



Gyanmanjari
Innovative University

Course Syllabus
Gyanmanjari Institute of Design
Semester-3

Subject: Advanced Fashion Illustration & Rendering - BDEFD13320

Type of course: Major

Prerequisite: Understanding and knowledge of how to compose their idea into reality, own stylized illustration and theme base manual collection which will help them marketing and the presence of illustration in industry.

Rationale: This course provides students with the ability to express their creative ideas through professional illustration techniques, focusing on stylized model, fabric in detail rendering, and fashion detailing. It bridges the gap between conceptualization and production, enabling students to effectively convey their design ideas to clients, manufacturers, and fashion houses. By mastering various illustration techniques, students will develop a strong foundation for careers in fashion design, styling, and trend forecasting.

Teaching and Examination Scheme:

Teaching Scheme			Credits	Examination Marks					Total Marks
CI	T	P	C	Theory Marks		Practical Marks (E)		CA (I)	
				ESE	MSE	V	P	ALA	
0	2	4	4	00	00	10	40	50	100

Legends: CI- Classroom 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
1	Unit –1 Illustration 1.1 Stylized Illustration as a signature style



2	Unit -2 Create Composition using various media techniques 2.1. Fashion show 2.2 Street style 2.3 Editorial and Campaign 2.4 Festive
3	Unit - 3Collection based on Theme 3.1 Seasonal themes (e.g. Winter, summer) 3.2 Cultural and historical themes (e.g. ancient civilizations, Art Deco) 3.3 Lifestyle themes (e.g. urban, bohemian) 3.4 Fantasy and surreal themes 3.5 Sustainability and eco-friendly themes
4	Unit- 4 Final Collection 4.1 Boards 4.2 Silhouette Boards 4.3 Fabric & Color Board 4.4 Stylized Model Selection 4.5 Final Collection

Continuous Assessment:

Sr. No.	Active Learning Activities	Marks
1	Signature Illustration– Make a Sheet of your own signature Models andupload Photo of sheet on the GMIU web portal.	10
2	Composition– Make a using any one composition as per your inspiration, apply it on your signature models and upload photo on the GMIU web portal.	10
3	Theme Collection – Make a theme collection as per explained by faculty andupload Photo on the GMIU web portal.	10
5	Final Collection - Make a Final Collection as per instruction from faculty make a PPT of all scanned sheet of whole collection andupload PPT on the GMIU web portal.	10
4	Attendance	10
	Total	50



Suggested Specification table with Marks (Theory): NA

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

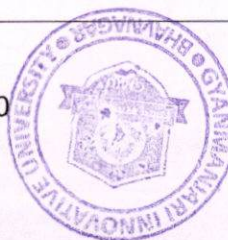
Note: This specification table shall be treated as a general guideline for students and teachers.
The actual distribution of marks in the question paper may vary slightly from above table.

Course Outcome:

After learning the course, the students should be able to:	
CO1	Diverse styles and techniques in illustration.
CO2	Critique and analyze compositions in fashion illustration.
CO3	Illustrate to various themes and contexts
CO4	Highlight the importance of illustration presence in the industry

List of Practical

Sr. No	Description	Unit No	Hrs.
1	Find out your style or explore your type of model and create your own signature model.	1	4
2	Create Composition of Fashion Show (4 model in one sheet)	2	4
3	Create Composition of Street Style (4 model in one sheet)	2	4
4	Create Composition of Editorial & Campaign (4 model in one sheet)	2	4
5	Create Composition of any one festive (4 model in one sheet)	2	4
6	Make a Collection and style as per any one Season theme. (2 model in one sheet)	3	4
7	Make a Collection and style as per any one Cultural or Historical theme. (2 model in one sheet)	3	4
8	Make a Collection and style as per any one Lifestyle theme. (2 model in one sheet)	3	4
9	Make a Collection and style as per any one Fantasy & Surreal theme. (2 model in one sheet)	3	4
10	Make a Collection and style as per any one Sustainable & Eco-friendly theme. (2 model in one sheet)	3	4



11	Find out an inspiration and make a Board on theme manually.	4	4
12	Draw a Silhouette Board as per inspiration & theme.	4	4
13	Collect a swatches of fabrics Make a Board with color details and also add fabric rendering.	4	4
14	Use your stylized models for your exploration of design and styling elements	4	4
15	Make an Illustration of final designs and styling with composition of theme.	4	4
Total			60

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] Helen Brockman "The Theory of Fashion Design" New York, John Willey & Sons. 1967.
- [2] Konemann, (2014) Fashion Illustration Step by Step, Maomao Pub., Spain.
- [3] Carol. N.A., (2009), Fashion Illustration School: A Complete Handbook for Aspiring Designers and Illustrations, Thames & Hudson, London

