semester. 2. Typical specifications for different Interior materials. 3. Tenders - Definition <ul style="list-style-type: none"> - Types of tenders - Procedures for opening of tenders. 4. Estimating - Definition <ul style="list-style-type: none"> - Units of measurement - Rates - Problems in rate analysis - Types of estimates - Thumb Rules
Assignments	<ol style="list-style-type: none"> 1. Estimating and costing: Different methods of estimation (per unit area, item based), units of measurement of different interior items, analysis of rates and preparing spreadsheet.
Reference Books	<ol style="list-style-type: none"> 1. Construction estimating and costing by Frank W. Helyar McGraw-Hill Ryerson, 1978 2. A textbook of estimating and costing by M. A. Aziz

	Zoberi Publisher, 1967
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Semester :4- Skill Component Subjects

Subject - Computers – 3D MAX- 1

Code no.	405
Course Objectives	To study the basics of 3ds Max to improve presentation techniques and make easy communication with client.
Course content	<p>MAX</p> <ul style="list-style-type: none"> • Creation of the 3D object • Modification of the object • Modify with patches • Compound objects
Assignments	<ol style="list-style-type: none"> 1. Create 10 Interior furniture and fittings. 2. Create modal of an exterior.
Reference Books	<ol style="list-style-type: none"> 1. Mastering Autodesk 3ds Max 2013 by Jeffrey Harper

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Semester :4- Skill Component Subjects

Subject - Workshop – IV (Code: 406)

Course Objectives	Modal Making - To develop a sence of development of furnitures actual modal making with simple materials.
Course content	Modal making by using forex sheet, cloth and lights.

Assignments	1. Modal of any interior space.
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B. Voc.- Interior Design

Semester : 5- Skill Component Subjects

Subject - Design –V

Code no.	501
Course Objectives	1. To understand and design approach and space planning through furniture as elements of design.
Course content	<p>1.Modular in furniture design, its relationship to human ergonomics, survey of various modular system available for different Functions in market.</p> <p>2. Modular system of storage elements - closets, kitchen cabinets, displays etc.</p> <p>3. Modular approach in setting elements styles and types of units available in market.</p> <p>4. Modular approach and multiple uses of furniture forms.</p> <p>5. Exploration of wood, metal, glass, plastics and F.R.P. as materials for system design.</p> <p>6. Harmony through module, through materials, through details - evolving coordinated system for entire space. Drawings, details, Working prototype model.</p> <p>7. Cost criteria of design, furniture for lower income sectors of society.</p>
Assignments	<p>1. Mass scale design problem including front elevation.</p> <p>2. Simple unit of furniture according to any Indian traditional furniture making technique.</p>

	3. Stylish designer units.
Reference Books	<ol style="list-style-type: none"> 1. Time Saver Standards For Interior Design and Space Planning by Joseph De Chiara and Julius Panero :2011 (Edition Second) 2. Kitchen Creation – Zaccarini and Jane

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Semester : 5- Skill Component Subjects

Subject - Services – III

Code no.	502
Course Objectives	<ol style="list-style-type: none"> 1. 1.To let the students aware of the hazards of fire and their solutions 2. To introduce the facilities which enhance the luxury.
Learning outcomes	<ul style="list-style-type: none"> • To study Advance building services like.: Vertical transportation, etc.to study of different type of systems used for high rise structures like water supply system(hot & cold) , fire protection system , ducts , drainage system ,garbage system, refuse chutes etc.
Course content	<ol style="list-style-type: none"> 1. Fire fighting/ emergency services - Sources of hazard, Low hazard planning and detailing, Fire detection & fighting systems, Emergency evacuation – Planning features and systems. 2. Acoustics: Introduction to sound and noise, concepts and terms, indoor & outdoor noise control, Reverberation time calculation. 3. Designing services – Preparing plumbing, electrical & A.C. Layouts for residential spaces. 4. Public water distribution 5. sewage collection
Assignments	<ol style="list-style-type: none"> 1. Prepare chart of the acoustical materials required for various public palaces.
Reference Books	<ol style="list-style-type: none"> 1. Building Services Handbook (6th edition) by Fred Hall and Roger Greeno

B. Voc.- Interior Design

Semester : 5- Skill Component Subjects

Subject - Professional Practice

Code no.	503
Course Objectives	<ol style="list-style-type: none"> 1. Introduction to professionalism, design practice, working of a design organization. 2.
Learning outcomes	<ul style="list-style-type: none"> • Distinguish the differences and similarities between interior design specialties. • Develop a resume, cover letters, and follow up letters. • Design professional identities using self-branding. • Develop interview skills and professional demeanor. • Dress appropriately for interviews.
Course content	<ol style="list-style-type: none"> 1. Job procedures and opportunities 2. code of practice 3. Duties and liabilities of Interior Designer. 4. Relationship with client and contractor. 5. Types of contracts and tender documents. 6. Office management systems 7. Duties, liabilities, IIID code of professional conducts. 8. Condition of engagement of Designer. 9. Banking system – Loan, cash transfer modes etc.
Assignments	<ol style="list-style-type: none"> 1. Prepare own resume for job. 2. Prepare a proper advertisement for a job vacancy in your office.
Reference Books	<ol style="list-style-type: none"> 1. PROFESSIONAL PRACTICE FOR Interior Designers Third Edition by Christine M. Piotrowski, ASID, IIDA 2. The Handbook of PROJECT MANAGEMENT A practical guide to effective policies, techniques and processes by Trevor L

	Young; revised second edition
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Semester : 5- Skill Component Subjects

Subject - Working Drawing

Code no.	504
Course Objectives	3. Technical presentation of design at built form level, finishing level, product and furniture level.
Learning outcomes	<ul style="list-style-type: none"> • This subject provides the technical base for the execution of the designer's ideas. He has to learn to make technical drawings explaining to the workmen how execute the design in actual.
Course content	<p>Prepare working Drawing of projects</p> <ol style="list-style-type: none"> 1. Architectural Drawings. 2. Furniture Details 3. Finishing details. 4. Layouts of various products and their details. 5. Material, colour and texture details. 6. Building services details and fixture layouts for various areas.
Assignments	Working drawings of the project previously designed by the students.
Reference Books	<ol style="list-style-type: none"> 1. Ahmed Kasu ,Interior Design, Standard publication, N.Delhi ,4th Edition 2004 2. The Architects' Handbook Blackwell Science I edited by Quentin Pickard 2002,2003

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Semester : 5- Skill Component Subjects

Subject - Computer –3D MAX - 2

Code no.	505
Course Objectives	To add realistic touch to the view of 3ds max.
Course content	<ul style="list-style-type: none">• Setting of Lights• Material Editing• Effects of Lights• Setting of the Camera• Environment & walkthrough
Assignments	1. Create 3ds well rendered view of a public place including Interior and exterior.
Reference Books	1. 3ds Max 2012 Bible - Kelly L. Murdock

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Semester : 5- Skill Component Subjects

Subject - Workshop – V

Code no.	506
Course Objectives	3ds max expert advice to enhance rendering ability
Course content	1. 3D Studio MAX, upgrading from a previous release, or moving from 2D to 3D design, 3D Studio MAX to speed quickly and easily. With fully illustrated examples, easy-to-follow exercises, time saving tips, and helpful notes, you'll learn how to build fundamental objects, create realistic textures, light a scene, place cameras, render basic animation, and more. Guide also explains complex 3D design concepts in a simple and lay a solid foundation in the basics.

B. Voc.- Interior Design

Semester: 6- Skill Component Subjects

Subject - Design –VI

Code	601
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Course Objectives	2. To make student capable of doing Independent Projects. (Major Project + thesis)
Learning outcomes	<ul style="list-style-type: none"> • This continues to be the main subject in the curriculum. Interior design problems of highly complex nature are to be tackled by the students. • Thesis :Students are expected to enter in highly competitive professional world after completing this project work so he expected to put all his efforts with skills regarding design, working details, technology, materials, and computers.
Course content	<p>1. Interiors spaces Shopping malls, Streets, Town squares, Fair grounds, Amusement parks.</p> <p>2. Interior of Public utility space Air ports, Bus stops, Railway stations, Boats/ports.</p> <p>3. Actual prototype sampling of spaces and products. Visualization of total display system.</p>
Assignments	<ol style="list-style-type: none"> 1. Case study 2. Final major Project with all details. 3. Working Drawing of the project.
Reference Books	1. The Project Management Life Cycle by Jeson Westland - 2006

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Semester : 6- Skill Component Subjects

Subject - Landscape Design

Code	602
Course Objectives	<ol style="list-style-type: none"> 2. Transformation of interior spaces through natural elements of design - Interior landscaping. 3. To Study of plants, their form related to interior & outdoor herbarium, layout, drawing. • 4. To Study of plants/ trees-Designing outdoor, gardens, fountains, indoor and outdoor landscape, features its construction- electrification – services.
Course	1.

content	<p>Types of Natural Elements - stones, rocks, pebbles, water forms, plants and vegetation.</p> <p>2. Landscaping design parameters for various types of built forms - Indoor x Outdoor or linkage to spaces.r -</p> <p>3. Landscape of courtyards -Residential form and commercial forms.</p> <p>4. Indoor plants and their visual characteristics - colour, texture, foliage. Science of growing and maintaining greenery.</p> <p>5. Product survey of market availability and cost criteria.</p>
Assignments	<ol style="list-style-type: none"> 1. Case study 2. Landscape design for the above project.
Reference Books	<ol style="list-style-type: none"> 1. Tropical Garden Plants in Colour - Bose and Choudhary 2. Alexander, Christopher et al A Pattern Language: Towns, Buildings, Construction (Oxford University Press, New York, 1977) 3. Appleton, J. The Experience of Landscape John Wiley London 1975

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Semester : 6- Skill Component Subjects

Subject – Internship

Code	603
Course Objectives	<ol style="list-style-type: none"> 1. State of Interior Design profession in today's' business world and design world. 2. More emphasis on site supervision.
Learning outcomes	<ul style="list-style-type: none"> • Acquire the ability to function and grow in a professional working environment. • Apply knowledge learned , Prepare project documentation that meets professional expectations of supervisors • Present projects to clients, supervisors
Course content	<ol style="list-style-type: none"> 1. Understanding of "Professional Practice" methods of various interior designers <ul style="list-style-type: none"> - Design process from first client contacts to

	<p>Production documents, tender documents for various work involved, production drawings for various work, site supervision.</p> <p>2. Coordination of various agencies - client, members of design team, consultants, contractors, craftsman and construction supervisor.</p>
Assignments	<p>Office Practice Report</p> <p>1. Project brief, detailed design and drawings worked on, site supervision reports.</p> <p>2. Brief assessment of projects worked on & experience gained.</p>

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Semester : 6- Skill Component Subjects

Subject – Workshop

Code no.	604
Course Objectives	To study of actual of a drawing and develop a sees of combination of different elements in a design of design.
Course content	Design of furniture piece and all its working and learn the actual working.
Assignments	<p>Prepare a prototype modal of any furniture piece</p> <p>Construct a original piece of furniture</p>

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Semester : 6- Skill Component Subjects

Subject : **Indian Culture and Environment**

Code No.	605
Course Objective	To identify the roots and details of some of the contemporary problems faced by our nation and try to locate possible solutions to these challenges by digging deep into our past.
Course content	<p>1. Traditional Practices and Environment: Various representations of Nature in popular culture; Knowledge and attitudes towards nature in ancient texts - Forest and Tree Worship as their cultural manifestations.</p> <p>Water Harvesting and Management: Tradition of Rainwater harvesting in different regions of the country; impact on environmental management; lessons for contemporary times.</p> <p>Mahatma Gandhi and Environment: Contribution of Mahatma Ghandi towards the cause of environment; inspiration for young generation</p> <p>2. Urbanization and Urbanism</p> <p>Defining Urbanization and Urbanism. Causal and sustaining factors of Urbanization. City: Hallmark of most cultures. Evolution of city: city-state; city within a state.</p> <p>Challenges of Urban Life: Alienation and sense of belonging; spirit of living together in limited space; challenges of multiple aspirations; pressure on urban infrastructure; unity in diversity- keeping Local alive while moving towards Global OR heterogeneity alive whilem moving towards homogeneity</p> <p>3. Cultural Heritage</p> <p>Cultural Heritage: Its significance and its constituents. Importance of Built Heritage at the level of Locality, Region, Nation and World.</p> <p>Architecture as symbol of power, representation of society, composite culture, involvement of different strata of society, economics, aesthetics -Discussion and Project on any one of these or any other: Cave temples of Ajanta or Ellora, Khajuraho temples or Konark Temple, QutubMinar , Humayun’s Tomb, Imperial Calcutta or</p>

	<p>Imperial Delhi.</p> <p>Built Heritage: Destruction, Defacement, General Apathy, Conservation or Restoration, Funds, Antiquated Laws, Institutions engaged with Conservation. Tourism and its contributions towards infrastructure and economic prosperity</p> <p>4. Cultural Forms and Cultural Expressions</p> <p>Exploring the multiple forms of culture and understanding composite culture and its diffusion.</p> <p>The Performing Arts: Some case studies. Exploring classical dance forms and the case study of BharataNatyam/ Kathaka or any other dance form of India. The social context of fairs and festivals- Kumbhamela/ Pushkarmela/ RathYatra / Baisakhimela / Goa carnival. Formulation of 'Mass' Culture and Public Opinion- the impact of films, television, the print media and food on our society.</p>
Assignments	Portfolio Making
Reference Books	<ul style="list-style-type: none"> • Indian culture and heritage – by VeenaGarg • Indian art and culture – Arihant experts • Symbols of Indian culture • Urbanization In India – by Isher Ahluwalia • Basics of Environment and Ecology – by AnubhaKaushik and C.P. Kaushik

OVERALL SPECIFIC OBJECTIVES FOR INTERIOR DESIGN PROFESSION:

1. Interior Designer

- This is the most obvious route for most designers. As an interior designer, He/she will be tasked with making the interiors of homes, offices, and other buildings beautiful.
- Interior designers have to be creative, understand color theory, and keep abreast with emerging interior design trends.
- The designers may work with residential or commercial clients.
- Residential interior designers are mostly involved with styling and interior decorating, fabrics and furnishing.
- Commercial interiors designers may work in retail, offices, restaurants, hotels, and education institutions.

2. Furniture Designers

Furniture design is a more specialized part of interior design. As a furniture designer, your work can be twofold; with the client and with other suppliers.

- When working with a client, you may be tasked with arranging furniture at houses, showrooms, offices, and other areas to use space optimally, bring out desired themes and so on.
- You may also work with your client's suppliers such as carpenters, guiding them on what decorations to incorporate in the furniture to bring out your client's tastes.

3. Exhibition Designers

Exhibition designers provide working layouts and decide the décor to be used in exhibition halls.

- The designers need to be knowledgeable on modular stand design, custom build designs, exhibition and museum design, and floor management. \Other skills required include CAD and 3D packages like Adobe Suites and AutoCAD/Vectorworks.
- When working on projects, the designers take into consideration the traffic expected at the exhibition hall, items that will be showcased and the theme of the exhibition.

4. Lighting Designers

- Lighting designers ensure adequate lighting for the various projects they are involved in.
- The designers have to be knowledgeable in basic wiring or work with a qualified electrician to bring out various creative lighting effects depending on the nature of the projects.
- Lighting designers may also be involved in schematic design and work on decorative products such as light fittings, shades and luminaries for a design consultancy or manufacturer.
- Knowledge in different types of lighting and their effects is crucial to the success of a lighting designer.

5. Kitchen Designers

- Kitchen designers are primarily involved with kitchen aesthetics and usefulness to the people who use them. The designers can work hand in hand with constructors to determine the floor plan or can come after the floorwork has been done to help clients with kitchen items.
- Kitchen designers should balance both design and functionality of the items they recommend in the kitchen. The designers should know the effect of kitchen temperatures on the decors they go for, the maintenance required, and general replacement procedures.
- To be successful, creativity, passion for color, and skill for vision are a must.