

**MAULANA ABUL KALAM AZAD UNIVERSITY OF TECHNOLOGY, WEST BENGAL**  
**(Formerly West Bengal University of Technology)**  
**Syllabus of B.Sc. Sustainable Fashion Design & Management**  
**(Effective from 2023-24 Academic Sessions)**

### **Graduate Attributes**

**By the end of the program the students will be able to:**

1. **Creativity and Innovation:** Fashion design is an artistic field that requires graduates to demonstrate a high level of creativity and the ability to think outside the box. They should be able to come up with unique and innovative designs that stand out in the competitive market.
2. **Design and Technical Skills:** Graduates should have a solid foundation in design principles, pattern-making, garment construction, and textile knowledge. A good understanding of various fabrics, materials, and techniques is essential for translating their ideas into tangible fashion pieces.
3. **Fashion Industry Awareness:** Graduates should be well-informed about current fashion trends, consumer preferences, and the latest developments in the industry. This knowledge helps them create designs that align with market demands.
4. **Sketching and Visualization:** Strong sketching and illustration skills are vital for fashion designers to communicate their ideas visually to clients, colleagues, or manufacturers.
5. **Computer-Aided Design (CAD):** Proficiency in using CAD software for fashion design, such as Adobe Illustrator or other specialized software is crucial in the modern fashion industry.
6. **Critical Thinking and Problem-Solving:** Fashion designers must be able to analyze design challenges and develop innovative solutions. They should be adaptable and capable of handling unexpected hurdles that may arise during the design process.
7. **Communication and Presentation:** Effective communication skills are essential for presenting design ideas to clients, working with teams, and collaborating with manufacturers. Fashion designers should be able to articulate their concepts clearly and professionally.
8. **Attention to Detail:** Precision and attention to detail are critical in the fashion industry to ensure that designs are accurately executed during the manufacturing process.
9. **Cultural and Ethical Awareness:** Fashion designers should be sensitive to cultural influences and demonstrate an understanding of the ethical implications of their designs, such as sustainability and responsible sourcing.
10. **Teamwork and Collaboration:** Fashion designers often work as part of a team, collaborating with stylists, merchandisers, and manufacturers. Graduates should be able to work effectively in a team environment and value contributions from diverse perspectives.
11. **Entrepreneurial Skills:** For those aspiring to start their own fashion businesses, entrepreneurial skills, including business planning, marketing, and budgeting, are essential to succeed in the competitive fashion market.

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**SEM 1**

**Course Name: Design & Drawing Fundamentals**

**Mode: Offline**

**Credits: 5(3T+2P)**

**SUB CODE: BSFD101**

**Aim of the Course:** The aim is to equip students with essential skills and knowledge that form the foundation for a successful career in various design-related fields.

**Course Objectives:** The course is aimed to help students develop fundamental design skills, including visual perception; students get knowledge about principles of design, such as balance, proportion, harmony, emphasis, and contrast. The course focuses on honing students' drawing skills, including freehand sketching, technical drawing, and rendering. Drawing is an essential communication tool for designers to convey their ideas effectively.

<b>Sl.</b>	<b>Graduate attributes</b>	<b>Mapped modules</b>
CO1	The student will get an introduction to the formal elements and principles used to create art and design.	<b>M1</b>
CO2	The student will get to develop their basic practical drawing and rendering skills.	<b>M2</b>
CO3	The student shall get to develop accurate observational drawing skills for sketches and detailed drawings.	<b>M2</b>
CO4	The student shall get a detailed idea of color theory	<b>M3</b>
CO5	The students will understand the application of art principles in the design composition of traditional and contemporary art, design, and textiles in fashion design.	<b>M4</b>
CO6	The students will get to develop skills in creating designs and making art objects.	<b>M4</b>
CO7	The students will develop skills in developing design ideas within a thematic context of art and design	<b>M4</b>

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**Learning Outcome/Skills:**

The candidates should demonstrate a grasp of fundamental design principles, such as balance, proportion, contrast, emphasis, and unity. Be proficient in various drawing techniques, including freehand sketching, technical drawing, and rendering. The candidates should improve their creative thinking and problem-solving skills, using design to generate innovative ideas and solutions.

Knowledge and understandings should be demonstrated in the areas of (1) Design Principles, (2) Drawing Techniques, (3) Creative Thinking, (4) Visual Communication, (5) Applying Design in Different Contexts, (6) Presentation Skills.

<b>Module Number</b>	<b>Content</b>	<b>Total Hours</b>	<b>% of questions</b>	<b>Bloom Level (applicable)</b>	<b>Remarks, if any</b>
<b>THEORY</b>					
<b>M1</b>	Introduction to the Formal Elements of Art and Design	<b>10</b>	<b>25</b>	<b>1,2</b>	<b>NA</b>
<b>M2</b>	Drawing and shading techniques	<b>10</b>	<b>30</b>	<b>1,2,3</b>	<b>NA</b>
<b>M3</b>	Color Theory	<b>10</b>	<b>20</b>	<b>1,2</b>	<b>NA</b>
<b>M4</b>	Principles of Design Composition	<b>15</b>	<b>25</b>	<b>1,2,3</b>	<b>NA</b>
<b>Total Theory</b>		<b>45</b>	<b>100</b>		
<b>Practical</b>		<b>30</b>			
<b>TOTAL</b>		<b>75</b>			

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**Detailed Syllabus**

**Module1: Introduction to the Formal Elements of Art and Design**

Design definition and types (structural & decorative)

Elements of art & design:

Point, line, shape, form (O-D, I-D, 2-D, 3-D), space, structure, texture & color.

**TotalHours:10**

**Module2:Drawing, shading techniques& perspective theory**

Observational drawing techniques (by hand/eye) - Proportion and Scale

Shading techniques-hatching, cross-hatching tonal drawing techniques, stippling (pointillism), stumbling in Geometric shapes - squares, rectangles, pyramids hexagons/octagons Circles, cylinders, and ellipses.

Perspective drawing and theory -1 Point, 2 Point, 3 Point, Multi Point Perspective, Low-Level Perspective, Human Eye perspective, Aerial Perspective, Perspective of a circle and cylinder

**TotalHours:10**

**Module3:Color Theory**

A body of practical guidance to color mixing and the visual effects of a specific color combination.

Definitions (or categories) of colors based on the color wheel: Primary, Secondary, and tertiary colors.

The Color wheel.

How color is formed.

Color schemes & effects.

Additive & Subtractive color schemes.

**TotalHours:10**

**Module4:Principles of Design Composition**

Contrast & Harmony

figure: ground relationship, the grouping of figures, elements by spatial tension in Achromatic.

Unity in diversity or variety

Balance

Movement

Proportion or scale

Rhythm

Dominance or subordination

**TotalHours:15**

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**PRACTICAL**

**Credit:2**

**TotalHours:30**

**Sub: BSFD191**

1. Introduction to Line drawing, poses, and movement exploration of human figures (Men & Women)
2. Introduction to Basic Human Forms and Figures for Fashion Illustration –Women &Men
3. Introduction to 8 heads and 12 heads fashion croquis and fashion rendering using brush and Pencil, poster color, watercolor, steadlers, pastels, dry chalk, rotoring pen, and Chineseinks.
4. Introduction to Tessellation art.
5. Pattern and Motifs Development
6. Introduction to mounting techniques and presentation
7. Lines, forms, shapes/light, and shadow/material renderings
8. Texture exploration and generation through nature
9. Texture exploration and generation through man-made tactile objects

**Suggested Readings:**

**Books**

1. BhatPranav&GoenkaShanita, The Foundation of Art & Design, Lakani Book Depot, Bombay, 1990.
2. Goldstein, H & Goldstein V, Art in Everyday Life, Oxford & IBH Publishing Company, New Delhi, 1967
3. BhatPranav&GoenkaShanita, The Foundation of Art & Design, Lakhani Book Depot., Bombay, 1990
4. Goldstein H & Goldstein V, Art in Everyday Life, Oxford and IBH Publishing Company, New Delhi, 1967.
5. Scott R G, Design Fundamentals
6. Visual Notes for Architects and Designers (Norman Crowe and Paul Laseau)
7. Geometry of Design: Studies in Proportion and Composition (Kimberly Elam)
8. Elements and principles of design confusion by Marvin Bartel
9. Composition and Design by Marvin Bartel
10. Colour Forecasting for Fashion by Kate Scully and Debra Johnston

**Websites**

- <https://www.creativebloq.com/colour/colour-theory-11121290>  
[http://www.artyfactory.com/perspective\\_drawing/perspective\\_index.html](http://www.artyfactory.com/perspective_drawing/perspective_index.html)  
<http://rapidfireart.com/2016/07/19/how-to-shade-the-ultimate-tutorial/>  
<https://vanscodeesign.com/web-design/visual-tension/>

**Videos**

- <https://www.youtube.com/watch?v=KHxYwPSOKl0>  
<https://www.youtube.com/watch?v=24rnfO8s0hU>

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**Course Name: Basics of Fashion Design**

**Mode: Offline**

**Credits:5(4L+1P)**

**SUB CODE:BSFD 102**

**Aim of the Course:** The aim is to provide students with a comprehensive introduction to the fundamental principles, knowledge, and understanding of fashion design.

**Course Objectives:** The course is aimed to help students gain a well-rounded understanding of fashion design and its essential components. By the end of the course, students should have acquired a solid foundation in fashion design theory and practical techniques. The course aim also includes fostering creativity, encouraging critical thinking, and promoting ethical and sustainable practices within the context of fashion design

<b>Sl.</b>	<b>Graduate attributes</b>	<b>Mapped modules</b>
CO1	The student shall get an introduction to the Fashion	<b>M1</b>
CO2	The student shall get an understanding of Fashion Design Principles	<b>M1</b>
CO3	The student shall get knowledge of the role of a Fashion designer and Fashion Leaders	<b>M2</b>
CO4	The student shall get an overview of how the Fashion industry works - Fashion Brands, Branding, Promotion, Presentation, and Pricing.	<b>M3</b>
CO5	The students shall develop the Fabrics and Materials Knowledge	<b>M4</b>
CO6	The student shall get knowledge of the Basics of Garment Design, Design Details, Ideas on Mood Board & Story Board, Basic Prototype (toile, muslin), Patterns, and Assembling.	<b>M4</b>
CO7	The student shall get basic knowledge of fashion collection presentations	<b>M5</b>

**Learning Outcome/Skills:**

The candidates should demonstrate a solid understanding of the fundamental principles and elements of fashion design, identify various types of fabrics, textiles, and materials commonly

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used in fashion, Display knowledge of key fashion movements, influential designers, Display knowledge of key fashion movements, influential designers,

Knowledge and understandings should be demonstrated in the areas of (1) Principal of Fashion Design (2) Basics of Fashion Branding techniques, (3) Creative Thinking, (4) Garment Design, (5) Material knowledge, (6) Presentation knowledge

<b>Module Number</b>	<b>Content</b>	<b>Total Hours</b>	<b>% of questions</b>	<b>Bloom Level (applicable)</b>	<b>Remarks, if any</b>
<b>THEORY</b>					
<b>M1</b>	Introduction to Fashion & Principal of Fashion Design	<b>10</b>	<b>25</b>	<b>1,2</b>	<b>NA</b>
<b>M2</b>	Role of a Fashion Designer and Fashion Leaders	<b>10</b>	<b>30</b>	<b>1,2,3</b>	<b>NA</b>
<b>M3</b>	Basics of Fashion Brand	<b>15</b>	<b>20</b>	<b>1,2</b>	<b>NA</b>
<b>M4</b>	Basics of Garment Design and Materials Knowledge	<b>15</b>	<b>25</b>	<b>1,2,3</b>	<b>NA</b>
<b>M5</b>	Basic knowledge of Fashion collection presentations	<b>10</b>	<b>25</b>	<b>1,2,3</b>	<b>NA</b>
<b>Total Theory</b>		<b>60</b>	<b>100</b>		
<b>Practical</b>		<b>15</b>			
<b>TOTAL</b>		<b>75</b>			

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Detailed Syllabus

**Module1: Introduction to Fashion & Principal of Fashion Design**

Fashion is a dynamic and ever-changing form of self-expression and art that plays a significant role in society, Key points of Introduction to Fashion: Historical Perspective, Fashion, and Culture, Fashion as a Language, Fashion and Sustainability

Principles of Fashion Design - Proportion, balance, Emphasis and Focal Point, Unity, and Harmony, Rhythm, Proximity, Emphasis on Functionality, Simplicity, Elegance, Personal Expression

**TotalHours:10**

**Module2: Role of a Fashion Designer and Fashion Leaders**

Fashion designers play a crucial role in shaping trends, aesthetics, and consumer preferences, they are the creative minds Behind the creation. some key responsibilities and roles of a fashion designer - Creative Conceptualization, Sketching and Illustration, Fabric and Material Selection, Construction, Trend Analysis, Forecasting, Adaptation Problem-Solving innovation, and presentation.

**TotalHours:10**

**Module 3: Basics of Fashion Brand**

The fashion industry is a complex and multifaceted global network that involves –

Designing,

Product development

Branding,

Promotion,

Presentation,

Pricing& distribution

**Total Hours: 15**

**Module 4: Basics of Garment Design**

The basics of garment design involve the foundational principles, techniques, and considerations used in creating Clothing- Design Details, Ideas on Mood Board & Story Board, Basic Prototype (toile, muslin), Patterns, and Assembling.

Fashion material knowledge is essential for fashion designers, manufacturers, and professionals in the industry to Select and work with- Types of Fashion Materials, Fabric Properties, Fiber Types, Texture and Surface, Color and Dyeing

**Total Hours: 15**



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**Module 5: Basic knowledge of Fashion collection presentations**

Fashion collection presentations are a way for fashion designers or brands to showcase their latest collections to industry professionals, buyers, media, and potential customers. There are different formats for presenting fashion collections – Runway Shows, Digital Presentations, Fashion Showrooms, Fashion Exhibitions, and Press Events.

**Total Hours: 10**

**PRACTICAL**

**Credit: 1**

**Total Hours: 15**

**Sub: BSFD192**

1. Practical exploration of design planning
2. Development of swatch
3. Fashion board development by hand- mood board, Story board

**Suggested Readings:**

**Books**

1. Fashion Promotion: Building a Brand Through Marketing and Communication. Gwyneth Moore
2. A Beginners Guide to Sewing. Quayside Publishing
3. Basic Pattern Skills for Fashion Design (2nd Edition). Jeanne Price and Bernard Zamkoff
4. Fashion from Concept to Consumer, Gini Stephens Frings
5. Encyclopedia of Fashion Details, Patrick John Ireland
6. Introduction to Fashion Design, Patrick John Ireland

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**SEM 2**

**Course Name: Fashion Illustration**

**Mode: Offline**

**Credits: 5(3T+2P)**

**SUB CODE: BSFD201**

**Aim of the Course:** The aim is to provide students with the knowledge, skills, and techniques necessary to create accurate, expressive, and visually appealing fashion illustrations.

**Course Objectives:** The course is aimed to help students develop the foundational skills of fashion illustration, including sketching, drawing, and rendering fabric. The course will Enable students to depict fashion figures with correct proportions and poses, enabling them to create realistic, stylized, and expressive illustrations. Students will be encouraged to experiment with different illustration styles, enabling them to find their artistic voice and create illustrations that align with their personal aesthetic.

<b>Sl.</b>	<b>Graduate attributes</b>	<b>Mapped modules</b>
CO1	The student will get an introduction to Fashion illustration & overview of different illustration styles and their application in fashion	<b>M1</b>
CO2	The student will get to develop the Techniques for illustrating different types of figure blocks, fashion poses, gestures, and movements	<b>M2</b>
CO3	The student shall get a detailed idea of the Illustration of Garments and Accessories, Design detailing, and rendering of accessories	<b>M3</b>
CO4	The student shall get a detailed idea of Rendering Fabrics, creative surface texture, and prints.	<b>M4</b>
CO5	The students shall get an understanding of the integral concept of a hand on experience of handling different art media.	<b>M4</b>
CO6	The student shall develop an individual signature style of illustration integrating conceptualization, exploration, and final ideation of design.	<b>M5</b>

**Learning Outcome/Skills:**

The candidates should demonstrate a grasp fundamental concept of fashion illustration, figure drawing, and its importance in the design communication process, including Rendering Fabrics and Textures.

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The candidates should be confident in their abilities and develop a personal style of fashion illustration as a form of artistic expression.

Knowledge and understanding should be demonstrated in the areas of (1) Proficient Fashion Figure Drawing, (2) Illustration Techniques, (3) Rendering skills, (4) Visual Communication, (5) Creative Expression (6) Presentation Skills.

<b>Module Number</b>	<b>Content</b>	<b>Total Hours</b>	<b>%of questions</b>	<b>Bloom Level (applicable)</b>	<b>Remarks, if any</b>
<b>THEORY</b>					
<b>M1</b>	Introduction to Fashion Illustration	<b>5</b>	<b>25</b>	<b>1,2</b>	<b>NA</b>
<b>M2</b>	Techniques for illustrating different types of figure blocks, fashion poses, gestures, and movements	<b>10</b>	<b>30</b>	<b>1,2,3</b>	<b>NA</b>
<b>M3</b>	Introduction to Illustration of Garments and Accessories	<b>10</b>	<b>20</b>	<b>1,2</b>	<b>NA</b>
<b>M4</b>	Rendering techniques of different Fabrics, creative surface texture, and prints	<b>10</b>	<b>25</b>	<b>1,2,3</b>	<b>NA</b>
<b>M5</b>	Introduction to Stylized, Conceptual Fashion Illustrations	<b>10</b>	<b>25</b>	<b>1,2,3</b>	<b>NA</b>
<b>Total Theory</b>		<b>45</b>	<b>100</b>		
<b>Practical</b>		<b>30</b>			
<b>TOTAL</b>		<b>75</b>			

**Detailed Syllabus**

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**Module 1: Introduction to Fashion Illustration**

Fashion illustration is an artistic expression that involves visually depicting clothing, accessories, and fashion designs, enabling designers to convey their creative ideas and concepts to others effectively  
Importance of fashion illustration in fashion.  
Different Illustration Styles and Their Application in Fashion

**Total Hours: 5**

**Module 2: Techniques for illustrating different types of figure blocks, fashion poses, gestures, and movements**

Developing blocks for block figures– men and women.  
A brief idea about face block.  
Basic croquis illustration  
3/4 pose, side pose & back poses, gestures, and movements  
Fashion frontal face-eyes, ears, nose, mouth & head.

**Total Hours: 10**

**Module 3: Introduction to Illustration of Garments and Accessories**

Illustration of Dresses, Outerwear, and Lingerie drawings on fashion figures  
Principles of draping garments on croquis.  
Illustration & rendering of accessories (bags, shoes, belts, headgear, jewelry)

**Total Hours: 10**

**Module 4: Rendering techniques of different Fabrics, creative surface texture, and prints**

Color rendering for the following fabrics: Denim, Fabric with sheen -Satin, Napped fabrics  
-Velvet, Leather, Suede, Chiffon, and Lace.  
Introducing color rendering for the following: Solids, Prints, Checks, Stripes, Floral, Dots

**Total Hours: 10**

**Module 5: Introduction to Stylized, Conceptual Fashion Illustrations**

The stylization of croquis using different kinds of paper.  
The stylization of croquis using different kinds of media  
Development of unique illustration style (Each student is encouraged to explore his/her own individual style of illustration)

**Total Hours: 10**

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**PRACTICAL**

**Credit:2**

**TotalHours:30**

**Sub: BSFD291**

1. Introduction to block figure drawing – men and women,
2. Drawing fashion frontal face-eyes, ears, nose, mouth & head
3. Introduction to drawing fashion poses
4. Croque analysis-analyzing figures from fashion magazines - Editorial Illustration
5. Illustration & rendering of Garments and Accessories
6. Color rendering of Fashion figures, fabrics, prints, and creative surfaces
7. Creative fashion Illustration – women& men
8. Stylization of fashion illustration using different kinds of paper
9. Stylization of fashion illustration using different kinds of media
10. Development of personal stylized fashion figure

**Suggested Readings:**

**Books**

1. Human figure, John .H.Vanderpoel Island, Printer C, Chicago Art student's academy, Edmond. J.Farris, Dover publications, NewYork.
2. Book of hundred Hands, George Brant, Bridgeman, Dover publications, New York.\_ Human Machine-The Anatomical
3. Fashion Rendering with Colour- Bina Abling.
4. Fashion Illustration Techniques: A Super Reference Book for Beginners by Zeshu Takamura
5. Drawing for Fashion Designers by Angel Fernandez and Gabriel Martin Roig
6. Fashion illustration. Inspiration and Technique by Anna Kiper
7. Fashion Illustration School. A Complete Handbook for Aspiring Designers and Illustrators by Carol Nunnelly
8. Figure Drawing for Fashion Design by Elisabetta Drudi and Tisiana Paci

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**PATTERN MAKING & GARMENT**  
**CONSTRUCTION I (BSFD 202/292)**  
**Credits- 3L+2P**

**Aim of the Course:** To manipulate and create a flat piece of fabric to fit one or more human body curves is an art form. The process of creating patterns connects design with production. A pattern can transform a sketch into a finished article of clothing by translating the design in the form of the garment's components.

**Course Objectives:** To enable the students to:

- Becomes familiar with the fundamental ideas behind pattern creation as a crucial component of design development.
- Develop their ability to design using the flat pattern method while becoming familiar with the tools and vocabulary of pattern building.
- Explores the numerous methods used for implementing quality in clothes as well as the understanding and application of the utility of various components in a garment.
- Develop a grasp of the importance of lock stitch machine competency and its use.

Sl.	Graduate Attributes	Mapped modules
CO1	Students will gain a strong understanding of pattern-making principles, techniques, and processes. They will be able to create accurate and well-constructed patterns for various types of garments.	<b>M1</b>
CO2	Pattern-making involves solving complex problems related to fit, garment structure, and design. Students will develop the ability to analyze fitting issues and find appropriate solutions.	<b>M1</b>
CO3	While pattern-making is often seen as technical, there's also room for creativity. Students will learn to translate design concepts into patterns, maintaining the balance between functionality and aesthetics.	<b>M2</b>
CO4	A good pattern maker needs to understand garment construction processes. Students will become familiar with sewing techniques and how their patterns translate into physical garments.	<b>M3</b>
CO5	Students will learn to assess the quality of patterns and conduct fit tests to ensure that the final garment meets the desired specifications.	<b>M4</b>
CO6	Understanding current and emerging trends in fashion is essential for pattern makers to create patterns that align with market demands.	<b>M4</b>

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**Learning Outcome/Skills:**

Learning outcomes and skills acquired in Pattern Making & Garment Construction courses are designed to prepare students for successful careers in the fashion industry. These outcomes encompass both technical expertise and creative abilities. Here are some key learning outcomes and skills typically associated with Pattern Making & Garment Construction courses:

(1) Pattern Drafting, (2) Pattern Manipulation, (3) Garment Fitting, (4) Understanding body proportions, (5) Technical Drawing and Notation, (6) Understanding garment construction Techniques.

Module Number	Content	Total Hours	%of questions	Bloom Level (applicable)	Remarks, if any
<b>THEORY</b>					
M1	Fundamentals of flat pattern structure and design	10	25	1,2	NA
M2	Draft basic bodice blocks- front and back. One dart and two dart basics.	10	30	1,2,3	NA
M3	Draft basic sleeve and basic collar and its variations.	10	20	1,2	NA
M4	Draft an A-Line front and back basic skirt block. Princess paneled bodice design	15	25	1,2,3	NA
<b>Total Theory</b>		<b>45</b>	<b>100</b>		
<b>Practical</b>		<b>30</b>			
<b>TOTAL</b>		<b>75</b>			

**Detailed Syllabus**

**Module1: Fundamentals of flat pattern structure and design**

Basic principles of flat pattern making – tools, industrial dress form, workroom terms, and definitions. How to take body measurements. Introduction to Industrial Sewing machine – machine parts, terminology, safety rules, Care, and maintenance.

**TotalHours:10**

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**Module 2: Draft basic bodice blocks- front and back. One dart and two dart basics.**

**Draft basic bodice blocks- front and back. One dart and two dart basics.**

**TotalHours:10**

**Module 3: Draft basic sleeve and basic collar and its variations.**

Draft basic sleeve and basic collar and its variations.

**TotalHours:10**

**Module4:Draft an A-Line front and back basic skirt block. Princess paneled bodice design**

Draft basic skirt block – A-Line front and back. Variations of the basic skirt - circular skirt, gathered skirt, skirt with a yoke, paneled skirt. Drafting of princess paneled bodice and its variations.

**TotalHours:15**

**PRACTICAL**

**Credit:2**

**Total Hours: BSFD 292**

**Sub: code**

1. Stitching practice on muslin (10" X 12" size)–straight lines, broken lines, cornered lines
2. Hem Finishes: Hand hemming- visible and invisible hemming, decorative hem-piped,
3. Introducing fullness: - Tucks -blind, spaced and pin tucks, Pleats - knife, box, inverted,
4. pleat with separate underlay, gathering, Ruffles -straight and circular ruffleand godets.
5. Neck lines:round and scoop, square and glass, 'V' shaped, straight and curved,sweet heart, key hole, boat neck and asymmetrical. Neck line finishes.
6. Collars:how to assemble a collar, Types of collars-flat collar, rolled collar, stand collar,tie collar, turtle neck collar, shirt collar, peter-pan collar, one-piece convertible collar and
7. Sleeves: -sleeveless - with facing, set-in-sleeve, half sleeve, puff sleeve, flaredsleeve, full sleeve, petal sleeve, leg-o-mutton sleeve, cap sleeve, and kimono sleeve. Sleeve finishes.

**Suggested Readings:**

1. Patternmaking for Fashion Design" by Helen Joseph Armstrong.
2. Designing Apparel Through the Flat Pattern., E. Rolfo Kopp & Zelin., Fairchild Publications.
3. Metric Pattern Cutting for Women's Wear" by Winifred Aldrich
4. Pattern Cutting for Men's Costume" by Elizabeth Friendship
5. Patternmaking with Stretch Knit Fabrics" by Julie Cole and Sharon Czachor
6. The Dressmaker's Handbook of Couture Sewing Techniques" by Lynda Maynard
7. Pattern drafting for Fashion:The Basics By Teresa Gilewska