



**Gyanmanjari**  
Innovative University

Course Syllabus  
Gyanmanjari Institute of Design  
Semester-3

**Subject:** Advanced Fashion Illustration and Rendering -DDEFN13209

**Type of course:** Major

**Prerequisite:** Understanding and basic knowledge of drawing, sketching techniques, design principles and garment construction.

**Rationale:** This course provides students with the ability to express their creative ideas through professional sketching techniques, focusing on figure proportions, fabric 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 and digital tools, 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		CA	
				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	<b>Unit –1 Model Drawing</b> 1.1 Gesture Components 1.2 Torso 1.3 Angles 1.4 Balance Line 1.5 Supporting Leg & Balance Line 1.6 The Arms
2	<b>Unit -2 Drawing Men</b> 2.1 Gesture Sketching for Men 2.2 Dressing The Male Figure 2.3 Men's Fashion Details 2.4 Classic Sketching for Menswear
3	<b>Unit– 3 Drawing Children</b> 3.1 Toddlers 3.2 Child 3.3 Tween
4	<b>Unit– 4 Basic Rendering Techniques</b> 4.1 Checks, Gingham & Plaids 4.2 Shading 4.3 Highlighting or Shading 4.4 Shading on The Figure 4.5 Maker Rendering Steps 4.6 Fabric Development
5	<b>Unit–5 Designer Sketching</b> 5.1 Matching Poses to Garments 5.2 Working with Wide Silhouettes 5.3 Attitude in Poses



**Continuous Assessment:**

Sr. No.	Active Learning Activities	Marks
1	<b>Live Sketching Challenge:</b> Students sketch a live model or draped mannequin within a time limit (e.g., 20 minutes) to improve speed and observation skills.	10
2	<b>Fabric Rendering:</b> Students render various fabric textures (like denim or silk) on a croquis using rendering tools to practice shading and highlighting.	10
3	<b>Collaborative Pose &amp; Design:</b> Students work in groups to create a dynamic pose for a specific garment type and then sketch a design based on that pose.	10
<b>Total</b>		<b>30</b>

**Suggested Specification table with Marks (Theory): 60**

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

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	<b>Understand</b> the fundamentals of <b>figure proportion, balance, and gesture</b> in model drawing
CO2	<b>Apply</b> various <b>drawing techniques</b> to accurately illustrate the male and female figures, as well as children.
CO3	<b>Analyze</b> and illustrate different <b>fabric textures and patterns</b> using basic rendering techniques like shading and highlighting.
CO4	<b>Explain</b> how <b>body language and attitude</b> influence a designer's sketch and garment presentation.
CO5	Evaluate and select appropriate <b>poses</b> to effectively showcase different fashion silhouettes and garments.





**List of Practical**

<b>Sr. No</b>	<b>Description</b>	<b>Unit No</b>	<b>Hrs.</b>
1	Quick sketches focusing on the balance line and torso.	1	1
2	Drawing various angles and supporting leg poses to capture movement.	1	1
3	Focusing on arm gestures and proportions.	1	1
4	Combining all gesture components to create a complete figure.	1	1
5	Practicing gesture sketching for the male figure.	2	2
6	Sketching garments on the male croquis, focusing on folds and fit.	2	2
7	Detailing men's fashion elements: collars, lapels, pockets, and closures.	2	2
8	Classical menswear sketching: focus on suits, shirts, and ties	2	2
9	Drawing toddlers: focusing on head-to-body ratio and chubby features.	2	2
10	Sketching children of various ages, capturing their playful poses.	2	2
11	Illustrating tweens, observing their transitional body proportions.	3	2
12	Rendering checks, gingham, and plaid patterns on flat surfaces and garments.	3	2
13	Practicing basic shading techniques: spheres, cubes, and cylinders.	3	2
14	Applying shading and highlighting on a simplified human figure.	3	2
15	Step-by-step marker rendering of different fabric textures (e.g., denim, silk).	3	2
16	Matching diverse poses to showcase specific garment styles (e.g., flowing vs. structured).	4	2
17	Sketching figures with wide silhouettes (e.g., capes, voluminous skirts) and conveying attitude.	4	2
<b>Total</b>			<b>30</b>



**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] Heads: A Guide to Drawing Fashion by Nancy Riegelman
- [2] Fashion Sketchbook by Bina Abling
- [3] Figure Drawing for Fashion Design by Elisabetta Drudi
- [4] Marker Rendering for Fashion, Accessories, and Home Fashion by Bina Abling

