



Gyanmanjari
Innovative University

Course Syllabus
Gyanmanjari Institute of Design
Semester-I

Subject: Introduction to Design & Textile - BDETD11301

Type of course: Major

Prerequisite: Basic understanding of Design & Textile 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 design and Textile, basic knowledge of Sketching and Drawing, Color Application, Tools and Material to be used throughout Design process, Ideology and Brainstorming regarding further projects.

Teaching and Examination Scheme:

Teaching Scheme			Credits	Examination Marks					Total Marks
CI	T	P		C	Theory Marks		Practical Marks (E)		
			ESE		MSE	V	P	ALA	
1	1	4	4	00	00	10	40	50	100

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
1	Unit-1 Introduction of Design 1.1 Element of Design 1.2 Principles of Design 1.3 Color Theory 1.4 Color Schemes
2	Unit-2 Introduction of Fashion & Textile 2.1 Definition & Explanation of fashion, Influence of fashion 2.2 Terminology of Fashion 2.3 Iconic Indian & International fashion Designer 2.4 Fashion & Clothing
3	Unit-3 Design Methodology 3.1 Line & 2D Shape Practice 3.2 Object Drawing & Perspective Drawing 3.3 Basic of Human Body Parts 3.4 Shade & Shadow 3.5 Texture Development
4	Unit-4 Tools & Materials 4.1 Sewing Tools 4.2 Types of Fasteners 4.3 Types of Fabric Swatches 4.4 Patternmaking Tools



Continuous Assessment:

Sr. No.	Active Learning Activities	Marks
1	Design article: Students have to make design using Elements and Principles on sheets and upload on the GMIU web portal	10
2	Research PPT: Students have to research and make PPT on Evolution of Fashion Accessories and upload it on the GMIU web portal	10
3	Ideology Article: Find a concept within campus and sum up the ideology of making one fashion product and upload photo on the GMIU web portal.	10
4	Doodle Article: Make a Doodling of your whole one-day routine and upload on the GMIU portal.	10
5	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	Understand basic knowledge about Design
CO2	Understand basic fundamental of Fashion.
CO3	Sketch & draw basic 2D and 3D.
CO4	Understand Tools & Material of pattern design

List of suggested Practical

Sr. No	Description	Unit No	Hrs.
1	Drawing using line & Dot.	1	2
2	Composition Using Principles of Design on sheet.	1	2
3	Make a Poster using Negative & Positive Space on sheet.	1	2
4	Drawing using Shapes & Form on sheet.	1	2
5	Make a color wheel using different medium of color mini. 2 medium.	1	4
6	Compose Pattern Using all Color Theory Schemes Respectively	1	4
7	Composition using Pattern Tint and Shade.	1	2
8	Compose advertisement using Element, Principle and Color Theory.	1	4
9	Any 5 Terminology of Fashion on Sheet.	1	2
10	Make a Project on Indian and International Designer respectively.	2	4
11	Make a Presentation on Evolution & History of Fashion Element (like footwear, Handbags)(Any one)	2	4



12	Line and 2D Shape Practice & Compose on sheet.	3	2
13	Make a Doodle of your one day routine.	3	4
14	Live Object Drawing from your surround objects.	3	2
15	Perspective Drawing of your campus and your bedroom.	3	2
16	Texture Rendering & Development of your surrounds.	3	2
17	Pencil Shading & Color Shading on objects.	3	2
18	Draw the basic poses of Eyes, Lips, Mouth and Face Expression.	3	4
19	Draw the basic Hand and Foot Movement and Proportions.	3	4
20	Brainstorming & Ideology of Design	4	2
21	Find & Make a Swatch Book and a book of Fastener	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] Fashion Design: The Complete Guide Second Edition by John Hopkins
- [2] Fundamentals of Fashion Design Third Edition BY Richard Sorger & Jenny Udale
- [3] Basics Fashion Design 05: Fashion Drawing by John Hopkins

