



Gyanmanjari
Innovative University

Course Syllabus
Gyanmanjari Institute of Design
Semester-1

Subject: Introduction to Fashion Design-BDEFD11301

Type of course: Major

Prerequisite: Basic understanding of fashion is recommended. Familiarity with fashion trend, market analysis would be beneficial. However, beginners can also join this course.

Rationale: This course covers basic fundamentals of fashion, basic knowledge of yarns and fibers, principle of fashion, different season wear and fashion cycle.

Teaching and Examination Scheme:

Teaching Scheme			Credits	Examination Marks					Total Marks
CI	T	P	C	Theory Marks		Practical Marks		CA	
				ESE	MSE	V	P	ALA	
3	0	2	4	60	30	10	20	30	150

Legends: CI-Class Room Instructions; T – Tutorial; P - Practical; C – Credit; ESE - End Semester Examination; MSE- Mid Semester Examination; V – Viva; CA - Continuous Assessment; ALA- Active Learning Activities.

Course Content:

Sr. no.	Course content	Hrs	% Weightage
1	Unit-1 Easements of Designing & Color Theory 1.1 Element of Design – Dot, Line, Space, Texture, shape, form & value 1.2 Color Theory – Difference between Primary, Secondary and Tertiary Colors 1.3 Temperature of Color: Warm color, Cool Colors 1.4 Color Schemes / Combinations – Complementary, Split Complementary, Double Complementary, Analogous Colors, Natural Colors, Monochromatic 1.5 Tint and Shades	10	25%
2	Unit-2 Introduction of Fashion 2.1 What is Fashion, Definition, Explanation of fashion, Influence of Fashion 2.2 Method of Printing, block Print, Stencil Print, Thumb Print, Spray Print, Vegetable Print, Fabric Paint 2.3 Introduction of Indian & International fashion Designer 2.4 Fabric Construction, Fabric Introduction, Types of Fabrics, Fiber Table, Yarn Concept.	12	25%
3	Unit-3 Design Principal 3.1 Proportions of the figure, each proportion of the croquis 3.2 10" Theory basic croquis, draw the croquis, the basic figure 3.3 Stylize the figure – Process from front to behind 3.4 Shading of different parts of body –basic front eyes, basic poses of eyes, basic lips, basic mouth posture, basic hand movement, foot drawing 3.5 Basic figure drawing – practical	12	25%
4	Unit-4 Basic Design: 4.1 The head to face Drawing 4.2 Basic necklines & collar 4.3 Basic sleeves 4.4 Basic skirt & Trouser	12	25%



Continuous Assessment:

Sr. No.	Active Learning Activities	Marks
1	Print article – Students have to make article using print method for any occasion you can mix match any print and upload in the GMIU web portal	10
2	Theme board – Students have to make any 19's or 20's famous outfit inspiration theme board and upload in the GMIU web portal	10
3	Designer and their best designs – Find out designer and their best design till date and upload in the GMIU web portal.	10
	Total	30

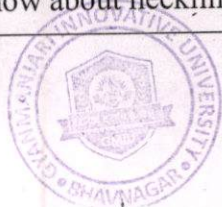
Suggested Specification table with Marks (Theory): 60

Distribution of Theory Marks (Revised Bloom's Taxonomy)						
Level	Remembrance(R)	Understanding(U)	Application (A)	Analyze (N)	Evaluate (E)	Create (C)
Weightage	40%	50%	00%	00%	00%	10%

Note: This specification table shall be treated as a general guideline for students and teachers.
The actual distribution of marks in the question paper may vary slightly from above table.

Course Outcome:

After learning the course, the students should be able to:	
CO1	Understand basic knowledge about colors combinations.
CO2	Understand basic knowledge about fashion.
CO3	Draw basic croquis and figure and how to design cloth on croquis.
CO4	Know about neckline, sleeves & kurti, skirt & Trouser and Design of body.



List of suggested Practical

Sr. No	Description	Unit No	Hrs.
1	Drawing using line & Dot.	1	1
2	Negative & Positive Space Drawing.	1	1
3	Drawing using Shapes & Form.	1	1
4	Make a color wheel on Sheet (using primary color).	1	1
5	Drawing using Warm color and Cool color.	1	1
6	Drawing for Complementary color & Split Complementary.	1	1
7	Drawing for Double Complementary color & Analogues color	1	1
8	Drawing for Natural color & Monochromatic color	1	1
9	Drawing for Tint and Shade	1	1
10	Create a Sample of Block printing Method	2	1
11	Create a Sample of Stencil Print Method	2	1
12	Create a Sample of Thumb Print Method	2	1
13	Create a Sample of Spray Print Method	2	1
14	Create a Sample of Vegetable Print Method	2	1
15	Create a Sample of Fabric Paint	2	2
16	Draw Proportion Figure	3	1
17	Draw 8" theory basic Croquis	3	1
18	Draw Stylize figure process front to back	3	2
19	Draw the basic poses of Eyes	3	1
20	Draw the basic lips and mouth posture	3	1
21	Draw the basic Hand Movement	3	1
22	Draw the basic Foot proportions	3	1
23	Basic Figure Drawing	3	1
24	The Head to Face Drawing	4	2
25	Draw Basic Neck lines & Collar	4	1

26	Draw Basic Sleeve	4	1
27	Draw Basic skirt & Trouser	4	1
	Total		30

Instructional Method:

The course delivery method will depend upon the requirement of content and need of students. The teacher in addition to conventional teaching method by black board, may also use any of tools such as demonstration, role play, Quiz, brainstorming, MOOCs etc.

From the content 10% topics are suggested for flipped mode instruction.

Students will use supplementary resources such as online videos, NPTEL/SWAYAM videos, e-courses, Virtual Laboratory

The internal evaluation will be done on the basis of Active Learning Assignment

Practical/Viva examination will be conducted at the end of semester for evaluation of performance of students in laboratory.

Reference Books:

- [1] Fashion Illustration & Design
- [2] Fashion Concept
- [3] Fashion & Appeal

